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## *I, Introduction*

### A, What is Kodai no Sekiban?

*For a more in-depth explanation that goes outside of the focus of this guide, see [this game's extensive Wikipedia article](#).*

Kodai no Sekiban is like a "second quest" (remember Zelda 1?) for Nintendo's famous *The Legend of Zelda: Link To The Past*, which I shall refer to throughout as "ALtTP" but it actually is far more than that, as it features a new story, rental shops and timed events and various other things. And naturally as it is for all "second quests" it changes the contents of all the caves and houses.

This walkthrough anticipates that you have already played through at least a little of ALtTP in order to have a general understanding of gameplay mechanics.

### B, A Brief History of Kodai no Sekiban, or How It Came To Us

It may surprise you to learn that the game was not for the SNES at all! It was in fact a game for the BS-X (which stands for Broadcast Satellite X). The BS-X was a Super Famicom (Japanese SNES) base unit that sat underneath the SNES, not unlike the proposed CD drive. The games were sent via a satellite and data was stored on flash-RAM in the base unit. The player could also buy additional storage carts that sat atop it in a Super GameBoy-like adapter.

The game was broadcast live (one episode per week), and featured live voice actors for story exposition and hints in playing the game. This is why when you are playing you will find several points where the characters stand there but don't say anything through text.

### C, Changes since ALtTP

Since this is basically like a mod for ALtTP, I will discuss what has been changed from that game. First, a quick rundown of the controls. The game controls the same as ALtTP, except that you begin Week 1 with no sword (therefore A serves no purpose until you get the sword) and R now displays a help box; you can move the cursor around to find out what all the buttons and items do. This is because the game had no manual at all; people just downloaded and played right away so BS-X games usually had some sort of explanatory feature built in.

Also you can change sharply (90 degrees) direction when running with the Pegasus Boots (even in later games you can normally just strafe a little while running).

The Flute (or "Ocarina" for all your 3D-age Zelda fans) now acts like the Magic Mirror, and will warp you back to the beginning of the dungeon.

Finally, the game was divided into and playable in four separate weeks, each played out in real-time. This guide is divided up on a week-by-week basis to match.

## II, Controls

SNES	PC	Explanation
	Arrows	Move, navigate menus
	Enter	Inventory. Hit R in inventory to see Today's Goals summary
	D	Run (with Pegasus Boots), pull, lift, read, talk, swim
	C	Attack (hold for spin attack)
	S	Opens dungeon or overworld map
	X	Use item
	Z	Opens screen explaining how items and controls work

## III, Emulation

### A, About Emulation

The original game was divided into four episodes, and each was available for exactly one hour on one single day. The game was played live with CD quality music and live voiceovers, so you COULD NOT play it outside of the broadcast hours. We have gotten confirmation from Japanese players that the game's flash-cart backup was rendered unplayable outside of this time. Therefore, Nintendo is in no way losing any profits through the emulation of this game and the distribution of its ROMs. The first and last "rerelease" was merely a rebroadcast in the following year.

If one day Nintendo does rerelease it, all ROMs here will be removed. Until such time, emulation is unfortunately the only way for anyone to play this game. Read the BS Zelda Homepage's [full explanation](#) on the stance over emulation!

### B, Where to get the ROMs

Because the game no longer exists even on its original media, the ONLY way to play is via emulation. Sadly this is not very accurate, but the game is less broken than it used to be even a short time ago, and together with this guide you can easily finish the game.

[Download the four ROMs here](#) and [SNES9x >from here](#). Don't worry about the other files and patches on that page, you only need the four ROMs plus SNES9x. The others are not necessary for gameplay and merely allow other customizations and further experimentation. Note that while the original game was in Japanese the English translation is now fully complete, and you are now able to play from beginning to end without seeing a single word of Japanese.

### C, Which emulator to use

At the moment, SNES9x 1.42 or 1.43 gives the most accurate experience. The WIP versions of SNES9x will also work but they have unnecessary slowdown issues that complicate gameplay. You can get SNES9x from its [official website](#).

The most recent SNES9x version, 1.502 will make the clock start at 85:85 labeling the game unplayable. This can however be fixed by using the [clock-altering cheats](#). Note that the cheat saving is broken in SNES9x 1.502 and it will always leave the last number from the address. To use cheats correctly with 1.502, you must create a .cht file with the time cheats using an older SNES9x version (like 1.43). Then manually move the file so that SNES9x 1.502 will find it.

As SNES9x 1.502 offers no noticeable improvements when playing BS Zelda: Kodai No Sekiban, it is still recommended that you use 1.43 because of the overly complicated process required in order to make the game running on 1.502.

### D, Week Change

When you download the game, you will find four ROMs. Each episode, originally one a Week, must be played separately. However in order to carry across your data from one Week to another you must rename the .srm file.

You will find the SRM file in the same folder you put the ROMs in. For example, say your Week 1 ROM was "Week1.smc" and the next is "Week2.smc", that means you rename "Week1.srm" to "Week2.srm" and so forth for each Week. If you have file extensions hidden or are using Mac OS X one or more of these files may appear without an extension. If this is the case make sure you keep the filenames the same by NOT adding .srm if it's already there.

This walkthrough is made for the patched rom with Euclid's and Duke Serkol's indoor patch as well as Dreamer Nom's restore and map patch!

## VI, Walkthrough

### A, Week 1



Week 1

### Overworld part 1

After Sahasrahla explains the situation he gives you the  **Big Bag**.

It holds an  **Ocarina**, a  **Lantern**, a  **Bug-catching Net** and the first  **Bottle** containing a Gold Bee. You will be given your Bag back at the beginning of each new Week.

Once you have the Bag, open your inventory and let the Gold Bee out of its bottle if you will. This is a special bee; it will stay with you and even move between screens with you, and it will not leave you until you get your sword - this is because you are currently defenseless without the bee.

Now head onwards to Dungeon 1, marked on your map, with the bees protecting you it should be easy to dodge Octoroks and Armos Statues (don't linger too close as they come alive), but if you're hurt, know there are healing fairies in the cave immediately south of the Dungeon Entrance.



Sahasrahla gives you the  **Big Bag** full of items.

## Dungeon 1

Items:  **L1-Sword**,  **Small Shield**,  **Bow**,  **Pegasus Boots**



Dungeon 1 Map



Level 1 Sword

Go through the left-hand door. Let the bee kill the tentacles while you look under the top-left pot for a  **Small Key**. The bottom-right pot hides a door-release button. The other two hold arrows so you might as well grab them while you're here. Go back down through the door you came in by. Now go through the right-hand door. Once the tentacle monsters are destroyed, unlock the door and go through.

Here at last is your  **L1-Sword**! If you want to keep the Gold Bee, switch to the Bug-Catching Net and bottle it, otherwise you'll lose it forever after opening the sword chest. Now hit the sphere to lower the blocks and go through the door to the right. Open the chest for 10 Bombs (bomb the wall above you if you want 60 rupees). Lift the top-left pot for a  **Small Key**. Go to the right and open the chest for the  **Map**. The pots contain Bombs so fill up. If you want 40 rupees, bomb the top wall. Otherwise go west, west, and bomb the wall to continue.

Open the chest for the  **Small Shield** then go through the locked door (if the blocks are raised go back east and hit the sphere to lower them). Open the chest for the  **Compass** (bomb the western wall for 40 rupees if you wish). Anyway head upwards. You can bomb the left wall for 40 rupees, and killing the Stalfos opens the other door. Go through it. Go down the stairs to B1. Go through the door directly to the right (the wall to the left hides 40 rupees if you want them) and kill the tentacles to proceed. In the next room, lift the right-hand pot for a  **Small Key**. Go down the stairs and through the door. Go west, up the stairs, lift the pot, hit the button and get the  **Big Key**! Now go to the left. Go down the stairs and open the Big Chest for the  **Bow**! Now go back up the stairs, unlock

the door, and go through it.

In this next room lift the central pots to restock your arrows. In the next room use arrows or pots to kill the Eyegore for a **Small Key**.

Open the door, kill or avoid the two Eyegores and again collect the arrows. By now you should have 30, so unlock the Big Door and go in. Shoot the red Eyegore to kill it (you can throw pots at the other if you wish, but they won't kill the red one). The left-hand wall hides 40 rupees if you want them.

In the next room lift the top-left pot for a **Small Key**. Open the chest for the **Pegasus Boots**. You can now run everywhere. Unlike in "A Link to the Past" you can even change direction when running.

### Bow Upgrade!

Go through the door to the right of the Pegasus Boots chest and talk to the thief to trade 50 rupees for +10 max arrows. This is optional.

If the clock has reached or passed **18:16** you'll notice an infinity symbol (8) beneath the arrow icon. This means you have unlimited arrows, meaning you can shoot at the bosses as many times as you want.

Now unlock the door and fight the Armos Knights. They take 2 arrow hits each instead of 3 (as in "A Link to the Past"), but the final red one still takes 3.

Collect the  **Heart Container** and  **Tablet** and you can leave the dungeon.



Dungeon 1 Boss: Armos Knights

### Overworld part 2

Items:  **Zora's Flippers**

Now you've got the Bombs you can explore! Go back to Sahasrahla's hut and bomb the back wall for 60 rupees and a  **Piece of Heart**. Go back outside. South of Sahasrahla's home is a different looking wall (at the end of a corridor of sorts), hop down there and bomb it open. A thief will give you 300 rupees and an additional 80 can be found in chests. Now head towards the bottom-right corner.

Over to the right is a  **Piece of Heart** surrounded by holes. How do you get it? Just stand above it and face the wall and then use the Pegasus Boots



to ram the wall, propelling yourself backwards and onto the island. Now fall down any of the holes. Go out and up the stairs.

There's a ♥**Piece of Heart** behind that cracked wall in Sahasrahla's hideout.

From here go east and down one screen. Both the caves here hold 80 rupees, the left-hand one needs to be bombed open, the right-hand one also has fairies and a magical bee if you ram the right statue (and again requires a bomb placed on the northern cave wall to reach the rupees). Go out, up whence you came, left, down to leave the enclosed area you started in. Enter the left-hand cave mouth (the right one needs to be bombed open, which you can do later). Bomb the right-hand cave wall to get 100 rupees (note the Great Fairy), then go out and bomb open the other door for 20 more.

Now go left and (after scrolling the screen) you'll find a rock-pile. Ram it for a ♥**Piece of Heart**. Go up, sticking to the right wall and bomb another cave open for one more ♥**Piece of Heart**.

Keep going north then east to the Witch's Hut and consider purchasing the Gold Potion if available (or another health restoring one, red or blue). While this means saying goodbye to your precious Bee the potion is likely more useful anyway.

Ram the rock-pile to the right and the path will lead you to a house. Bomb the wall behind it for a ♥**Piece of Heart**. You can activate the switch with a bomb or return later with a boomerang. You may also consider entering the house to rent a shovel and go treasure hunt, but it'd be advisable to do that after dealing with the dungeon and other things (so you can make the best out of your rental).

