



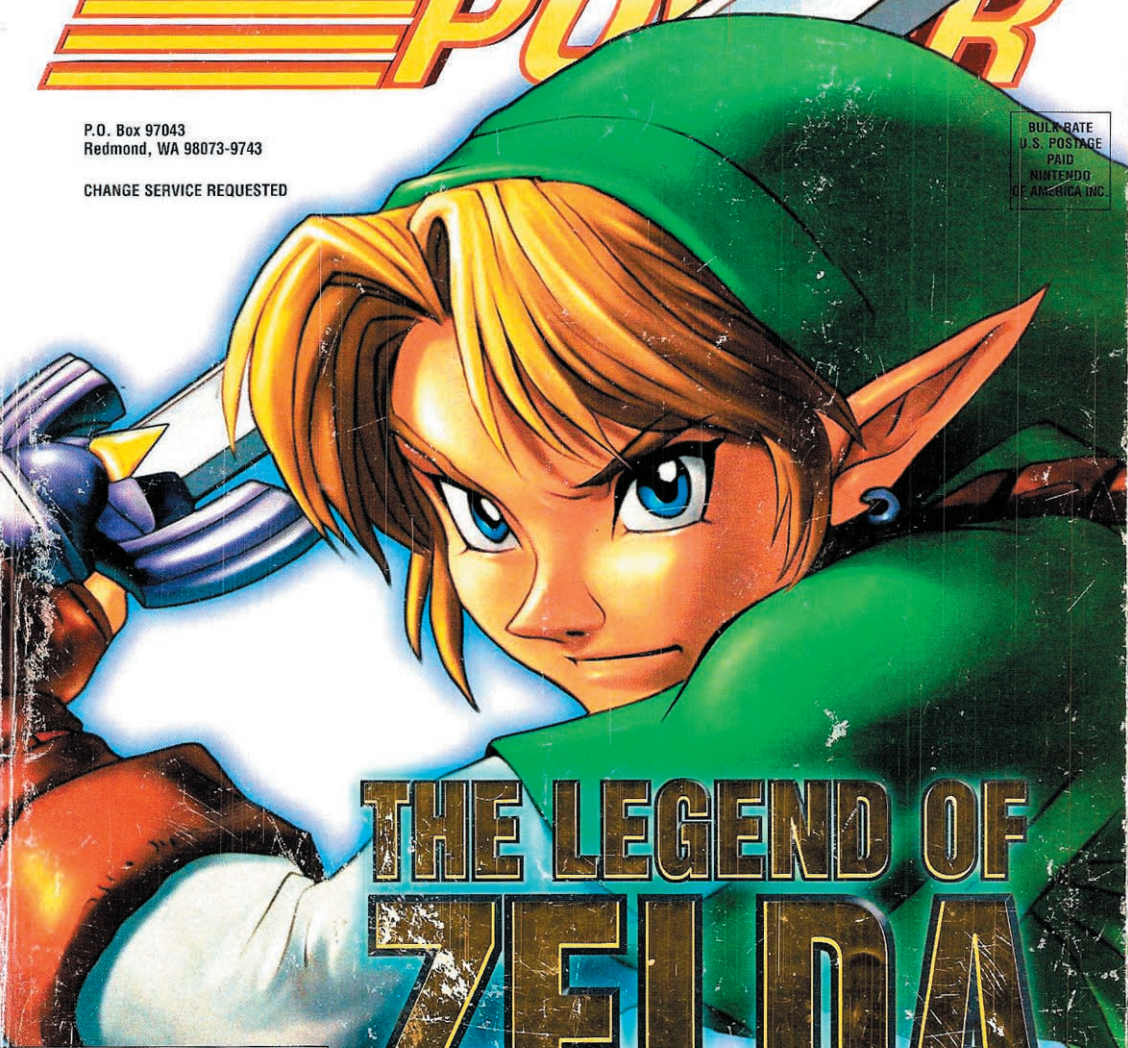
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## THE LEGEND OF ZELDA

