TURTLE ROCK DUNGEON

How do I get on top of Turtle Rock?

In Hyrule, go to the very top of the Death Mountain. You will find a platform with three stones on top of it. Pound these in the ground in a counter-clockwise sequence to reveal the Magic Transporter that leads to the top of Turtle Rock.

I can't reach the lower level. Two Chain Chomps are blocking my path and I'm out of keys.

In the room with the Chain Chomps, hit the Crystal Switch to make the blue blocks sink. Then push one of the blocks to make the chest with a key inside appear.

HINTS ABOUT ITEMS:

Where is the Quake Medallion?

Throw an object into the small circle of stones near the source of the river in the Dark World. The Catfish will give it to you.

Where is the Flute? What should I do with it?

Once you get the shovel from the Flute Playing Boy in the Dark World, return to the Light World and dig in the Haunted Grove. When you get the Flute, play it in front of Kakariko's weathercock.

How do I get a Super Bomb?

Go to the Bomb Shop alone after you finish dungeons five and six. The Boss will have a new Super Bomb for sale for 100 Rupees. You can use this Bomb to open the pyramids. The Fairy inside will change your standard arrows into Silver Arrows.

FOR ADDITIONAL GAME PLAY HELP:

If you are still absolutely stumped, call Nintendo Game Play Counseling for help at 1-206-885-7529. Hours are between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

THE LEGEND OF ZELDA
A LINK TO THE PAST™

TOP SECRETS
Messages from Sahasrahla

http://www.replacementdocs.com

WARNING:

This booklet contains the answers to some of the toughest puzzles that you will encounter during your quest as the legendary Hero of Hyrule. You should consult this booklet only as a last resort. At first, you should always trust in your potential to be the legendary Hero and try to solve the game on your own.
BASIC ADVENTURING TACTICS
If you are not sure about where to go next, see a fortune teller.
If you cannot proceed in a dungeon, try one of the following things:
- Use Bombs to break down a weakened wall.
- Use the Dash Attack to break down a weakened wall.
- Try to push a block.
- Shoot an arrow at a statue's eye.
- Pull on the tongue of a statue.
- Use Bombs to break a weakened floor.
- Try to jump into pits that already exist or that you make with a Bomb. There are some places where you can push blocks into pits.
- Cut down a curtain or vine with your sword.
- Try all your weapons against the masters of the dungeon. Aim your weapon at particular parts of their bodies, such as the tail and head.
- Light a torch (square gray fireplace) in the room guarded by a Rocked Wall.

LIGHT WORLD
ESCAPING HYRULE CASTLE
My path through the escape castle is blocked. Try pushing the blocks that are in your way.

EASTERN PALACE
WHERE IS THE BIG KEY? Look for a room where several bubbles are spinning around a jar. Defeat all the Stalfos, Rocked Walls, and Bombs to make the bubbles fly away from the jar. Pick up the jar, step on the switch, and you will reveal the chest holding the Big Key.

DEsert PALACE
WHERE DO I OPEN THE DESERT PALACE? Use the Book of Modo to read the ancient letters. Your wish to enter will be granted. To get the book from the library, run and dash against the shelf.

I've come to a dead end in the north part of the Desert Palace. What do I do? Eight fire torches (square gray fireplace) in the room guarded by a Rocked Wall.

MOUNTAIN TOWER
I can see the tower, but I can't find a way up! Use the Magic transporter on top of the mountain to go into the Dark World. In the Dark World, find the place that corresponds to this Spectacle Rock is in the Light World. Stand there and use the Magic Mirror. You should appear on top of Spectacle Rock in the Light World (a piece of heart will be nearby). Jump down from there to the top of the mountain.

WHERE IS THE MOON PEARL? The Moon Pearl is in the big chest on the fourth floor of the tower. To reach it, you need to jump into a hole on the fifth floor. The hole you need will appear when you step on the star tile near the fifth floor fire bar. Use the map to find the correct hole.

HYRULE CASTLE TOWER
WHERE DO I OPEN THE DOOR TO THE CASTLE TOWER? Hit the energy barrier with the Master Sword.

How do I get into Agahnim's room? Cut down the curtains with your sword.

How do I defeat Agahnim? Use the Master Sword to defeat the energy bolts he casts at you. Avoid the lightning and the blue energy bolts.

DARK WORLD
PALACE OF DARKNESS
WHERE IS THE BIG KEY? Set Bombs on one of the places on the floor iscracked to make a hole. Jump into the hole to the level below. Follow the narrow ladder to the steps that lead to the Big Key.

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How do I defeat the turtles in the Palace of Darkness? Hit them twice with the Hammer, then use your sword to destroy them.

FLOODED PALACE
How do I get into the second palace? Near the entrance to the dungeon, use the Magic Mirror. Get into the corresponding entrance in the Light World. Pull the lever on the wall inside. When you exit, the swamp will still have recorded. Go back to the Dark World (through the spark place created when you used the mirror). The Dark World palace will be flooded and you can swim inside (you'll need Zora's Flippers).

After I get the Big Key, I found a room where there are two shutters, but I can’t find a way to open them.

The switch that opens the shutters is under a jar. This switch will simultaneously open both the left and right shutters.

How do I reach the master of this dungeon? The entrance to its lair is hidden under one of the waterfalls.

SKELETON FOREST
I can’t reach the dungeon inside the forest. There is a magic transporter door to Kakarito Village in the Light World hidden under a rock. You can reach it if you have the Hammer to pound down the stakes that guard it. Enter the Dark World from this transporter door, and it will be easy to reach the third dungeon. Pay close attention to the map of this dungeon. You will have to exist the dungeon and find the entrance to the next part in the forest. Try jumping into the pits you see in the forest.

BLIND'S DUNGEON