Then go right and up a screen. Ram the rock-pile for fairies and (behind a bombable wall) a thief who gives you 300 rupees! Leave through the door. Go up and to the right into Zora's Domain. This place is a LOT smaller than it was in A Link to the Past. Talk to King Zora in the north-east corner and agree to buy his 🖐️ **Zora's Flippers**, you should have plenty of cash to spare. Now you can swim. Go down a screen. Swim over to the left into the waterfall to enter Dungeon 2.

## Dungeon 2

Items: ➤ **Boomerang**



Dungeon 2 Map

1F	
I-5	Push one of the blocks up and the other to the side, go up and light the torches with the Lamp, and then go through the shutter-door that just opened.
H-6	Go down the stairs and head north.
G-6	open the chest to get the 🗝️ <b>Compass</b> , then go back down to H-6.
H-6	Head right.
H-7	Head right again.
H-8	Kill the water bugs, lift the pots for a 🗝️ <b>Small Key</b> , and use the Ocarina to warp back to the central room.

	I-5	This time unlock the top-left door and go through it.
	H-5	Kill the Stalfos and claim the <b>Map</b> (the tongue can't be pulled). Continue to G-5.
G-5	Head right to G-6 (kill the Eyegores if you wish).	
G-6	Go through the door to the right.	
G-7	Kill the Eyegores and Stalfos and then bomb the wall to the right.	
G-8	Push the block and open the chest for 100 rupees. Return to the previous room and head down and down again to I-7.	
I-7	Bomb the section of wall to the right if you want 40 rupees, otherwise head down the stairs and then up the other set to J-7.	
J-7	The bottom-right pot hides a door button. Step on it and go on to J-8.	
J-8	Open the chest for the <b>Big Key</b> . Lift the pot beside it for the door-release button. Head back to the previous area and go through the door between the two staircases.	
I-6	Open the Big Chest and claim the <b>Boomerang!</b> Go through the far left door.	
J-4	Enter the bottom-left door if you want 20 Rupees, otherwise head up the stairs to I-4.	
I-4	Bomb the left-hand wall if you want 20 Rupees, otherwise go through the Big Door.	
H-4	Head up to G-4. Use your Boomerang to collect the <b>Small Key</b> on your way there. Then unlock the door.	
G-3	If you want to carry more bombs, bomb the wall and head down to H-3.	
	<b>Bomb Upgrade!</b>	
H-3	This room conceals an Upgrade Thief, 50 rupees for +10 bombs. This is optional. Go back to G-3 and up the stairs.	

2F	
G-3	Work your way around to the bottom (bomb the right-hand wall if you want 20 Rupees) and go through the bottom door to H-3.
H-3	Head to the left-hand side and trip the switch (watch out for the Anti-Faerie) and go through the right-hand door to H-4.
H-4	Light up the torches if you will, but when done head up to G-4.
G-4	Kill the Stalfos (the blue one has a <b>Small Key</b> ), and go through the other door to G-5.
G-5	Bomb the bottom wall to explore various optional treasure rooms (some are hidden, use the Map to find the unexplored rooms). When you're ready, unlock the door in this room and go through to F-5.
F-5	Now you have to fight Moldorm. Hit his tail bulb three times to defeat him. Avoid hitting



The Hero of Light battles Moldorm

his shell or you'll bounce and, as if he'd run into you, likely fall down the holes.

Collect the ♥**Heart Container** and 📖**Tablet**, and you can finally leave this dungeon.

### Overworld part 3

By now there should be a ♥**Piece of Heart** in the water right in front of you.

Fly to the Witch's Hut, go a screen to the left, fall in the water, and swim up into the waterfall for lots of fairies and a ♥**Piece of Heart**. Fly to destination 2 and talk to the Mole if it's there. Fly back to the Witch's Hut and go a screen to the left. There are 6 chests in his new cave (600 rupees)! To kill time until the next event you could go digging. Go to the nearest Rental Shop, get a shovel, and go hunting for the next ♥**Piece of Heart**. There are three possible locations but only one with the piece of heart is correct and marked on your map.



Rescue Fair Lady Zelda at 18:43

Once the timer hits **18:43** go to the small secluded area south of the Eastern Palace complex. Zelda will come running from the north. Walking into Zelda will stop both her and the Octoroks, so you can keep on walking into her if you want a breather to plan your strategy. And it's fun trying to talk to her.

Anyway, kill the Octoroks to save her.

She will then follow you, so go to Hyrule Castle and she'll detach, and the old woman there gives you 300 rupees for saving her. You also get 10,000 points!

Now, if you've done ALL of the above, with what time you've still got, enjoy the [Minigame!](#)

That's all for this Week. When the timer reaches **18:56** wait for the end of the cutscene and until the game crashes (makes strange noises) before quitting to ensure all data was stored in S-RAM.

## B, Week 2



Week 2

### Overworld part 1

Items:  **Bottle**

When you begin you get the bag of goodies back (but not the Golden Bee, it is removed at the end of the first Week). Go out the door and into the grass-roofed hut to the left. Keep this place in mind for later, but enter already.

There are 4 chests downstairs, each with a red rupee inside. The bombable wall leads to 6 pots with only arrows, bombs, and hearts inside, so don't worry about it if you have no bombs.

It's early now, but after **18:28** the Bottle Man appears in the town, right onto that carpet you can see south of the house you just visited. His  **Bottle** will be invaluable, so save up your rupees and go see him when that time comes.



Fall down the well for a  **Piece of Heart**.

Now go west fall down the well from the ledge above to find a  **Piece of Heart** and some more stuff. Hop down and to the right to exit.

As in ALtP, bomb open the doorless hut in the bottom left corner of town to get goodies--in this case, a  **Piece of Heart** and a red rupee! As in A Link to the Past the pots contain bomb/arrow refills.



After 18:28, spend 100 Rupees on Bottle #2.

The house next to the cuccos still has a shop. They sell bombs, arrows, and Red Potion, so buy something if you wish, or if you don't still have a Gold Potion from Week 1.

Go into the house with the old lady sweeping out front. Blow down the wall to get a chest containing a sweet 100 rupees! Now go through the back door of the pub to get a Piece of Heart.

Chances are rain has now come down to hamper your progress. It will extinguish any and all bombs, so don't even bother trying to blow open anything outside.

Worse than that, all overworld enemies are replaced with Zoras. To make it even worse, the Boomerang only hurts them instead of stunning them, and they have a lot more health than their A Link to the Past counterparts. So beware!

So what to do now? Take the upper-right path out of the village. Ram the rock pile to the bottom left and go down the stairs for 4 fairies and 100 rupees (needs bombing). Go back out and ram the rock pile to the top right and enter Dungeon 3.

### Dungeon 3

Items: Magic Hammer, Blue Mail



Dungeon 3

Go through the right-hand door first. Notice the chests and pots form a smiley face. :-) Anyway, the chests contain 20 rupees and a Map. Blow down the wall for two more 20-rupee chests.

Now go back to the previous room, hit the crystal, and go through the upper left door. Ram into the lamp to knock down the Small Key. Use it to unlock the door. In the next room are conveyor belts and several of those bumpy squid things. Head through the top-right door. Grab the Small Key, hit the crystal and head through the bottom door. In the next room, head to the right. Hit the crystal and head back left. Open the chest for the Compass! Go back through the right-hand door. Now get out your Boomerang for the next bit. Hit the crystal, move below the block, hit the crystal again, head into the barrier, hit the crystal and lift the pot for the Small Key. Use it on the door and go up.

the left-hand wall for the 🐉 **Blue Mail**. Now go back and down the stairs.

Head to the left. Head down while avoid the spitting statue and open the chest for the 🛠️ **Magic Hammer**.

Use the Flute to warp back to the beginning. Go to the left (hit the crystal if necessary) and hit the pegs if you want 210 Rupees. Before continuing the dungeon you might want to go out and south of town to rent a level 2 sword for when you'll fight the boss. Either way, when you're back to the entrance, head again into the room with the hole (don't jump in yet) and the conveyor belts. Once there go through the top-left door.

### 🧨 **Bomb Upgrade**

From G-4 bomb the walls until you come around to H-4. The thief there will trade 100 Rupees for the ability to carry an extra ten bombs (you can also buy the 50 rupees upgrade if you missed it in week 1). He'll also refill your bombs.

From G-4 take the stairs and use the Hammer to defeat the shell creatures. Bomb the left-hand wall between the pots if you want 200 Rupees, otherwise just get the 🗝️ **Small Key** from under the upper pot. There's nothing more here, so return to the conveyor belt room. Hit the blocks and fall down the hole. See that greyed out teleporter? If you fall into the large vase just to the right you'll find some fairies. The teleporter returns you here. If you want 300 Rupees head to the bottom right from here and bomb the wall. For 150 more Rupees go to the bottom-left platform and bomb the left-hand wall.

When you're ready to face the boss, hit the blocks and head up. Go down the stairs, through the door and then through the next one to fight the Helmasaur King. Fight him exactly the same way as in A Link to the Past: use the hammer to break his mask, and then smash the emerald on his head. You can only damage the crystal with arrows (safest way) or, if you run out of arrows also with your charged sword. Normal sword attacks do not harm him unless you have the level 2 sword. This can be one of the hardest battles in the game.

Collect the ❤️ **Heart Container** and 📖 **Tablet**, and you can leave the dungeon.



Dungeon 3 Boss: Helmasaur King

### Overworld part 2

Items: 🍄 **Mushroom**, 🍄 **Magic Powder**, 🗡️ **Tempered Sword**

Now that the rain has (likely) cleared, you can explore again. First of all return to town and go through the far-left Lost Woods entrance. Why, it's a 🍄 **Mushroom**! You'll trade this in a

moment. Hit the pegs and go up to the left. You'll find a dwarf who wants to be taken back to his partner. First, warp to the witch's hut and give her the mushroom (she moves inside if it's raining). Equip it and press the item button (not the talk button) to give it to her. In return you get a bag of  **Magic Powder**.

Now warp back to the village and take the Smith home. Talk to them and they'll make your sword into the  **Tempered Sword**.

Now that the dwarf is dealt with go outside, hit the peg with the Magic Hammer, and fall down the well. Going up you'll find a weird altar. Sprinkle magic powder on it for a **1/2 Magic Meter** upgrade.



1/2 Magic Meter Upgrade

Now go back to the village, go down a screen, hop down the slope and immediately to your right (behind the rental shop) is a bombable wall! Light up the torches to open the way for a  **Piece of Heart** then hit the switch and go back to the entrance so you can collect also two red rupees.

Now go into the top-left house, the library, and ram this  **Piece of Heart** down from the shelves.

Return to the village and go into the forest and to the right. If you go down into the stump for 40 rupees, but don't. Note instead that suspicious square of bushes next to it. Cut the middle bush and jump down the hole to get a  **Piece of Heart** and hop down to collect those rupees and leave from the stump. You can return here at **18:45** for a [bomb-throwing Minigame](#) with the friendly thief.

Go up to the right and down the stairs for 4 fairies and 100 rupees (need to bomb). Go to the very top-right of the forest and go through the trunk to enter Dungeon 4.

#### Dungeon 4

Items:  **Large Shield**,  **Hookshot**



Dungeon 4

Go through the door. Next go through the door to the top-right. Go through the door directly to the left and get the **Map** from the chest. Go back out and head up. Fall down either of the holes.

