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I, Introduction

A, Review

First of all, let's make sure we all realize this: BS Zelda was a 16-bit remake of The Legend of Zelda, which was released on the NES in the mid-80's. BS Zelda was only available in 1995 in Japan via a satellite system that connected to the Super NES. The game was broadcasted on Sundays from around 6 to 7, along with a TV show which gave info on the game and other Nintendo related things. Unfortunately, players were only given a set number of hours to play, over the course of four weeks (which is why the game stops after 57 minutes). Because this game was used to launch the BS-X system, Link (the original lead character) has been replaced by the mascots for the BS system (that is, unless you use a patch to play as him).

Now for the sake of precision, Roto found that the full name of the game should be BS The Legend of Zelda - Third Quest.

Roto's motive, his purpose, was solely to recreate the original game experience, so I'd say he can be considered a perfectly reliable source. Besides I've seen also unpatched dumps with third quest in their header.

As for what Third Quest means, we need to go back to the original Legend of Zelda on NES. The game has two quests, with the same story but different dungeons (and overworld secrets). It is evident, therefore, that this game was intended as a Third Quest. It is said that a fourth quest existed at one point, most commonly known as BS Zelda Map2, but there are no dumps of this game.

Now writing about the first The Legend of Zelda is no easy task. What can you say about a game that was for many people (myself included) a life changing experience? Trying to reduce into words that sort of impact is pointless. It's like describing love, you can't, you have to feel it at least once to understand. So we shall let the facts do the talking and suffice saying that BS Zelda is indeed a very good remake.

Anyway, for those who never played the original Zelda, here's a simple description of the gameplay (doesn't really make justice to it, but as said above, no description would). The game is divided in two settings: the overworld and the underworld. Starting out in the overworld, you are to explore a fantastic land of forests, rivers and mountains (believe me it was a truly enchanting journey) with an important task find the underworld dungeons and recover the almighty relic within, the Triforce. Only then, you would be allowed in the final dungeon to save the Princess Zelda from the evil Ganon. Both settings are filled with hostile creatures(so many of them for a game this old!) that constantly try to put an end to your quest. But you can fight back with an enchanted sword capable of shooting beams of light and a large number of items like a boomerang, a bow, bombs etc. The latter play an even more important role in opening hidden passages for you so that you can progress through the dungeons or find helpful secrets. And that's only one of the riddles the hero of this game is confronted with.

The world of Zelda proved to be so deep and elaborate that for many people it was, for the first time, like really being drawn into a different world and the adventure of a lifetime. As I said, BS Zelda is a great remake, even though this word is used loosely since the game has all new maps in which to live your adventure; it enhances sound and graphics to the SNES quality and introduces some new features like night time. It had a major downside because it originally had a time limit, but most people will probably patch the game to "loop" so let's ignore that. Actual downsides from the original NES game are that BS Zelda has a smaller overworld and doesn't have a final dungeon before the last boss (and it's missing a couple enemies too), resulting in a shorter game, but this was due to the limitations of the Satellaview so we'll have to tolerate it.

Speaking of loop though, one of the new features is a timer and, along with it, some timed events that can be very interesting and useful. They include simple things like having all enemies on screen vanish to more interesting ones like obstacles that are removed after a certain time. The latter inevitably make the game more linear, like the later episodes in the series. To some people this may be a serious change for the worse, but personally I don't mind, in fact I think the game is actually made more enjoyable by knowing in what area of the map the next dungeon should be. I mean, there's still plenty of exploring with all the secrets in this game and you still have less knowledge than in ALttP where the dungeons were marked on the map (they are in this one too, but only those of previous weeks, which was a necessity because you had little time to catch up). Of course the game being not emulated perfectly shows you the location of the first four dungeons right away (because unpatched it plays as week 3) but I believe that shouldn't influence this review.

I could now give votes to the various aspects of this game, but by now you should know how much I love this game and that this would only result in a series of nines. So instead I'll just say this: BS The Legend of Zelda was the main reason I originally bought a PC (talk about killer application) and I still play it more than many new games of today.

A brief history of this game on the net:

The only known dump was made by YuYu (I believe that's his handle). The game was dumped using a console copier called the Super UFO Pro Drive VII, which could copy games to disk off the Super Famicom Bulletin Service Satellite System. (thanks to NoaSQUARE@aol.com for the info.). This dump would only work as week 3 with most emulators.

Enter the BS Zelda homepage and Roto, he has hacked the game so we can play from week 1 to week 4. The whirlpool and the statues not coming to life were blockades meant to be removed in later weeks.

Here's how:

Week 1: Level 1-2 playable; the Candle isn't in the shop so you can't burn your way into the forest.

Week 2: Level 3-4 playable; a whirlpool prevents you from reaching the eastern part of Death Mountain.

Week 3: Level 5-6 playable; the statues don't come to life, making it impossible to pass into the western Death Mountain.

Week 4: Level 7-8 playable and the last boss appears near the end of your hour of play.

With the above fixed, the game can now (for the most part) be played the way it was supposed to be. It has been our mission to promote this game as well as its sibling (Kodai no Sekiban) and strive to improve their patches (with the addition of translations, for example) in the hope that all Zelda fans may enjoy these lost games.

In accord with this mission, we present to you a complete guide for the game.

B. Story

BS Zelda is a remake of The Legend of Zelda originally published on the NES. Therefore the two games have the same background story. There is however one difference: the starring character. To this generation of players, that grew into Zelda fans with games like Majora's Mask and The Wind Waker, seeing the main character with a baseball cap may be perfectly normal, but back in the days of A Link to the Past, this was quite shocking. We have an explanation for this from the other BS Zelda game, Kodai No Sekiban that had the same starring character(s) and explained that this was a youth from another world (presumably ours, judging by the baseball cap). It seems reasonable to assume that this was the case with the first BS Zelda too, but being it the remake of a classic Zelda game rather than an all new game in which it is a plot point for the hero to come from another dimension, this is obviously something that should be ignored when trying to fit this game's story (and thus that of LoZ) among the other episodes in the series. So there you have it: this game has the very same story of LoZ and you can decide for yourself if the starring character is still Link whose sprite was replaced with the BS-X mascotte (boy or girl), or if it is a youth from far away, or from our world even, living the adventure that was supposed to be of Link (or for the less strict and more imaginative, a youth from our world helping out Link).

And now, especially for those that did not play the original Zelda, here is the story extracted from the game's manual and made more vague concerning the identity of the hero:

A long, long time ago the World was in an age of Chaos. In the middle 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 Triceforce 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 somebody with enough courage to destroy the evil Ganon. Upon hearing this, Ganon grew angry, imprisoned the princess, and sent out a party in search of Impa.

Braving forests and mountains, Impa fled for her life from her pursuers. As she reached the very limit of her energy she found herself surrounded by Ganon's evil henchmen. Cornered! What could she do? ... But wait!

All was not lost. A youth appeared and skillfully drove off Ganon's henchmen, saving Impa from a fate worse than death. This youth had come to Hyrule from far, far away and thus came across Impa and Ganon's henchmen. Impa recounted the whole story of the princess Zelda and the evil Ganon. Burning with a sense of justice, the young one resolved to save Zelda, but Ganon was a powerful opponent. He held the Triforce of Power. And so, in order to fight off Ganon, the scattered eight fragments of the Triforce of Wisdom had to be brought together to rebuild the mystical Triangle.

If this couldn't be done, there would be no chance for the youth to fight all the way into Death Mountain where Gannon lived. Can this traveler really destroy Ganon and save the Princess Zelda? Only your skill can answer that question. Good luck. Use the Triforce wisely.

II, Controls

Similarly to what happened with Mario All Stars, the controls remained similar to the ones of the NES game. Of course the SNES controller has more buttons than the NES one and the game took advantage of this.

Therefore:

Digital Pad: Moves the hero in all four directions (not diagonals). Also moves the cursor in the subscreen.

A and Y buttons: Use your sword (input letters in Dreamer Nom's patch).

B button: Uses the chosen item.

Start and X buttons: The Start button starts the game and confirms decisions. Both buttons switch between main and subscreen.

L and R buttons: Cycles through your items.

Select button: Selects game files and shows everything you should achieve during the current week.

III, General Tips

- 1, You can bomb a wall or burn a tree in almost every screen. With a few exceptions, each overworld screen has no more than one entrance to caves/dungeons.
- 2, The Boomerang is your friend. Especially against Like Likes.
- 3, Get used to facing projectiles and block them with the shield. It helps. But be sure you have the proper shield.
- 4, Clear dungeon rooms of all enemies, sometimes an item may appear when they are gone. Also you will only be allowed to push blocks that trigger secrets after dispatching them.
- 5, Some very tough enemies can be taken down swiftly with bombs. But you had better keep a few for strict necessities.
- 6, If the enemy doesn't flash when hit, you may need to use another weapon or approach.
- 7, The Blue Ring is a life saver. try to find and buy it as soon as you can (but boy, it's really expensive!).
- 8, If you think you are missing something, hit the select button to see what you can get in the current week.
- 9, If you clear a screen with tough enemies, try to do everything you need past that screen right away, so that you don't have to return there again, because enemies respawn immediately in this game.
- 10, Remember where you find bombs laying on the ground. There are places when you can get them whenever you drop by.
- 11, You don't need to buy any keys. Do it only if you get hopelessly stuck.
- 12, Flute Magic: If you play the flute while facing up or right you'll be brought one level forward, down or left will take you backwards.
- 13, The Magic Wand is pretty strong in this game. Rely on it if you don't have the Magic Sword or can't shoot with it.
- 14, Buying the Blue Medicine twice gives you a Red Medicine. Normally this would cost more than a direct purchase, but if you can find someone that sells only Blue Medicine at very cheap prices...
- 15, You can hit the gravestone in E6, the tree in D4 or the stone in B5 (see the map at the start of the walkthrough) with the boomerang to make a fairy appear every time.

IV, Emulation Hints

A, Emulator

The best emulators to play this game are **ZSNES** and **SNES9X** (but only the patched game). Nlke will also work, and with an unpatched rom will make you play as the girl. In any case, most of this section was written with ZSNES in mind.

