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THE STORY SO FAR

Before there was Hyrule, there was the Triforce. And before there was the Triforce, there were the three great goddesses.

Din, goddess of power. Nayru, goddess of wisdom. Farore, goddess of courage.

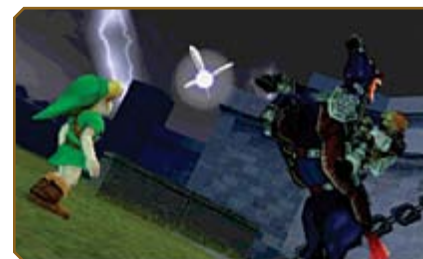
Together, these three crafted the world and all life within it. Before fading back into the cosmos, the goddesses forged a covenant with their newly created world. They called this token the Triforce, a nine-sided symbol that guaranteed safety for the world for as long as it existed.

But things of such power draw dangerous desires. And while many respected and cherished the bond of the Triforce, there were others who wanted to seize it and use it for their own wicked purposes. It has been said that throughout the centuries, a strain of truly evil beings have moved on the Triforce. And with each challenge, a hero has risen to protect it.

The kingdom of Hyrule, a prosperous kingdom, has long benefitted from the protection of the Triforce. But a traitor to Hyrule, a thief from the east, is threatening to destroy peace. His terrible plot must be extinguished, but it will require a hero to awaken.



That hero is unaware he is being called. He is Link, a young boy who lives in the forest among the Kokiri. He is different from the other Kokiri in that he lacks a guardian fairy. He is also suffering a string of vicious nightmares.



In his dreams, he sees a rider on horseback, spiriting away a terrified girl. Lightning crashes over castle towers. And then another rider, equally grim, turns his gaze on Link. At that moment, the boy shoots awake in his bed.

Link may have thought these were just dreams. But they are harbingers of a threat against Hyrule and what will happen if this boy does not answer the call.

THE MAIN CAST

LINK

Destiny doesn't ask for permission.

Young Link finds this out the hard way. Raised in the peaceful Kokiri village, Link has no knowledge of the great history of Hyrule. But he soon becomes a central figure in the greatest threat Hyrule has ever faced. To save the world, Link would have to not only brave the dangers of the world beyond Kokiri Forest, but also wrinkle time itself and find out what kind of man he could become.

NAVI

Link did not have a fairy guardian of his own, but the Great Deku Tree assigns Navi to assist the young hero in his quest to save Hyrule. As they adventure together, Navi will often assist Link by pointing out objects of interest or offering useful hints about the challenges ahead. The pair will remain almost inseparable for the majority of the quest.

PRINCESS ZELDA

Forever connected to Link, Princess Zelda is the daughter of the benevolent king of Hyrule. She, too, has been enduring strange dreams. However, in her visions, she sees the coming hero of Hyrule, Link. Though she is in great danger, Zelda offers assistance to Link in many ways, including timeless friendship.

GANONDORF

Legends tell of a great monster named Ganon that has threatened Hyrule at different points in history. Ganondorf, though, does not look like previous incarnations of Ganon. Are they one and the same? Or does evil move through the veins of this charming man known as the King of the Gerudo, a great people to the east of Hyrule?

WHAT'S NEW ON NINTENDO 3DS?

The Nintendo 3DS edition of *The Legend of Zelda: Ocarina of Time* comes with many upgrades and new features. The most obvious, of course, is that now you can experience one of Link's greatest adventures in 3D. However, there's much more:

- Use the lower screen for easy inventory and item management. We'll go over this more in the next chapter, but you can assign two objects to virtual buttons so you can quickly access up to four equipped items.
- Aim projectile weapons with the new gyroscope controls. Now you can line up precision shots by tilting and turning the Nintendo 3DS.
- Special new Sheikah Stones now offer hints and tips in the form of movies so you never get lost. These movies show you what to do next in Link's quest.
- After beating a boss, you can replay the battle in Boss Challenge. Detailed further in the Secrets & Specials chapter, this new mode lets you challenge all of the bosses one at a time or in a gauntlet. Can you survive?
- Finally, the Master Quest. The Master Quest is a remixed version of *Ocarina of Time*. The world is mirrored, dungeon puzzles are adjusted, and enemies are more challenging. Some collectibles are in different places. If you think you've seen all there is to see in *Ocarina of Time*, just wait until you try the Master Quest!

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Only a hero with great skill and derring-do can save Hyrule from doom at the hands of the King of Evil. Without proper training, you will struggle against the monsters threatening the realm. You will miss important items. You may not see every corner of Hyrule.