Kill the bomb slugs to proceed. Head down (avoiding the fire snake) and go through the conveyor belts room into the bottom-left door. Push the statue onto the button under the top-left pot and open the chests for the **Large Shield** and **Compass**. Now head back to the conveyor belts room and into the door to the top-left.

Light the torches to reveal a chest with a **Small Key**. In the next room simply go upstairs. The holes will drop you down onto the floor you were just on, so try not to get knocked into them by the cannons and spikes. At the bottom lift the left-hand pot for door-opening button.

In the next room (with a circling fire bar) head down and into the left-hand door (avoid the spike thing by going around it and timing your actions). Pull the left-hand tongue to reveal a chest with the **Big Key**. Return to the room with the circling fire.

Head north and open the Big Chest for the **Hookshot**. Head back towards the fire and this time go right. Kill the Stalfos and Eyegores (move the blocks to get the vases if you will).

### ⦿ Bow Upgrade!

In H-7 (the room with the Stalfos and Eyegores), bomb the top centre of the wall and pay 100 Rupees for +10 arrows (again, as always, you can get the previous upgrade if you missed it in week 1).

Go Right, in the next room use the Hookshot to cross the gaps and then go upstairs.

In this room use the Boomerang to fetch the **Small Key** (the Hookshot can't grab it). In the next room Hookshot down, right (bomb the wall here for a secret room with some rupees), and finally left to cross the spikes without damage. Go through the door.

Now you're back in the main room! Bombing the wall on the left will reveal two passages. They both let you get some rupees but for the top one you need the hookshot (to pass the spikes) and bombs to activate the switch (time your throw and make them land on the conveyor belt). Anyway, head up and unlock the Big Key door. Use the Hookshot to go up, left, down, left, up, up, down, right, right, up, left, and finally through the Big Key door to fight Arrghus.

Use the Hookshot to pull the pieces away from his body, and then hack them up. Remember you're invulnerable when the Hookshot is extended, so you can use it to protect yourself when he does his "spin ball bits around body" move.

Once his bits are all gone he'll jump up into the ceiling and try to crush you. The spin attack works like a charm here.

As soon he's dead collect the ♥**Heart Container** and 📄**Tablet**, and you can leave the dungeon.



Dungeon 4 Boss: Arrghus

### Overworld part 3

Go back to the rental shop south of Kakariko, and head south west. In the very far left corner is a bombable wall. Bomb open the rock, hit the peg heads with the hammer, bomb open the next bit of rock and use the hookshot to get your ♥**Piece of Heart**.

Well, now this Week's dungeons are out of the way, go to the rental shop and rent a shovel for the last ♥**Piece of Heart**. Check [Heart Pieces Week 2](#) if you have found all Heart Pieces in this week.

Other than the [Minigame](#) that's all for Week 2, so if there are any minutes left you can dig for Rupees or explore spots you skipped or whatever... or just hit the turbo key.

### C, Week 3



Week 3

### Overworld part 1

Items: 🧤**Worn-Out Glove**

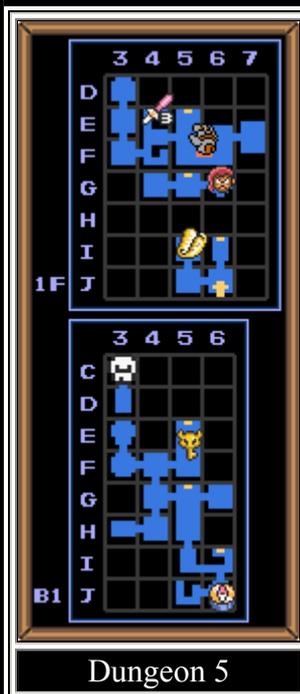
First off, open the chest and get... the 🧤**Worn-Out Glove**. This can only lift ONE rock per screen, much like the Blue Candle in the first The Legend of Zelda. After one use it's useless until you change screens again, so take care to pick and choose rocks. You can't just do as you please, yet...

Next go outside and one screen left then down a screen and again a screen to the left. Go

down to the bottom right, lift a rock, and go down the steps to collect yet another ♥ **Piece of Heart** (you'll have to walk a narrow bridge for it). Now go a screen to the right and lift one of the bottom-left stones. The leftmost one contains one of those rupee-spitting bug things. Anyway keep going right and bomb the top-right corner of the place you are in. In here by pushing blocks you can find 150 rupees and a ♥ **Piece of Heart**, but it may take several tries. Go down a screen and ram the rock-pile to the bottom-left for 100 rupees (bomb the wall and nevermind the distracting stuff). From there, go west one screen, ram the rock-pile, and enter the dungeon.

### Dungeon 5

Items: 🧤 **Power Glove**, ⚔️ **L-3 Sword**



Go through the left door. Use the Hookshot to cross the gap. Go through the door. Open the chest for a 🗺️ **Map**, get the 🔑 **Small Key** with the boomerang and warp or Hookshot your way back to the entrance. Unlock the top door.

One of the pots in your way has a full magic refill, if you need it. Go down the stairs. Bomb the wall between the lamps (directly below you) for 50 Rupees and the 🧭 **Compass**. In here bomb the left wall for 100 rupees. Go back to the stair room and take the top-left door.

In the next room, push the indented blocks inwards (if you want 100 Rupees bomb the wall directly opposite the upper-left door). Light the torches to open the door. Go through it. Open the chest for a 🔑 **Small Key**. If you want 100 Rupees bomb the southern wall, and then the western one for another 100 Rupees. Return to the room with the torch puzzle and go through the locked northern staircase. Kill the Wizzrobes in this room.

### Bomb Upgrade!

Bomb the wall to 🧨 the right, talk to the thief and get +10 bombs!

Then go west. In this room push the bottom-left block down the hole and fall down after it. Now remove the pot and put the block over the button. Go north. In this room go west for lotsa rupees, east to progress. In the east room, Light the torches to get the 🔑 **Big Key**. Hookshot over the gap and go up the stairs.

Go south, hit the sphere, go up the stairs and unlock the Big Chest for the 🧤 **Power Glove** (if you want 415 Rupees bomb the right-hand wall).

From this room head west. Make the sphere blue if it isn't already and head up. Hookshot the chest, open it for the ⚔️ **L-3 Sword** (or L-2 if you didn't visit the Smiths) and Hookshot your way back. Make the sphere red. Open the south-east chest for a 🔑 **Small Key**, and use it on the locked door. In this other room, open the chest for another 🔑 **Small Key**, make the sphere blue, and unlock the door north.

Pick up the block and throw it away. Light the torches and continue north. Stock up on hearts and ammunition from the pots and then fall down the hole to fight the boss, better yet, three bosses: Lamnolas. They are easy to defeat, the best way is to stand with a charged sword near the pile and hit the head as soon it appears.

Collect the ♥ **Heart Container** and ■ **Tablet** and you can leave the dungeon.



Dungeon 5 Boss: Lanmolas

## Overworld part 2

Items: ☼ **Magic Bottle**

Once back outside, go a screen to the left and weave through the rocky path. Ram the rock-pile for a ♥ **Piece of Heart** (needs bombing).

Go up and to the left. The cave contains a thief with 300 rupees. In the room you can bomb open behind him is another ♥ **Piece of Heart**. Go a screen to the left into the desert and go straight up and into the cave. Bomb your way into a small room and light the torches to get one more ♥ **Piece of Heart**. Now warp back to Link's house and head a screen right and down to the lake. Go inside the cave marked with shields for a Great Fairy and (bombing the wall behind her and using the hookshot) 300 rupees. Go down beside the Fortune Teller's shop and hookshot to the right to get a ♥ **Piece of Heart**.

Fall in the water, swim to the right, and visit the island previously (in ALttP) inhabited by the upgrading fairy for a thief with 300 rupees. As if that wasn't enough, bomb the wall behind him for *another* 300 rupees! Go back outside.

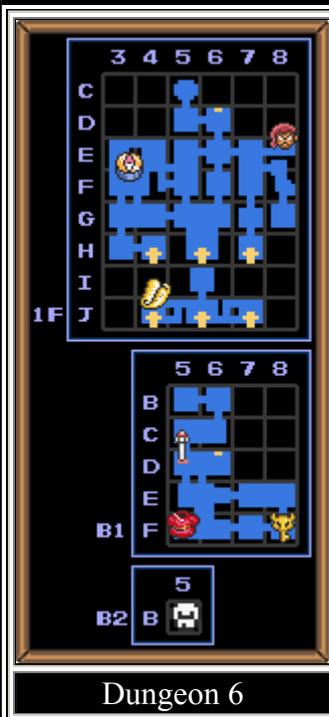
If it's after 18:24 go north-east from here and save the Priest, who has fallen in the water. You will be taking him to Hyrule Castle, but first swim back up the river in the direction he came from, until you reach the bridge east of Link's House. Go under the bridge to get the third ☼ **Magic Bottle** from the man just like you do in A Link to the Past. Go back out, stand on shallow water, call the duck, and choose a nearby point, then go all the way back to the castle. Then go inside walking in a straight line until you find Zelda and the fortune-teller, at which point the Priest detaches from you and rewards you with 10,000 points. Now go back to the desert and enter the monstrous mouth (can't miss it).



Swim under the bridge for a free ☼ **Magic Bottle**.

## Dungeon 6

Items:  Red Mail,  Fire Rod



If you want 300 Rupees, bomb the section of the north wall directly above the entrance and light the torches. Anyway, head left. Open the chest for the  Map. Go out the door. Head south. If it's 18:44 you'll see the Mole, so talk to him and he'll go dig his hole. Otherwise head north and take the rightmost entrance.

Once inside, move the top-left statue onto the top-left button. Go north. Throw the Boomerang diagonally to turn the crystal blue, then again to turn it red. Turn it blue and head north. Head up and turn the sphere red.

### Bow Upgrade!

Go up the stairs and bomb the upper wall to the right to meet a friendly thief. Pay him to carry +10 arrows!

You can open another hole slightly south of the one that led you to the thief. Lots of rupees await inside. Once you're back go left, kill the Stalfos, lift the bottom-left pot and go through the western door. Head south and then west. Go up, up the stairs, left, down, right, down the stairs, lift the pot, hit the button, and go back up the stairs and through the now-open door to the east.

Head right and down. Do not hop down in the large room you enter. Head left and bomb the wall if the blocks allow it (otherwise take note of doing so later), you'll find rupees and the chance to hop down, but don't, rather come back and head right, lift the pots for a  Small Key. Go a little back to the left and Hookshot to the chests you can see at the bottom of the screen (they contain Rupees) then fall down the large vase for a whoopin' 790 Rupees! Now, once you're back in the large room, you can hop down to go outside and into the left-hand cave.

Inside go left, kill the antlion for a  Small Key. Use it and head north. Make the sphere blue by tossing a bomb at it, then light the lamps and go north. Head up and right, down the stairs, and up to the chest for the  Compass. Lift the pot below and step on the button. This opens a door to the right, so head back up the stairs and go through it and along the turning suspended passage. Go right in the large room and use then use the key on the door.

