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## Legend of zelda level 9 boss

I don't put all the keys under the plane, but usually you have found a magic key in level 8. Go up 2 times and make a hole to the left, then kill the larvae to make a fragment (1). Go right and go down 2 times making holes (2). Kill the villains to find the compass. Go back 2 times and go right. You're a G2 in front of Patra that keeps the door locked), I recommend you kill him (n). If you want to make a red ring, go down, make a hole on the right (1) (killing Patra you will get a card (2)), then 2 holes at the top. Kill Wizzrobes, grab the red ring (3) and return to G2. Go up, take hole left and kill all enemies to push the left stone that will show the passage (1). Go 2 times left and kill Patra to take the underpass. Make a hole at the top, kill all the bad guys and push the middle of the stone to find the silver arrow. Go down, kill all the evil and take this aisle. Go up 3 times Killing bad guys if you need to open the door and then make a hole to the left. Kill the monsters and push the stone to the left, then go down the stairs. Kill Patra, the door opens, the hour of the final battle is struck. The boss is Gandon. As soon as you arrive in the room, Ganon disappears. Then give bulk shots anywhere to touch it. After 4 strokes (it appears when touched), Ganon turns brown (3). After that, it must be translated with a silver arrow to cut it into a pile of dust and pick up its triforce. Map Dungeon flash map Dungeon PNG Keys: H5 - B7 Map: D6 Compass: F4 Red ring: H1 Silver arrow: A2 You have to complete the first quest ... Save here (.sav from 8 Ko). Now you can start a second search, which, as far as you are warned, will be much more difficult. Here is a save (.sav from 8 KB) that will allow you to start in seconds of searching (if it doesn't work, just name your character Zelda). Select a department or view the game index. If you want to leave the Ice Queen Zero tip writing this Legend Zelda guide you can do it here. If you came straight here without having finished triforce, the sage inside could block you from going further inside. Go to the left room and kill Wizzrobes. Go to the next room and kill more Wizzrobes and some Like Likes. Next to the room. Take care of more Wizzrobes. Just orange Wizzrobes this time in the adjacent room. You have five rupees. On the right are bubbles, the likes of Wizzrobe. In the right room there are blue Wizzrobes, and they are deadly. Go down and use the pit to your advantage to attack without being hit. You get the key. A bomb on this wall. Defeat these two Lanmolos before ... You can push up this block. This is the first secret passage in the basement. When you're out. Defeat these Likes Likes. Open the right locked door and kill Wizzrobes. You have 5 worries. A bomb on this wall. Go down and bomb this Too. Here are several Wizzrobes. You get a compass. Go back up through the first bombed wall and go right. Defeat all the flies around Patra then kill Patra herself when it is vulnerable. You get the ball. Don't worry much about gels. You get 5 rupees. Go down the bottom door. Kill what you want to kill in this room. Then bomb this wall here. Take out Vires. You will get the ball for your reward. You don't need a key. If possible, ignore Wizzrobes. First, ignite this room and kill Wizzrobes. You'll get a key, but you don't need it, but I'm showing off in every room. Go to the very upper room that you can and bomb this wall. Defeat this Patrol. You now have a map. It is the shape of the Skull of Mount Of Death. A bomb on this wall. Defeat enemies in this room to make things easier for you. A bomb on this wall. Defeat all wizzrobes here and push up the left block and enter the stairs. You have the Red Ring. Now you are taking only a quarter of the damage from all attacks. Go back down two rooms (where you fought Patra) and bomb this wall. Kill or ignore the jelly and ... go through the top door. Go up the top of the locked door here. You need a clue to go to the next room. So the ball wall to the left. Defeat wizzrobes. Push the left blockade and enter the stairs. Go through the aisle. Kill these Zols. Go through the upper door. A bomb on this wall. You get a useless clue about Patra having a map, which is where you get the card already. Go back and go down. Kill Lanmolos. Blue ones carry more damage than red ones. Push the block aside and go down. Another secret passage. Go through the top door and you can get the key if you want. Just kill Patra. Flies in orbit in a different way. Go right door. Kill Keas. Go back, and push the block aside and go down the stairs. Go through the aisle. Kill these Wizzrobes. Bomb this wall and go upstairs. Take care of these Wizzrobes. Push this block to the side and enter the ladder. You have silver arrows. It's time to kick the genona tail. Go back from the secret passage you went through before. Go upstairs and kill those likes. Keep up. You are trapped in this room with Like Likes and Spike Traps. The next room has the likes, bubbles and Wizzrobes. You can try to blow them past and go up the door. There is a patra in the room. Then there are two Lanmolos. You will get the ball from them. At the top you can ignore the enemies and enter the right door. You will get a hint of the secret in the castle. You probably got them already. Defeat these Lanmolos. You have 5 worries. Defeat The Zol and likes if you want, but you want to go into a locked door