That simply cannot happen. So read this chapter to get a full view of everything you need to know before waking up in Kokiri Forest and starting out on your great adventure.

HERO SCHOOL

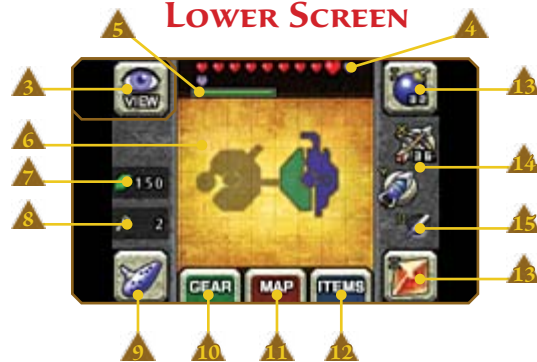
UPPER SCREEN



The upper screen on your Nintendo 3DS is where the primary action takes place. Here you see Link as you explore Hyrule, engage enemies, and search high and low for secrets. Here are all of the elements of the upper screen:

1. Minimap: This map shows the current area when you are out in Hyrule and the current room when you are in a dungeon.
2. **(A)**: This button has many different uses depending on your current situation. When you're in front of a treasure chest, for example, it opens the chest. When you're next to a person, it initiates a conversation.

LOWER SCREEN



The lower screen of the Nintendo 3DS allows you see a fuller map, plus easily manage your inventory, equip items or gear, and monitor your current condition.

3. View: Go into first-person view. Use movement or the Circle Pad to look around.
4. Hearts: Your current health.
5. Magic: Your current magic supply.
6. Map: As you explore more of Hyrule, the map here expands. When in a dungeon, the map shows explored rooms.
7. Rupees: Current Rupee count.
8. Keys: Number of keys collected (dungeons only).

9. Ocarina: This activates the ocarina, allowing you to play songs.
10. Gear: View the Gear subscreen.
11. Map: View the Map subscreen.
12. Items: View the Items subscreen.
13. I & II Buttons: These virtual buttons allow you to equip items. With these virtual buttons in addition to **(X)** and **(Y)**, you can equip four items.
14. **(X)** & **(Y)**: This shows which items are currently mapped to **(X)** and **(Y)**.
15. **(B)**: Current equipped weapon.

GEAR



This screen displays your current gear collection. Here is where you equip different weapons, tunics, and shields. You can also monitor the quest items you collect and the number of

Pieces of Heart acquired. To equip items like the Lens of Truth or Boomerang, use the Items subscreen.

ITEMS



Items can be equipped to the four action buttons, including the virtual I & II buttons. The Fairy Bow, Fairy Slingshot, Hookshot, Hover Boots, Bombchu...they all appear here. Just

tap the item and then the button you wish to assign it to.

NOTE

When you collect magic arrows, double-tap the Fairy Bow on this screen to bring up a submenu for selecting which type of arrow you wish to use.

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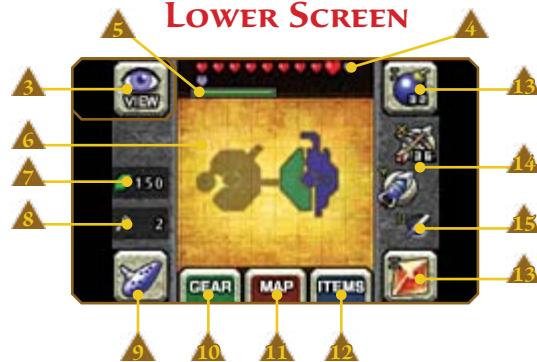
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MAP



When you select the map tab on the lower screen, you can see an overview of your surroundings. When you are in a dungeon, the entire map is filled in when you locate the Dungeon Map. The

Dungeon Map also shows your current location by making it flash on the map. The Compass shows specific locations of treasure chests and other things hidden in the dungeon. The buttons on the right side of the screen let you scroll through the different floors of a dungeon.



When in the main world, tap a location on the map to see a closer view of that area on the upper screen.



I & II BUTTONS

To make it easier to use collected items, you now have access to a pair of additional buttons on the lower screen: I & II. These are conveniently placed next to (A), (B), (X), and (Y) on the Nintendo 3DS, so it's easy to reach over and tap them. Having four item slots makes solving puzzles easier, especially in the temples and dungeons where you must use acquired items on a regular basis.

MOVEMENT & USAGE

A hero needs to know how to get around the kingdom efficiently and expediently. As you can imagine, you move with the Circle Pad. But many of your other important moves and actions require the use of buttons.

JUMPING



There is no jump button. Instead just run toward a ledge, and you automatically jump. If there is another ledge close enough to you, you either land on it or grab the edge and pull yourself up.