Head north. You're back in that room with the block barriers again. Use the button under the bottom-left pot then head north. Left you can find some rupees (move one of the statues over the switch to open the door), when done take the stairs.

Continue through the down-left door. Make your way south, then go on the left platform and

open the chests for the 📧 **Red Mail**. Now go onto the other platform and head east. Immediately move upwards otherwise the eye statue will blast you. There's a door-release button under the top-right pot. Go through the door.

Open the central chest for the 🔑 **Big Key**, then go north. Open the chest for 50 Rupees. Head left. Use the Boomerang to kill the Stalfos on the platform then collect the 🔑 **Small Key** it drops. Head left and through the locked door. Open the chest for a red Rupee then Hookshot across to the left for another. Head north and open the Big Chest for the 🔥 **Fire Rod**. The top-left pot has a full refill for your Magic Meter. Head north. Use the Fire Rod to light the torches and go through the top-right door. The top-left pot has another full refill. When you're ready drop down the hole to fight a giant butterfly: Mothula.

It takes only four blasts from the Fire Rod to destroy the boss (your sword works too, but the Fire Rod is safer). Collect the ❤️ **Heart Container** and 📖 **Tablet** and you can leave the dungeon.



Dungeon 6 Boss: Mothula

### [Overworld part 3](#)

Odds are the mole wasn't there earlier so go speak to it and find its hole for lots of rupees. When done, go back to the starting place of this week and head north west. Ram the rock pile and light the torches within with your Fire Rod for a ❤️ **Piece of Heart**. There's nothing left for this Week except the rental shop (which is conveniently in that same screen) to dig for the last ❤️ **Piece of Heart**. Check [Heart Pieces Week 3](#) if you have found all, and enjoy the archery [Minigame](#) just next the rental shop.

## D, Week 4



Week 4

### Overworld part 1

Items: 

You begin in the Sanctuary with the Priest. Zelda will then come in and talk to both of you, and then latch onto you. She will follow you for the next two dungeons, but you aren't restricted like you are with other following characters, so you can go into caves etc. as if she wasn't there.

If you look at your map you'll see that in this final Week you'll be able to explore all of Hyrule, except for part of Death Mountain.

First off go left and ram the rock pile to the left of the Fortune-Teller's hut, one screen above Kakariko. You can't get to the end of it, but you can pick a full Magic refill.

Go one screen to the right to find the 4th  **Piece of Heart** covered to the half by a tree. Now go up and into the cave behind the Lumberjacks' house for another  **Piece of Heart** (you'll need to light the torches).

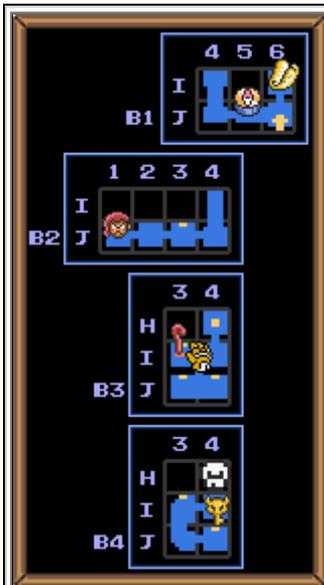
Now go back to the graveyard and push open the top-left grave. Go up through the door and up the stairs and then over to the side. Get the 100 rupees and the  **Final Bottle** from the chests, then go down and exit. Fall off the cliff and make your way to the top-right grave. Ram it open and go inside.



Fall into the north-west grave for the 

## Dungeon 7

Items:  **Titan's Mitt**,  **Cane of Somaria**



Dungeon 7

First of all, light the torches with the Fire Rod (the top-left pot has a full refill) and go through the northern door. Use the Boomerang to retrieve the  **Small Key** and open the chest for the  **Map**. Now go back out and head left.

Hookshot yourself over to the chest and open it for the  **Compass**. Go up through the door. When you open the chest at the end of this room, the floor opens. Fall down into B2. Pull the left tongue to open the door.

### **Bomb Upgrade!**

Here (B2 J-3) bomb the left-hand wall (also finding lots of rupees) and pull the next statue's tongue for an upgrade thief (400 Rupees for +10 maximum bombs).

Then go down the stairs to B3. Head right and up through the door. Make the sphere blue and open the chest for the  **Titan's Mitt**. Now go down, right, and down the stairs.

Here, kill the enemies to open the door. The top-left pot contains a full refill if you want it. Anyway, go through the door. Head up and open the chest for a  **Small Key**. Go right. Avoid the fire (use the boots to stop yourself onto ice and the hookshot to skip parts) and open the chest for the  **Big Key**, then go back left, unlock the door, and go up the stairs.

Open the Big Chest for the  **Cane of Somaria**. Use it on the "?" to the right to create a platform across. Go through the boss door.

Stock up on what you want and fall down the hole to fight the Boss. This time it is Kholdstare. Use the Fire Rod thrice to melt the ice. Then he'll divide into three. Avoid the falling ice while attacking them with either the Fire Rod or your sword (or the almighty boots).

Collect the  **Heart Container** and  **Tablet** and you can leave the dungeon.



Dungeon 7 Boss: Kholdstare

Overworld part 2

Items:  **Master Sword**



Draw the sacred blade, the  **Master Sword**

Now that you have the Cane of Somaria, you can push blocks to find your way through that cavern near the Fortune Teller's home (north of Kakariko) for another  **Piece of Heart**. Also you may have noticed just left of the church a rock-pile. Ram it to find a Great Fairy and, you guessed it, a  **Piece of Heart**, that you can reach by tossing and splitting a Somaria block to activate the switch.

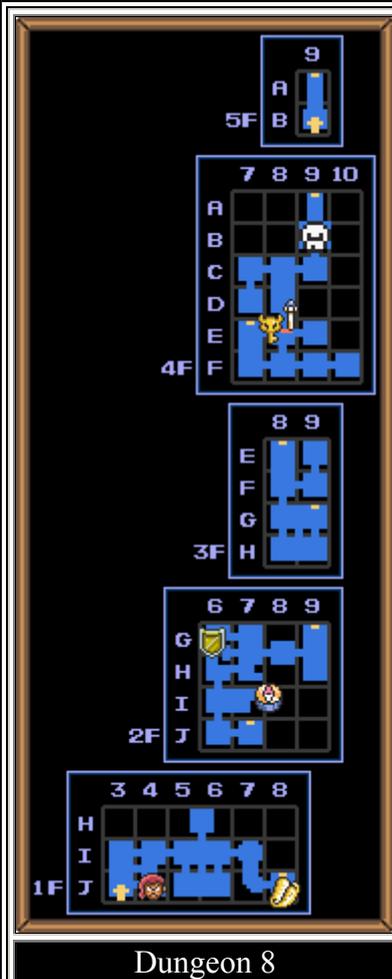
Now warp to the Forest (#4) and go to the Master Sword's clearing. Draw the sacred blade, the  **Master Sword** from its resting place.

You can now use sword magic when at full health, rather than at points determined by the timer.

Anyway, leave the clearing, and take the path to the right out of the Forest. Then go to the Death Mountain Path tunnel, south of the lumberjack's home, also known as...

## Dungeon 8

Items:  **Mirror Shield**,  **Ice Rod**



### **Bow Upgrade!**

From the entrance, bomb the right-hand wall and give the thief 400 Rupees for +10 max arrows.

Take the stairs and pull the tongue to open the door and go through it. The top-left pot has a full refill. Take the stairs and get onto the suspended platform light the torches go back downstairs (through the other room) to open the chest for the  **Small Key**. Continue right. Head through the bottom door and turn the sphere blue. Head back out, right, up the stairs and through the locked door. Open the chest for a  **Small Key** and continue left and upwards. Go through the door. Open the chest for another  **Small Key**, turn the sphere red, and go all the way back to the room with the block barriers. Now go right.

Make the sphere blue. Place a bomb in front of it, head beyond the pegs, and then continue down when the pegs lower. Unlock the door and head right for the  **Map**. Go back left, make the sphere blue, return to the Map room and head up the stairs to 2F.

Lift the pots for a door-release button. Use the Cane of Somaria to make a block to hold the button down. Continue left. Kill the bomb-slugs. Hookshot your way across to the chest if you want 100 Rupees (line up with either of the two blocks to do so), or otherwise just head north.

In this room push the right-hand block down the hole and make your way right. Hookshot to the right. Don't pick the vases and Hookshot to the top-right for the  **Compass**. Hookshot back, head left, and go through the door. Head north. Open the chest for the  **Mirror Shield**. Head right.

In the dark, over the narrow passageway, go up, right, down, down, down and right. There's 100 Rupees in the top-right and bottom-right corners, if you want them (if you take the bottom-right one you will have to hookshot yourself over a gap and either fall and lose one heart or walk through the two rooms again), and you can bomb the middle-left wall for another hundred. Anyway, head right. Open the chest for a  **Small Key** and go through the door.

Go all the way down, right, up, right, up, right, up, left, down, left, up, right, and up the stairs. Head down and then left (use the ramming-bounce trick to cross the gap on the way and bomb if you want 100 Rupees). Head up. Here, bomb the right wall (and the top one in the next room) if you want 400 Rupees, otherwise run up to beat the falling tiles and then go up the stairs (if you went for the rupees, you need to go down and leave the room for the bridge to return).

Here the top-right pot has a full refill. Use the Cane of Somaria to make a platforms then Hookshot across to the torch and go through the door for the **Big Key**. Hookshot back, the chest contains 100 rupees. Continue right.

Lift the pot for a full refill and light the torches (the right-hand wall leads to 400 Rupees). Head up. Open the Big Chest for the **Ice Rod**. Bomb the right wall for more rupees. Head up.

Keep your sword out while facing up to hold your shield to your left as you walk past the laser eyes. Bomb the left wall if you want 400 Rupees (you need to pull the statues tongue and use Somaria blocks to get to find the invisible path to the chests), otherwise head right.

Collect the fairies if you want them, then go on to fight Trinexx. Hit the blue head with the Fire Rod and the red head with the Ice Rod. You can either hit them with the sword (one hit each) or keep blasting with the Rod (three more hits each, watch your magic meter) until they explode. After this happens Trinexx collapses and turns into a snake. Hit the flashing part in his middle body part three times to kill him. Collect the **Heart Container** and **Tablet** then go north and up the stairs to 5F. Head south and out the door.



Dungeon 8 Boss; Trinexx

### Overworld part 3

Items: **Silver Arrows**

Take Zelda right, up, left, and drop her in front of the slab. Now go back right and down the steps for fairies and a **Piece of Heart**. You need to split a thrown Somaria block to hit the switch.

Now you will have to wait until Zelda calls you telepathically at **18:48**, so fly back to the overworld and finish up anything you didn't do before. Now would be a good time to dig for a further **Piece of Heart** and to check for other remaining [Heart Pieces Week4](#) (except the two you will find near Ganon's Tower). If you have enough time left you can also go for the [Last Minigame](#) next to the fortune teller's home.

When the clock hits **18:34** go to bridge connecting the area of week 4 to that of week 1 to meet the Mole. He tunnels out in the bottom-right of the Death Mountain summit.