B, FAQ

- 1, Q: How do I insert action replay codes in ZSNES? - A: Simply click "cheat" in the Zsnes menu and insert the code.
- 2, Q: Why am I not able to see the clues the old men normally give you? - A: You'll have to change the video mode at config/video in the Zsnes gui. Try which mode works on your computer. Or try hitting "2" on the keyboard in ZSNES.
- 3, Q: You said there's sound in the game now, but I can't hear anything! Why? - A: Enable the sound in Zsnes gui config/sound (default is off).

C, Cheating by emulation

- 1, A not really dishonorable cheat would be to accelerate the time rather than waiting, in situations where you don't have a choice (such as working all the way to level6 before the entrance can be accessed). In ZSNES you can do this by pressing the keys "~" or "§".
- 2, You can't pause the timer by just pressing start. If you wish to do that, you have to pause emulation (just press esc in ZSNES).
- 3, On the other hand, a rather dishonorable cheat would be using Save States to win the Money Making Game (well save states can be abused in many other ways, but this one stands out for this game).

D, Glitches

- 1, Ganon can be fought with only 6 Triforce parts (or none with hacked save states). There's no need to get through Level 7 and 8 - just wait until it is 3:45... but don't forget the Silver Arrow... cheater :p
- 2, The game doesn't save the subscreen maps of dungeons that are made as you walk through them.
- 3, Red dots marking dungeons on the world map appear too early.
- 4, Use a PAR code for the red medicine BEFORE you have taken the letter and you will never run out!

This walkthrough is made for the patched rom with Roto's BS-Zelda complete patch!

V, Walkthrough

This is a reasonably straightforward walkthrough from the beginning to the end of the game.



Week 1: Overworld (between Start - Level 1)

Item: **Wooden Sword** - 🗡️

Map:

8	MW	8	P	P	S	R	S	5
7	R	PB	W	R	MS	7	R	
6	WS	O	HC	P	F/R	G		O
5	O	F/O	4	B	S	MW	2	
4		S/BR		F/R	1		F	HC
3			MW		R			L
2	F/R	HC	RR		S	G		HC/6
1		O	3	HC	O	SL/9	R	W
	A	B	C	D	E	F	G	H

= Level

S = Store

F = Fairy

G = Rupee Game

R = Free Rupees

P = Pay for Repairs

W = Warp

B = Bombs

L = Letter

O = Old Man

SL = Start Location

MW = Medicine Woman

HC = Heart Container

BR = Blue Ring

RR = Red Ring

WS = White Sword

MS = Magic Sword

PB = Power Bracelet

Solid Line (—) - no way through;

Dashed Line (- - -) - normal way;

Hardly Dashed Line (- - -) - special item (or knowledge) needed.

Upon starting, on the first screen, you'll walk immediately into a cave. There collect the Wooden Sword (F1). Once you leave the cave, go one screen up, then one left. There is a Shop (E2), which offers a Magic Shield, a Wooden Arrow, and Bombs. From there, go one screen left, one up (ignoring the short bridge), one right, and finally one up. You'll now be on a screen with a long bridge going left. Also, if you look at map on the top left corner of the screen, you (marked in green) will be right next to a red dot on the map (Level 1). Cross the bridge and enter the tree to access Level 1 (E4).



Level 1

Item: Bow - 

Boss: Aquamentus - 

Map:

8		K	HC	TP
7				
6	K			
5			K	
4		BO		M
3				
2				K
1	O	K	C	E
	A	B	C	D

E = Entrance
K = Key
C = Compass
M = Map
O = Old Man
BO = Bow
HC = Heart Container
TP = Triforce Piece

Solid Line (—) - no way through;
 Dashed Line (- - -) - normal way through a door;
 Hardly Dashed Line (- -) - bombable wall.

Go one screen left to pick up the Compass (C1), which will display on the map where the boss is. Kill all the bats (Keeses) to unlock the door on the left, then enter it. One of the Stalfos in this room has a Key (B2) (not hard to spot), kill him to get it. Kill all the Stalfos to unlock the door on the left. Inside you will find an Old Man (A1) which tells you that "Arrows cost money to use". Go back to the entrance, then one screen up. Kill all the snakes (Ropes) in this room for a Key (D2). Unlock the door up, go through, and unlock the next door up again. Go up and collect the Map (D4), then kill all the bats to open the door on the left. In this room, kill all droplets (Gels) to open the door on the left and enter. Avoid the Floortraps by stepping between them (thus triggering them) stepping back and wait until they clash and start retreating to their original position before going ahead. Push the farthest left block up, go down the stairs collect the Bow (B4), and return to the room with the Gels (C4). From here go one screen up, kill the Red Goriyas (watch out for their boomerangs), get the Key (C5) and continue left. Kill all Gels and move the block in the middle to unlock the door to the left. Enter, and continue your way up. Kill the Stalfos with the Key (A6) and go two screens up. Kill the Goriyas to get some bombs (needed to reveal the Level 2 entrance) and walk right. Be careful with the Wallmasters in this room (they only appear if you are by the wall and if they touch you, they'll take you back to the entrance), take the Key (B8) and go right again to get to the dungeon boss, Aquamentus. Avoid his fireballs (try getting in between them) and either shoot your sword at him or stab away at his head. This will get you a Heart Container (C8) and one room right is the first Piece of the Triforce (D8).

Overworld (between Level 1 - 2)

Item: Heart Container - , Letter - 

Now if you don't want to lose a heart container, you have to wait until the timer reaches 00:20. If you're up to it, go right, down, right, down, right, wait there and you'll get the second Heart Container (H2) as it washes ashore on the beach. Be careful, it's only available from the time 00:20 - 00:27!!

Now go left, up, right. You'll see a cave, go in and collect the Letter (H3), which you'll want to deliver to the old woman later on. From there, go up 2, and left one. Bomb the center of the big rock, and enter Level 2 (G5).



Level 2

Item: Wooden Boomerang - 

Boss: Dodongo - 

Map:

7			O	
6	1		K	
5	M			B
4			K	
3			C	
2			WB	
1			E	TP HC
	A	B	C	D

E = Entrance

= Stairs

K = Key

C = Compass

M = Map

B = Bombs

O = Old Man

WB = Wooden Boomerang

HC = Heart Container

TP = Triforce Piece

Solid Line (—) - no way through;

Dashed Line (- - - -) - normal way through a door;

Hardly Dashed Line (- -) - bombable wall.

This level too is a no-brainer, you should be in and out in 5 minutes, tops. Go up one room, kill all the red Goriyas, and collect the Wooden Boomerang (B2). Go up to get the Compass (B3), and up. Kill the Stalfos to get a Key (B4), unlock the door up and enter the room. You're now in a room full of snakes. Kill them all to unlock the door left, go in and grab the Map (A5), then kill the blobs (Zols) to get out. Go one right, collect the Bombs (C5) (Tip: these bombs will be here everytime you re-enter this room), bomb the upper wall (in the middle as it always is inside dungeons), go in get some more bombs with your boomerang, then left. Take the Key (B6) but watch out for the Wallmasters. Bomb up in here for an Old Man (B7) who says "Dodongo dislikes smoke" then unlock the door in the previous room, go left and enter the Stairs (A6). You'll be face-to face with Dodongo. Put bombs in his path to make him swallow them, and collect your Heart Container (D1) and Triforce Piece (D2). Level over.

Week 2: [Overworld \(between Level 2 - 3\)](#)

Item: Blue Candle - , Magic Shield - , Blue Ring - , Heart Container - 

The timer will now be set to 1:00 that means that you are in week 2 now, that means the bombs in the shop are replaced with the Blue Candle. Get it by going back to the Shop (E2) and enter the cave. Primarily, you really need to get the Blue Candle (60 rupees). You could get the Magic Shield (130 rupees), too but don't if you are not into rupee stocking because you'll soon wish to have at least 250 (and the shield can be found at a cheaper price after level4). If you don't have enough money then you can spend a lot of time slaughtering enemies or you can go (from the shop) one screen left, up (ignoring the bridge for now) and right (E3). Burn with the candle the eighth tree to reveal a moblin who offers 100 rupees. You can also bomb the center wall one screen to the right from the shop to play the Rupee Game (F2), which can get you tons of money quick. For more, see this guide's section about secret caves. If you manage to save 250 rupees or more, you'll be able to buy the Blue Ring soon.

From the shop go one screen left, cross the bridge and use the candle to burn away the 3 trees. If you do have 250 rupees, go left, up, right, up, left, left and enter the cave for the Blue Ring (B4) which halves damage dealt to you. If you have even more money you can go right and down now, burn the tree in the corner to find an Old Woman (C3). Show her your letter and buy the Red (68 rupees) or Blue Medicine (40 rupees). Both will restore your health but the red one works twice

Go back to where the bridge is (D2), go left, left again, down and along the LEFT side up again. There are two trees, about two tiles apart from one another. Use your candle on the left, and you'll have your pick of either Red Medicine or an extra Heart Container (B2). Take the Heart Container, you'll need every last one you can get. Go down again. Do you see the two trees at the bottom? Burn the left one and meet an old man who tells "go north, west, south, west in the Lost woods" these are indications to get past the lost woods, a screen that repeats itself in all but one direction. Now, if you are very patient and skilled with your control pad, you can use these indications you've just been given to go through the lost woods and get the White Sword early (be sure to have 5 Heart Containers), see "Overworld (between Level 4 - 5)" to find out how.

Otherwise, just go one screen right from the helpful old man and enter Level 3 (C1).



Level 3

Item: Raft - , Magic Boomerang - 



Boss: Manhandla -

Map:

8	1		HC	TP
7	RA			
6				
5			1	O
4	C			
3	K			
2	K		K	M
1	E	B		MB
	A	B	C	D

E = Entrance *MB = Magic Boomerang*
= Stairs *RA = Raft*
K = Key *HC = Heart Container*
C = Compass *TP = Triforce Piece*
M = Map
O = Old Man
B = Bombs

Solid Line (—) - no way through;
Dashed Line (- - -) - normal way through a door;
Hardly Dashed Line (- -) - bombable wall.