to the right. Get bombs if you need them. Kill all the jelly way. A bomb on this wall. Go right. Kill Wizzrobes here. Once again go through the next room. Go through a secret aisle. Defeat in the eye section. Watch out for this Like Likes. The fun thing is that even if the bubbles hit you, they can't stop using Magic Wand. Defeat these Zols if you want. You want to go to a locked door in advance. Make your way up to a locked door. Kill Wizzrobes first. Push up the left block and avoid the spike traps to get to the stairs. Another secret passage. Kill all wizzrobes to get them out of it. The ball in the left wall. Defeat all enemies to push the left block down and enter the ladder. The last secret passage in the form. The last Patra you fight before you touch Gandon. Handmable Silver Arrows. It's time to face Gandon. He remains invisible as he spits fire at you. He will reappear when he gets hit. After four slashes, Ganon turns brown. One silver arrow and murder shot is all she wrote to Ganon. Gandon's beaten. Defeat the flames around Zelda. Go to Zeld. End. Ends in 2. Press Start to search for another. Link's Awakening finds our favorite hero ship killed on Koholint Island. Because Link can't just be a nice island getaway, the fate of the world (or at least the island) is at stake, and he'll have to navigate the island and dungeons, and fight against many monsters, mini-bosses, and bosses to survive. Our Link's Awakening walkthroughs will show you how to find dungeon entrances, navigate each room, solve each puzzle, and beat each boss in a game of nine dungeons. Throughout we will also direct you to useful items such as compass, card, keys, chests, special items and tools. Not everything Link's Awakening lives in dungeons, though, so we've also got guides and walkthroughs on the steps between dungeons like increasing inventory space and finding your Ocarina, and then learning new tracks about it. We've got guides to find a new outfit link and the entire marketing sequence that will earn you the game's most versatile weapon, Boomerang. 10.1 Entrance to DeathTotal LifeHeart Containers13/13 Now it's time to take on the final dungeon of the game, Death Mountain. You could have technically entered the final dungeon right from the start of the game, but without the eight Triforce Shards, we couldn't do much. From the home screen heads to the right screen, up to five screens, the left screen, up to two screens, and the left two screens. Here you will find two large rocks, and if you put the ball just below the rock on the left, you will blow up the entrance to the next dungeon. You shouldn't enter Death Mountain without a full Red Potion. Fortunately, there is one nearby, with only one screen left. The paths to complete the next dungeon vary greatly depending on whether you have a magic key or not. Jump to section 10.2 if you have the Magic key and section 10.3 if you don't. Containers13/13 Enemies: Lanmola, Patra Items: Compass, Dungeon Map, Red Ring, Silver Arrow Locations: Level 9: Death Mountain x12 From the entrance head to screen. Since we are full of Triforce, the Old Man will let us go by. Walk to the left of the screen. x2 x2 x3 Use the ball to blast open the wall above and head through. x3 Here you will find a new enemy known as Lanmola. They are very similar to the Moldorm we fought earlier in the quest, but they are much faster. They will move around the room and you have to strike your 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, go ahead and push the block to the left and head down the stairs. x4 Make your way through an underground tunnel. x5 Be careful not to lose your magic shield in this room. Defeat like-likes and then use the key to get through the door to the right. x3 It is best to just avoid these enemies. If you want to get compass, ball the wall below and head down to the next screen. Otherwise, just progress to the right of the screen. X2 x2 x2 Just go down and use the ball to blast over the wall below. x2 x3 Defeat all wizzrobes located in this room and grab a compass that is left behind. Backtrack with heading up to 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, Patra. Its main eye is surrounded by seven smaller eyes. They will rotate around the larger eye and sometimes create a much larger circle, damaging Link if he touches them. You will have to win all the smaller eyes before it can harm the bigger eye. This particular Patra doesn't need to be defeated, so just avoid it now and head down the screen. x8 Defeat all the gels to get some rupees and then ball the wall to the right. x2 Here you will find a second Patra and while you do not actually have to defeat him, doing so will cause the dungeon card to appear. The map might seem more intimidating than most dungeons, but fortunately, most rooms are skippable unless you follow along with a walkthrough. Use the ball to blast open the wall above. x3 x2 x2 x1. This space looks pretty scary, but fortunately we do not defeat any of the enemies. Run to the north wall and blast it open with a ball. x2 x2 x1 you will have to win all wizzrobes in this room which can be quite difficult considering all the blocks and bubbles that are your way. Use potion if you need to, but when all enemies are defeated, push the block left and head down the steps. x4 run over and grab the Red Ring. This will reduce the amount of damage you take when getting hit. Link will take half of the damage that he made before he was in the Blue