TIP

The faster you're running, the farther you leap.

TIP

If you miss a ledge and take a long tumble, press up on the Circle Pad before you land to roll and prevent taking damage.

SIDESTEPPING & PEEKING



Need to peer around a corner or sidestep an incoming attack? Hold (L) to lock the camera, and then use the Circle Pad to move around.

SWIMMING & DIVING



You are a fairly adept swimmer. Just step into the water, and when you're over waist deep, you start to swim around. To dive, press (A). Your initial dives are fairly shallow. Collect the Silver Scale

and Golden Scale to dive deeper and find special passages and hidden items.

CLIMBING



To ascend a textured wall, such as vines or bricks, just press up into it and you automatically start climbing. To climb objects like crates and blocks, press up into the object and then press (A).

GRABBING & OPENING



When you are near something you can open, such as a treasure chest, (A) is used. (A) also lets you grab things, such as Cuccos or Bomb Flowers. When the Action Icon shows

Grab, you pick up the object. Pressing (A) again releases it. If you're running, you throw the item directly ahead of you. If you're standing still, you calmly set the item back down in front of you.

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EQUIPMENT

To complete his quest to thwart the King of Evil and his sinister plot to control Hyrule, Link needs to take up arms. Link can use swords, shields, boots, and more to bolster his chances. Many things can be upgraded multiple times, too, such as wallets that hold Rupees (the coin of the realm) and Bomb Bags.

LINK'S SWORDS

KOKIRI SWORD

Location: Kokiri Forest

The Kokiri Sword is Link's very first blade. It's one of the treasures of the Kokiri and thus hidden within the village. The sword isn't terribly large, but it's the perfect size for child Link. However, even if the sword itself is a tad small, it's still powerful enough to put the hurt on the many nasties of Hyrule, such as Deku Baba and Keese.



MASTER SWORD

Location: Temple of Time

¹³ The legendary Master Sword is one of the great threads that connects all adventures in Hyrule. According to legend, the Master Sword is the only weapon that can defeat the King of Evil.



The Master Sword is larger and more powerful than the Kokiri Sword, making it ideal for adult Link. This blade is located in the Temple of Time, locked behind a door that can only be opened after Link collects the three Spiritual Stones.

BIGGORON'S SWORD

Location: Death Mountain

Though the Master Sword is the only weapon that can bring down the King of Evil, Biggoron's Sword is actually the most powerful blade Link can use in his adventure. Biggoron's Sword requires two hands, so Link cannot use his shield while brandishing this blade. However, the considerable extra damage dealt by Biggoron's Sword can end a fight faster, making a shield less necessary.



Biggoron's Sword is the reward for completing a trading minigame that sends Link crisscrossing across Hyrule on a series of errands. However, Biggoron's Sword is well worth the effort, especially against some of the tougher dungeon bosses.

LINK'S SHIELDS

DEKU SHIELD

Location: Kokiri Forest

The very first shield Link finds is the Deku Shield, located in the Kokiri village. Though the shield is rather small, it's still effective at repelling some attacks, such as projectiles from Deku Scrubs. The Deku Shield is made of wood, though, so it will burn up if Link attempts to use it when fighting a fire-based enemy or if he stumbles into lava.

If you lose the Deku Shield, don't fret. You can always buy a replacement in shops or from some of the Business Scrubs in secret grottoes. Deku Shields cost 40 Rupees.



HYLIAN SHIELD

Location: Purchase in shops / Graveyard (free)

The Hylian Shield is a significant upgrade from the Deku Shield. Because it's made of metal, it's much heavier and child Link cannot wield it in a single hand. When child Link uses the Hylian Shield, he ducks beneath it and cannot move. Adult Link, however, is strong enough to use it in a fight and still move around while slashing with a sword.

The Hylian Shield typically costs 80 Rupees in shops around Hyrule. However, you can score a free Hylian Shield in the graveyard behind Kakariko Village.



MIRROR SHIELD

Location: Spirit Temple

The Mirror Shield is a very special shield found only in the Spirit Temple beyond the Haunted Wasteland. This shield can reflect almost any projectile, including magic spells hurled at Link. It can even absorb some magic and reflect it back at an enemy. The Mirror Shield reflects light, too, which makes it critical for solving several puzzles in the Spirit Temple and beyond.



LINK'S TUNICS

KOKIRI TUNIC

Location: Kokiri Forest

The green Kokiri Tunic is the typical dress of the Kokiri, the children of the forest. When Link first wakes from his terrible dream, he's wearing this tunic. It also grows up along with Link when he travels into the future via the Temple of Time.