One quick rule to this level: kill everything you meet. A lot of enemies have keys in here, or open locked doors. Go up one room and get the Key (A2), then right, down (here you will always find Bombs (B2) that can be collected with the Magic Boomerang), right, collect the 35-40 rupees, then bomb the upper wall. Go in and collect the Key (C2), then go down, left, up, left, up - kill the Blue Vires to get another Key (A3) - and up again to get the Compass (A4). One more room up you'll find 3 Zols, bomb the upper wall, and go another time up by unlocking the door. For the first time, you will be confronted by Red Darknuts. They can only be hit on the sides and from behind their, and they change direction suddenly. You can either fight them or just run into the stairs and collect the Raft (A7). Go five rooms down, until you're one room above the entrance. Go right twice, this room oughta look familiar. Go right through the locked door, and collect the Map (D2). Go down one screen and kill the Blue Goriyas. Collect the Magic Boomerang (D1) and go three screens up - kill the Blue Goriyas, move the left block to open the door and go up again. You'll meet an Old Man (D5) who claims that he hears "growling from the next room", which means you have to bomb left. Enter the Stairs (C5). Follow the path two screens to the right to the boss Manhandla. Get your Heart Container (C8) by destroying all of his four "heads", but be careful - he becomes quicker everytime you cut one off. An easy way to beat him, is anticipate his movement and place a bomb so that he is right over it as it explodes. Go right for your third Triforce Piece (D8).

Overworld (between Level 3 - 4)

Item: Medicine -  

Go left one screen, then up along the RIGHT side, then right, up, right, up and left. You will see a dock (C4). If you don't have the Blue Ring yet go left and buy one (if you don't have enough money you can try playing the Rupee Game one screen up from the Start Location (F2)). If you don't have a Medicine yet, go from the dock one screen down and burn the tree in the corner, show the letter to the old woman and buy the Red Medicine (C3). Walk onto the dock (C4) now, and you'll be whisked away with your raft to the entrance of Level 4 (C5).



Level 4

Item: Ocarina - , Increased Total of Bombs - 

Boss: Digdogger - 

Map:

8	IB	OC/K		O
7				
6				
5			1	
4			M	
3			K	
2		K	TP	
1	C	E	HC	1
	A	B	C	D

E = Entrance *IB = Increased Bombs*
= Stairs *OC = Ocarina*
K = Key *HC = Heart Container*
C = Compass *TP = Triforce Piece*
M = Map
O = Old Man

Solid Line (—) - no way through;
 Dashed Line (- - -) - normal way through a door;
 Hardly Dashed Line (- -) - bombable wall.

Run through this one, too. Go left for the Compass (A1) - (you can lighten dark rooms with your Candle), go back to the entrance, up one room and kill every Zol for a Key (B2). Up again, kill everyone for some bombs. Bomb right and go get the Key (C3), then go back, up, and right for the Map (C4). Then back again, and continue up, kill the two Moldorms, unlock and enter the door up. You will find two Bubbles here that can disable your sword for a short while after touching you. Up again, unlock and enter the room to your right. Don't worry about the locked door down yet, instead go up (be careful with the Like-Likes - they'll steal your Magic Shield. Go right to hear an Old Man (D8) saying "There are beings weak to sound". He means Pols Voice (monsters with big ears - play your ocarina whenever you meet one). Go left twice which will be a room with two Darknuts and a staircase. Instead of dealing with them, bomb left, where an old man will let you be able to carry Twelve Bombs (A8) for 50 rupees. Then go left kill those Darknuts for a Key (B8), and go down the stairs for the Ocarina (B8). Go right, down, unlock the door, and continue two rooms down to a room with a staircase (C5). Go down, and you'll come up in a room with Darknuts and Pols Voices, but ignore them and head left for the boss. Play your flute once, then stab the stuffing out of the the mini-eyes that come out. Get your Heart Container (C1) and one room up is your Triforce Piece (C2). Level's over.

Week 3: Overworld (between Level 4 - 5)

Item: Wooden Arrow - 🏹, Meat - 🍖, White Sword - ⚔️

The time will now be set to 2:00, that means you are in week 3 and there are no Lost Woods / Whirlwinds. Use your raft to go down, go left to the Shop (B4) and buy the Wooden Arrow (80 rupees) and the Bait/Food (60 rupees) if you don't have them yet. Now we will go get the White Sword (be sure to have 5 Heart Containers). From the shop (the Blue Ring's one) go left, down, left, and up. If you came here before getting the fourth Triforce piece, you'd have to make your way past the tornadoes, which is very difficult and time consuming (unadvisable if you are racing against time). Going up, you will enter the graveyard. In the middle row, second headstone from the left, push it down to reveal a passage. Go in and collect the White Sword (A6), which is much stronger than your old one.

Now use the flute and go to the entrance of Level 2 then the screen right of it(H5). Go up to the dock and ride the raft to a new area (in week 3 no Whirlpool will block your way). This cave here will just be a guy with information "Climb the cliff behind the grave soldiers guard" - this is a hint how to get access to Level 5. Go out, two screens left and burn the tree. This is another Rupee Game (F6). Either way, from the game, go one right, and two screens up the stairs to find the cheapest Store (G8) for the Magic Shield. You can pick up the Magic Shield, Dungeon Key, or Meat, for 90, 80, and 60 rupees. Last chance to buy the Meat. Go down, then right, and position yourself above the tombstone. Walk directly up, and you'll pass through the rock to the obscure yet nostalgic entrance to Level 5 (H8).



Level 5

Item: Stepladder - 🪜, Increased Total of Bombs - 💣

Boss: Patra - 🦋

Map:

8	2			HC	TP
7	O	1			
6		C			
5		H		IB	1
4		K			
3					SL
2					K
1	2	E	O	F	M
	A	B	C	D	E

- E = Entrance**
- # = Stairs**
- K = Key**
- C = Compass**
- M = Map**
- O = Old Man**
- H = Hungry Man**
- F = Fairy**
- IB = Increased Bombs**
- SL = Stepladder**
- HC = Heart Container**
- TP = Triforce Piece**

Solid Line (—) - no way through;
 Dashed Line (- - -) - normal way through a door;
 Hardly Dashed Line (- -) - bombable wall.

This one takes a little effort. Go up one, right, right, then bomb down to meet with a Fairy (D1). In the left room you will meet an Old Man (C1) saying "There's a secret with the soldier's statue" (Hint for the Power Bracelet). Right and up again defeat the mummies (Gibdos) so you can move the block. Go through the now open door on the right, get the Key (E2) there and go down for the Map (E1) - move the middle block in this room to get out again. Return to the room one screen up from the entrance, and unlock the door.

Go up three times (ignore the key right now). In here a Hungry Man (B5) will say "My stomach grumbles...". Give him the Food, continue up. Push the block up, grab the Compass (B6), and bomb left. Enter and go back, this time pushing the block right, then go up. Kill the much harder and faster Blue Darknuts, then push the block on the left to unlock the door and a new Staircase (B7). Go down the stairs, emerge and bomb the left wall in this room to meet an old man who increases the total Bombs you can carry (D5) for 50 rupees (which should bring you up to 16, not bad!) go left, and one room down. Now kill the 3 Dodongos with your large amount of Bombs, and go down, entering the staircase right away. Pick up the Stepladder (E3) here, and go back to the Stairs (E5) two rooms up. Go down three rooms and grab the Key (B4) using your Stepladder. Now go up twice to the room where you bombed the left wall so you could move the block from that side, go left and up to meet another Old Man (A7) telling you that "The next level is at the beach". Now go down six times, kill the Darknuts so you can move the block and reveal a Staircase (A1) which will take you a couple rooms from the boss. Go two times to the right, move the middle block to unlock the next door, enter, and you are confronted with the boss Patra. He is quite simple; so much that I think the game glitched his movement pattern. Keep slashing from a safe distance first the small flies then toast him. Get your Heart Container (D8) and the Triforce Piece (E8). Getting too easy, eh? Now get ready to move on to Level 6.

Overworld (between Level 5 - 6)

Item: Two Heart Containers - 

Outside the dungeon should be a guy who sells Blue Medicine for only 10 rupees. Buy it twice and you get a red one. Now it's time to get some more Heart Containers: Again use the flute to reach the entrance of Level 2 (G5), go right, down and use your Stepladder to get the next Heart Container (H4). Now continue your way to the Start Location (F1), go left twice and use your Stepladder to get to a cave with the next Heart Container (D1).

Do you remember the beach where you've found the very first Heart Container? Go there now again and wait until the time is 2:35 and a tile, with an ocarina engraved on it, appears. Play your Ocarina and from the sea rises the entrance to Level 6 (H2) (this is a pretty cool animation). Also note that it will be night soon, Octoroks will then be replaced by Darknuts... be careful.



Level 6

Item: Magic Wand -

Boss: Gohma -

Map:

8		O	
7		M	TP
6		K/B	HC
5		MW	1
4			K/F
3		C	
2			1
1	E		K
	A	B	C

- E = Entrance*
- # = Stairs*
- K = Key*
- C = Compass*
- M = Map*
- O = Old Man*
- B = Bombs*
- F = Fairy*
- MW = Magic Wand*
- HC = Heart Container*
- TP = Triforce Piece*

Solid Line (——) - no way through;
 Dashed Line (----) - normal way through a door;
 Hardly Dashed Line (- - -) - bombable wall or secret invisible passway.

With all your equipment these dungeons are beginning to seem too easy, eh? Well, this one is no different. Go up 3 rooms and kill all the monsters. Push the left block to open the door on the right. Go in here, then right one more room, bringing you to a room with a fairy you can't reach, and a key. Take the Key (C4) and go two rooms left, then go up and fight Moldorm. Go up and bomb the right wall for a Key (B6). Go left again and up. There is a locked door with an unfriendly guy who was the level 4 boss - Digdogger. Kill him the same way (play your Ocarina and hack 'em), then go one screen right and pick up the Map (B7). Bomb up for an Old Man (B8) saying "Aim at the eye of Ghoma" - a hint how to defeat the dungeon boss Ghoma. Go down two screens from him, and pick up the Bombs (B6). Now keep walking down against the middle of the wall and you'll pass through it, entering a hidden room with a staircase. Get in there and pick up the Magic Wand (B5). Now start heading all the way back toward the entrance. Once you are two room above the start, unlock the door right, go inside, pick up the Compass (B3), and bomb the right wall. Go inside, and you have two choices: down or up. Up is that Fairy (C4) you couldn't reach before, go there if you need it. Down will put you in a room with snakes, spike traps, a staircase and a passage down. Go down first, pick up the Key (C1) in there, then go back and down the Stairs (C2). Kill the mummies (Gibdos), and ready your bow and arrows. Unlock the door, go inside, and put an arrow in the eye of the boss, Ghoma, while it's open. Get your Heart Container (C6) and your Triforce Piece (C7). You're finished with another Level.

