

### Chapter 1 : Walkthroughs and guides for The Legend of Zelda: A Link to the Past

*The Legend of Zelda: A Link to the Past* (*Zeruda no Densetsu Kamigami no Triforce* in Japan, lit. "The Legend of Zelda: Triforce of the Gods") is an action-adventure developed and published by Nintendo for the SNES, and the third installment in *The Legend of Zelda* series.

And eventually some of the villagers will lead you straight to the elder himself. Kakariko Village is off to the west, so head left along the main pathway. You will occasionally notice green Soldiers patrolling this area, so you can defeat them or skip past them at your preference. Eventually the screen will scroll to the left, and continue along, following the path. More Soldiers will be waiting, but quickly scurrying past them will get you to Kakariko Village safely. Neither of the two are all that treacherous, though the southern route is slightly shorter. Leave Kakariko Village via the southern exit, passing beneath the welcome sign to the village. Follow the passageway around until you see a long dirt path heading generally eastward. Deal with them and continue following the pathway, which eventually steers back north to the next screen. There are lots of guards waiting near your house as you close in on it, but take them out as you pass by. The road forks here, but continue heading east until the screen scrolls once again. The next screen will bring you to another bridge to cross the river just to the north; cross the bridge and then follow the passageway heading east. The screen will scroll, and the pathway will end as it curves north. Take the northerly entrance into eastern Hyrule. Watch out for the red Octoroks that will shoot stones in the four cardinal directions every once in a while. Climb up the staircase to the upper platform and veer northeast. Jump down, and head into the house. Once down a level, head north and east, ascending each of the staircases in turn, until you reach the Eastern Palace in the northeast of the area. The first room has a two open doors to the left and right and a sealed door directly north. The open doors lead to useless dead ends, so ignore them. Instead, lift up the pot in the center of the room to reveal a switch ; stand on it, and the sealed door will open. The next room will reveal three new enemies called Popo , weird tentacle-like beasts. The Eastern Palace will get you used to adventuring very early, full of enemies, secret switches, and traps. Now a new concept that will be somewhat thematic for the dungeon will be introduced: Wait until a large ball passes and then weave your way between the smaller obstacles. Either way, then proceed northward. So this will be referred to as the Hub Room. The path going further into the dungeon is to the left, but to get the Map, head to the right. Stalfos are rather annoying enemies to defeat with just the Sword; use the Boomerang to stun them. Stalfos are skeletons that jump away from you when you try to swing your sword at them. You can also back them into a corner of the room and just repeatedly swing until you make contact. The Anti-Fairy, if it hits you, will not only deal damage but also reduce your Magic Meter a small fraction. The only way to defeat them is to sprinkle them with Magic Powder , one of the optional items, which will turn them into a Fairy. First, return to the Hub Room by hopping down the ledge, ascending the staircase, and then proceeding west two rooms. Press the switch and then proceed through the door. Sometimes pottery can be the best weapons. Once you enter the next room, however, the doors will seal behind you, and a quartet of Stalfos will appear randomly about the room. You could try to defeat all of these using your sword by cornering each one, but that might prove a little annoying. The easiest way to defeat them is to grab one of the pots and hurl it at the Stalfos; Stalfos will only try to jump out of the way of your sword, not the pots, so line your throw and go to town. This will put you in the lower part of an already explored room, but you will have a T-shaped hallway here. At the junction, there is a Telepathy Tile , which will allow you to commune telepathically with one of the main characters of the game, typically Sahasrahla but sometimes Zelda. These will usually give small hints as to how to defeat the dungeons. Telepathy Tiles will occasionally give you hints about what to do in the dungeons. Simply walk on to the right, ignoring the two Stalfos and the two Eyegore in the room. Eyegores are only vulnerable with their eyes open, but green Eyegores like these can be damaged with the sword. Continue to the right through the open door. The next room has already been explored, though from above. The hallway in this room is a giant square, and the Anti-Fairies will be moving clockwise through the square. As such, you too will want to move in a clockwise fashion, watching out for the two Popo that will appear as you do so. Reverse course quickly and head through