OCARINA OF TIME™

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Nov 98, Vol. 114

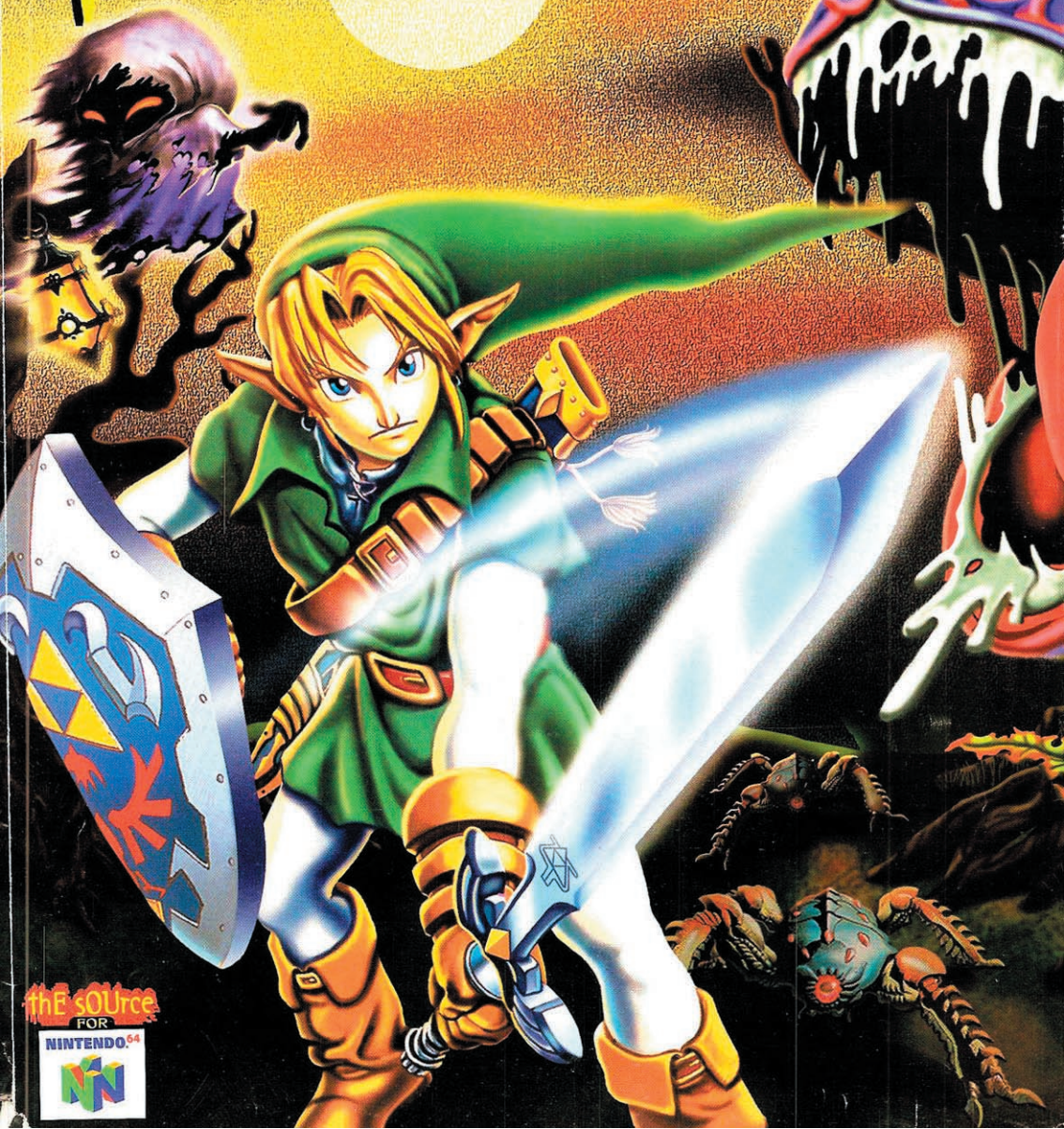
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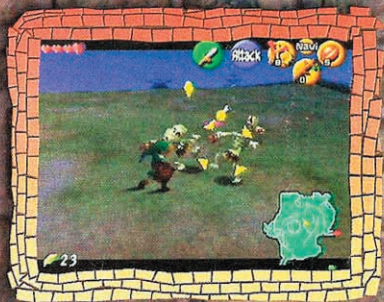
Zelda. Have ye what it takes?

BEGINNING HIS NOBLE QUEST, YOUNG LINK FACES THE PERILS OF THE DEKU TREE, DODONGO'S CAVERN AND JABU-JABU'S BELLY. STEP INTO HYRULEAN LEGEND YOURSELF, AND ENTER THESE DANGEROUS DUNGEONS BEGINNING ON PAGE 16.

THE LEGEND OF

# ZELDA

OCARINA OF TIME™





# THE LEGEND OF ZELDA OCARINA OF TIME™

Ocarina of Time not only predates the stories of all other Zelda games, but it lays the groundwork for the series, as well. Chock-full of more acreage, enemies, drama and puzzles than you can shake a Deku Stick at, Ocarina of Time unfolds the making of a legend. The story begins with an amateurish Link being the only Kokiri child without a fairy. When his fairy finally arrives, she reveals his destiny to save all of Hyrule. As of press time, Ocarina of Time was still being perfected, so a few surprises not revealed in this article may be in store.

## TIPS FROM NAVI



When Navi the fairy has a hint for you, her icon will appear at the top of the screen. Press the top C Button to hear her advice.