Week 4: [Overworld \(between Level 6 - 7\)](#)

Item: Heart Container - , Power Bracelet - 

You are now in week 4. If the timer ever reaches 3:25 immediately get on the overworld and follow the instructions in the next Overworld (between Level 7 - 8). But for now, from the entrance Level 2 (get there with the flute) (G5) go left three screens (use your stepladder to get over the small river), up, left. Bomb the wall (top left) to reveal a secret cave with the last Heart Container (C6). Now wait until it is 3:08 - the Armos will come to life. Go left, another screen up, bringing you to a group of statues.

Touch the second from right in the top row to find the Power Bracelet (B7) (if you aren't using Roto's patch you'll have to cheat for it).

Go right one screen and with your Power Bracelet you can move the stone in the middle to access the stairs. Walk them up, three screens to the right, one down and you are at the entrance of Level 7 (F7).



Level 7

Item: Red Candle - 

Boss: Stronger Aquamentus - 

Map:

6		F	O	M	HC	TP	
5	2	K	K		2		
4		3				RC/K	
3	3		K		F		
2	K				O	C	1
1			1	E	K		
	A	B	C	D	E	F	G

E = Entrance
= Stairs
K = Key
C = Compass
M = Map
O = Old Man
F = Fairy
RC = Red Candle
HC = Heart Container
TP = Triforce Piece

Solid Line (——) - no way through;
 Dashed Line (----) - normal way through a door;
 Hardly Dashed Line (— —) - bombable wall.

Immediately go right, ignore the Darknuts, grab the Key (E1) and leave. Go up, three times to the left (grab the Key (A2)), up again, kill the Darknuts for some Bombs, then bomb the right wall. Go inside, pick up the 40 rupees, go right, pick up another 40 rupees and a Key (C3). Go up, and once again collect 40 rupees. Go down, twice to the left, down, and twice to the right. Unlock the door down and head that way. Go into the Stairs (1) (C1). >From the exit, go up, kill the two Patras and bomb the left wall. Enter, go left for a Fairy (E3), go up and bomb the right wall. Grab the Key (F4), kill the bats, go through the door, push the block right and go up, then left. Bomb down, enter the stairs, and get the Red Candle (F4). Make your way back: up, right, and three screens down to the Stairs (1) (G2) and take them. When coming back from those stairs, go up, right twice, meet another Old Man (E2) who will say "If you intend to fight Ganon find the Silver Arrow".

Go right again, pick up the Compass (F2), and then go back left twice. Go as far up (four times) as you can, collect the Map (D6), kill the Blue Darknuts, go down, bomb the left wall, go in and get the Key (C5). Go up for another Old Man (C6) and his message "The Triforce has to be complete to defeat Ganon", go down unlock the door left, and enter. Grab the Key (B5). Up leads to a Fairy (B6), down will lock you in a room with Gibdos. Kill them all and push the block on the left. This will open the passage you came from, a passage left, and a Staircase (3). DO NOT go into the Staircase! (3) It's a trick that'll send you way off course. Instead, go one left, then up. Kill the Manhandla, then push the block on the left. Go down the Stairs (2) (A5), then go up one, and fight the boss. This Aquamentus is stronger than that of Level 1 and changes his color as you damage him. When he's blue he will shoot faster, and upon becoming red one shoots more unblockable (even with the Magic Shield) fireballs at the same time... Nevertheless he is rather easy. Get the Heart Container (E6) and the Triforce Piece (F6) and you're done!

Overworld (between Level 7 - 8)

Item: Red Ring - 🏹, Magic Sword - 🗡️

Now you'll have to be quick to get the Magic Sword and the Red Ring: they are only available between 3:25 and 3:35! Quickly get into the woods (use the flute and go to level 3) and to the place with the 2 statues (just at the entrance, left of the bridge); below the left one is the Red Ring (C2). After this (use the flute to go to the entrance Level 2 (G5), head left over the river, up, left (you see a waterfall), and up. Go into the cave and you'll get the Magic Sword (E7) (for this sword you won't need a special number of Heart Containers because it is Time Related). From the place you've found the Power Bracelet (B7) go right, up and left (or you can use the flute to reach Level 7 and go all the way left) and see something which may look familiar to Zelda fans. It's Spectacle Rock, and also the entrance to Level 8 (B8). You just have to bomb the left rock.



Level 8

Item: Book of Magic - 📖, Silver Arrows - 🏹

Boss: Blue Ghomas - 🐉

Map:

8		TP		O	
7		HC			
6				1	
5		1			
4				M	
3	F	C			O
2			K	MB	
1			SA/E		
	A	B	C	D	E

E = Entrance
= Stairs
K = Key
C = Compass
M = Map
O = Old Man
F = Fairy

SA = Silver Arrow
MB = Magic Book
HC = Heart Container
TP = Triforce Piece

Solid Line (——) - no way through;
 Dashed Line (----) - normal way through a door;
 Hardly Dashed Line (— —) - bombable wall.

In the first room move the block in the middle and to the right to make a staircase appear and get the Silver Arrow (C1). Go up and kill the 2 Zols for a Key (C2). Bomb right, go in and collect the Magic Book (D2). If you bomb up you find a shortcut to Dodongo. If you choose to go the normal way, go left twice and then up. Welcome to the dark room with the Compass (B3). Even using the candle, you can't see the path through this room, you have to stumble and feel your way through it. You can bomb left and meet a Fairy (A3), or go right. In here you can bomb up for a shortcut through here, or follow the path right. If you choose right, fight Dodongo (bomb the bottom wall in this room if you forgot the Book of Magic). Unlock the door to the right to find an Old Man (E3) telling you the important tip "Use the sword to stop Ganon, then shoot an Arrow". Go back left and up to get the Map (D4) by pushing the block on the second row to the left. Go up, left, down, left, and up. Kill Patra, move the block to find the Stairs (B5). Take them, and simply follow the path up twice, meet the Old Man (D8) telling you "The ones next door can show you to the Arrow" - which means the Wallmasters will bring you to the entrance where you found the Silver Arrow.

Go left, down, kill the three Dodongos, continue down kill the color shifting Aquamentus, continue left and defeat another color shifting Aquamentus. Go up to the actual two bosses - the Blue Ghomas. Beat them, by shooting two Silver Arrows in each eye, get the Heart Container (B7) and the last Triforce Piece (B8).

Overworld (between Level 8 - Final Area)

Item: ----

Now it's time to beat Ganon, the Prince of Darkness. Go back to the Start Location (F1), wait until it is 3:45 (nightfall) and go into the cave.



Final Area

Item: Triforce of Power - 

Boss: Ganon - 

Map:

4	PZ
3	TR
2	
1	E
	A

E = Entrance
TR = Triforce
PZ = Princess Zelda

Solid Line (—) - no way through;
Dashed Line (- - -) - normal way through a door;
Hardly Dashed Line (- - -) - bombable wall.

You see in an animation Ganon grabbing the old man and breaking the wall. Follow him two rooms up to begin your last battle. Ganon will immediately turn invisible, to beat him swing your sword where you believe he may currently be standing (you should try to anticipate his movements by looking at where his fireballs originate... but don't forget to dodge them).

You have to hit the invisible Ganon 4 times. He will then turn blue, shoot a Silver Arrow on him and he is dead. After this take the Triforce of Power from his ashes (A3), go one screen up, rescue Princess Zelda (A4) by putting out the blue fires with your weapons and talk to her. You will automatically walk down to the first room with her. Once you leave the cave the game is over.

Good job, fellow adventurer!



VI, Secrets

8	MW	8	P	P	S	R	S	5
7	R	PB	W	R	MS	7	R	
6	WS	O	HC	P	F/R	G		O
5	O	F/O	4	B	S	MW	2	
4		S/BR		F/R	1		F	HC
3			MW		R			L
2	F/R	HC	RR		S	G		HC/6
1		O	3	HC	O	SL/9	R	W
	A	B	C	D	E	F	G	H

= Level

S = Store

F = Fairy

G = Rupee Game

R = Free Rupees

P = Pay for Repairs

W = Warp

B = Bombs

L = Letter

O = Old Man

SL = Start Location

MW = Medicine Woman

HC = Heart Container

BR = Blue Ring

RR = Red Ring

WS = White Sword

MS = Magic Sword

PB = Power Bracelet

Solid Line (——) - no way through;

Dashed Line (----) - normal way;

Hardly Dashed Line (- - -) - special item (or knowledge) needed.

A, Heart Containers -

- 1, (H2) - At 00:20 - 00:27 go to the beach
- 2, (B2) - Burn the left tree to find a cave with an Old Man and decide between a Heart Container or a Red Medicine
- 3, (H4) - Use the stepladder to get this Heart Container
- 4, (D1) - Use stepladder to reach a cave with an Old Man and decide between a Heart Container or a Red Medicine
- 5, (C6) - Bomb the wall to find a cave with an Old Man and decide between a Heart Container or a Red Medicine
- 6 - 13, You'll get also one Heart Container for every defeated Dungeon Boss - eight at all!