Zelda gives you the ultimate weapon to defeat Ganon, the **Silver Arrows**

When Zelda calls you, fly up to the mountain (that triangle thing is a selectable destination). She gives you the **Silver Arrows**; thus armed with the Master Sword and the Silver Arrows, go bravely through the teleporter.

Once you arrive, ram the rock-pile to the left of Ganon's fortress to find a Great Fairy and a **Piece of Heart**. To get it you need to leave one vase, then hookshot right, down, up, right, up, left, up, up right, right and up. Then to go back hookshot down, left, down, right, down, left, down, up and left to the vase. Be quick as time is running out! Go now to the east of the fortress for one last **Piece of Heart**.

Finally slash at the magic barrier and go into the Tower.

### The Final Battle

There's no map in this place. Go down the stairs and straight up. Continue until you reach a hole. When you're ready, fall down it to battle Ganon.

Simply hit him with your sword while avoiding both his trident and the fiery bats he creates with it. Eventually he exclaims that you are powerful and blows the torches out. Use the Fire Rod to re-light them. Hit him again when he stops moving and he'll turn blue, so stick a Silver Arrow in him. After doing this three times he'll finally be defeated.



The Hero of Light faces the Prince of Darkness: Ganon

Once back outside go through the teleporter and down to the centre area where Zelda (and the Mole, if you talked to him) are waiting. If you talked to the Mole, he dug up the greatest cache of all: 1400 rupees! Go over to the cliff to talk to Zelda. Now just enjoy the boomerang Minigame some more or Turbo-key to the ending!

This game, like *Majora's Mask*, actually has two endings!

### The Good Ending

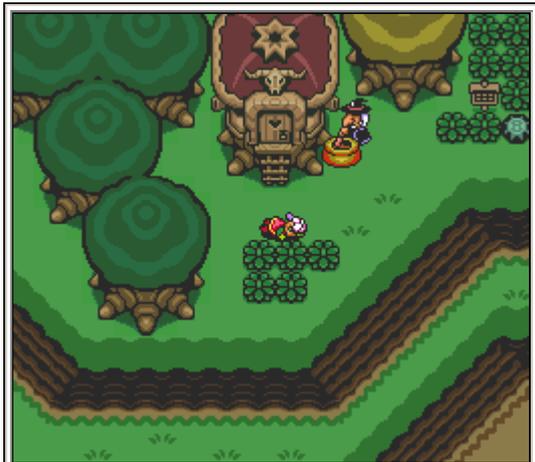
You solemnly put the Master Sword in its pedestal to rest once more, and... you vanish! You have gone back into your own world from whence you came. You saved all of Hyrule, and they did not even know your name. Sasharhala Zelda takes one last look back, and then she too departs.



The Good Ending

### The Bad Ending

Simply run out of time in Week 4 and you see your fainted body outside the witch's hut. The message says something like "*What happened? You ran out of time! I guess you gave it your best shot.*"



The Bad Ending

V, Heart Pieces

A, Heart Pieces Week 1

Picture	Description	Items needed
	<p>Go into Sasharla's hut. Blow down the shoddy masonry at the back for the first Piece of Heart!</p>	<p>Bombs</p>
	<p>Leave the Palace complex and go right until you see a Heart Piece surrounded by pits. Face and ram the north wall to bounce yourself onto the island.</p>	<p>Pegasus Boots</p>
	<p>Go right and a screen up from the Witch's Hut, then bomb the right-hand wall. You need a bomb or boomerang to activate the switch inside.</p>	<p>Bombs</p>

	<p>Go to the bottom-left of the Eastern Palace landmass and ram the rock-pile diagonally between the two bridges.</p>	<p>Pegasus Boots</p>
	<p>Go to the screen east of Hyrule Castle and bomb the top-right cracked wall.</p>	<p>Bombs</p>
	<p>Fall in the water to the left of the Witch's Hut, and swim up into the waterfall.</p>	<p>Zora's Flippers, Bombs</p>
	<p>Go to the Waterfall of Wishing (Dungeon 2's entrance) and at 18:34 a Heart Piece will fall from the sky and land in the shallows.</p>	<p>Pegasus Boots</p>

Rental Shop Treasure - There is ONE Piece of Heart at three possible locations, marked with a X on your map.



Go to the very bottom left corner of this Week's perimeter to find this one.

Shovel



Dig in the clutch of trees just behind the Witch's Hut.

Shovel



Dig in this area one screen to the left of the Witch's Hut.

Shovel

B, Heart Pieces Week 2

Picture	Description	Items needed
 <p>A screenshot from the game showing Link standing on a ledge overlooking a well. The HUD at the top shows a time of 18:22, 55 rupees, 00256 items, and 5 hearts. A green box highlights Link's position on the ledge.</p>	<p>Go to the top-right of Kakiriko and fall down the Well.</p>	<p>None</p>
 <p>A screenshot showing Link in the bottom-left corner of the Kakiriko village. He is standing near a wooden hut. A large explosion of fire is occurring at the rear wall of the hut. The HUD shows a time of 18:09, 55 rupees, 00202 items, and 5 hearts.</p>	<p>Bomb the rear wall of the hut in the bottom-left corner of the village (to the left of the cucco-rearing area).</p>	<p>Bombs</p>
 <p>A screenshot of the interior of the Kakiriko pub. Link is standing behind the bar. A yellow box highlights a red heart icon on the bar counter. A text box at the bottom of the screen reads "You found a piece of Heart!". The HUD shows a time of 18:40, 30 rupees, 00249 items, and 5 hearts.</p>	<p>Enter through the pub's back door to find this Piece of Heart.</p>	<p>None</p>

 <p>TIME 18:09 55 00202 00</p> <p>LIFE</p>	<p>Go to the top-right corner of the area below Kakiriko (Library, etc.) and bomb the wall behind the Rental Shop.</p>	<p>Bombs, Lamp</p>
 <p>TIME 18:15 29 00058 22</p> <p>LIFE</p>	<p>Go to the Library and ram this Piece of Heart down from the shelves.</p>	<p>Pegasus Boots</p>
 <p>TIME 18:09 55 00202 00</p> <p>LIFE</p>	<p>Go to the bottom-left corner of the area below Kakiriko and bomb the wall. You'd also need the hookshot but can work around that by bumpint into things.</p>	<p>Bombs</p>
 <p>TIME 18:07 02 00020 00</p> <p>LIFE</p>	<p>Go into the Lost Woods and enter the hole in the middle of the bush square.</p>	<p>Hammer</p>

**Rental Shop Treasure - There is ONE Piece of Heart at four possible locations, marked with a X on your map.**



Go into the Lost Woods and dig near the second exit. From the main entry point, take trunks leading right and downwards and you will find it.

Shovel,  
Hammer



Below the Library at the edge of the screen is a house. Enter it, bomb its wall down, and come out on the other side to reach this spot.

Shovel,  
Bombs



Dig behind the house diagonally down and to the right from the rooster statue.

Shovel



Dig in this area behind the Village Smithy.

Shovel,  
Hammer

C, Heart Pieces Week 3

Picture	Description	Items needed
	<p>Smash into the rock-pile north-west of Link's House. You will need the Fire Rod to light up the torches.</p>	<p>Pegasus Boots, Fire Rod</p>
	<p>Head west at the start of week3.</p>	<p>Worn Out Glove</p>

	<p>Ram this rock-pile found on the path between the desert and the floodgate complex.</p>	<p>Power Glove, Pegasus Boots, Bombs</p>
	<p>Enter this cave found on the path between the desert and the floodgate complex.</p>	<p>Power Glove, Bombs</p>
	<p>Enter the cave in the north-east of the desert.</p>	<p>Power Glove, Bombs</p>
	<p>Head to the north-eastern corner of the floodgate complex and blow open the cave there.</p>	<p>Bombs</p>



Head to the lake and hookshot across to the island.

Hookshot

**Rental Shop Treasure** - There is ONE Piece of Heart at four possible locations, marked with a X on your map.



Dig directly north of Link's house.

Shovel



Dig in the north-eastern corner of Flute Boy's grotto.

Shovel



After passing through the barrier of small rocks, dig near the cave mouth. Enter the cave for another piece if you haven't already.

Shovel,  
Power  
Glove



Head to the floodgate complex and dig on the cliff beside the dried-up area.

Shovel

#### D. Heart Pieces Week 4

Picture	Description	Items needed
	<p>Smash into the rock-pile directly up on the hill west of Sanctuary. You will need the cane of Somaria to hit the crystal switch.</p>	<p>Pegasus Boots, Cane of Somaria</p>

	<p>This piece seems to have fallen out of a tree. Find it one screen west of Sanctuary (north-east of Kakiriko).</p>	<p>None</p>
	<p>Ram the rock-pile to the left of the Fortune-Teller's hut, one screen above Kakiriko. You will need the Cane of Somaria to navigate the invisible path.</p>	<p>Pegasus Boots, Cane of Somaria</p>
	<p>Explore the cave behind the Twin Lumberjacks' house.</p>	<p>Lamp, Hammer</p>
	<p>Enter these stairs on your way to delivering Zelda to the monolith. You'll need the Cane of Somaria to activate the switch.</p>	<p>All eight Tablets, Bombs, cane of Somaria</p>



Smash into this rock-pile in front of Ganon's tower.

All eight Tablets, Pegasus Boots, Bombs, Hookshot



Find this piece in the shadow of Ganon's tower.

All eight Tablets

**Rental Shop Treasure** - There is ONE Piece of Heart at four possible locations, marked with a X on your map.



Dig in the graveyard east of Sanctuary.

Shovel



Dig behind the Fortune Teller's house, north of Kakiriko.

Shovel



Dig to the left of Sanctuary.

Shovel



Dig on Death Mountain for this one

Shovel, all eight Tablets

## VI, Minigames, Rescue Missions & Moles

### A, Minigames

#### Week 1

Go to the island surrounded by holes below the Eastern Palace (where you found [the second Piece of Heart in week 1](#)) and fall down any of them. You can now play a pot-smashing minigame.

You may have noticed the thief when collecting this Piece of Heart earlier. Once the clock hits 18:45 he will allow a special game to be played. It will cost 50 Rupees to play, and you will get 15 seconds to use the Magic Hammer to smash as many pots as you can. Each time you hit a pot, you will gain Rupees, which will increase with each pot you hit, from a Green Rupee, to a Blue Rupee, to a Red Rupee, and finally 50 Rupees. Every time you miss a pot, or hit a skull, you will return back to the single Green Rupee with the next pot you hit.



Minigame 1

#### Week 2

Go to the Lost Woods when the clock hits 18:45 and tear up that suspicious square of bushes. Fall through the hole you just discovered to play a bomb-throwing minigame.

It costs 20 rupees for 5 bombs. These are no ordinary bombs, when you throw them they fly clear across the screen! Try different positions until you get it right.

For each bomb that successfully lands in the pot you get rupees. You can get 8, 16, 32, 64, and finally 300 rupees.



Minigame 2

If a bomb explodes anywhere outside of the pot you go back down to 8. Sometimes the pot-carriers vanish offscreen and reappear further away, sometimes they go faster, you never can be too sure of their actions! If the hyper-bomb blows up in your hands you get hurt, so be careful! You can replay infinite times, and the play cost/rewards never change.