## TRAINING CENTER A PUSH AND A PULL



To learn your basic adventuring moves, head to the Know-It-All Brothers' house and the fenced area on the plateau beside Link's home.



Move objects such as statues, crates branded with cow heads, or stone cubes marked with crescents to reach ledges or weigh down switches.

## DAY AND NIGHT



Revisit areas during the dawn, day, dusk and night, since the different monsters, villagers and stores all have their own schedules.



# Hyrule Field

In the middle of your game map sits Hyrule Field, the grassy expanse that serves as the center of The Legend of Zelda's universe. Since almost every major area, including Kokiri Forest, Hyrule Castle, Kakariko Village and Lake Hylia, branches from this central region, you'll revisit it often throughout the various whistle-stops you make during your quest.

To the Market, Hyrule Castle and Temple of Time

To Kakariko Village, Death Mountain, and Goron City



To the northeast lies Goron City, home of rock-eating cave dwellers led by Big Brother Darunia.

To Zora's River, Zora's Domain and Jabu-Jabu

To Lake Hylia

The aquatic Zoras live to the northeast, and their sacred river flows south into Lake Hylia.



Lon Lon Ranch

To Kokiri Forest, Lost Woods, and Deku Tree



Link teams up with Navi the fairy and begins his journey from his home in the east.

## KOKIRI FOREST

The adventure begins in the forest that Link and the other Kokiri call home. After talking with Saria, visit the other fairy people, then arm yourself with a shield and sword. The Kokiri Shop sells Deku Shields for 40 Rupees, so heave and throw bushes, rocks and pots to uncover money. For no charge, you can score the sword by crawling through a cave behind the Training Center.

### LINK'S OBJECTIVES

- 1 Talk to Saria.
- 2 Collect the Piece of Heart on the shop's roof.
- 3 Buy the Deku Shield.
- 4 Find the Kokiri Sword.



3

Deku Shield 40 Rupees



4

You got a Kokiri Sword!

The shield costs 40 Rupees, but the sword is free. To find the bargain, crawl through the Training Center hole, dodge the boulder, then open the chest.

1  
It's worth for you here. Get ready for the Great Deku Tree!

2

Saria and Link are best friends, and their friendship will prove to be a valuable bond over the years.

Climb the vines on the ledge in Mido's backyard, travel to where the cliff overlooks the shop, then walk toward the roof to leap to the Piece of Heart.



Deku Tree

Kokiri Shop

House of Twins

Saria's House

Link's House

To the Lost Woods

Mido's House

Forest Training Center

House of the Know-It-All Brothers

To Hyrule Field

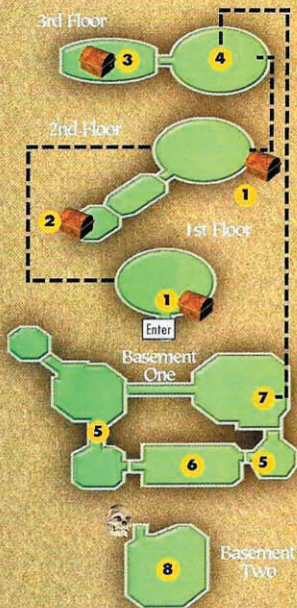
## DEKU TREE

Ever since the arrival of the suspicious Ganondorf, the peaceful balance of Hyrule has been set on its

pointy ear. Even the sheltered Kokiri Forest is affected, since its villagers' spiritual guardian and watcher of the woods, the Deku Tree, has fallen victim to Ganondorf's evil influence. Destined to be a hero, Link must free the tree from evil by ridding it of its monstrous inhabitants. Oftentimes, defeating every enemy in a room will unlock the exit or a secret.

### LINK'S OBJECTIVES

- 1 Get the map.
- 2 Get the Slingshot.
- 3 Get the compass.
- 4 Leap to the floating heart to land on the web on the ground floor.
- 5 Shoot the eye above the door.
- 6 Dive to hit the switch.
- 7 Push the block, then torch the floor web to reach the 2nd Basement.
- 8 Defeat the Deku Scrubs in 2-3-1 order.



Climb the ladder near the entrance, then follow the path to the treasure chest that conceals the dungeon map.



Grab the slingshot, equip it, then turn around. Since the bridge collapsed on your way in, shoot the hanging ladder so it falls to where you can climb it.



The water is too high for Link to sail under the log, so drain the pool by tripping the submerged switch.

Push the block, then light your stick. With it ablaze, dash to the block, then torch the floor web.

First defeat Deku Scrub 2 (the middle one), then Scrub 3 (on the right), and then Scrub 1 (on the left).