B, Medicine Shop -

- 1, (C3) - Burn the tree in the corner to find a cave with an Old Woman offering Blue (40) and Red (68 rupees) Medicine
- 2, (F5) - Bomb the wall to find a cave with an Old Woman offering Blue (40) and Red (68 rupees) Medicine
- 3, (A8) - Go into the open cave to find an Old Woman offering Blue (40) and Red (68 rupees) Medicine
- 4, (H8) - A Street Vendor sells Blue Medicine for 10 rupees before Level 5 from between the time 2:10 - 2:33
- 5, (B2) - Burn the left tree to find a cave with an Old Man and decide between a Heart Container or a Red Medicine
- 6, (D1) - Use stepladder to reach the cave with an Old Man and decide between a Heart Container or a Red Medicine
- 7, (C6) - Bomb the wall to find a cave with an Old Man and decide between a Heart Container or a Red Medicine

C, Fairies -

- 1, (G4) - Fairy Pond
- 2, (D4) - Hit the tree yith your Boomerang - for every hit appears a Fairy
- 3, (A2) - Fairy Pond
- 4, (E6) - Hit the gravestone yith your Boomerang - for every hit appears a Fairy
- 5, (B5) - Hit the rock yith your Boomerang - for every hit appears a Fairy

D, Rupees Gaming Places - 🏠

- 1, (F2) - Bomb the wall (best place only one seen up from start)
- 2, (F6) - Burn the tree

E, Free Rupees - 🏠

- 1, (E4) - Bomb the upper wall on the right side: $9 \times 5 = 45$ Rupees
- 2, (G4) - Bomb the center of the wall: $9 \times 5 = 45$ Rupees
- 3, (G1) - Burn in the middle row the 3rd tree from the right: a Moblin offers 30 Rupees
- 4, (E3) - Burn the 8th tree: a Moblin offers 100 Rupees
- 5, (D4) - Burn the tree in the corner: a Moblin offers 100 Rupees
- 6, (C1) - Bomb the upper wall on the right side: $9 \times 5 = 45$ Rupees
- 7, (A2) - Bomb the center of the wall: $9 \times 5 = 45$ Rupees
- 8, (E6) - Bomb the upper wall on the left side: $9 \times 5 = 45$ Rupees
- 9, (G7) - Bomb the upper wall on the right side: $9 \times 5 = 45$ Rupees
- 10, (A7) - Bomb the center of the wall: $9 \times 5 = 45$ Rupees
- 11, (D7) - Move the leftmost block of a circle with the Power Bracelet: a Moblin offers 30 Rupees
- 12, (F8) - Bomb the center of the wall: $9 \times 5 = 45$ Rupees

F, Pay Repair Charges - 🏠

- 1, (D6) - Bomb the center of the wall: costs 20 Rupees
- 2, (C8) - Bomb the center of the wall: costs 20 Rupees
- 3, (D8) - Bomb the center of the wall: costs 20 Rupees

G, Shops - 🏠🛒🛒🛒🛒🛒

- 1, (E2) - (1st week) Open Cave: Magic Shield (130 Rupees), Bombs (20 Rupees), Wooden Arrow (80 Rupees)
- 2, (E2) - (2nd to 4th week) Open Cave: Magic Shield (130 Rupees), Dungeon Key (100 Rupees), Blue Candle (60 Rupees)
- 3, (B4) - Open cave: Wooden Arrow (80 Rupees), Blue Ring (250 Rupees), Food (60 Rupees)
- 4, (G8) - Open cave: Magic Shield (90 Rupees), Dungeon Key (80 Rupees), Food (60 Rupees)
- 5, (E5) - Bomb the center of the wall: Magic Shield (90 Rupees), Dungeon Key (80 Rupees), Food (60 Rupees)
- 6, (E8) - Bomb the center of the wall: Magic Shield (90 Rupees), Dungeon Key (80 Rupees), Food (60 Rupees)

H, Increased Bomb capacity - 🏠

- 1, (A8) - Level 4: Top left corner; pay the Old Man 50 Rupees to carry 4 more Bombs
- 2, (D5) - Level 5: From the beginning go straight up, take the stairs and bomb the left wall - pay 50 Rupees to carry 4 more Bombs

I. Old Men Advices -

- 1, (E1) - Bomb the center of the wall: "Have you found the dungeon in the One Rock?"
- 2, (B1) - (2nd week) Burn the left tree at the bottom: "Go north, west, south, west in the Lost Woods!"
- 3, (B1) - (3rd week) Burn the left tree at the bottom: "Beyond the Woods lies a graveyard."
- 4, (A5) - Bomb the right wall: "There's a secret in the graveyard."
- 5, (H6) - Open Cave: "Climb the cliff behind the grave soldiers guard!"
- 6, (B6) - (Before 3:08) Open cave: "Luckily the Armos still sleep."
- 7, (B6) - (After 3:08) Open cave: "Life was blown into Armos."
- 8, (B5) - (Before Dungeon 6) Open cave; Pay 10 Rupees: "The Magic Rod is in a secret cellar of Level 6."
- 9, (B5) - (Before Dungeon 7) Open cave; Pay 10 Rupees: "The red candle is in a secret cellar of Level 7."
- 10, (B5) - (Before Dungeon 8) Open cave; Pay 10 Rupees: "The Book of Magic is in a secret room in Level 8."
- 11, (B5) - (Before Dungeon 8) Open cave; Pay 10 Rupees: "For the Silver Arrow push a block in Level 8."
- 12, (B5) - (Before Dungeon 8) Open cave; Pay 10 Rupees: "My last advice, use a boomerang if out of reach."

J. Items -

- 1, (F1) - Open Cave: An Old Man offers the Wooden Sword
- 2, (H3) - Open Cave: An Old Man offers the Letter
- 2, (A6) - Push down the 2nd gravestone from the left in the middle row: An Old man offers the White Sword if you have 5 Heart Containers
- 3, (D5) - Use your Boomerang to grab these ever present free Bombs
- 4, (B7) - Touch the 2nd Armos from the right in the top row to find the Power Bracelet
- 5, (C2) - Between 3:25 - 3:34 touch the Armos to find a cave with an Old Man who offers the Red Ring
- 6, (E7) - Open Cave: An Old Man offers the Magic Sword between 3:25 - 3:34

K. Warp Points -

- 1, (H1) - Move the leftmost block in a circle with your Power Bracelet and take the cave - you'll reappear at (C7)
- 2, (C7) - Move the leftmost block in a circle with your Power Bracelet and take the cave - you'll reappear at (H1)

L. Dungeon Entrances -

- 1, (E4) - Walk across the bridge
- 2, (G5) - Bomb the large "One Rock"
- 3, (C1) - Walk through the woods
- 4, (C5) - Use your raft
- 5, (H8) - There's an invisible secret passageway...
- 6, (H2) - Play the flute on the stone panel
- 7, (F7) - Just go in
- 8, (B8) - Bomb the left rock
- 9, (F1) - At the time 3:45 you are able to defeat Ganon

VII, Time Related Events

The game is divided in 4 cycles (weeks): the 1st is from 0:00 to 1:00, the second is from 1:00 to 2:00, the 3rd is from 2:00 to 3:00 and the 4th is from 3:00 to 3:56.

However, the only way to pass at the next one is gaining the required pieces of the Triforce, otherwise the events (if the game is patched properly) will repeat even though the clock moves on (in other words, if you don't take the second piece of Triforce within the first hour, you'll get the ever-shooting sword again at 1:10, just as you did at 0:10) and all permanent events triggered during the week (such as the appearance of Level6's tile or the Armos having woken up) will be reverted to the original condition that they had at the week's start.

In the parenthesis after the effects is that time shown in hex values:

1, Week 1

0:10 The sword shoots even if your hearts are not all filled (0A)

0:15 The sword shoots no longer if your hearts are not all filled (0F)

0:18 A Thunder kills all enemies on the screen (12)

0:20 A Heart Container is available in front of level 6 (14)

0:28 The Heart Container can't be collected anymore (1C)

0:33 A Fairy appears in the middle of the screen (21)

0:35 All enemies give Fairies or Blue Rupies (23)

0:38 A Thunder kills all enemies on the screen (26)

0:40 No more guaranteed Fairies and Blue Rupies (28)

0:43 Magic Clock stops all enemies on screen (2B)

0:45 Unlimited Bombs (2D)

0:53 No more Unlimited Bombs (35)

0:56 The game may freeze if not patched (38)

Note The game jumps to 1:00 when you get the second Piece of the Triforce

2, Week 2

1:00 It is possible to purchase a Blue Candle (00)

1:12 A Fairy appears in the middle of the screen (0C)

1:13 Something ceases (0D)

1:19 A Thunder kills all enemies on the screen (13)

1:20 Prices halved in shops (14)

1:25 Magic Clock stops all enemies on screen (19)

1:28 Prices return to normal (1C)

1:30 You get the Red Candle that shoots up to 2 flames at a time (1E)

1:33 A Thunder kills all enemies on the screen (21)

1:35 A Fairy appears in the middle of the screen (23)

1:38 No more Red Candle (26)

1:47 Magic Clocks stops all enemies on screen (2F)

1:56 The game may freeze if not patched (38)

Note The game jumps to 2:00 when you get the third piece of the Triforce

3, Week 3

2:00 The whirlpool that blocks Level 5 disappears; the Lost Woods are not more lost and the Whirlwinds before the graveyard calm down (00)

2:10 A Street Vendor sells Blue Medicine for 10 rupees before Level 5 (0A)

2:14 A Thunder kills all enemies on the screen (0E)

2:20 Unlimited Bombs (14)

2:25 A Thunder kills all enemies on the screen (19)

2:27 Magic Clocks stops all enemies on the screen (1B)

2:28 No more Unlimited Bombs (1C)

2:30 The falling rocks stop coming (1E)

2:32 You have all Heart Containers (20)

2:34 The Street Vendor leaves (22)

2:35 The Tile that opens Level 6 appears (23)

2:37 A Fairy appears in the middle of the screen (25)

2:39 Another Fairy appears in the middle of the screen (27)

2:42 The Heart Containers you got at 2:32 are gone (2A)

2:45 You get the Mighty Boomerang (2D)

2:48 Magic Clocks stops all enemies on the screen (30)

2:50 First sunset, the falling rocks come back (32)

2:55 No more Mighty Boomerang (37)

2:56 The game may freeze if not patched (38)

Note The game jumps to 3:00 when you get the sixth Piece of the Triforce

4, Week 4

3:08 Dawn, the Armos wakes up (08)

3:10 Shop prices halved (0A)

3:19 A Thunder kills all enemies on the screen (13)

3:20 Shop prices back to normal(14)

3:21 A Thunder kills all enemies on the screen (15)

3:25 The Red Ring and Magic Sword are now available (19)

3:30 Something ceases (1E)