GORON TUNIC

Location: Goron City

The red Goron Tunic was designed by the people of Death Mountain. It protects the wearer from extreme heat in such places as the Death Mountain Crater. Though Link first sees the Goron Tunic in the Goron Shop (inside Goron City) when he's a child, it's just too big for him to wear. Only adult Link can wear a Goron Tunic.

The Goron Tunic is first awarded to Link by Darunia's son when he returns as an adult. If the tunic is lost, it can be repurchased at the Goron Shop.



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GOLDEN GAUNTLETS

Location: Ganon's Castle

The special Golden Gauntlets can't be recovered until near the end of Link's adventure in the Forest Barrier of Ganon's Castle. The Golden Gauntlets allow Link to pick up and hurl giant obelisks, which not only lets him access the heart of Ganon's Castle but also reveals the last Great Fairy Fountain.



ADULT'S WALLET

Location: House of Skulltula

The Adult's Wallet can hold up to 200 Rupees. This wallet is the first reward in the House of Skulltula. Collect 10 Gold Skulltula Tokens, and then free the first cursed child.



GIANT'S WALLET

Location: House of Skulltula

The Giant's Wallet can hold up to 500 Rupees. It's the reward for bringing 30 Gold Skulltula Tokens back to the House of Skulltula in Kakariko Village.



WALLETS

CHILD'S WALLET

The Child's Wallet allows Link to carry 100 Rupees. That's not a lot of change, so he should seek out the wallet upgrades.

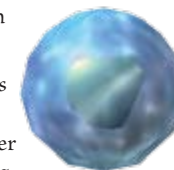


SCALES

SILVER SCALE

Location: Zora's Domain

Link's diving ability is very limited until he wins the Silver Scale from the Zoras. To collect the Silver Scale, complete the diving game next to King Zora's throne in Zora's Domain. Once acquired, Link can dive twice as far as normal, which allows him entrance to some deep spots around the kingdom.



GOLDEN SCALE

Location: Lake Hylia

The Golden Scale lets Link dive three times as deep as normal. This scale is won by reeling in a 15-pound fish at Lake Hylia as an adult.



ITEMS

In addition to equipment and weapons Link uncovers during his adventure, he needs many other items to complete his mission to stop the King of Evil. Use this catalog to get familiar with everything from quest-specific items, like Spiritual Stones, to mobility items, such as the Hookshot and Longshot.

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QUEST ITEMS

SPIRITUAL STONES

The Master Sword is hidden behind the Door of Time in the Temple of Time. The only way to unlock this door is by placing the three Spiritual Stones in an altar within the temple. These stones are hard won by braving three dangerous dungeons and proving that Link is indeed a champion of Hyrule and all of its people.

KOKIRI'S EMERALD

Location: Great Deku Tree

The sacred Kokiri's Emerald is the first of the three Spiritual Stones Link must recover to open the Door of Time and obtain the Master Sword. The Kokiri's Emerald is the most valuable treasure of the children of the forest. It's given to Link by Great Deku Tree after completing that first dungeon.



GORON'S RUBY

Location: Goron City

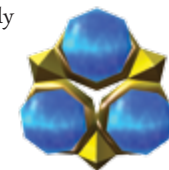
Darunia protects the Goron's Ruby and will not give it out to just anyone. Link must prove himself to be a real hero of the Gorons to earn this Spiritual Stone. Only after slaying King Dodongo inside Dodongo's Cavern does the big boss of the Gorons part with this treasure.



ZORA'S SAPPHIRE

Location: Jabu-Jabu's Belly

King Zora's daughter has gone missing. It turns out she was swallowed by the great Jabu-Jabu, the respected deity of the Zoras. If Link can brave the depths of Jabu-Jabu's Belly and not only rescue Princess Ruto but also discover what has turned Jabu-Jabu so sour, King Zora's daughter will hand over the Zora's Sapphire to Link, allowing him to finally open the Door of Time in the Temple of Time.



MEDALLIONS

Once Link opens the Door of Time, the thrust of Link's quest changes to recovering six medallions from the Sages of Hyrule. These medallions are critical for stopping the King of Evil, Ganondorf. Only after all of the medallions are recovered can Link make his final approach on Ganon's Castle and bring the tyrant to his knees.

FOREST MEDALLION



Location: Forest Temple

FIRE MEDALLION



Location: Fire Temple

WATER MEDALLION SHADOW MEDALLION



Location: Water Temple



Location: Shadow Temple

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The children of the forest, the Kokiri, are all blessed with a fairy companion—all except one, that is. There is a lone boy in Kokiri Forest different from the others in that he does not have a fairy to watch over him. However, this is finally about to change. Upon waking from a terrible nightmare, one in which lightning crashed over a castle as a young girl was spirited away on horseback, the boy finally receives his fairy companion on orders from the guardian of the woods, the Great Deku Tree.

