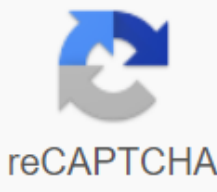




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The Legend of Zelda - Level 9 Mountain of Death (Quest 1) Labeled Map (Order Poster) Home | Select Zelda map | Map of Prev | Next Map Toggle Map 10.1 The entrance to DeathTotal LifeHeart Containers13/13 It's time to take over the final dungeon of the game, Death Mountain. You could technically have entered the final dungeon from the beginning of the game, but without the eight Triforce fragments, we wouldn't have been able to do much. From the start screen head right a screen, up to five monitors, left a screen, up to two monitors, and left two monitors. Here you will find two large rocks and if you place a bomb just below the rock on the left side, you will blow up the entrance to the next dungeon. You must not enter death mountain without a complete Red Filter. Fortunately, there is a nearby, only one screen to the left. The paths to complete the next dungeon vary considerably, depending on whether or not you have the Magic Key or not. Go to section 10.2 if you have the Magic Key and section 10.3 if you don't. 10.2 Death Mountan (Magic Key)LifeHeart Container Set13/13 Enemies:Lanmola, Patras Elements:Compass, Dungeon Map, Red Ring, Silver Arrow Locations:Level 9: Death Mountain x12 From head entrance to a screen. Since we have the full Tridorianity, the Old Man will allow us to pass. Walk to the left of a screen. x2 x2 x3 Use a bomb to blow open the wall up and head inside. x3 Here you will find a new enemy known as Lanmola. These are very similar to the Moldorm we fought earlier in the search, but they are much faster. They will move around the room and will have to hit their head to deal with the damage. You can bomb all four walls in this room if you want to explore this part of the dungeon. Otherwise, proceed and press the block to the left and head down the stairs. x4 Make your way through the underground tunnel. x5 Be careful not to lose your magic shield in this room. Defeat the Likes and then use the key to get through the door on the right. x3 It is best to avoid only these enemies. If you want to take the compass, bomb the wall down and head down to the next screen. Otherwise, just move to the right of a screen. x2 x2 x2 Just walk down and use a bomb to blast through the wall below. x2 x3 Defeat all Wizzrobes in this room and grab the compass left behind. Backtrack by heading up two screens and then head through the door to the right. x2 Here you will find a brand new, and perhaps the most difficult enemy in the game, Patras. The main eye surrounded by seven smaller eyes. It will revolve around the larger eye and occasionally will create a much larger circle, damaging Link if it touches them. You have to beat all the smaller eyes before they are able to hurt the larger eye. This particular Patras doesn't have to be defeated, so avoid it for now and head down to a screen. x8 x8 All the Gels to get a few rupees and then bomb the wall on the right. x2 Here you will find a second Patras and while you don't really need to beat him, doing so will cause dungeon map to appear. The map may seem more intimidating than most dungeons, but fortunately, the vast majority of rooms are skippy, as long as you follow along with the walkthrough. Use a bomb to blow open the wall up. x3 x2 x2 x1 This room looks pretty intimidating, but fortunately, you don't have to defeat any of the enemies. Run to the north wall and open it with a bomb. x2 x2 x1 You have to beat all the Wizzrobes in this room, which can be quite difficult, given all the blocks and bubbles that are on your way. Use a filter if you need to, but once all enemies have been defeated, press the block to the left and head down the steps. x4 Run and grab the Red Ring. This will reduce the amount of damage you get when you get hit. Link would take half of the damage he did before when he had the Blue Ring, or a quarter of the damage he got from when he had the Green Robe. Resurface and then head back under two screens where we fought Patras to get the Dungeon Map. Continue to back left a screen and up to a screen where the first Patras will fight. Go through the locked door above. The old man is giving some rather direct advice this time. Use a bomb to blow up the wall on the left. x2 x3 Defeat the Wizzrobs and press the block to the left to reveal a ladder. x4 Make