3:35 Red Ring and Magic Sword gone; a whistle is heard upon entering overworld screens with a secret (23)

3:40 The sword shoots even with hearts not filled, Unlimited Bombs and Mighty Boomerang (28)

3:45 Second sunset, Ganon is ready for the final battle (2D)

3:56 The game may freeze if not patched (38)

4:00 You lose all the powers gained at 3:40. The Armos fall asleep (for 8 minutes). Ganon no longer appears (00)

VIII, Cheat

A, Pro Action Replay Codes

1, Swords

7E743A01 - Wooden Sword

7E743A02 - White Sword

7E743A03 - Magic Sword

2, Shields

7E743B00 - Regular Shield

7E743B01 - Magical Shield (this code only works if you start the game with it active, or if you turn the code on while playing an existing game, die, save, and then continue)

3, B Button Items

7E742101 - Wooden Boomerang

7E742102 - Magic Boomerang

7E742263 - Infinite Bombs x99

7E743C01 - Bow

7E742301 - Wooden Arrow

7E742302 - Silver Arrow

7E742401 - Blue Candle

7E742402 - Red Candle

7E742601 - Meat Bait

7E742501 - Ocarina

7E742F01 - Letter

7E742701 - Blue Medicine

7E742702 - Red Medicine

7E742801 - Magic Wand

3, Quest Items

7E742C01 - Stepladder

7E742901 - Raft

7E742E01 - Power Bracelet

7E742B00 - No Ring

7E742B01 - Blue Ring

7E742B02 - Red Ring

7E742A01 - Magic Book

4, Heart Containers

7E6DDD18 - x3 Heart containers
7E6DDD20 - x4 Heart containers
7E6DDD28 - x5 Heart containers
7E6DDD30 - x6 Heart containers
7E6DDD38 - x7 Heart containers
7E6DDD40 - x8 Heart containers
7E6DDD48 - x9 Heart containers
7E6DDD50 - x10 Heart containers
7E6DDD58 - x11 Heart containers
7E6DDD60 - x12 Heart containers
7E6DDD68 - x13 Heart containers
7E6DDD70 - x14 Heart containers
7E6DDD78 - x15 Heart containers
7E6DDD80 - x16 Heart containers

(be sure to switch those codes off before you collect a new HC or it will be lost. To make the cheated HC permanent (without code) you'll have to die, save and restart)

5, Health Modifiers

7E6DDC80 - x8 Infinite Heart containers (use it combined with the above 7E6DDD80 code to get x16 Infinite Heart Containers)
7E0652FF - Invulnerability

6, Bomb Bags

7E74DC04 - Bomb Bag x4
7E74DC08 - Bomb Bag x8
7E74DC0C - Bomb Bag x12
7E74DC10 - Bomb Bag x16
7E74DC63 - Bomb Bag x99

7, Dungeon Items

7E7430FF - Have all Compasses
7E7432FF - Have all Maps
7E7439FF - Have all Triforce Pieces
7E743809 - Infinite Keys x 9 (you have to run against a locked door before you see the effect of this cheat)
7E743863 - Infinite Keys x 99

8, Rupees

7E743723 - 9000 Rupees (almost)
7E7436FF -AND- 7E743700 - Infinite Rupees X255
7E74360F -AND- 7E743727 - Infinite Rupees X9999
7E7419xx - Every monster is killed and leaves (replace xx with 01) several stuff or (replace xx with FF) a Blue Rupee

9, Time Related Items

7E7421FF - Mighty Boomerang as item (this boomerang isn't useable until you insert the below code, but isn't necessary to make the below code work)
7E74BDD4 - Mighty Boomerang Upgrade ON (Buggy - you'll need to have a boomerang before using this code, and it resets every minute)
7E74BD00 - Mighty Boomerang Upgrade OFF

B, Time Change

It might get important to change the time, especially if you've missed or want to replay a Time Related Event or if time's running out. If you want to activate a particular time related event you have 2 ways to do so:

1, PAR-Code:

7FFFFFxx - Minute changing: replace xx with the minute time in HEX you want - look above to "Time related Events". You will find the specific time in HEX in the clams at the end of the sentence of each time related event.

7E7439C0 - Week (hour) changing for Week 2 (2 Triforce Pieces)

7E7439F0 - Week (hour) changing for Week 3 (4 Triforce Pieces)

7E7439FC - Week (hour) changing for Week 4 (6 Triforce Pieces)

A cheat back to Week 1 is still missing (e.g. if you've forgotten the time related Heart Container).

7FFFF9xx - Hour changing: replace xx with the hour time in HEX you want (00-03); since the week isn't changed, there is really no use for this.

2, HEX-Editor: Open with a [Hex-editor](#) (AXE v2.0) the Zsnes savegamestate (*.zst), click on "Navigate" and "Goto". After this insert one of the following addresses:

Minute changing: Adress - 00020C12 insert the minute time you want to have in HEX.

Hour changing: Adress - 00020C0C insert the hour time you want to have in HEX (00-FF).
(since the week isn't changed, there is really no use for this)

IX, Items

A, Attack Items

Wooden Sword - 

Location: (F1) - Open Cave: An Old Man offers the Wooden Sword.

Attack Power: 

Special Power: Can shoot when all hearts are full. 

Description: Your first sword - quite weak. Nevertheless this sword is among the most important weapons in the game!

White Sword - 

Location: (A6) - Push down the 2nd gravestone from the left in the middle row: An Old man offers the White Sword.

Attack Power: 

Special Power: Can shoot when all hearts are full. 

Description: Your second sword - twice as strong as the first Sword. To get this Sword you must have a total of 5 Heart Containers.

Magic Sword - 

Location: (E7) - Open Cave: An Old Man offers the Magic Sword between 3:25 - 3:34.

Attack Power: 

Special Power: Can shoot when all hearts are full. 

Description: Your third and last sword - twice as strong as the White Sword. Truly mighty!!! For this sword you won't need a special number of Heart Containers because it is Time Related

Wooden Boomerang - 

Location: (B2) - Level 2: Kill the Red Goriyas.

Attack Power: Normal -  / Gel & Keese - 

Special Power: It kills only Keese and Gel while most other monsters will just be stunned (with the exception of Zora, Pols Voice, DarkNuts, Wizzrobes and the bosses). It will collect items left by monsters like Rupees, Bombs, Fairies...

Description: This nice little weapon comes always back to you when thrown.

Magic Boomerang - 

Location: (D1) - Level 3: Kill the Blue Goriyas.

Attack Power: Normal -  / Gel & Keese - 

Special Power: It kills only Keese and Gel while most other monsters will just be stunned (with the exception of Zora, Pols Voice, DarkNuts, Wizzrobes and the bosses). It will collect items left by monsters like Rupees, Bombs, Fairies...

Description: This Magic Boomerang is faster and flies farther than the Wooden Boomerang.

Mighty Boomerang -

Location: Time Related Item. You get it between 2:45 - 2:54 and 3:40 - 3:59

Attack Power: 

Special Power: It has the same Attack Level like the White Sword and works on all enemies (even on Bosses). It will collect items left by monsters like Rupees, Bombs, Fairies...

Description: This Mighty Boomerang is faster and flies farther than the Magic Boomerang.

Bow -

Location: (B4) - Level 1: In the cellar.

Attack Power: ----

Special Power: ----

Description: Necessary to shoot Arrows.

Wooden Arrow -

Location: (E2), (B4) - Buy it at the shop for 80 Rupees.

Attack Power: 

Special Power: Monsters like Ghomas are only vulnerable to Arrows.

Description: Arrows are very fast and you can defeat Enemies from a distance. But every Arrow used costs one Rupee!

Silver Arrow -

Location: (C1) - Level 8: In the cellar.

Attack Power: 

Special Power: Needed to defeat Ganon.

Description: Arrows are very fast and you can defeat Enemies from a distance. But every Arrow used costs one Rupee!

Bombs -

Location: Mainly left by monsters, found lying around or bought in the shop. Bomb

upgrades: (A8) - Level 4 and (D5) - Level 5.

Attack Power: 

Special Power: Bombs can break some walls.

Description: Bombs are useful to defeat enemies but should be kept for opening new ways in dungeons or getting special items in the overworld.

Blue Candle -

Location: (E2) - Buy it at the shop for 60 Rupees.

Attack Power: 

Special Power: It can enlightens dark rooms and burn down trees. 

Description: It shoots only one flame per screen. The candlefire is not as important to defeat enemies but to burn trees and get special items at the overworld.

Red Candle -

Location: (F4) - Level 7: In the cellar.

Attack Power: 

Special Power: It can enlightens dark rooms and burn down trees. 

Description: It shoots unlimited flames per room, but only three flames can burn at the same time. The candlefire is not as important to defeat enemies but to burn trees and get special items at the overworld.

Magic Wand - 

Location: (B5) - Level 6: In the cellar.

Attack Power: Beam - / Wand - 

Special Power: It shoots a strong Magic Beam like the Wizzrobes. 

Description: Useful if you can't shoot with your sword. Note: on some underworld enemies like Darknuts, Wizzrobes and Pals Voice the Wand is effective but the Beam not!

Magic Book - 

Location: (D2) - Level 8: In a secret room.

Attack Power: 

Special Power: Make a flame appear every time a Beam shot with the Magic Wand. It can enlighten dark rooms and burn down trees (if something stops the Beam on one).  

Description: Upgrade for the Magic Wand.

B, Defence Items

Shield - 

Location: Yours from the beginning.

Defence Power: Protects from Octorok Stones, Moblin Spears and Goriya Boomerangs. 

Description: Protects from Projectiles. 

Magic Shield - 

Location: Buy it at several shops either for 130 Ruppees (E2) or 90 Ruppees (G8), (E5), (E8).

Defence Power: Protects the same as the normal shield and also from various (almost all) Fireballs, including Lynel Swords, Wizzrobe Beams.    

Description: Protects from Projectiles.

Blue Ring - 

Location: (B4) - Buy it at the shop for 250 Ruppees.

Defence Power: Reduces the damage received from enemies by half. 

Description: Increases Resistance.

Red Ring - 

Location: (C2) - Touch the Armos statue: An Old Man offers the Red Ring between 3:25 - 3:34.