The Great Deku Tree senses that a malevolent force threatens Hyrule in a way never before seen. Not even the magic of the Kokiri Forest is enough to turn back this growing evil. But the Great Deku Tree also knows that within the forest lives a child who will one day rise up and challenge this unfathomable wretchedness.

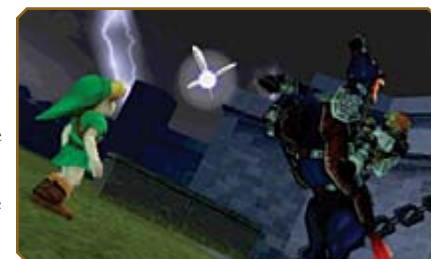
And so the Great Deku Tree assigns the boy named Link his very own fairy companion. Navi, a spitfire fairy, is tasked with seeking out Link and bringing him to the Great Deku Tree. Time is of the essence, too, because evil is about to claim its first victim in Hyrule.

KOKIRI FOREST

Hearts: 3
Pieces of Heart: 0/36
Equipment/Items Found: Kokiri Sword, Deku Shield, Deku Stick

This forest is home to the Kokiri, also known as the children of the forest. The Kokiri never grow old, remaining sprightly youths for their entire lives. Because all Kokiri have a fairy companion, there is an assumption that something is not quite right with one boy in their midst, Link.

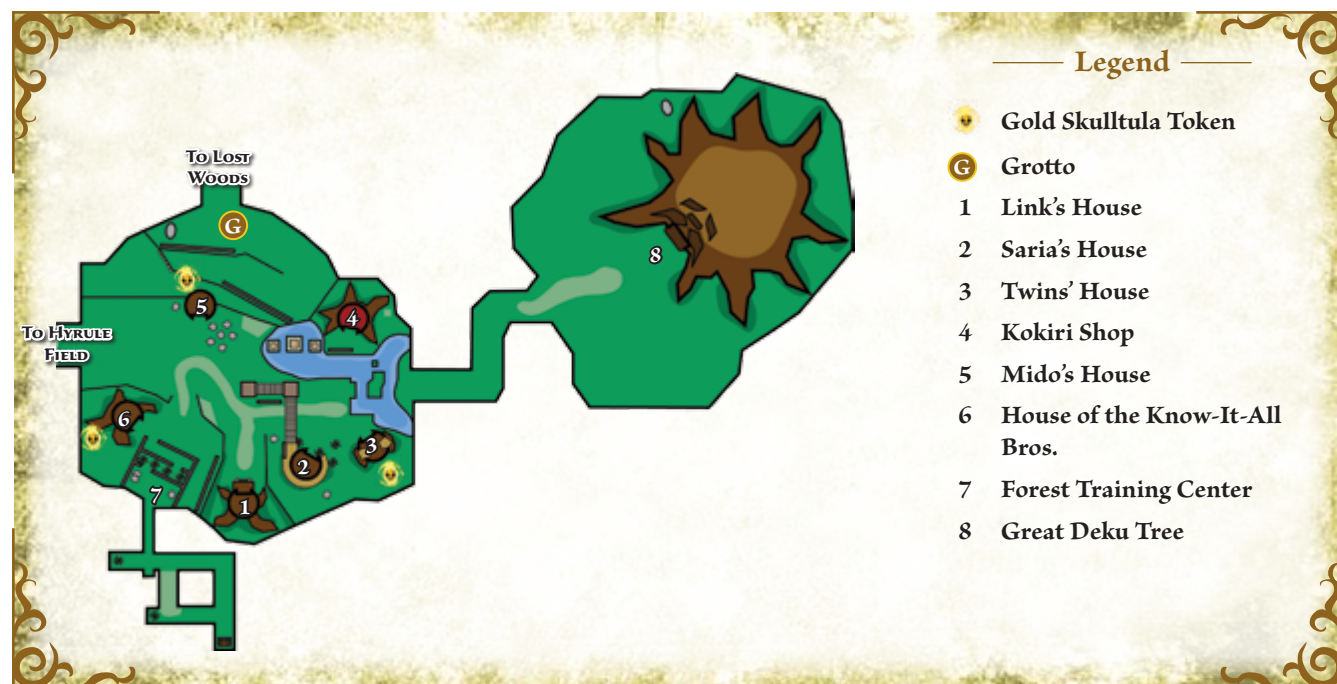
Navi wakes Link from his restless sleep, telling the boy that he's been summoned to the Great Deku Tree. There's no time to waste, so Link needs to rub the sleep from his eyes and get going. Reaching the Great Deku Tree, though, requires dealing with some of the less agreeable Kokiri...