the door. The pot on the far right is the one that contains the Small Key. This room will have three Stalfos and a mess of pots scattered about. The upper pot against the eastern wall has a Small Key in it, but since the room is dark and the Stalfos can sneak up on you, feel free to take them out with pots to the face first if you wish. Snag the Key, and then before heading back through the door, wait between five and ten seconds. The reason for this is that the Anti-Fairies from the previous room are technically still moving through the room, and you might walk out straight into their path. Once you do head back west, do watch out for the second Popo in the southern corridor and continue clockwise until you find a locked door on the western wall. Unlock it and proceed west. This will lead you to a simple skybridge that goes over the pit with the medicine balls. But first, to get them to clear out, you will have to defeat all the other enemies in the room. That includes two Popo, two Stalfos, and one Eyegore. Use the strategies discussed to defeat them; if you need hearts, the two unguarded pots will have them. Once you defeat the five enemies, the Anti-Fairies will scatter to all the corners of the room. Lift the pot they were guarding to reveal a switch, then step on it; that will cause a chest to appear, and that chest will have the Big Key. You technically can go back the way you came from, but that is the long way. Instead, use your new Big Key to unlock the locked door to the north. Turn right at the junction with the Telepathy Tile and head right. Now all you have to do is snag the Bow. However, before you celebrate too much, once you open the chest, four Stalfos will drop down on you, and these Stalfos will detach their heads, which will then steadily home in on you. Quickly get out of there! Your objective should be to the north through the locked door. This will drop you into a room with a few Fairies that you can use to heal right away or capture if you got the Bug-catching Net and an empty Bottle. The Magical Warp Tiles will then zap you to where you came from, and the Stalfos heads will be gone. Walking straight up will activate both Eyegore simultaneously, which will put you in a quick bind. Eyegore are particularly vulnerable to arrows, so consider equipping your Bow to take them out instead of using your sword to save time. Once you have the key, you can unlock the staircase to the left to go upstairs. You can also take a quick sidequest into the room on the right to pick up 90 rupees, though watch out for the Anti-Fairies guarding them! But the second floor is no pushover. Step Four Dodge all of the medicine balls and step on the upper-left switch. Step Five Defeat the enemies, using the Bow on the red Eyegore. Step Six Kill the enemies in the room and stock up for the boss. For the first phase of the battle, the Armos Knights have a very predictable formation. The Armos Knights are both vulnerable to arrows and your sword, but by far arrows are more effective. The safest spots in the room are in the bottom-left and bottom-right corners of the room; stand there whilst aiming upwards to attack the Armos as they come toward or move away from you. When the Armos Knights form a line at the top of the room, you will quickly need to make sure that you blow one of them away in order to pass through them safely; simply focus all of your fire against the one with the most damage. Each Armos will take three arrow hits before it gives up the ghost. No longer will it march according to some formation. Instead it will just leap up into the air and over your head before trying to come down and squash you. When you do decide to get out of the way, try to run in straight lines in order to set up your next shot. If you run out of arrows, just move slightly out of the way when it leaps and whack it with your sword or, better yet, use a Spin Attack.

### Chapter 2 : A Link to the Past Walkthrough "Zelda Dungeon

*The walkthrough below is a complete % A Link to the Past walkthrough that will cover a full run through of the entire game, including strategies for all bosses and dungeons, the collection of all heart pieces, upgrades, and guides that take you through the entirety of the game.*

Each boss in A Link to the Past has their own strengths and weaknesses. Knowing which strategy to deploy against each boss will make fighting them much easier.

**A Link to the Past Bosses Name: Sword, Arrows, Bombs Strategy:** This boss is easy. Wait for the Armos Knights to start bouncing around and start firing your arrows at them. Each knight should only take three arrows to kill. If you take too long to shoot at them, the knights line up at the top of the room and start to move down. When this happens, line up with the remaining knights and fire arrows at them. When you get down to the last knight, he will turn red and chase you around the room and attempt to stomp on you. Either shoot arrows at him or you can stand in place and keep using your sword. To start off, for the beginners, I suggest that you stay away from the boss for a few minutes just to get a feel for the boss's attacks and movements. When you feel ready, get near one of the Lanmola before it comes out. Now, you can do one of two choices. Place a bomb or start swinging your sword. Slice at the head and move onto the next rising Lanmola. When you finally get down to the last Lanmola, get next to it diagonally and start swinging your sword before it comes out of the ground. The reason why you must get diagonal is because he shoots dirt in all directions when he is the last one. Again, rinse and repeat.

**Moldorm Possible Weapons To Use:** Prepare to face a really annoying boss. This boss will leave you pulling out your hair. Okay To start off, jump onto the platform and swing your sword at his tail. One swing should do it. Also, try to time your jump to where you get a free hit. After you hit him, back off of him and try to avoid him. Take your time with him at this point as there is no guaranteed way to get that last hit in. If you get knocked off, you will have to climb all the way back up and start over from the beginning.