Defence Power: Reduces the damage received from enemies by three quarters. 

Description: Increases Resistance.

Heart Container - 

Location: (H2), (B2), (H4), (D1), (C6). You'll also get one for every Dungeon Boss defeated - eight in all!

Defence Power: Increases your number of Hearts.

Description: Increases Health.

Blue Medicine - 

Location: Mainly purchased from Old Women in hidden caves for 48 Ruppees (C3), (F5), (A8) or for 10 Ruppees from the Street Vendor (H8).

Defence Power: Recovers your Hearts. 

Description: Recovers Health.

Red Medicine - 

Location: Mainly purchased from Old Women in hidden caves for 60 Rupees (C3), (F5), (A8) or for 20 Rupees from the Street Vendor (H8) (buy blue medicine twice). You can also choose between a Heart Container or a red medicine in secret caves (B2), (D1), (C6).

Defence Power: Recovers your Hearts twice (turns into a Blue Medicine after the first use). 


Description: Recovers Health.

C. Special Items

Letter - 

Location: (H3) - Open Cave: an Old Man offers you the Letter .

Description: Show this Letter to the Old Woman - she then starts to sell her Medicine.

Food - 

Location: Buy it in Shops for 60 Rupees - (B4), (G8), (E5), (E8).

Description: Used as bait to easily pass or target enemies. Give it to the Hungry Man in Level 5 to get a past him.

Raft - 

Location: (A7) - Level 3: In the cellar.

Description: You can get over water wherever you find a pier.

Ocarina - 

Location: (B8) - Level 4: In the cellar.

Description: Play it to reveal the entrance to Level 6. Also needed to defeat Digdogger and useful against Pops Voice. If you play it on the Overworld a Whirlwind comes and brings you to previous dungeons. If you are turned up or right as it sweeps you off, you'll be brought a level forward. Down or left will bring you a level backwards.

Stepladder - 

Location: (E3) - Level 5: In the cellar.

Description: Very useful item: you can get across small water and lava gaps.

Power Bracelet - 

Location: (B7) - Below the 2nd Armos from the right in the top row.

Description: You can move some heavy rocks in the overworld with this item.

D. Field Items

Red Rupee - 

Description: Gives you One Rupee.

Blue Rupee - 

Description: Gives you Five Rupees.

Heart - 

Description: Fills one empty Heart Container.

Fairy - 

Description: Fills three empty Heart Containers. If you find a Fairy at a Fairy Pond all Heart Containers will be restored!

Clock - 

Description: Freezes all enemies in the screen.

Bomb - 

Description: Gives you four Bombs.

E, Dungeon Items

Dungeon Key - 

Description: You can unlock one door with it.

Dungeon Compass - 

Description: The Triforce Piece will be marked on your Dungeon Map as a red dot.

Dungeon Map - 

Description: With it you can see (almost) all rooms the dungeon has.

Triforce Piece - 

Description: Collect all eight of them to defeat Ganon.

Triforce of Power - 

Description: Win it by defeating Ganon.

X, Bestiary

A, Overworld Monsters

Red Octorok - 

Hearts taken per hit: ♥

Special Weapon: ✖

Hits to kill: †

Effective Weapon: 

Left Item: 

Location: Grassland and shorelines

Strategy: Block their rocks with the shield and slash them with your sword. Some are faster. Very easy enemies.

Blue Octorok - 

Hearts taken per hit: ♥

Special Weapon: ✖

Hits to kill: ††

Effective Weapon: 

Left Item: 

Location: Grassland and shorelines

Strategy: Block their rocks with the shield and slash them with your sword. Some are faster. Still pretty easy enemies.

Zora - 

Hearts taken per hit: ♥

Special Weapon: ✖

Hits to kill: ††

Effective Weapon: 

Left Item: 

Location: Nearly all Rivers, Lakes and Oceans

Strategy: Avoid the Fireballs until you have the Magic Shield. You can't defeat Zora with any L1 attack because it regenerates.

Red Leever - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: ††

Effective Weapon: 

Left Item: 

Location: Plains and sandy ground

Strategy: They'll hide in the ground and usually come out directly before you. Take care!

Blue Leever - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Plains, sandy ground and Mountains

Strategy: They'll hide in the ground to usually come out directly before you and are much stronger. Take care!

Red Tektite - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Mountains

Strategy: These hopping monsters are not easy to hit but are quite weak.

Blue Tektite - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Valley (Warp Location (H1))

Strategy: Blue Tektites are slower than the red ones but also more erratic in movement. These hopping monsters are not easy to catch but are quite weak.

Peahat - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Plains, Mountains

Strategy: These monsters are not easy to kill. You've got to wait until they sit still.

Red Moblin - 

Hearts taken per hit: ♥

Special Weapon: →

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Forests

Strategy: Block the spear with your shield. They are not very hard to defeat...

Blue Moblin - 

Hearts taken per hit: ♥

Special Weapon: →

Hits to kill: !!!

Effective Weapon: 

Left Item: 

Location: Forests

Strategy: Block the spear with your shield. While tougher, they are not harder to defeat...

Ghini - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill:  (9)

Effective Weapon: 

Left Item: 

Location: Graveyards

Strategy: They are very resistant and move in 8 directions passing over objects. As long as they are alone they are not a big threat, but if you touch any gravestones more will appear and these will be invulnerable making them very dangerous. However, if you kill the original ghost, they all die, which can be a good way to get lots of rupees.

Armos - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: !!!

Effective Weapon: 

Left Item: ----

Location: Mountains, Forests

Strategy: They come to life if you touch them after 3:08. Some are very, very fast while others are slow. They often hide secrets.

Red Lynel - 

Hearts taken per hit: ♥

Special Weapon: ←→

Hits to kill: !!!!!

Effective Weapon: 

Left Item: 

Location: Mountains

Strategy: One of the strongest overworld creature, half horse half man and with a lion's head. They shoot with their swords and their attack can only be blocked with a Magic Shield. Be careful!

Blue Lynel - 

Hearts taken per hit: ♥♥

Special Weapon: 

Hits to kill:  (8)

Effective Weapon: 

Left Item: 

Location: Mountains

Strategy: The strongest overworld creature, half horse half man and with a lion's head. They shoot with their swords and their attack can only be blocked with a Magic Shield. Be careful!

B, Overworld Traps

Falling Rock - 

Hearts taken per hit: ♥

Location: Mountains

Strategy: They come from above in groups of three. Avoid them!

Whirlwind - 

Hearts taken per hit: ----

Location: Blocks the way to the White Sword (A4)

Strategy: Hard to avoid as extremely erratic. If a whirlwind catches you it will bring you one screen down....

Whirlpool - 

Hearts taken per hit: ----

Location: Blocks the way to the northeast mountains (and Dungeon 5) (H5)

Strategy: Not to avoid. It'll be gone once you collect the 4th Triforce Piece.

Lost Woods - 

Hearts taken per hit: ----

Location: This screen blocks the way to the graveyard by repeating itself whichever way you go (except to the right, which allows you to escape) (H5)

Strategy: Go north, west, south, west!

Gravestones - 

Hearts taken per hit: ---- (A Ghini will appear when touched)

Location: (A6) - Graveyard, (F7) - Level 7 entrance

Strategy: Don't touch them, unless you want more Ghini to die when you kill the one on screen (assuming there is one). Never touch them from below.

Armos Statues - 

Hearts taken per hit: ---- (They'll come to life when touched after 3:08)

Location: Forests, Mountains

Strategy: Don't touch them unless you want to kill an Armos or want to see if it's hiding a secret. Never touch them from below.

C, Underworld Monsters

Gel - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 1

Effective Weapon: 

Left Item: ----

Location: Level 1 and from Zols

Strategy: Easy to defeat, but don't underestimate its sudden movements.

Blue Keese - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 1

Effective Weapon: 

Left Item: ----

Location: Level 1 - 8

Strategy: Very easy to defeat, but if you can't catch them wait until they stop moving.

Red Keese - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 1

Effective Weapon: 

Left Item: ----

Location: From Vires (Level 3 - 4)

Strategy: Red Keeses are faster than Blue Keeses, but as easy to defeat.

Rope - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 1

Effective Weapon: 

Left Item: 

Location: Level 1, 2, 6

Strategy: Weak monsters but if they see (get in line with) you they'll rush into you.

Stalfos - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 2

Effective Weapon: 

Left Item: 

Location: Level 1, 2

Strategy: They walk slowly around and wait for your sword...

Red Goriya - 

Hearts taken per hit: Touch - ♥ / Boomerang - ♥

Special Weapon: 

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Level 1 - 3

Strategy: Harder enemies (can kill you in three hits at the start) which throw their Boomerang at you. It can be blocked with any Shield.

Blue Goriya - 

Hearts taken per hit: ♥

Special Weapon: 

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Level 1 - 3

Strategy: The Blue Goriyas are faster and tougher than the Red Goriyas. Their Boomerang can be blocked with by any Shield.

Zol - 

Hearts taken per hit: ♥

Special Weapon: 

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Level 2 - 8

Strategy: If they are not killed in one hit (which requires an attack twice as strong as the first sword) they'll split into two Gels. This is bad because Gels give no items. Also be careful not to be too close when they split.

Vire - 

Hearts taken per hit: ♥

Special Weapon: 

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Level 3 - 4

Strategy: Like Zols, if they are not killed by one hit they'll split into two Red Keeses.

Blue Wallmaster - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Level 1, 2, 5

Strategy: They'll appear if you touch the wall. Don't let them catch you or you get a free ride to the dungeon's entrance

Green Wallmaster - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Level 8

Strategy: The Green Wallmonster is faster than the Blue Wallmaster. They'll appear if you touch the wall. Don't let them catch you or you get a free ride to the dungeon's entrance

Red Darknuts - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Level 3 - 5; 7 - 8, Overworld after Sunset (instead of Red Octoroks)!

Strategy: Tough enemies. They can't be damaged from the front. Fortunately they are vulnerable to bombs.

Blue Darknuts - 

Hearts taken per hit: ♥♥

Special Weapon: ----

Hits to kill:  (9)

Effective Weapon: 

Left Item: 

Location: Level 5, 7, 8, Overworld after Sunset (instead of Blue Octoroks)!

