

I found the room where Blind should be, but it's empty. How do I make Blind appear?

Use the map to go to the room that is directly above the room marked with a skull on your map. You will see a beam of light coming in through the window. Throw a bomb at that point to make a hole in the floor. The light will now shine into the dungeon master's room. Take the girl from the dungeon into that room and make the light shine on her.

ICE LAKE DUNGEON

I found a door at the very bottom of the Ice Palace (6F) that won't stay open when I step on the switch. What do I do?

This is difficult to explain. You need to push one of the ice blocks on 5F from the left side of the pit so it lands below, where you can push it onto the switch. But there are orange blocks in the way, so you will have to use the Crystal Switches creatively and backtrack through the dungeon.

MISERY MIRE DUNGEON

How do I open the entrance to the sixth dungeon?

You need the Ether Medallion from the top of Death Mountain. Stand on the Ether Symbol in the swamp and use the Medallion.

I don't understand the clue about lighting four torches. I can't find four torches in the same room.

The four torches are in two different rooms, each with two. Move the blocks out of the way of all torches, defeat as many of the Whizrobos as possible, then quickly light the torches. The wall in the next room will move to reveal a pit. Jump into that pit to find the Big Key.

TURTLE ROCK DUNGEON

How do I get on top of Turtle Rock?

In Hyrule, go to the very east of the top of Death Mountain. You will find a platform with three stakes on top of it. Pound these into 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 there 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 Bomb Boy will have a new Super Bomb for sale for 100 Rupees. You can use this Bomb to open the pyramid. The Faerie inside will turn 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.

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THE LEGEND OF
ZELDA[®]
A LINK TO THE PAST™

TOP SECRETS
Messages from Sahasrahla

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 weapons at particular parts of their bodies, such as the tail and head.
- Light a torch (square gray fireplace) with the Lamp.
- Pull or push a moveable statue.
- Try to talk to the trees in the over world.

LIGHT WORLD

ESCAPING HYRULE CASTLE

My path through the escape passage is blocked.

Try pushing the blocks that are in your way.

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EASTERN PALACE

Where is the Big Key?

Look for a room where several Bubbles are spinning around a jar. Defeat all the Stalfos, Rocklops and Leever 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

How do I open the Desert Palace?

Use the Book of Mudora 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?

Light the four torches (square gray fireplaces) in the room guarded by the Red Rocklops.

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 where Spectacle Rock is in the Light World. Stand there and use the Magic Mirror. You should reappear 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

How 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 deflect 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 a Bomb on one of the places where the floor is cracked to make a hole. Jump into the hole to the level below. Follow the narrow ledge to the stairs that lead to the Big Key.

Where is the big treasure chest in the Palace of Darkness?

After you cross the collapsing bridge, take a left into a dark room that is like a maze. Work your way down into the lower right part of the room and bomb the walls where there are cracks.

I'm at a deadend with a big one-eyed stone statue. What should I do?

Hit the statue in the eye with an arrow.

How do I beat the turtles in the Palace of Darkness?

Hit them once 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. Go into the corresponding entrance in the Light World. Pull the lever on the wall inside. When you exit, the swamp water will have receded. Go back to the Dark World (through the sparkle 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 will open 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 close to Kakariko 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 and it will be easy to reach the third dungeon. Pay close attention to the map of this dungeon. You will have to exit 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

How do I open the entrance to Blind's Dungeon?

Pull on the gargoyle's pitchfork in the Village of Outcasts.