**Palace of Darkness Strategy:** To defeat the Helmasaur King you must first destroy his iron mask. To do this place bombs near his face. You can also use the Magic Hammer. Repeat either tactic until the mask is completely gone. Once the mask is gone a green jewel will be visible on his face. Shoot it with arrows until the Helmasaur King dies. Keep in mind that he will shoot a fire ball out of his mouth. This fire ball will multiply into two more fireballs and those fireballs will then shoot out diagonally. To avoid this, simply stand in the middle of the three fire balls.

**Arrghus Possible Weapons To Use:** To defeat use your Hookshot to pull off the round orange enemies from Arrghus. Once they have been pulled off slash them with your Master Sword to kill it. Repeat this process until you have defeated all of the round orange enemies. Arrghus will then begin to jump around the room trying to land on you. Wait for the falling sound and then move to the right a little. Repeat this process until he is dead.

**Mothula Possible Weapons To Use:** Arrows, Sword, Fire Rod Location: To defeat Mothula shoot him with your Fire Rod eight times. If you run out of Magical Power use your Master Sword. To add to the challenge the floor moves and spiked blocks cover the floor. I suggest getting the Magic Cape, and the Lv. If you do use the Magic Cape for this boss, use your sword.

**Blind** is disguised as a maiden that you have to rescue. When exposed to light she will show her true form. Blind then begins to shoot fire at you. His cloak will fall to the ground and his head will begin to chase you around the room while still shooting fire at you. Repeat the procedure and two heads will begin to chase you around the room. After that only three more hits of your sword will kill Blind.

**Kholdstare Possible Weapons To Use:** To defeat Kholdstare melt the ice he is surrounded in with your Fire Rod. Now repeatedly slash the three parts with your sword until all three parts are destroyed. To take away the threat being hit, use the Magic Cape.

**Vitreous Possible Weapon To Use:** To defeat Vitreous Use the Magic Cape right when you get into the room. Now simply walk up to the big eye and just start slashing your sword. After all the small eyes are dead, Vitreous starts to jump at you.

**Trinexx Possible Weapon To Use:** Start this battle by using the Fire Rod on the blue head. Now quickly run up to it and hit the blue head with your sword three times. After the blue head is dead, take out the Ice Rod and use it on the red head. Once both heads have been taken care of, Trinexx will begin sliding around like a snake. Slash the flashing part of the body three times to finish the boss off for good.

**Agahnim Possible Weapons To**

Use: The first time you fight Agahnim he is by himself and he will occasionally go to the top-center part of the room to use an electricity attack. To defeat him, bounce back the energy balls that he shoots at you. Watch out for the spinning blue energy. The second time you fight Agahnim, he will have two fake copies of himself helping him out. The real one is much darker and not as transparent. Defeat him the same way you did the first time. This has no relevance with the fight and it will not harm your game in any way. Ganon Possible Weapons To Use: Pyramid of Power Strategy: Start the fight out by having the Magic Cape ready to be used at any moment. Hit Ganon about 6 times and when he starts to make fire appear around his staff, use the Magic Cape. When he lands, the floor around the edges start to fall. After the floor surrounding the room is gone, Ganon will blow out the torches and start to shoot fire at you from across the room. Get your fire rod out and light both torches again. After lighting the torches hit Ganon and then get your Light Arrows out. Shoot Ganon once and then get your Fire Rod back out. The torches should be out again. Light them and then shoot Ganon with the Arrows again. Repeat this a couple more times and Ganon will die.

### Chapter 3 : Chapter 2: Eastern Palace - A Link to the Past Walkthrough - Zelda Universe

*Welcome to The Legend of Zelda A Link to the Past walkthrough. This walkthrough is made for those who need a little help on their adventures through Hyrule. Use the table of contents below to.*