### Week 3

Once the clock hits **18:45** you can play the thief's Shooting Range game in the building to the left of Link's house.

It costs 20 Rupees for five arrows. Multipliers are in effect, so you can get 4, 8, 16, 32, and finally 64 Rupees. If you miss it goes back down to 4.



Minigame 3

### Week 4

During Week 4 you can play a Slot Machine game with the friendly thief once the clock reaches **18:35**; he's in the house to the right of the Fortune Teller's hut (north of Kakariko).

For 20 Rupees he'll start the wheels rolling, but they roll horizontally rather than vertically. You use the Boomerang for this game, regardless of what item you have equipped. Throw the Boomerang at whichever column you like to stop it and then hit another to hopefully match them. The Octorok is a wildcard, so if you hit it and then two other matching things you still get a reward. Remember that you can throw your Boomerang diagonally for those tricky shots.

Sometimes your Boomerang will collect a Rupee after hitting a column, it is unclear whether this is a deliberate reward or an emulation flaw.

- match 3x 20 Rupees for 60 Rupees
- match 3x 50 Rupees for (duh) 150 Rupees!
- match 2x Octoroks and 1x Red Rupee for...
  - 1 Red Rupees and either a Blue, 50, 100 or 300 Rupees
  - Blue Rupee and 300 Rupees



Minigame 4

- match 2x Octoroks and 1x 50 Rupees for...
  - 1 Blue Rupee and either 5 or 50 Rupees
  - 2 Red Rupees
  - 100 Rupees and either 50 or 100 Rupees
  
- match 3x Octoroks for NINE HUNDRED RUPEES!

## B, Rescue Missions and Tempered / Master Sword

### Week 1

At **18:43** Zelda is attacked by Octoroks south of the Eastern Palace

This is a major event important to the story (yet easy to miss); Zelda will appear in the area to the southeast of the Eastern Palace, being chased by three Octoroks. Defeat the Octoroks to save her. She will then follow you, so take her back to Hyrule Castle. There you will meet with an old woman who will reward you with 300 Rupees (and 10,000 points) for returning Zelda safely.



Rescue Fair Lady Zelda at 18:43

### Week 2

After you have finished Dungeon 3 warp back to town and go through the far-left Lost Woods entrance. Where you found the mushroom hit the pegs and go up to the left. You'll find a dwarf who wants to be taken back to his brother. Take him to the other smith and they will forge the ~~the~~ **Tempered Sword**. You get also 10,000 points as reward.

### Week 3

**18:24** The Priest falls into the river (top-right of screen) and ends up in lake.

Take him into Hyrule Castle, go up the stairs up the stairs, etc. until he detaches and goes up to stand beside Zelda and the Fortune Teller. Despite the fact that you just rescued his ungrateful behind from the crows and Zoras, you don't get even a single rupee for your efforts but at least 10,000 points.

#### Week 4

Not quite a rescue mission, but after you have finished Dungeon 7 warp to the Forest (#4) and go to the Master Sword meadow. Draw the sacred blade, the **Master Sword** from its resting place and you'll get 5,000 points.

#### C. Moles

##### Week 1

At **18:44** the Mole appears at the Waterfall of Wishing, next to the Fairy Fountain. Speak to him and he will burrow back into the ground. He will have dug open a cave west of the Magic Shop; you will spot him there. Enter this cave to find a treasure trove of six chests, each containing 100 Rupees!

##### Week 2

At **18:47** the Mole appears in the turf-roofed house to the left of the starting house; his diggings are to the bottom left of the Smiths' area (600 rupees!) you will need the hookshot (and in later weeks too); Jap FAQ says 18:45 for this (unconfirmed)

##### Week 3

At **18:44** the Mole appears on cliff to left of desert complex. Go through the dungeon and leave via the far-left exit to get up there. His diggings are at the top center of the floodgate complex. Jap FAQ says this is 18:45

##### Week 4

At **18:34** the Mole appears to left of the Archer's Bridge (SW from Witch's Hut); his diggings are located in the bottom-right corner of Death Mountain. He dug up the greatest cache of all  1400 rupees!



Mole in Week 4

## VII, Secrets

### A, Magic Meter ½ upgrade

The location of the magic meter upgrade is identical to ALttP's--it's in the Smith's Well.

Go down the Smith's Well and take the upper door, sprinkle some Magic Powder on the altar, and the Mad Batter appears.

Once he's "cursed" you, go down and left. Leave through the door and go on your way.



### B, Magic Bottles

The first bottle is yours from beginning. Starting with Week 2, you can collect additional bottles... but only if you know where to look.



Starting in Week 2, the Bottle Salesman appears (literally) and will sell a bottle for the traditional 100 Rupees.



In Week 3 onwards, the guy under the bridge has a Bottle for you.



And last but not least, push the north-west grave open and fall down to collect the final Bottle.

### D, The Gold Potion

Next to the ability to change direction while you run with your Pegasus Boots, the  **Gold Potion** is the most innovative item in this game. It can be purchased in the witch hut next to the other potions (red for life, green for magic and blue for both life and magic) but only once a week! The advantage of this potion is that not only does it recover your health and magic but it allows you also charge your sword way faster (this reminds on the Great Fairy Tears in Twilight Princess). The next advantage is that this potion is really cheap for only 50 Rupees (whereas the blue potion costs 160 rupees), so don't miss it (available from 18:15-18:18, depends on the week)!

### D, Ram those trees!

Just like in ALttP, trees drop wondrous goodies--if you smack into them hard enough that is! You must have the Pegasus Boots, you get them in Dungeon 1.

- ram the tree to the left of the starting house (Week 2) to get a fairy
- ram into the solitary tree in the bottom corner of Kakiriko for a blue rupee.
- ram the bottom right tree in the tree area between Kakiriko and Hyrule Castle for a blue rupee.
- ram the tree in the middle of the far-left Lost Woods path for lots of apples
- ram the tree in the middle of the centre Lost Woods path for large magic vial
- ram the tree in the middle of the Lost Woods clearing (beside the stump) for a whole

HEAP of bees! And not just any bees, ANGRY bees! ;) have fun!

- ram the tree diagonally above the rental shop to the right of Link's house for a fairy.
- ram the top-right tree near Flute Boy's woods for a bomb... a lit one!
- ram the bottom-right tree near Flute Boy's woods for a Fairy.
- ram the right-side tree outside the Sanctuary to get a heap of apples
- ram the solitary tree in the corner below the Death Mountain trail for apples
- ram the tree to the left of the bridge connecting the areas of week 4 to week 1 for a heap of apples

### E, The Running Man!

You can still catch the Running Man! This time around he also gives you a blue rupee! As with everything, you can repeat this trick as many times as you like.

### F, Whack-a-Smith!

In ALtTP when you hit the Smiths with the Magic Hammer they said something like "Hey! This isn't a job for amateurs!", but in this game if you hit them 4 times on the 4th time they give you 5 rupees. You can repeat infinite times. Cool! :)

Obviously they got so sick of Link hitting them in ALtTP that they decided that this time around they'd bribe the hero... now if only he'd stop hitting them! Their monetary incentive just encourages more whacking...

Thanks to Real Hotdog for this one. :)

### G, Rental Shops

At the rental shops you can rent a sword upgrade or a shovel. Both only last 10 minutes before vanishing, so make sure you get your money's worth!

Rental Shops are also the only way to get the eighth Piece of Heart in each week.

Here are the locations, in order based on the first Week in which they become accessible

- East of the witch's hut.
- the house to the right of the Brothers' house (where you go to get into the fence maze challenge in ALtTP)
- West of Link's House, the starting point of week 3.
- South of the lumberjacks

### H, "unlocking" story characters

You actually "unlock" special character events (talking to the Mole, rescuing someone) and prevent them from recurring. So if you've talked to the Mole or saved the Priest or Zelda and you then reset at some point after that, they will not do those same actions all over again!

They will still be wherever you left them (i.e., Zelda/Priest in Hyrule Castle, Mole at either of his diggings) regardless of what time is on the reset clock. Remember, they are unlocked FOREVER unless you delete the S-RAM file.

The mole's treasure chests, just like any other chests in the game, will not refill if you reset.

Weather events on another hand, can only happen once, so if you use cheats to repeat a particular time you won't see its usual weather effects again (but they will happen again if you reset).

So even though the clock resets, the world doesn't.

### I, The Magic Cape and the Book of Mudora

You can cheat for the  **Magic Cape** using the PAR Code 7EF34A01. It has the same function as in A Link to the Past - it uses magic to make you invisible and invincible. Strangely, this item was never found inside the game, so maybe the game developers decided not to insert it at the last minute. However, there may be a future patch by Euclid and Duke Serkol with an extra area which contains this nifty item.

The other item, for which is a place in the menu but that is not in the game is the  **Book of Mudora**. You can cheat for it using the PAR Code 7EF35701. Unlike the Magic Cape this book is absolutely not usable in this game. Zelda tells you in front of the pedestal that she has to translate the ancient letters with the help of the Book of Mudora. Now we can speculate that you maybe had to find this book in previous plans which were made for this game and thus help Zelda to translate the letters.

## VIII, Items

	Name	Location	Description
<b>Attack and Quest Items</b>			
	Big Bag	Each Week	This miraculous bag of holding is the first item you receive upon arrival in Hyrule, and is the most useful. Throughout your adventure you'll be handed several of these, each packed with goodies.
	L-1 Sword	Dungeon 1	This sword deals a terribly low amount of damage, so you'll need to upgrade if you're to face the tougher enemies of the later Weeks.
	Tempered Sword	Smithy, Rental	The twin smiths will be glad to renew your sword for you... but only when they're both around to do it.
	L-3 Sword	Dungeon 5, Rental Shop	Red and deadly.
	L-4 Sword	Rental	It's gold. Deals the most damage of all swords.
	The Master Sword	Master Sword meadow	The sacred blade left in Hyrule by Link when he went off adventuring. Like the rented Level 4 sword, deals the most damage of all swords, but it also shoots when your hearts are all filled is and the only way to break through certain barriers. You can't face Ganon without it.
	Bomb	Everywhere	Blow up walls or enemies
	Bow	Dungeon 1	The bow shoots arrows.
	Magic Boomerang	Dungeon 2	The Boomerang is useful for stunning strong enemies, instantly killing weaker ones, and collecting items from afar.
	Magic Hammer	Dungeon 3	Use this hammer to pound stakes and other obstacles into the ground. The magic hammer is also effective against some enemies, but it is best used in conjunction with another weapon.
	Hook Shot	Dungeon 4	You can fling the hook into a tree, pot or treasure chest and then pull yourself to the location of the hook by reeling in the chain. This will enable you to cross holes in the ground or other such obstacles. The Hook Shot can also be used as a weapon and stun some enemies.
	Fire Rod	Dungeon 6	The Fire Rod burns things. And consumes magic.
	Cane of Somaria	Dungeon 7	This mysterious cane can create magic blocks to place on switches (or split into four bullets), as well as temporary platforms (where there are question marks) the Hero of Light can walk upon. It consumes magic.
	Ice Rod	Dungeon 8	The Ice Rod allows you to freeze enemies or bosses. It consumes magic.