### QUEEN GOHMA

After defeating the three Deku Scrubs, enter the chamber and use the top C Button to spy Queen Gohma crawling on the ceiling. When she spots you with her single eye, she'll descend upon you. Stun her by either shooting her eye when it is red or tossing a Deku Nut in front of her. While she's stunned, attack her with your sword until she retreats to the ceiling.



Gather ammo by chopping the plants or slashing the baby Gohmas hatched from the queen, then attack her eye.



By shooting her eye when it's red or throwing down a Deku Nut, you'll make the queen collapse temporarily.



If you're victorious, you'll earn a Spiritual Stone.

## HYRULE CASTLE



As you head for the castle, Saria will give you an Ocarina.

As you leave the woods, Saria will give you an Ocarina. Travel across the field to enter the Market inside the castle to meet Malon, the red-haired girl dressed in white. After speaking with her, journey down the path behind her to enter Hyrule Castle. If you let a guard throw you out of the castle grounds, you'll meet Malon again, and she'll give you an egg.

### LINK'S OBJECTIVES

- 1 Visit the Market's shops and villagers.
- 2 In the Market, talk to Malon.
- 3 Near the castle gate, get the egg from Malon.
- 4 Slip past the guards to reach the right side of the moat.
- 5 In the morning, wake Talon with the hatched egg.
- 6 Slip past the guards in the courtyard.
- 7 Get the letter from Princess Zelda and learn Zelda's Lullaby from Impa.







On his way to the castle, Link will meet the owl who always hoots out important advice.

**AT THE MARKET**

Some Market goings-on occur only at night. Bide your time at Point 3 on the map to the right until the sun sets. Only in the evening can you enter the Treasure Chest Contest or return the Back Alley woman's dog.



By defeating each of the major enemies in the game, you'll learn one of the three Spiritual Stones needed to unlock the Temple of Time.

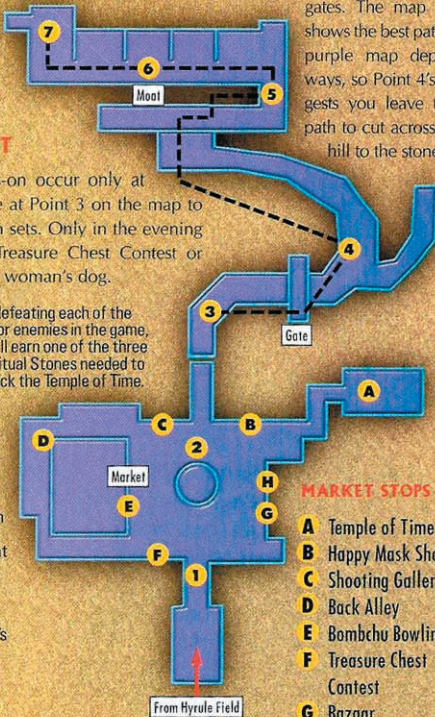
At the Happy Mask Shop, you can become a sales rep, but the store won't open until you show Zelda's letter to the second Kakariko Village guard.

Stand slightly off center when launching your Bombech. Among the fabulous prizes that you could win is the coveted Piece of Heart.

You won't need a prescription to buy any of the Potion Shop's magic elixirs, remedies and curiosities, but you'll need an empty jar to keep them in.

**SNEAKING INTO THE CASTLE**

The guards will toss you out if they spot you inside the castle's iron gates. The map to the left shows the best path take. The purple map depicts walkways, so Point 4's route suggests you leave the beaten path to cut across the grassy hill to the stone wall.

**MARKET STOPS**

- A** Temple of Time
- B** Happy Mask Shop
- C** Shooting Gallery
- D** Back Alley
- E** Bombechu Bowling
- F** Treasure Chest Contest
- G** Bazaar
- H** Potion Shop



Colorful villagers mill about the Market, and many have something to tell you.



Equip the egg Malon gives you. Use it to wake her sleeping father when the egg hatches in the morning.



Play cat-and-mouse with the guards. To stay out of sight, walk behind them or duck behind hedges.



For the first time in his life, Link meets Zelda and Impa who will give him a letter and teach him a song.

**LOST WOODS**

Before heading to Kakariko Village, return to Kokiri Forest to explore the Lost Woods, which you can enter through the hollow log on the ledge overlooking Mido's house. A wrong turn in the woods will return you to Kokiri Forest, so follow the dotted path on the map below.

**LINK'S OBJECTIVES**

- 1** Navigate through the woods to the Sacred Forest Meadow.
- 2** Battle the wolves for a Purple Rupee.
- 3** Learn Saria's Song.



After trudging through the maze and deflecting the Deku Scrubs' projectile attacks, climb the stairs to the Sacred Forest Meadow to learn a song from Saria.