In the large room near the entrance, go through the door in the northeast corner and keep going north until you find the key in the chest. Return to the large room and open the door in the southwest corner. One of the enemies will have a key that will allow you to go through the west door. Go south and climb up the stairs. In the next two rooms, for each row of three blocks, push the top and bottom blocks forward and the middle block down so that you can get to the torches. Quickly light all four torches in both rooms and the wall in the next room will move. Return to the large room near the beginning of the dungeon again and go through the south-most door on the eastern side. Continue east and get onto the bridge as quickly as you can before it starts to collapse. Take the Cane of Somaria from the big chest. From the big chest go west, then north twice, then west again. Open the door with the big key and descend to the lower level. At the bottom of the stairs, use the Cane of Somaria to create a block on top of the button so that the door will stay open. In the third room of this level, hit the crystal near the north end so that it is red. In the next room, use a bomb to blow open a hole in the north wall and hit the crystal there so that you can proceed. When you are fighting the boss, destroy the eyes that come out at you. Once all the small eyes are dead, the big eye will start charging toward you. Once you have defeated the big eye, you will receive another heart container and the crystal. Before you go to Turtle Rock, go to the bomb shop south of the pyramid and buy the super bomb. Drag the bomb behind you and go to the pyramid. Press the A button when you are in front of the large plate with the crack in it on the pyramid and the bomb will blow open a hole. Throw your sword into the water and the faerie will power it up. Also throw your bow and arrows in and she will give you the silver arrows which you need to kill Ganon. To get to the last palace on Turtle Rock, use the flute to get to Death Mountain in the Light World and make your way to the northeast corner of the mountain. On Turtle Rock, hammer the east post, then the north post, and finally the west post and a portal to the dark world will appear. In the Dark World, cast Quake on the Quake tile to open the entrance into the dungeon. Use the Cane of Somaria on the question mark to create a tile that you can use to follow the line across the chasm. In the next room, go through the north door on the east side of the area. Light the four torches with the Firerod as you pass by them and then quickly go through the open door. At the end of the next room you will find a key and the map. Go to the northwest corner of the large center room and defeat the bouncing enemy for another key. In the next room, hit the crystal from a distance so that it is blue and push the top block on the left side to reveal a chest containing a key. Open the door and descend to the next level. On the next floor, enter the pipe from the bottom-right corner of the room. Enter the lower pipe in the next room. Return to the 1st large room and then go to the second large one. Enter the top pipe this time and go south, then west. Place a bomb on the south wall and go through the passageway. Use the Cane of Somaria on the other side of the passageway to get to the Mirror Shield. This shield will reflect laser beams. Go north from the big chest to get to the next level. Find your way to the center of the next area and step on the button to open the door. Go to the southwest corner of the room to get to the next room. Shoot your Hook Shot just before the fire hits you and you will not get hurt. Descend to the lowest level so that you can fight the boss. Use the Icerod to stun the blue head so you can hit it with your sword and use the Firerod to stun the blue head and destroy that one with your sword as well. Hit the blinking part of the boss several times to destroy it and you will free Zelda. Descend to the 1st floor using the stairs on the left. Knock the key off the pillar and go left. Knock down the moles using your hammer and then push the middle block. Underneath is a star tile which will allow you to get to the door on the left. Use your Hook Shot to get to the south end of the next room. Hit the crystal to make it blue, set a bomb, and quickly pass over the blue blocks before they pop back up again. In the next room, place a bomb next to the crystal on the left and hurry across the red blocks before they pop up. If you place the bomb too close to the crystals, they will both trigger and the the crystals will stay red. In the room at the other end of the teleporter, push the block standing by itself near the west side of the area to make a treasure chest appear and use your Hook Shot to get over the chasm. Step on the right

teleporter, then on the one below you, then the one on the bottom-left corner of the room. In the next room, go to the northwest corner of the room and use the Firerod on the torch to the right. Hurry across the bridge that appears before the torch goes out and you can no longer see the bridge. Place a bomb in the bottom-right corner of the room and fall into the hole to the basement. Defeat the knights with your bow and silver arrows. It will be trickier to beat them than the first time because the floor is all ice, but with the Silver Arrows, they will die with one hit. Take the Big Key from the chest in the room to the north. Ascend to the 1st floor and take the Red Mail from the chest. Return to the 2nd floor and then climb up to the 3rd. Push the block in the northwest corner of the 1st room to open the door. In the 4th room, the button to open the door is underneath the middle skull below. At the end of the 4th floor, you will have to fight the boss from the Desert Palace again. With the most powerful sword, however, two hits will kill each of the worms. Cast Ether and the bridge in the 1st room will flash, or try to find it by trial and error. Defeat the three wizards and the door will open. On the 6th floor, light all four torches in the 1st room to open the door. In the third room, use a bomb and quickly throw it against the wall so that it is carried to the left and will blow up at the right time. At the end of this floor, you will have to fight the boss from the Tower of Hera again. Try not to get knocked off the side. Use your Hook Shot to get over to the chest that just appeared and go to the top floor. Use the same technique to defeat Agahnim as in your previous battle. Deflect the beams so that they hit the real wizard and not the images. Link will use the flute and follow him.