NOTE

These Progress Boxes track the current heart count and Pieces of Heart if you follow this walk-through to the letter. You are not required to collect the Pieces of Heart in our suggested order—or even at all. There is a guide to the locations of all 36 Pieces of Heart in the Secrets & Specials chapter if you prefer to do it a different way.

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IMPRESSING THE KOKIRI

The village is alive with busy Kokiri, including Saria, who seems to have a special affection for you. The path to the Great Deku Tree is blocked by Mido, a Kokiri who rather fancies Saria himself.



Mido will not allow you to pass without a sword and shield, which he doesn't expect you to find. So it's time to gather up the Kokiri Sword and enough Rupees to purchase a Deku Shield.

KOKIRI SWORD

The first of the two items you should seek out is the Kokiri Sword, a treasure of the Kokiri which you may borrow for a little while. The sword is located behind the Forest Training Center, which is on the ledge above ²¹ Link's house. To collect the Kokiri Sword, wind through the fences leading to the back wall of the center.



There is a small hole at the rear of the Forest Training Center. Sneak through the hole to discover a short labyrinth.



Inside the maze, make an immediate turn to the small patch of clover where you find a blue Rupee. (It's worth 5 Rupees, which will help out with obtaining a Deku Shield.) Now, quickly duck into the alcove with the sign to avoid getting pushed down by a large rolling boulder. The boulder rolls around the simple labyrinth—it's pretty easy to avoid it as you snake to the treasure chest to the south.



The treasure chest in the alcove at the end of the labyrinth contains the **Kokiri Sword**. Now equip it on the Gear subscreen on the lower screen, attaching it to the B Button. Retrace your steps, and leave the small maze via the hole.

SHEIKAH STONES



There is a special stone next to Link's house. This is a Sheikah Stone. There are two of them in Hyrule, including another located in the Temple of Time. Sheikah Stones offer reels of hint movies to help you always know where you need to go next and how to accomplish goals. The movies are split into categories based on specific locations and activities, and they are revealed as you move deeper into the adventure. You may not necessarily need to use the Sheikah Stones because you're holding this guide (which is filled with strategies and secrets)...

NOTE

Outside the hole, speak to the Kokiri to try out some new moves and attacks with L-Targeting. This is a good chance to try out the jump attack, side jumps, and slashes.

TIP

While winding back out of the Forest Training Center, slice up the signs and grasses to collect Rupees.

DEKU SHIELD

Mido needs to see more than a sword to let you leave the village and have an audience with the Great Deku Tree. You need to purchase a Deku Shield from the shop. It costs 40 Rupees. There are several ways to earn Rupees in the village, such as rushing through tall grasses and cutting down the smallish grasses around the village.



Grab and smash the rocks in front of Mido's house.



Look behind Mido's house.

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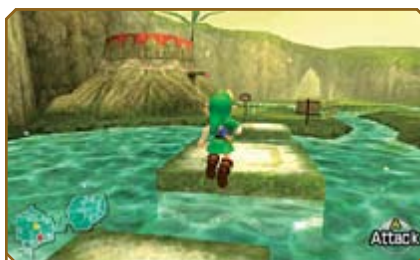
Open the treasure chests inside Mido's house.



Cut the grass in front of Saria's house.
(And be sure to peek inside for Recovery Hearts.)



Cross the suspended bridges to collect a blue Rupee.



Jump across the platforms in the stream.



After collecting 40 Rupees, head for the shop. Chat with the girl above the shop for a short tutorial on L-Targeting and conversations, and then dart inside. The shopkeeper can barely see above the counter, but he'll take your 40 Rupees in exchange for a **Deku Shield**. Once it's purchased, equip it via the Gear subscreen. Now you have everything you need to satisfy Mido and approach the Great Deku Tree.

KOKIRI SHOP INVENTORY

ITEM NAME	PRICE
Arrows (10)	20
Arrows (30)	60
Deku Nuts (5)	15
Deku Nuts (10)	30
Deku Shield	40
Deku Stick	10
Recovery Heart	10

TO THE GREAT DEKU TREE



Mido reluctantly stands aside so you can proceed to the Great Deku Tree. However, before you can reach the tree, you must fight your very first enemies: Deku Babas. The Deku Babas drop Deku Sticks, which can be used as makeshift weapons and torches—the latter are very important in the first dungeon of this adventure.