Fall into the hole to battle the canines. If you emerge as top dog, you'll win a Rupee.



Let your ears be your guide. The path to take is the one where the music is the loudest.

From Kokiri Forest



## KAKARIKO VILLAGE



Kakariko Village is a modest and hospitable town, but it also has a dark side. Ghosts haunt the town's Graveyard, and buried beneath it is the Royal Family's Tomb. To enter it, read the tombstones at the rear of the Graveyard to raise the spirits of the Royal Composer Brothers. After laying them to rest with your fighting finesse, stand between their graves and play Zelda's Lullaby.



**1** Retrieve the Cuccos and carry them while jumping to land in hard-to-reach areas.



**2** Pull the second tombstone in the front row of graves to uncover the Hylian Shield.



From Hyrule Field

## LINK'S OBJECTIVES

- 1** Corral the woman's six chickens.
- 2** Move a tombstone in the Graveyard to reach the Hylian Shield.
- 3** Enter Royal Family's Tomb to learn Sun's Song.
- 4** At night, exterminate the spiders for the cursed family in the House of Skulltula.
- 5** Present Zelda's letter to the guard.



**4** After destroying a gold spider, collect the token it leaves behind to help break the curse.



**5** You'll need a royal permission slip to pass through the guard's gate, so show him Zelda's letter.

## GORON CITY



**1** Follow Death Mountain Trail along the cliff edge while dodging rocks and monsters. At the end of the line waits Goron City.

From Death Mountain and Dodongo's Cavern



**2** Playing Zelda's Lullaby will unlock many places, including Big Brother Darunia's front door.



Zelda's letter is your ticket through the Kakariko Village gate to Goron City. Once you've flashed the letter at the guard, he'll chat about the Happy Mask Shop. Return to the Market to borrow the Keaton Mask, then sell it to the guard. After returning the money to the store (and keeping your profit), venture up Death Mountain Trail to Goron City. On the ground floor of the city, stand at point 2 and play Zelda's Lullaby to open Darunia's chamber. Once inside, play Saria's Song to lighten him up and earn the Goron's Bracelet.

## LINK'S OBJECTIVES

- 1** Follow Death Mountain Trail to Goron City.
- 2** Play Zelda's Lullaby to enter Darunia's chamber.
- 3** Play Saria's Song for Darunia to receive the Goron's Bracelet.



**A** With the Goron's Bracelet you can pick up bombs to blast into the Goron Shop.



**3** Nothing gets dancing Darunia moving his feet more than hearing you play Saria's Song. In return, he'll give you the Goron's Bracelet.



**B** Light the torches by the jar to make it spin, then throw bombs into it for prizes.



## DODONGO'S CAVERN

The Gorons survive on a diet of rocks, but the cream of the craggy crop is trapped in Dodongo's Cavern. In his efforts to spread ruin across Hyrule, Ganondorf sealed the entrance to the cavern with boulders, but a bomb can be your ticket in. To make your explosive entrance, take the pathway on the right after leaving Goron City for Death Mountain Trail. Uproot the Bomb Flower's bomb, then toss it over the cliff. When the explosive lands, it will detonate and turn the boulder barricade to rubble.



**1** Toss the bomb over the cliff to blast your way into Dodongo's Cavern below.



**3** Shoot or slash the lizards in their tails, then light the torches to escape.



**4** Access the stairs by placing a bomb in the middle of the row of Bomb Flowers.



**7** To snuff the fire on the platform, fire the slingshot at the eye on the wall.



**8** Open the chest in the roving Blade Traps' room to find a bag for holding bombs.



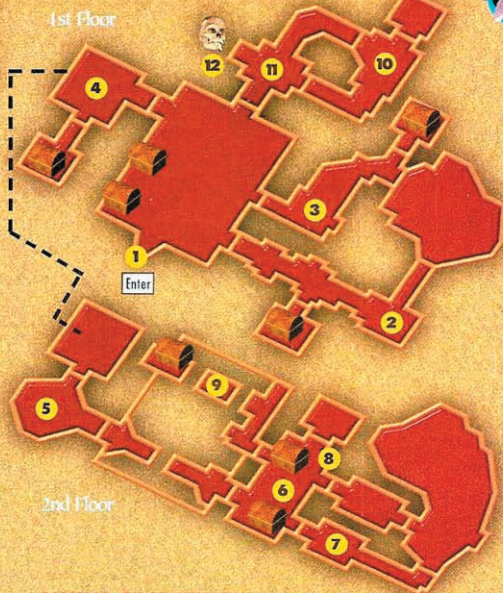
**9** Once you've thrown bombs into the skull's eye sockets, you can enter its mouth.



**10** Push each block until you reach another, then move the new block.



**12** King Dodongo lurks in the room beneath you. To drop in on him, blast a hole in the floor by bombing the dark patch on the ground.