## Chapter 4 : A Link to the Past Walkthrough and Guides - Zelda Universe

*Welcome to Hyrule, adventurer. You are about to embark on a quest that will determine the fate of the worlds, both light and dark. This walkthrough is presented in the most logical order in which to visit the various locations, but it is not the only order that you can use.*

I am a prisoner in the dungeon of the castle. My name is Zelda. The wizard, Agahnim, has done Now only I remain I am in the dungeon of the castle. Hop out of bed and open the treasure chest in the bottom right corner of the house. The first item you receive: Exit your house to the rainy Hyrule Field , heading north towards Hyrule Castle. You can explore around if you like, however, there is only one way you can go, considering every other path is blocked off by Hyrule Guards. Follow the stone pathway around to the back right of the castle, where you will see a suspicious bush surrounded by the stone path in front of a tree. You will land in a shallow puddle with only one direction to follow. Your uncle will be lying on the ground, mortally wounded perhaps, and he will surrender his Sword and Shield , leaving you with the parting words, "Zelda is your The exit is straight opposite from the room with your uncle. Upon exiting, you will notice you are now inside the castle walls. There are a plethora of bushes if you want to gain some Rupees, but otherwise proceed to the front door. There are three more Hyrule Guards here, two weak green, one regular green. The regular green guard, noted for his bigger shield and longer sword, will chase you if spotted. Defeat them and enter Hyrule Castle. Hyrule Castle Floor 1 Upon entering the Castle doors, you will be in a large room. There are a few Hyrule Soldiers here, but they will not attack you if you leave them alone. Two staircases lead to an upper balcony; ignore them for now. Head either east or west to the long hallways. There are two Hyrule Soldiers here and one Guard; the Guard will chase you, so take him out or flee. Head north down either hallway, still ignoring the stairs, and exit through the door at the end. Finding yourself in a connecting hallway, seek the downward spiral staircase in the middle and proceed to the basement. Basement 1 You will find yourself in small room with a Blue Guard and a Treasure Chest in the center. Destroy him for the Key to the door on the opposite side. Open the Treasure Chest for the Map before continuing through the locked door. On the other side of the door you will see another Blue Guard that can be knocked off the ledge. Move forward and the path gets thinner and there are two more Blue Guards. Dispose of them and continue down to yet another Blue Guard. The path takes a turn left, follow it, taking out the two Green Guards waiting in this room and proceed to the door. Upon entering the room on your right, there will be a Blue Guard and a Treasure Chest. Opening the Treasure Chest reveals the Boomerang , defeating the Guard reveals a Key; gather both and head to the previous room. Use the Key on the door, pass through the room, and head down the stairs to another flight of stairs. Head down those stairs to B3. Take out the Guard and proceed to the first cell where there are three pots. It keeps a good distance and the third pot kills him, avoiding any contact altogether. You can also slash him with your sword, but the pot attack is simpler. If you head back up to B2, there is a upper level you can jump from. While in mid-air, pause the game, save and quit. The next time you open a Link file, purposely run into an enemy and you will fall under the floor, allowing you to walk underneath many of the dungeons without having to beat them. Being a glitch, there are several risks to doing so, so be wary. Floor 2 Backtrack to the Main Floor by using the upstairs pathways in B2. Once in the main entrance room, head up the stairs to the upper balcony and then up another flight of stairs to Floor 2. Pass the two Blue Guards and head up the stairs down the Throne Hall. At the north end there will be a large pedestal for you and Zelda to push from the left. Once the pedestal is out of the way, escape into the sewers. The Sewers are a secret underground passageway to the Sanctuary. They are infested with Rats , Keese and Ropes , all very weak enemies. You still only have three hearts though, making it a little more difficult. You can use your lantern to light the torches, illuminating the room until they burn out. Head north through this room making a right at the intersecting hallway and head down the stairs. Here you find six Ropes in a tight corridor. Kill them and proceed down another flight of stairs. Basement Head into the four-way hallway and grab the Key in the Treasure Chest to the left. Use it on the northern door and move into the shallow water room. Head left in this room and in the next head up. Kill the Rats because one of them has the key, then use this key on the locked door. The room