your way through the underground passage. x5 Defeat or ignore the Zoms and head left through the locked door. x8 You can beat all the Keese here to get a few rupees, but then head left a screen. x1 Here we will find another Patras, but this is slightly different as her eyes will move into a more elliptical formation. Defeat the enemy and then press the block to the left to reach the ladder. x4 Make your way through the underground passage. x2 x3 You can avoid your enemies for now if you want, but eventually you have to defeat them. Bomb the wall from above and come in. x2 x3 x3 You have to beat all the Wizzrobes in this room and the bubbles make that rather annoying. Use a filter if necessary. Once all the Wizzrobs have been defeated, press the block in the middle to the right to reveal a ladder. x4 Run over and get the Silver Arrow. This item is a much stronger version of the arrow and is also the only element that is able to beat Ganon. Reappear and then head from a screen. Defeat the Wizzrobes to reach the staircase and return through the underground tunnel to return to the room where you fought Patras. From there head to screen. x6 Defeat the avoidance of Like-Likes in this room and head up to a screen. x4 x4 There are more like-Likes here as well as some blade traps. Avoid them and head up to a screen. x2 x2 x3 x1 Insert a bomb against wall on the left and explosion open. x2 x2 x4 Defeat all Wizzrobes and then press the block to the left. A hidden ladder appears under the blade trap, so step in front of it to activate it and then quickly run towards the ladder. x4 Make your way through the underground passage. x2 x2 x4 Avoid enemies and bomb the wall on the left. x2 x2 x2 Defeat all enemies and then press the block on the left to reach the ladder. x4 Make your way through the underground passage. x1 Here we have one last race of patras. Defeat the enemy and then head over the door that opens to take on the final boss, Ganon. 10.3 Death Mountain (No Magic Key)Total LifeHeart Containers13/13 Enemies:Lanmola, Patras Objects:Compass, Dungeon Map, Red Ring, Silver Arrow x12 From the entrance door to a screen. Since we have the full Tridorianity, the Old Man will allow us to pass. Go to the screen. x2 x2 x2 Defeat all enemies here and then grab the key that is left behind. Use a bomb to blow up the wall on the left. x3 Here you will find a new enemy known as Lanmola. These are very similar to the Moldorm we fought earlier in the search, but they are much faster. They will move around the room and will have to hit their head to deal with the damage. You can bomb all four walls in this room if you want to explore this part of the dungeon. Otherwise, proceed and press the block to the left and head down the stairs. x4 Make your way through the underground tunnel. x5 Be careful not to lose your magic shield in this room. Defeat the Likes and then use the key to get through the door on the right. x3 It is best to avoid only these enemies. If you want to take the compass, bomb the wall down and head down to the next screen. Otherwise, just move to the right of a screen. x2 x2 x2 Just walk down and use a bomb to blast through the wall below. x2 x3 Defeat all Wizzrobes in this room and grab the compass left behind. Backtrack by heading up two screens and then head through the door to the right. x2 Here you will find a brand new, and perhaps the most difficult enemy in the game, Patras. His main eye is surrounded by seven smaller eyes. It will revolve around the larger eye and occasionally will create a much larger circle, damaging Link if it touches them. You have to beat all the smaller eyes before they are able to hurt the larger eye. This particular Patras doesn't have to be defeated, so avoid it for now and head down to a screen. Beat all the Gels to get a few rupees and then bomb the wall to the right. x2 Here you will find a second Patras and while you don't really need to beat him, doing so will cause dungeon map to appear. The map may seem more intimidating than most dungeons, but fortunately, the vast majority of rooms are skippy, as long as you follow along with the walkthrough. Presentation. A bomb to blow up opens the wall upstairs. x3 x2 x2 x1. This room looks pretty intimidating, but fortunately, you don't have to defeat any of the enemies. Run to the north wall and open it with a bomb. x2 x2 x1. You have to