## LINK'S OBJECTIVES

- 1** Near the entrance to Goron City, throw a bomb over the cliff.
- 2** Move the statue to weigh down the door switch.
- 3** Set your Deku Stick on fire to light the unlit torches.
- 4** Drop a bomb in the middle of the Bomb Flowers to activate the stairs.
- 5** Move the statue to reach the ladder and the switch above.
- 6** Pull the stone block from the wall to climb the ladder.
- 7** Extinguish the fire by shooting the eye.
- 8** Shoot the eye at the end of the hall, then face left to shoot a second eye.
- 9** Drop bombs from the suspended bridge into the skull's eye sockets.
- 10** Push the blocks to reach the other blocks until you reach Point 11.
- 11** Push the block into the hole to weigh down the switch inside.
- 12** Bomb the shadowy square in the middle of the room.

## KING DODONGO

Thought to be extinct, a gargantuan Dodongo is alive, kicking and breathing fire in the lowest level of Dodongo's Cavern. Steer clear of the lava pit in the middle of the lair, and seek refuge along the pit's shoreline when the king spits fire or steamrolls your way. To take the spark out of his attacks, toss bombs into his mouth. When one explodes in his throat, swipe at him with your sword.



Use the Z Button to target King Dodongo's mouth, then lob a bomb into it when it is wide open.



After he gulps a bomb, it will explode, bringing him to his knees. When he's down, use your sword to attack him.



After you slash him, King Dodongo will roll toward you. Run past him, then lob more bombs into his mouth.

## Back to the Lost Woods

## Lon Lon Ranch



1

### TARGET GAME

Enter the Lost Woods from Kokiri Forest and take the first right. With your slingshot, shoot the center of the hanging log target. If you score three 100-point hits, you'll win a Deku Nuts Bullet Bag.



2

### MUSIC MIMIC

After playing the target game, climb down the ladder and stand on the stump. As soon as you take out your Ocarina,

the Skull Kids will play a song for you. Mimic their songs until they reward you with a Piece of Heart.



3

### FOR SARIA

If you turn left as soon as you enter the Lost Woods, you'll come upon a solo

Skull Kid. While standing on the stump, play Saria's Song. A friend of Saria's, the Skull Kid will befriend you and give you a Piece of Heart.



Enter

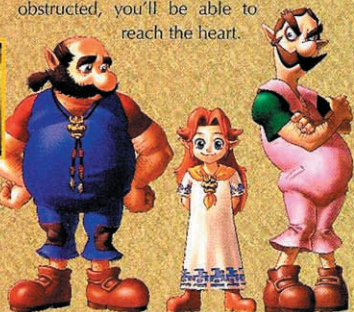


As you enter Lon Lon Ranch, walk into the building to the left where lazy Talon is catching another forty winks. Wake him to play his game.



For ten Rupees you can vie for a bottle revitalizing Lon Lon Milk in a game of pickin' chickens. To win, find the three Super Cuccos within 45 seconds.

Reunite with Malon and Talon at their home. The two Lon Lon Ranch residents raise their horses with the help of disgruntled ranchhand Ingo. Perhaps he'd be happier if he knew of the Piece of Heart hidden in the stone tower behind the horses' fenced range. By rearranging the crates inside so the crawlway in the corner of the tower is no longer obstructed, you'll be able to reach the heart.



## ZORA'S RIVER

### LINK'S OBJECTIVES

- 1 Leap from the left bank to the right.
- 2 Cross the shallow water, then head for the waterfall.
- 3 Find the underwater shortcut to the Lost Woods.
- 4 Play Zelda's Lullaby to enter Zora's Domain.

The aquatic Zoras hold the third Spiritual Stone you'll need to unlock the Temple of Time. To reach their domain, turn right as you approach Hyrule Castle. Rather than crossing the bridge to enter Kakariko Village, follow the river upstream.



2



3



4

Stand on the log near Point 2 and play your Ocarina for the frogs who'll reward your musicianship, then slosh through the shallows to the right bank.

Once the Zoras enable you to dive deeper, you'll be able to swim through the hole to the Lost Woods.

The waterfall conceals the entrance to Zora's Domain. Lull the downpour into a drizzle by standing in front of the falls and playing Zelda's Lullaby.



1

Bomb your way through the boulders as you travel up the left bank, then leap to the right side when you reach the gate.





## ZORA'S DOMAIN

Once the sounds of Zelda's Lullaby have stopped the falls from falling, jump into the cliffside entrance to Zora's Domain. Link will need to learn how to become a better diver, and if anyone can teach him, it's the school of fish-like Zoras. To take the plunge with their diving lessons, follow the path uphill, then turn left when you reach King Zora.