	Silver Arrows	The Final Battle	The Silver Arrows are the item necessary to destroy Ganon. Without silver arrows to seal his fate he will merely regenerate his health and be unbeatable.
	Mushroom	Week 2	Take this to the Witch's Hut and she'll give you a bag of Magic Powder in return.
	Magic Powder	Witch's Hut	You get this in exchange for the Mushroom. Sprinkle this on enemies or other things and they may change shape. It consumes Magic.
	Lantern	Beginning	The lantern lights the torches in the dungeons and brightens the dungeon rooms. It consumes Magic Power to light the torches, and they go out after a time.
	Bug-Catching Net	Beginning	Catch bees and fairies and bottle them
	Bottle	Week 1-4	Store bees, fairies or potions
	Ocarina	Beginning	Call a little bird which transports you to different locations. Warps you back to the dungeon entrance.
	Shovel	Rental Shop	With a shovel you can dig for treasure. It also allows you to find one hidden Piece of Heart in each week's gameplay area, but you have to rent it once from each of the four shops to achieve this.
	Magic Cape		Like the Book of Mudora, this item was seemingly cut from the game during development, or at least it has not been found as yet. Its icon fills the final space in the icon screen. It makes the Hero of Light fully invisible and invincible, although it does this at the cost of around one portion of the unhalved magic meter per second. The cheat for the Magic Cape is 7EF34A01.

### Defence Items

	Small Shield	Dungeon 1	This shield is small and basic, and can only deflect a few types of attacks.
	Large Shield	Dungeon 4	This shield can deflect a few more types of attacks.
	Mirror Shield	Dungeon 8	The overall best shield, the Mirror Shield can deflect anything shot at the hero as long as he is facing the attack when it happens.
	Green Mail	Beginning	The default Armor that you wear. Provides little protection.
	Blue Mail	Dungeon 3	This mail offers better protection (more resistance).
	Red Mail	Dungeon 6	This mail offers the best protection (the most resistance).
	Piece of Heart	Everywhere	The mysterious Piece of Heart will allow you to increase your number of hearts, but you'll need to find a set of four before this item is of any use to you.

### Ability Items

	Worn-Out Glove	Week 3 Beginning	This can only lift ONE rock per screen.
	Power Glove	Dungeon 5	Allows you to pick up gray stones and boulders
	Titan's Mitt	Dungeon 7	Gives you the strength to pick up the denser, heavier black stones and boulders
	Zora's Flippers	Zora's Domain	Allows you to swim.
	Pegasus Boots	Dungeon 1	These are very useful for moving faster and breaking into many secrets throughout the game world.
	Book of Mudora		This item was seemingly cut from the game during development, or at least it has not been found as of yet (but it has obviously no function). Its icon fills the final space in the icon screen. The cheat for the Book is 7EF35701 .

### Dungeon Items

	Small Key	Dungeons 1-8	This is used to open locked doors.
	Big Key	Dungeons 1-8	This item is a master key allowing you to unlock specific doors in a dungeon that a Small Key cannot as well as the big chest.
	Map	Dungeons 1-8	Allows you to see the rest of the dungeon mapped out, even the rooms you haven't visited yet.
	Compass	Dungeons 1-8	The Compass is used to show the exact room the dungeon's boss is in. Pretty much useless without a Map.
	Tablet	Dungeons 1-8	The eight titular Ancient Stone Tablets are the ultimate treasures you seek to collect each week; once collected you can unlock the monolith's secret and attempt to deal the death-blow to the Embodiment of Evil.
	Heart Container	Dungeons 1-8, Piece of Heart ×4	This item allows you to instantly add another heart to your health. Collecting four Pieces of Heart will also make a complete Heart Container.

### IX, Scoring

The scoring system in Kodai no Sekiban is very complicated. This is based off the information in [Fyxe's Week One Guide \(http://bszelda.zeldalegends.net/stuff/guideweek1.txt\)](http://bszelda.zeldalegends.net/stuff/guideweek1.txt).

The score is shown on the Item Screen. While you will be attempting to gain as many items and Rupees as possible during your adventure and explore as much of Hyrule as you can, your score will give you an idea of how well you are doing. It increases with every item you collect, and every chest you open. And even if you manage to collect everything, the score will be different depending on how fast you collected each Tablet. Not every item gives you 5000 points, merely the special items collected in the dungeons, such as the Sword or the Boomerang. Every chest opened (including the Big Chest) counts as 500 points, even if they contain Heart Pieces or other items that have points of their own.

Item/Event	Reward
Treasure Chest	500 points
Small Key	1,000 points
Piece of Heart	1,000 points
Dungeon Item	1,000 points
Heart Container	5,000 points
Special Item	5,000 points
Talking to the Mole	10,000 points
Saving Zelda	10,000 points (Week 1 only)
Saving the Smith	10,000 points (Week 2 only)
Saving the Priest	10,000 points (Week 3 only)
Drawing the Master Sword	5,000 points (Week 4 only)
Tablet	40,000 points*
Killing Ganon	30,000 points

\* minus 500 points for every minute that passes (including the six minutes before play starts)

## X, Timed Events

### A, Timed Events Week 1

<b>18:06</b>	opening cutscene ends and gameplay begins
	These 6 minutes of voice acting and sprite movement has been cut via patches because the data was lost and it was just a blank screen (you can see a video clip of this cutscene <a href="http://bszelda.zeldalegends.net/sekibanfiles.shtml">here</a> ( <a href="http://bszelda.zeldalegends.net/sekibanfiles.shtml">http://bszelda.zeldalegends.net/sekibanfiles.shtml</a> ))
<b>18:08</b>	Fortune Teller appears at Sahasrahla's Hideout
	The Fortune Teller gives advice on buttons and items.
<b>18:10</b>	Two Fairies appear in centre of screen, one after the other
<b>18:15</b>	Defeated enemies leave Rupees instead of Items
	Enemies leave Green, Blue, or Red Rupees. NO enemies leave hearts. Enemies that never leave items are exempt as are bosses.
<b>18:16</b>	Unlimited arrows
	Arrow counter changes to infinity symbol (looks like an 8 on its side); You now have infinite arrows, so go wild!
<b>18:18</b>	Gold Potion available at the Magic Shop
	The Witch drops the Gold Potion down inside the Magic Shop and puts it on sale for the low low price of 50 Rupees.
<b>18:20</b>	Defeated enemies leave normal items
	The items the enemies will leave behind will return to normal.
<b>18:21</b>	Unlimited arrows end, fog appears
	You will no longer have an infinite number of arrows, and you will be left with the same number you had when the counter hit <b>18:16</b> .
	Fog will descend upon the overworld.
<b>18:23</b>	Fog disappears, storm occurs
	The fog will fade as the storm begins. The storm affects the overworld greatly, replacing normal enemies with Zoras and the rain defusing any Bombs you place. The Witch and the man outside the rental shop will go inside to stay out of the rain.
<b>18:25</b>	Zora's Flippers cost 150 Rupees
	Zora will feel generous and lower the price of his flippers from 300 to 150 Rupees, a half-price sale!
<b>18:28</b>	Bombos/Ether destroys Onscreen Enemies
	Either Bombos or Ether will emanate from the hero's position and affect all enemies on screen. Enemies in the same area but not visible onscreen are unaffected.
<b>18:30</b>	Storm subsides, fog returns
	The storm will stop, and you will be left with the fog. The enemies will return to normal and the Witch and the man outside the rental shop will return to the outside.

18:33	Fog disappears
	Eventually the fog will fade away and you'll be able to see the landscape as normal once more.
18:34	Piece of Heart appears at the Waterfall of Wishing
	At the Waterfall of Wishing, a Piece of Heart will fall down from above and land in the shallows outside of Dungeon 2.
18:35	Zora's Flippers cost 300 Rupees
	Zora's discount will no longer be in effect.
18:36	Bombos/Ether
18:38	More Octoroks and Armos appear at the Eastern Palace
	The number of Octoroks and Armos Knights around the Eastern Palace vastly increases, so be VERY careful if you choose to return there.
18:39	Two Fairies appear
18:41	Unlimited Bombs
	The Bomb counter will be replaced by an infinity symbol and you can use as many as you wish without fear of running out.
18:43	Zelda attacked by Octoroks south of the Eastern Palace
	A major event; Zelda will appear in the area to the southeast of the Eastern Palace, being chased by three Octoroks. Defeat the Octoroks to save her. She will then follow you, so take her back to Hyrule Castle. There you will meet with an old woman who will reward you with 300 Rupees (and 10,000 points) for returning Zelda safely.
	NOTE: saving Zelda (or anyone else) is <b>completely</b> optional.
18:44	Mole appears at the Waterfall of Wishing
	A strange mole will make an appearance at the Waterfall of Wishing, next to the Fairy Fountain. Speak to him and he will burrow back into the ground. He will have dug open a cave west of the Magic Shop; you will spot him there. Enter this cave to find a treasure trove of six chests, each containing 100 Rupees!
18:45	Pot-smashing game can be played at the Eastern Palace (see the <a href="#">Minigames</a> page for more)
18:46	Unlimited Bombs end
	You no longer have an infinite number of Bombs, leaving you with the same number you had when the counter hit 18:41.
18:48	20 Heart Containers
	You will be given the maximum number of Heart Containers, and you will be healed.
18:50	Defeated enemies leave Rupees
18:53	Normal number of Heart Containers
18:55	Defeated enemies leave normal items
18:56	The Week ends, gameplay ceases, and the ending cutscene will now play.

## B, Timed Events Week 2

18:06	opening cutscene ends and gameplay begins
18:10	fog appears, indicating the rainstorm will soon set in
18:11	The Fortune Teller appears in Sasharlha's new house; he gives advice as before.
18:12	fog disappears and rainstorm occurs
18:13	Mushroom sprouts in south-west entrance of the Forest
18:15	Two Fairies appear
18:17	rainstorm clears leaving fog behind
18:19	Gold Potion onsale
18:21	fog disappears
18:23	Bombos/Ether
18:25	Two Fairies appear
18:26	defeated enemies leave Rupees instead of Items (Jap FAQ says 18:43?)
18:28	Bottle Seller materialises(!) and floats down to sell his wares!
18:99	Actual time unknown hence 99; defeated enemies leave Normal Items (somewhere after 18:32) Jap FAQ says 18:48
18:40	Boomerang sparkles begin; the Boomerang will now have those little magic sparkling things when thrown and thus does more damage etc.
18:42	something happens, cloak effects maybe? --" <i>Me and I invincibility. Like a boomerang, if the dungeon is cleared, he has no meaning. However, although a damage does not decrease, since the reaction when receiving an attack is carried out perfectly, it is careful.</i> "
18:45	bomb-throwing game playable in Lost Woods, just rip up the bushes and fall in. See the <a href="#">Minigames</a> page for more.
18:47	Mole appears in the turf-roofed house to the left of the starting house; his diggings are to the bottom left of the Smiths' area (600 rupees!); Jap FAQ says 18:45 for this (unconfirmed)
18:50	Boomerang sparkles end
18:52	Bombos/Ether
18:56	The Week ends, gameplay ceases, and the ending cut scene will now play.