will have lit up allowing you to see the room again. Proceed north pushing the center block up, creating a passage through to the stairway. You will be in a room with rats and can avoid them and move to the next room. Here, you will find two switches. They are also the location of the Master Sword, but that is not attainable at this point in the game. If you cut the middle bush down a hole will appear and the classic jingle will play. Fall down the hole and you will be next to a heart piece. If you pick it up it will become part of your inventory. Take it to the eastern side of Hyrule where the Magic Shop is located. There is a Witch outside stirring a large golden cauldron. Give her the Mushroom, walk inside the Shop, walk back out, then walk back in. There will be a bag of Magic Powder waiting beside the Shopkeeper. Magic Powder is helpful for acquiring Fairies as well as turning weaker enemies into Slime. It also comes in handy for attaining a Magic upgrade. Kakariko Village Kakariko Village is located at the western side of Hyrule. If none of this interests you, skip this part and head east towards the Eastern Palace. Inside there is a man who will tell you a short story about Blind, an old thief that used to live there. If you head downstairs there are four chests with Red Rupees if you push the blocks in a precise order. There is also a wall crack you can bomb for a Heart Piece. If you have Rupees you can purchase one. If you plan on attaining the Bug-Catching Net you will need to obtain either this bottle or the free one in the Inn. If you fall inside, there will be Treasure Chests containing Rupees and Bombs. You can bomb the crack in the wall for a Heart Piece. If you enter from the back, there will be a Treasure Chest containing a Bottle. There is also a Cucco under a pot you can easily torture for a few laughs. The kid will then give you their Bug-Catching Net so long as you have a Bottle. The Net comes in handy for catching Fairies, Bees. Once entered, you will see a wall crack; bomb it and proceed out the other door. There an old lady will tell you have 15 seconds and GO! Make your way through the fence maze to the west side, where a man will reward you a Piece of Heart if reached before 15 seconds passes. If you gathered all the previously mentioned heart pieces, you will now have another Heart Container. You will find a wise old man waiting for you at this marker, waiting to relay your next quest. Once you know what you have to do, depart for the first pendant, the Pendant of Courage. The Eastern Palace is the first actual dungeon of your adventure. It is located on the Eastern side of Hyrule obviously and has a long stairway guarded by two Armos. The middle door is your ticket in, the other two are just wastes of time. Step on the switch to open the center door, proceed through and you will be greeted by a few Popos. Rid of them and press the tile to open the northern door. In the next room, dodge the bubbles and make your way up the stairs to yet another northern door. The next room gives you a two-way decision.

### Chapter 5 : zelda complete walkthrough and secrets

*of 28 results for "a link to the past strategy guide" The Ultimate Guide to The Legend of Zelda A Link to the Past Oct 11, by BlackNES Guy. Paperback.*

Share Introduction This walkthrough is a special kind of walkthrough that I often wish was made for every game. I should give this kind of walkthrough a name so that people can easily refer to it, request it, or make one for other games, so help me if you think of one. Just the basics, and straight to the point. This kind of walkthrough is targeted at two kinds of players: This kind of walkthrough relies almost entirely on screenshots, and as few screenshots as possible for each item listed. So to recap, the goals are: Upgrades and plot items are pictured, not plot points or dungeons Heart Containers, Bottles, new weapons, max-holding upgrades, and weapon upgrades, etc. It can and should be edited if new information is presented that shows that something can be gotten earlier. Finally, I need a simple but descriptive name for this kind of walkthrough. Please help me collaborate for an effective name for this kind of walkthrough on the Talk page. From Beginning to Exiting the Sanctuary Item 1: From Exiting the Sanctuary to Dungeon 1: Eastern Palace Item 5: A Bomb Item A Bomb Segment 3: Bow - Dungeon 1: Complete Dungeon 1 Item Pegasus Boots Item Power Glove - Dungeon 2: Heart Piece 7 - Dungeon 2: Power Glove, Rupees Item

### Chapter 6 : A Link to the Past Walkthrough

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### Chapter 7 : A Link to the Past Bosses

*Link awakens in the middle of the night to strange voice: "Help me I am in the dungeon of the castle. My name is Zelda." Grabbing his lantern, Link sets out into the rainy night and travels to Hyrule Castle searching for the source of the voice.*

### Chapter 8 : Mike's RPG Center - Zelda: A Link to the Past - Walkthrough

*For The Legend of Zelda: A Link to the Past on the Super Nintendo, GameFAQs has 71 FAQs (game guides and walkthroughs).*

### Chapter 9 : Link to The Past Guide | eBay

*The Legend of Zelda: A Link to the Past (ALttP) is the third installment of The Legend of Zelda series. Released in Japan in and elsewhere in the world in on the Super Nintendo, ALttP.*