Strategy: Blue Darknuts are faster and harder than the red ones. They can't be damaged from the front.

Like Like - 

Hearts taken per hit: ♥♥

Special Weapon: ----

Hits to kill:  (8)

Effective Weapon: 

Left Item: ----

Location: Level 4, 6, 7, 8

Strategy: Annoying enemies who want to eat your Magic Shield. Don't let them catch you, and if they do, continue to attack them!

Pols Voice - 

Hearts taken per hit: ♥♥

Special Weapon: ----

Hits to kill:  (10)

Effective Weapon: 

Left Item: 

Location: Level 4, 6

Strategy: Strong monsters but luckily very weak to sound... Play your Ocarina whenever you meet them!

Gibdo - 

Hearts taken per hit: ♥♥

Special Weapon: ----

Hits to kill:  (7)

Effective Weapon: 

Left Item: 

Location: Level 5 - 8

Strategy: Strong but slow monsters. Not difficult.

Red Wizzrobe - 

Hearts taken per hit: ♥

Special Weapon: 

Hits to kill: 

Effective Weapon: 

Left Item: 

Location: Level 5, 7 - 8

Strategy: Evil wizards. They appear, shoot their magic at you and disappear. Take them out fast.

Blue Wizzrobe - 

Hearts taken per hit: ♥♥

Special Weapon: 

Hits to kill:  (8)

Effective Weapon: 

Left Item: 

Location: Level 5, 7 - 8

Strategy: Evil wizards. They can phase out and move over anything, lava, water, blocks; yet they can give or take damage. Once in line with you, they can shoot very fast damaging you severely; however, they can't shoot while "phased". The ultimate lesser enemy, fortunately they can be attacked with bombs.

D, Underworld Traps

Statue - 

Hearts taken per hit: ♥

Special Weapon: 

Location: Level 3, 5, 7

Strategy: Avoid their Fireballs!

Floortrap - 

Hearts taken per hit: ♥

Location: Level 1 - 8

Strategy: If you step between them, they'll close onto you. Avoid touching them!

Bubble - 

Hearts taken per hit: ----

Location: Level 7 - 8

Strategy: You won't be able to strike with your sword for a short time after they touch you. They can't be killed, so stay away.

Blue Bubble & Red Bubble - 

Hearts taken per hit: ----

Location: Level 7 - 8

Strategy: If you touch a Red Bubble you won't be able to strike with your sword until you've either touched a Blue Bubble, used some Medicine or visited a Fairy Pond (stray Faeries won't help). They can't be killed, so stay away.

E. Bosses

Aquamentus - 

Hearts taken per hit: ♥

Special Weapon: ✖

Hits to kill:  (6)

Effective Weapon: 

Location: Level 1

Strategy: He moves slowly and throws three Fireballs at once at you. Avoid the Fireballs (you can't get inbetween them if far away) and use your sword.

Stronger Aquamentus - 

Hearts taken per hit: Touch - ♥♥♥/ Fireball - ♥

Special Weapon: ✖

Hits to kill: Each color -  (6)

Effective Weapon: 

Location: Level 7, 8

Strategy: After six hits his color will change from green to blue and his Fireballs are thrown faster. After another six hits he will turn to red. He now shoots more Fireballs at a time and they can't be blocked even with the Magic Shield!

Dodongo - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: 

Effective Weapon: 

Location: Level 2, 5, 8

Strategy: You have to get him to eat two bombs to be defeated. Lay them in his way. When he walks over it, he's going to eat it.

Manhandla - 

Hearts taken per hit: ♥

Special Weapon: ✖

Hits to kill: Each head - 

Effective Weapon: 

Location: Level 3

Strategy: First he moves slowly and throws Fireballs at you. Hit the heads. For each he loses, he'll get faster and faster. A good placed bomb can kill this Boss at once.

Moldorm - 

Hearts taken per hit: ♥

Special Weapon: ----

Hits to kill: Each segment - 

Effective Weapon: 

Location: Level 4, 6

Strategy: This worm is a middleboss. Not very difficult. He'll get shorter and faster as you slay his segments.

Digdogger - 

Hearts taken per hit: ♥♥

Special Weapon: 

Hits to kill: Each Small Digdogger -  (8)

Effective Weapon: Big Digdogger -  / Small Digdogger - 

Location: Level 4, 6

Strategy: Quite a hard Boss! He and his smaller relatives can take much of your energy. Play your Ocarina to shrink (and somehow divide into three) the big Digdogger!

Patra - 

Hearts taken per hit: Big Patra - ♥♥♥ / Small Patra - ♥

Special Weapon: 

Hits to kill: Big Patra -  (11) / Each Small Patra -  (6)

Effective Weapon: 

Location: Level 5, 8

Strategy: This Boss is so simple, I can't believe it's meant to just fly up and down like this. First destroy the eight small flies. After this attack the Big Patra.

Double Patra - 

Hearts taken per hit: ♥♥

Special Weapon: ----

Hits to kill: Each Patra -  (15)

Effective Weapon: 

Location: Level 7

Strategy: This Double Middleboss is just as simple. Just take them out one at a time.

Gohma - 

Hearts taken per hit: Touch - ♥ / Fireball - ♥

Special Weapon: 

Hits to kill: 

Effective Weapon: 

Location: Level 6

Strategy: No big deal, but his Fireballs can't be blocked even with the Magic Shield. Shoot one Wooden Arrow in his eye when it opens.

Blue Gohmas - 

Hearts taken per hit: Touch -  / Fireball - 

Special Weapon: 

Hits to kill: Each Gohma - 

Effective Weapon: 

Location: Level 8

Strategy: This Double Boss can be annoying as their Fireballs can't be blocked even with the Magic Shield. Shoot three Wooden Arrow in each eye when it is open (or a silver one).

Ganon - 

Hearts taken per hit: Touch -  / Fireball - 

Special Weapon: 

Hits to kill: Invisible Ganon -  (15) / Stunned Ganon - 

Effective Weapon: 

Location: Final Area

Strategy: Ganon is invisible. Slash blindly with your sword. You may hit him by luck, but it's better to try and locate where he's going to be by looking at where his Fireballs come from. Keep it up until he is stunned (blue) then quickly shoot a Silver Arrow at him. It's his only weakness.

XI, Other Sprites

A, Characters

Boy Mascott - 

The main character and the BS-X Mascott.

Girl Mascott - 

The second character and BS-X Mascott, you can choose her in the menu.

Link - 

You want that classic feel while playing BS Zelda? Then you may want to use a patch for Link.

Old Man - 

He has the most tasks in the game. He gives important items, hints, likes to gamble and sometimes he proves himself actually quite evil and charges you for door repairs or shoots you even! (But only in dungeons, if you attack him first)

Old Woman - 

She concots potions which can be bought in her Medicine Shops!

Merchant - 

Visit him in his Shop and buy important items. He also sells Medicine as a Street Vendor, and he's also sometimes starving...

Pacifist Moblin - 

He hides from the fighting - and offers money for others to respect his secrecy!

Fairy - 

Visit her at her Fairy Pond and she will let you recover your full health. Free her from a monster and she will recover three hearts.

Zelda - 

Same as usual, Milady Zelda? - Same as usual Link... Go and save her!

Ganon - 

Prince of Darkness, bearer of the Triforce of Power (actually he stole it)... and a centuries old pig! Rid Hyrule of this threat.

B, Passageways

Caves -  -  - 

You'll always find something interesting in Caves. Some caves have to be bombed open, trees have to be burned or move a gravestone or a rock with your Power Bracelet...

Dungeons Passways -  -  -  - 

Make your way through dungeons by walking through doors. Most are open, but for others Dungeon Keys are needed and for some you might have to solve a riddle: move a block, kill all enemies... some walls can also be breached with bombs.

C, Lost Sprites

Gleek -  - 

Known as the head-losing dragon from "The Legend of Zelda". Not counting Ganon, he was the stronger boss.

Lamnolas -  - 

A speeding creature from "The Legend of Zelda" which is not part of BS Zelda. He was one of the stronger lesser enemies... I'm noticing a pattern here.

Magic Key - 

With this Magic Key you basically had infinite keys in "The Legend of Zelda".

XII, Conclusion

A, Credits

Credits for the people who wrote this walkthrough:

BS Zelda Faq v.4 by [Sephirot X](#) - danman42@hotmail.com (and the Timed Events by Duke Serkol).

Revision v.5 by [Con](#) - con.s@gmx.de

and [Duke Serkol](#) - dukeserkol@bszelda.zeldalegends.net

Farther credits go to everyone who helped on Zophar's board, Daves board, and in particular one guy that gave me the BS Zelda map from NES World.... Also, tons of credit to Taichou, Maiku, Mr. About, Lameboyadvance, Mr. About, Tre and Vel.

B, Contact

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C, Legal

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D, Final Word

It has been long since 02.11.99 when The BS Zelda Homepage begun its mission. In this time, we have achieved results that surprised ourselves. For this, we have many skillful patchers that we contacted and worked with over the years to thank. People like Roto, Dreamer Nom and Bumpus and others still. Thanks to them, this game is as good as fixed and its sibling Ancient Stone Tablets has significantly improved.

Without them, I am sure, we would not have been able to promote the game as far as we did. Six years ago very few fans even knew what BS Zelda was. Thankfully the situation has changed much since then and we would like to believe that this site, together with those people, played an important role in this change.

Our task is not over yet, there are still flaws to fix in both games, and we hope that more patchers will help us restore these games to the splendor that is rightfully theirs.

May the future shine brightly for the BS Zelda games!

E, Other Versions

1, [Online Version](http://www.bszelda.zeldalegends.net/walkthrough.shtml) <http://www.bszelda.zeldalegends.net/walkthrough.shtml> ca. 600 kB

2, [PDF Version](http://www.bszelda.zeldalegends.net/zips/walkthrough.pdf) <http://www.bszelda.zeldalegends.net/zips/walkthrough.pdf> ca. 900 kB

3, [TXT Version](http://www.bszelda.zeldalegends.net/zips/bszelda_walkthrough.txt) http://www.bszelda.zeldalegends.net/zips/bszelda_walkthrough.txt ca. 90 kB