beat all the Wizzrobes in this room, which can be quite difficult, given all the blocks and bubbles that are on your way. Use a filter if you need to, but once all enemies have been defeated, press the block to the left and head down the steps. x4 Run and grab the Red Ring. This will reduce the amount of damage you get when you get hit. Link would take half of the damage he did before when he had the Blue Ring, or a quarter of the damage he got from when he had the Green Robe. Resurface and then head back under two screens where we fought Patras to get the Dungeon Map. From there, bomb the south wall if you haven't already and head under a screen. x6 Defeat the six Vires in this room to get some bombs and then head down a screen. x2 x3 x3 Another combination of these enemies. Grab the key in the corner and then head down a screen. x2 x3 Defeat all Wizzrobes in this room and grab the key that is left behind. Regression with the title up to three screens, left a screen, and up a screen to get back to the first room of Patras. That's where the head went through the locked door. The old man is giving some rather direct advice this time. Use a bomb to blow up the wall on the left. x2 x3 Defeat the Wizzrobs and press the block to the left to reveal a ladder. x4 Make your way through the underground passage. x5 Defeat or ignore the Zolls and head left through the locked door. x8 You can beat all the Keese here to get a few rupees, but then head left a screen. x1 Here we will find another Patras, but this is slightly different as her eyes will move into a more elliptical formation. Defeat the enemy and then press the block to the left to reach the ladder. x4 Make your way through the underground passage. x2 x3 You can avoid your enemies for now if you want, but eventually you have to defeat them. Bomb the wall from above and come in. x2 x3 x3 You have to beat all the Wizzrobes in this room and the bubbles make that rather annoying. Use a filter if necessary. Once all the Wizzrobs have been defeated, press the block in the middle to the right to reveal a ladder. x4 Run over and get the Silver Arrow. This item is a much stronger version of the arrow and is also the only element that is able to beat Ganon. Reappear and then head under a screen. Defeat the Wizzrobes to reach the staircase and return through the underground tunnel to return to the room where you fought Patras. From there head to screen. x6 Defeat the avoidance of Like-Likes in this room and head up to a screen. x4 x4 There are more like-Likes here as well as some blade traps. Avoid them and head up to a screen. x2 x2 x3 x1. Insert a bomb bomb the wall on the left and blow it up. x2 x2 x4 Defeat all Wizzrobes and then press the block to the left. A hidden ladder appears under the blade trap, so step in front of it to activate it and then quickly run towards the ladder. x4 Make your way through the underground passage. x2 x2 x4 Avoid enemies and bomb the wall on the left. x2 x2 x2 Defeat all enemies and then press the block on the left to reach the ladder. x4 Make your way through the underground passage. x1 Here we have one last race of patras. Defeat the enemy and then head over the door that opens to take on the final boss, Ganon. 10.4 Prince Darkness, GanonTotal LifeHeart Containers13/13 Bosses: Ganon Data: Triforce of Power upon entering this room, will get dark. Link will hold up the Triforce of Wisdom and the room will light up with Ganon displayed. Let the battle begin! Ganon will disappear and start shooting fireballs at you, which are unblockable from your magical shield. He moves around in a pattern, so he hit one of the points he shoots from and will hit him. Every time you hit him, he'll change his pattern. This phase is quite random and could be annoying. I think it's best to stay in a corner or part of the room and keep cutting until you hit him. After hitting him four times, it's going to be brown. That's your sign that he almost got defeated. Whip out that bow and sling the Silver Arrow at him, causing him to explode. The Triad of Power falls to his ashes, so grab her to unlock the doors. Head up. 10.5 EndingTotal LifeHeart Containers13/13 Characters:Princess Zelda Slash on Fire and Princess Zelda's Approach. Each of you will hold up pieces of Triforce, and the credits will roll. Congratulations on saving Hyrule! A second search awaits... Wait...