After you cleave down the Deku Babas, the path to the Great Deku Tree is clear. The Great Deku Tree is pleased to see you, although there is a hint of melancholy to its greeting. The Deku Tree shares its concern for the fate of the world and reveals that it has been cursed by the evil that threatens to befall Hyrule.



After charging you to discover the courage within you, the Great Deku Tree opens its mouth, revealing the entrance to its interior. You must brave the tree and seek out what curses it.



DEKU BABA



Deku Babas are ravenous vegetables that snap at you when you get too close. Because they are plants, they cannot move around. But when they lunge from their immobile positions, they are still pretty fast. Watch out for those teeth, and deliver sword strikes to the vulnerable stalk.

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As you explore Hyrule, questing to save the realm from the tyranny of Ganondorf, you owe it to yourself (and Link) to take a momentary break and enjoy some leisurely entertainments. Throughout Hyrule, you encounter shopkeepers who offer minigame challenges, such as shooting galleries, fishing holes, and other contests of skill.

For the most part, these minigames and contests are optional, although there are excellent rewards for paying the entry fee and trying your hand at the various activities. Some games pay out Pieces of Heart if you manage a high score, for example. Other games reward you with new equipment, such as the Golden Scale for increased diving depths, or larger ammunition bags.

MINIGAMES & DIVERSIONS

We've assembled all of the minigames in Hyrule here, organized by location. Each minigame entry contains the admission price for playing, the possible rewards, and tips for getting the highest score or meeting victory conditions.

HYRULE CASTLE TOWN MARKET

SLINGSHOT SHOOTING GALLERY

Admission: 20 Rupees

Prizes: Deku Seed Bullet Bag, Rupees



Can you hit all 10 Rupees in this shooting gallery? The purveyor of this minigame has set up a shooting gallery with several moving parts, including a belt that sends Rupees whizzing

across the back wall. As you shoot Rupees, small Rupee markers appear below the gallery that let you know how many you've struck. If a gap appears in the markers, that means you missed a target.



The first few Rupees pop out and are stationary. But soon, they slide across the screen. That makes them harder to hit. There is a delay between putting a seed in the slingshot and

shooting, so always hold down button you assigned the slingshot to so you fire the moment you let go. That's the best way to tackle the moving Rupees.

TIP

Slightly lead your targets so the seed gets there just as the target slides or arcs by.

If you hit all of the targets, you win a Bullet Bag upgrade. Any further perfect scores earn 50 Rupees, so you can turn a tidy profit at this game.

NOTE

If you hit most of the targets—eight or more—the shopkeeper lets you play again for free.

BOMBCHU BOWLING ALLEY

Admission: 30 Rupees

Prizes: Piece of Heart, Bomb Bag upgrade, Bombchus, bombs, Rupees



Bombchu Bowling offers rotating prizes. Whenever you start the minigame by paying your admission fee, the shopkeeper shows which prize is up for grabs. If you fail the game, the prize

cycles. If you're playing to get the Piece of Heart, you must cycle through the other prizes before you get another crack at the Piece of Heart. There is only one Piece of Heart to play for, just as there is only one Bomb Bag upgrade. When you win these prizes, you take them out of the rotation.

CAUTION

You only have 10 Bombchus to use in this minigame. If you run out before finishing, you fail.



The object of this minigame is simple. Direct the Bombchu into the hole on the far wall of the range. However, the hole moves farther back with each victory. There are three stages

in Bombchu Bowling. The first is easy. The hole is always in the center of the wall. You just need to wait for the spike trap to move aside.

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The second hole is on the side of the alley. It moves around with each play, so at one time it's against the left wall. On the next play, it may be against the right wall. You can attempt to bank the

Bombchu off the wall so it creeps up the corner and then arcs back toward the hole. Try standing opposite of the hole when doing this.

TIP

You can also line up with the hole against a wall and release the Bombchu, but you have to be facing directly forward. Any slight deviation and the Bombchu will hit the corner and veer off in the wrong direction.



The final hole is against the back wall. Not only do you have to get around a spike trap and a small Cucco, but a large Cucco walks through a divot in the floor. This looks like the toughest

part of the minigame, but there's a trick. Stand in the dead center and face the hole. Now, wait for the big Cucco to walk right in front of the hole. Release the Bombchu. There's a 90 percent chance the big Cucco will move by the time the Bombchu reaches it.

NOTE

You can try to send the Bombchu veering through the divot from an angle, but that dent in the floor will alter the Bombchu's path.