## LINK'S OBJECTIVES

- 1 Use an empty bottle to catch a fish.
- 2 Use a Deku Stick torch to light the torches behind the waterfall.
- 3 Practice diving to earn the Silver Scale.
- 4 Talk to King Zora.
- 5 Dive through the underwater cavern to Lake Hylia.



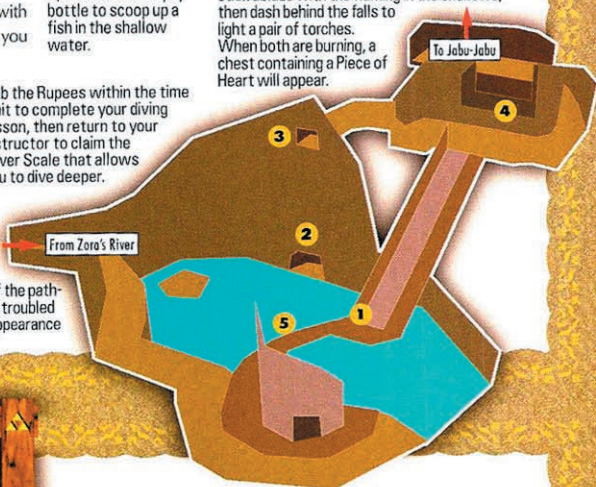
When you reach the top of the pathway, talk to King Zora, the troubled fish who laments the disappearance of his daughter Ruto.



Got milk? Then drink it, and use the empty bottle to scoop up a fish in the shallow water.



Lighting torches brings good fortune. Set your stick ablaze with the flaming in the shallows, then dash behind the falls to light a pair of torches. When both are burning, a chest containing a Piece of Heart will appear.



## LAKE HYLIA



Once you've earned the Silver Scale, dive to the underwater tunnel across from the waterfall inside Zora's Domain. When you come out the other end, pick up the bottle as you surface in Lake Hylia. On dry land, open the bottle to read Princess Ruto's plea for help. Apparently, the princess was swallowed by Lord Jabu-Jabu. Ruto can give you the final Spiritual Stone, so after exploring the Hylia Lakeside, dive into the tunnel beneath the ruins to return to her father, King Zora, in Zora's Domain.

## 2 GONE FISHIN'



Pay 20 Rupees for your chance to hook a record fish. The "lunker" usually swims near the log in middle of the pond.



Throw back any fish that's not "a real lunker." Once you've reeled in the big one, take it to the counter to claim your prize.

## LINK'S OBJECTIVES

- 1 Pick up the bottle as you emerge from the Zora's Domain underwater tunnel.
- 2 At the Fishing Pond, reel in a fish with a record weight.
- 3 Dive to the opening to reenter Zora's Domain.



When you swim into Lake Hylia, pick up the nearby bottle. The message inside is a plea for help from Ruto.



With news of Ruto's whereabouts, swim back to Zora's Domain by diving into the tunnel beneath the ruins.

# INSIDE JABU-JABU'S BELLY

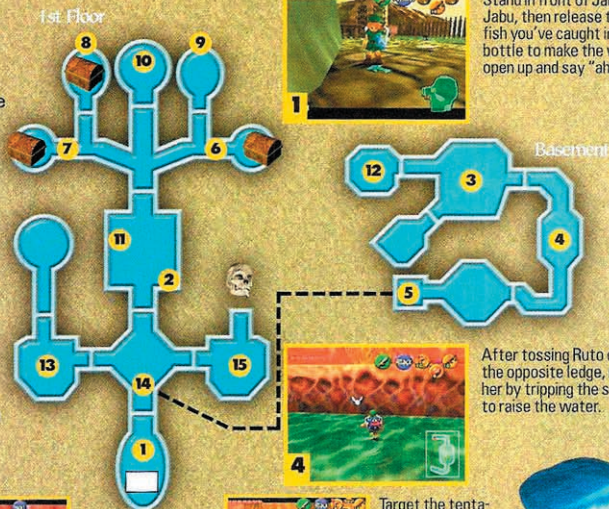
## LINK'S OBJECTIVES

- 1 Enter Jabu-Jabu by offering the fish in the bottle.
- 2 Meet Ruto and follow her through the hole.
- 3 Talk to Ruto twice, then carry her.
- 4 Throw Ruto to the opposite ledge, then step on the switch.
- 5 Ride the elevator with Ruto to Point 14, then head to Point 6.
- 6 Get the Boomerang.
- 7 Place Ruto on the switch, then throw the Boomerang at the tentacle to earn the map.
- 8 Get the compass.
- 9 Destroy the tentacle.
- 10 Destroy the tentacle.
- 11 Find Ruto at Point 2, then take her through the hole at Point 11.
- 12 Throw Ruto onto the platform, defeat Bigocto, then ride the elevator.
- 13 Throw the Boomerang at the platforms.
- 14 Ride the elevator, then place a crate on the switch.
- 15 Shoot the uvula.