### C. Timed Events Week 3

99 = unknown time, but somewhere around the time it is in the list's order

18:99	Bottle Man opens for business (some time before 18:10) confirm if this is applicable if you don't have bottle from Week 2.
18:99	Fortune Teller appears at...? and when?
18:13	Two Fairies appear
18:15	get a Golden Bee! :)
18:17	Gold Potion onsale
18:20	lose the Golden Bee :( (unless you remember to bottle it!) WARNING: if the Bee is out of the bottle when the clock hits 18:20, you lose it. It flies away, and no amount of net-swinging will catch it.
18:22	Infinite Bombs
18:24	Priest falls into the river (top-right of screen) and ends up in lake Take him into Hyrule Castle, go up the stairs up the stairs, etc. until he detaches and goes up to stand beside Zelda and the Fortune Teller. Despite the fact that you just rescued his ungrateful behind from the crows and Zoras, you don't get even a single rupee for your efforts.--but you still get 10,000 points, so that's probably all that matters!
18:25	Witch has half-price sale!
18:27	Infinite Bombs ends
18:30	Two Fairies appear
18:99	Gold Potion costs only 25 rupees! What a deal! (somewhere around 18:31)
18:32	Shoot Magic from Sword (does it require L3 sword?)
18:37	No Magic from Sword
18:40	Bombos/Ether
18:42	Infinite Arrows
18:44	Mole appears on cliff to left of desert complex. Go through the dungeon and leave via the far-left exit to get up there. His diggings are at the top center of the floodgate complex. Jap FAQ says this is 18:45
18:45	archery game playable at building to left of Link's house. See the <a href="#">Minigames</a> page for more.
18:47	Infinite Arrows ends
18:49	Infinite Magic
18:99	defeated enemies leave Rupees instead of Items
18:99	defeated enemies leave Normal Items
18:54	Infinite Magic ends
18:56	The Week ends, gameplay ceases, and the ending cut scene will now play.

#### D, Timed Events Week 4

18:12	Fortune Teller appears in Hyrule Castle (up the steps, beside Zelda)
18:13	Two Fairies appear
18:15	Gold Potion onsale
18:18	Infinite Bombs
18:20	Bombos/Ether destroys Onscreen Enemies
18:23	Infinite Bombs ends
18:25	Infinite Arrows
18:30	Infinite Arrows ends
18:32	Boomerang sparkles begin
18:34	the Mole appears to left of the Archer's Bridge (SW from Witch's Hut); his diggings are located in the bottom-right corner of Death Mountain.
18:35	Slot Machine game playable in the house beside the Fortune Teller's hut (to the north of Kakiriko). See the <a href="#">Minigames</a> page for more.
18:37	Two Fairies appear
18:38	Shoot Magic from Sword (around 18:38)
18:40	Bombos/Ether destroys onscreen enemies
18:42	Boomerang sparks end
18:48	Zelda calls you telepathically from Death Mountain; go and see her NOW!
18:46	Unlimited Bombs, Unlimited Arrows, Unlimited Magic
18:51	Witch has half-price Potion sale
18:53	Two Fairies appear
18:56	The Week ends, gameplay ceases, and the ending cutscene will now play.

## XI, Cheats

NOTE: if the S-RAM updates itself while you have an item cheat enabled, you may be left with that item even without the cheat. However this does NOT make the game have problems when you get the item legally from a chest etc.

### Clock-adjustment codes

This changes the timer memory address, but has to be disabled before time can resume. In order to keep your new time but progress from there without it reverting you must make a savestate, disable cheats, and then load the savestate.

7FFFFFFxx	Change the clock's value in minutes
	add this to the list; change the "New Value" numbers to the exact minute you want. You can wind the clock both backwards and forwards.  After application make a savestate, then disable cheats and load it. If you do not save and load the clock will revert, and if you do not disable it then the game clock will be frozen at that time FOREVER.
	You have to save and load because the whole idea of a patch code is that it freezes an address at a certain value, such as for infinite health/ammo/etc., and when disabled restores the original value.
	Whereas for this to work you need it to stay at that value but move on from there as it normally would! this does not disrupt the flow of the game very significantly if you prefer continuous S-RAM-only play rather than savestates.
7FFFFFF900	this changes the hour. Completely useless thus far. It may at some point allow week-changing, but until then is useless.

Note that some events will suddenly occur if they happened before that minute that you just applied. For example 18:52 gives you the max. heart containers that you normally get given at 18:48. However changing to a time just after a change in the weather will NOT make that weather occur. It varies a fair bit!

### Weapons and Items

7EF35901	Level 1 Sword
7EF35902	Level 2 Sword
7EF35903	Level 3 Sword
7EF35904	Level 4 Sword
7EF35A01	Small Shield
7EF35A02	Large Shield
7EF35A03	Mirror Shield
7EF35B00	Green Mail
7EF35B01	Blue Mail

7EF35B02	Red Mail
7EF34001	Bow
7EF34003	Bow & Silver Arrows
7EF34101	Boomerang
7EF34102	Magical Boomerang
7EF34601	Magic Hammer
7EF34701	Mushroom
7EF34702	Magic Powder
7EF34801	Hookshot
7EF34901	Shovel
	WARNING: applying this cheat gives you the Shovel FOREVER! That means you can't get the map mark for that Piece of Heart each Week!
7EF35701	Book of Mudora (unsure what this does but it does NOT translate!)
7EF34A01	Magic Cape
7EF34B01	Cane of Somaria
7EF34C01	Fire Rod
7EF34D01	Ice Rod
7EF35401	Worn-Out Glove
7EF35402	Power Glove
7EF35403	Titan's Mitt
7EF35601	Zora's Flippers
7EF37BFF	Pegasus Boots
	This cheat only allows running; to make the icon show up, use 7EF35501 in addition to this.
7EF37CFF	Gives 8 Stone Tablets
	Change the value with hex gives different amounts of them
 <u>Special Effects</u>	
These are codes which drastically change gameplay elements.	
7E007940	Sword is always charged (for spin attacks)
7E005501	Always Invisible
7E02E001	Turn into bunny
7EF3CE01	Zelda follows you
7EF36BFF	Have All Dungeon Maps
7EF367FF	Have All Dungeon Compasses
7EF367FF	Have All Big Keys
7E045A03	All darkened rooms are lit.
7E0DAD23	Cuccos Attack You
	Go to the chicken coop area in Kakiriko. With this code active the cuccos will attack you without mercy whenever you go near the two cuccos on the ground there.

## Rupees

These six codes will instantly give you 99,999 rupees. You must use all six at once. If you use only the first three then the rupees will count up to that amount instead of instantly reaching it. This will take a long time, even in turbo mode.

7EF3609F	Infinite Rupees ×99999 (1 of 6)
7EF36186	Infinite Rupees ×99999 (2 of 6)
7EF36201	Infinite Rupees ×99999 (3 of 6)
7EF3639F	Infinite Rupees ×99999 (4 of 6)
7EF36486	Infinite Rupees ×99999 (5 of 6)
7EF36501	Infinite Rupees ×99999 (6 of 6)

## Bottles and Bottle Contents

This is a work in progress... WARNING: these codes may WRECK YOUR S-RAM FILE!!! If you are going to do any of these you should probably make a savestate first. I've already found some AWESOME stuff just by replacing hex values in those first two spots (see bottle code below)

7EF35C06	Fairy
7EF35C07	Bee
7EF35C08	Good/Golden Bees
7EF35C09	Gold Potion
7EF35C03	Red Potion
7EF35C04	Green Potion
7EF35C05	Blue Potion
7EF34E08	Summon Gold Bees
	This code takes and repays 230 rupees for a Bee every time you activate the empty bottle, but you can repeat it 15 times to have a whole swarm of attack bees. Note that if the time is close to when fairies will spawn on the screen you will instead summon fairies.

## Bottles

These codes will make bottles appear and work. Note that there are separate codes for the icon and the bottle's actual contents.

7EF34E01	Bottle #1 icon (empty)
7EF35D02	2nd Bottle
7EF35E02	3rd Bottle
7EF35F02	4th Bottle
7EF35Cxx	Bottle #1 contents
7EF35Dxx	Bottle #2 contents
7EF35Exx	Bottle #3 contents
7EF35Fxx	Bottle #4 contents

Replace xx with...:

- 02 - empty bottle
- 03 - red potion
- 04 - green potion
- 05 - blue potion
- 06 - Fairy
- 07 - bee
- 08 - good bee

#### Pieces of Heart and Heart Containers

7EF36E08	Hearts x1
7EF36E10	Hearts x2
7EF36E18	Hearts x3
7EF36E20	Hearts x4
7EF36E28	Hearts x5
7EF36E30	Hearts x6
7EF36E38	Hearts x7
7EF36E40	Hearts x8
7EF36E48	Hearts x9
7EF36E50	Hearts x10
7EF36E58	Hearts x11
7EF36E60	Hearts x12
7EF36E68	Hearts x13
7EF36E70	Hearts x14
7EF36E78	Hearts x15
7EF36E80	Hearts x16
7EF36E88	Hearts x17
7EF36E90	Hearts x18
7EF36E98	Hearts x19
7EF36EA0	Hearts x20

#### Health and Invincibility

7EF374FF	another heart code that doesn't give over hearts
87F57ECF	invincible from enemy hit
	Fully invulnerable unless the enemy can take out all your hearts in one hit (which is unlikely), falling in pits still give damage though. It's a PAR code, but it changes actual in game code instead of locking your health value.
7E031F01	Full Invincibility

### Invincibility on a per-heart basis

7EF36F08	Health x1
7EF36F10	Health x2
7EF36F18	Health x3
7EF36F20	Health x4
7EF36F28	Health x5
7EF36F30	Health x6
7EF36F38	Health x7
7EF36F40	Health x8
7EF36F48	Health x9
7EF36F50	Health x10
7EF36F58	Health x11
7EF36F60	Health x12
7EF36F68	Health x13
7EF36F70	Health x14
7EF36F78	Health x15
7EF36F80	Health x16
7EF36F88	Health x17
7EF36F90	Health x18
7EF36F98	Health x19
7EF36FA0	Health x20

### Other

7EF360FF	255 Rupees
	Write the number of rupees in hex decimals instead of FF)
7EF361FF	Gives full rupees? (Takes too long to check)
7EF3710x	Gives keys
	Write the number of keys in hex instead of x. Max is 9. Leave this cheat enabled to have unlimited.
7EF379xx	Gives full arrows
	Write the number of arrows in hex instead of FF. Leave this cheat enabled to have unlimited.
7EF342FF	Full Bombs
	Write the number of bombs you want in hex decimals instead of FF. Leave the cheat enabled to have unlimited.
7EF37080	Gives full magic meter
7EF37D01	Gives ½ Magic meter

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## *XII, Credits*

Walkthrough created by [Garrett](#)  
and modified for the use of The BS-Zelda Homepage by [Con](#) and [Duke Serkol](#)

[Codes found by Euclid](#)

[Codes found by Real Hotdog](#)

[Codes found by Starwolf UK](#)

[Codes found by Tre](#)

[Codes found by Vel](#)

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