TREASURE BOX SHOP

Admission: 10 Rupees

Prizes: Piece of Heart, Rupees



The shopkeeper has set up several locked rooms. Each room has two treasure chests. Only one contains a Small Key, which allows you to open the next door. So, you always have a

50-50 chance of finding the key—but the key placement changes in every play. So, you can see how your odds of getting through all of the rooms dwindle... unless you cheat. (Don't worry—cheating is encouraged here.)



After you find the Lens of Truth in the Bottom of the Well (Kakariko Village), return here and use it to see inside the chests. Now you can sail right through the rooms and claim the

Piece of Heart in the treasure chest in the final chamber.

KAKARIKO VILLAGE

ARCHERY RANGE

Admission: 20 Rupees

Prizes: Big Quiver or Biggest Quiver, Rupees



The archery shooting gallery in Kakariko Village opens when you go through the Temple of Time and emerge as an adult. When you return to Kakariko Village, the archery range is

finished. It plays out much like the slingshot range in the Hyrule Castle Town Market. You have to shoot 10 Rupees (some moving targets) to earn a perfect score and win the Big Quiver or Biggest Quiver upgrade.

NOTE

You can receive Quiver upgrades from the Archery Range and the Horseback Archery Range. Earn the Big Quiver at the first range you complete, and the Biggest Quiver at the second. Complete the ranges in any order you like.



The order of the Rupee targets changes every time you play, so you have to watch the colors of the Rupees to see what they are going to do on the range. Blue Rupees slide across the range. Red Rupees emerge in pairs. Green Rupees come from the middle of the range, but they may pop up and then drop right back down.

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TIP

Like the slingshot gallery, keep an arrow ready to go by holding the button down. It takes a long time to nock an arrow and fire it—you'll miss moving targets.

NOTE

You can also replay the underground races with Dampé to win Rupees. See the walk-through for details on these races, which are critical parts of the main story.

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The walk-through chapters reveal how to find all critical items in Hyrule, defeat enemies and bosses, and ultimately bring an end to the King of Evil. But you know there's always much more to a *Legend of Zelda* adventure than what you see on the surface. *Ocarina of Time* is no exception. Many collectibles help with completing the quest, such as earning all of the rewards for finding Gold Skulltula Tokens or finding all four useful bottles.

NOTE

Use this chapter (which is often referenced in the walk-through) to keep tabs on all collectibles, secrets, and special items you can use.



GOLD SKULLTULA LOCATIONS



Greed was the downfall of a wealthy family in Kakariko Village. As a result of their indulgence, the family was transformed into Skulltulas. The only way to break the curse is to recover

Gold Skulltula Tokens, which requires hunting high and low for Gold Skulltulas across Hyrule and its many dungeons. There are 100 Gold Skulltulas.

As you collect Gold Skulltula Tokens, return to the cursed family's house. There are six tiers of rewards for gathering up these tokens, starting from a new wallet when 10 Gold Skulltulas are defeated to a huge Rupee payday when all 100 have been vanquished.

¹⁴⁰The Gold Skulltulas are crafty monsters, though, and do not always make themselves obvious. Some only come out at night. Others can be discovered only in specific timelines, meaning young Link will find certain Gold Skulltulas while others can only be hunted by adult Link.

COLLECTING TIPS

- Listen for the scratching of the Gold Skulltulas. These monsters make little skittering noises as they shake. Use them to confirm you're in the right place.
- Many of the Gold Skulltulas prefer to come out at night. We note which of the monsters are nocturnal in our location guide. If it's not nighttime when you are on the hunt, play the Sun's Song on the ocarina to trade day for night and flush the Gold Skulltula into the open.
- Many of the Gold Skulltulas can be collected by adult Link. However, some are available only to young Link.
- Many Gold Skulltulas hide in the soft soil of bean spots.
- Some Gold Skulltulas can be defeated only with long-range weapons, like arrows or the Boomerang.
- Playing the Master Quest? Most of the Gold Skulltulas are in new spots. We have an entire chapter dedicated to the secrets of the Master Quest, which details the locations of all 100 Gold Skulltulas.



GOLD SKULLTULA REWARDS



defeating Ganondorf, they are all quite helpful.

As you save members of the family by defeating Gold Skulltulas, you receive the following rewards. While these rewards aren't essential for completing your adventure and

GOLD SKULLTULA LOCATIONS



Use these locations to scout out all 100 Gold Skulltulas and save the family from their fate. The locations are divided by specific places in Hyrule, such as the Water Temple and Lon Lon Ranch.

We also note if there is a timeline requirement (young or adult Link) or if the Gold Skulltula can only be found at night. Check off the boxes as you go, and happy hunting!