Jabu-Jabu flounders in Zora's Fountain behind King Zora's throne. To enter the fountain, show King Zora the letter from Ruto. After the blubbery king scoots out of the way to reveal the entrance to the fountain, travel up the ramp on the right side of the room to begin your rescue mission. Since Ruto is trapped inside Jabu-Jabu's belly, enter the big whale's mouth by offering the fish you've bottled. Inside, you'll meet

feisty Ruto, who'll demand that you carry her wherever you go. Fighting with your hands full can be tricky, so if you end up losing the princess, journey back to Point 3 to find her.



Stand in front of Jabu-Jabu, then release the fish you've caught in your bottle to make the whale open up and say "ahh."



After tossing Ruto on to the opposite ledge, rejoin her by tripping the switch to raise the water.



Ride the elevator up with Ruto. Hop off at the top floor, then enter the passage to the right of the crates.



Set Ruto on the ground, then shoot the Stingers to win the Boomerang.



Target the tentacle's narrow area as soon as you enter, then hurl your Boomerang.



Zora's Sapphire sits on top of the platform. Throw Ruto to it so she can reclaim her family's Spiritual Stone.



Chase the Bigocto until you can hit it with your Boomerang, then use your sword to slash its bulbous backside.



Take the crate to the far hallway leading to Point 15 to weigh down the switch.



## BIO-ELECTRIC ANEMONE BARINADE

Lord Jabu-Jabu has been acting strangely, and the root of his problem is the Bio-electric parasite that has infested him. Assault the anemone with your Boomerang to sever the Barinade's tentacles from the ceiling. The Barinade will retaliate by shooting lightning bolts, so stay on the move and circle it as you attack. The Barinade will also radiate jellyfish from its body, so shoot them down, then, when you have a clear shot, slash the anemone's trunk.



When its body flashes red, charge the Bio-electric Anemone Barinade to attack its trunk with your sword.



Keep moving to avoid getting zapped by the electric charges, and destroy the jellyfish so the Barinade's body is vulnerable.



As a reward, Princess Ruto will grant you Zora's Sapphire, and, possibly, her hand/flipper in marriage.

# To the Temple of Time



1

For every ten spider tokens you earn, return to the House of Skulltula for a reward.



2

Once you've claimed the three Spiritual Stones, return to Hyrule Castle to see Zelda.

## LINK'S OBJECTIVES

- 1 Exterminate any leftover gold spiders, blow up any conspicuous boulders, and go to the top of Death Mountain.
- 2 Go to Hyrule Castle.
- 3 Dive for the Ocarina of Time in the moat.
- 4 Learn the Song of Time.
- 5 Enter the Temple of Time.
- 6 Play the Song of Time at the altar.
- 7 Enter the Door of Time and draw the Master Sword.



5

With the Spiritual Stones, enter the Market, then turn right at the Mask Shop to enter the temple.



6

Stand on the red arrow in front of the altar, then play the Song of Time to unlock the Door of Time.



7

In the temple, Link receives the Light Medallion (the first of the six Sages' Medallions).

Armed with the three Spiritual Stones, you can unlock the Temple of Time. You'll enter as a child and emerge as a man, so before checking your adolescence at the door, tie up any loose ends. Use your newly-earned boomerang to retrieve any gold spider's hard-to-reach token. Bomb your way to the top of Death Mountain to learn magic. When the owl flies you from the mountain to a Kakariko rooftop, walk to the awning above the Cucco pen to enter the house and claim its caged Piece of Heart. Once you've learned magic, bomb the boulder behind the castle gates to earn Din's Fire.



You found the Ocarina of Time! This is the Royal Family's hidden treasure that Zelda left hidden. It glows with a mystical light...

With Ganondorf in hot pursuit, Impa rides away with Zelda. As they flee, Zelda will throw the Ocarina of Time into the moat.



You've retrieved the Spiritual Stones and used the Ocarina of Time to play the Song of Time.

When Link retrieves the ocarina, he'll receive a telepathic message from Zelda detailing how to play the Song of Time.

## WHILE YOU WERE SLEEPING



When Link awakens from his Rip Van Winkle slumber in the Temple of Time, he'll discover that seven years have passed, and ages of more epic adventuring lies ahead. Link will learn that Ganondorf has turned upside down the peaceful world he once knew, and the six Sages' medallions and a mysterious Sheikah may be the keys to reversing the disorder. Seven years is a lot of lost time. It's a good thing you'll have to wait only until next month to catch up.