Ring, or one quarter of the damage he took from he was a Green Tunic. Resurface and then head back down two screens where we fought Patra to get to the Dungeon Map. Continue to backtrack the left screen and up to the screen where you fought the first Patra. Go through the previously locked door. The old man gives quite direct advice this time around. Use the ball to blast open the wall to the left. x2 x3 Defeat Wizzrobes and push the block to the left to reveal the ladder. x4 Make your way through the underground aisle. x5 Defeat or ignore Zol and head left through the locked door. x8 You can defeat all keese here to get some rupees, but then head to the left of the screen. x1 Here we will find another Patra, but this one is a little different, because its eyes will move more elliptical formation. Defeat the enemy and then push the block to the left to reach the ladder. x4 Make your way through the underground aisle. x2 x3 you can avoid your enemies now if you want, but we will eventually have to defeat them. Ball the wall over and head through. x2 x3 x3 you will have to win all wizzrobes in this room and the bubbles make it pretty annoying. If necessary, use a potion. When all wizzrobes are defeated, push the block to the right to open the ladder. x4 run over and pick up silver arrow. This item is a much stronger version of Arrow and is also the only item capable of winning Ganon. Restore and then head down the screen. Defeat wizzrobes to reach the stairs and go back through the underground tunnel to return to the room where you fought Patra. From there head up the screen. x6 defeat to avoid like-likes in this room and head up the screen. x4 x4 Here are more like-Likes as well as some Blade Traps. Avoid them and head to the top of the screen. X2 x2 x3 x1 Place the ball against the wall to the left and blast it open. x2 x2 x4 Render all Wizzrobes and then press the block to the left. Under the blade, a hidden staircase appears under the trap, so a step in front of it to start it and then run quickly to the stairs. x4 Make your way through the underground aisle. X2 x2 x4 Avoid enemies and bomb the wall to the left. X2 x2 x2 Defeat all enemies and then push the block to the left to reach the ladder. x4 Make your way through the underground aisle. x1 Here we have one last Patra fight. Defeat the enemy and then head up through the door, which opens to take on the ultimate boss, Ganon. 10.3 Death Mountain (No Magical Key) Total LifeHeart Containers13/13 Enemies: Lanmola, Patra Items: Compass, Dungeon Map, Red Ring, Silver Arrow x12 From the entrance head to the top of the screen. Since we are full of Triforce, the Old Man will let us go by. Walk up the screen. X2 x2 x2 Defeat all enemies here and then grab the key that is left behind. Use the ball to blast open the wall to the left. x3 here you will find a new enemy known as They are very similar to the Moldorm we fought earlier in the quest, but they are much faster. They will move around the room and you have to strike your 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, go ahead and push the block to the left and head down the stairs. x4 Make your way through an underground tunnel. x5 Be careful not to lose your magic shield in this room. Defeat like-likes and then use the key to get through the door to the right. x3 It is best to just avoid these enemies. If you want to get compass, ball the wall below and head down to the next screen. Otherwise, just progress to the right of the screen. X2 x2 x2 Just go down and use the ball to blast over the wall below. x2 x3 Defeat all

wizzrobes located in this room and grab a compass that is left behind. Backtrack with heading up to 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, Patra. Its main eye is surrounded by seven smaller eyes. They will rotate around the larger eye and sometimes create a much larger circle, damaging Link if he touches them. You will have to win all the smaller eyes before it can harm the bigger eye. This particular Patra doesn't need to be defeated, so just avoid it now and head down the screen. x8 Defeat all the gels to get some rupees and then ball the wall to the right. x2 Here you will find a second Patra and while you do not actually have to defeat him, doing so will cause the dungeon card to appear. The map might seem more intimidating than most dungeons, but fortunately, most rooms are skippable unless you follow along with a walkthrough. 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Grab the key in the corner and then head down Screen. x2 x3 Defeat all wizzrobes in this room and grab the key that is left behind. Backtrack with a title of up to three screens, left screen, and up to the screen to get back to the first Patra room. From there head up through the locked door. The old man gives quite direct advice this time around. Use the ball to blast open the wall to the left. x2 x3 Defeat Wizzrobes and push the block to the left to reveal the ladder. x4 Make your way through the underground aisle. x5 Defeat or ignore Zol and head left through the locked door. x8 You can defeat all keese here to get some rupees, but then head to the left of the screen. x1 Here we will find another Patra, but this one is a little different, because its eyes will move more elliptical formation. Defeat the enemy and then push the block to the left to reach the ladder. x4 Make your way through the underground aisle. X2 x3 you can avoid your enemies now if you want, but we will eventually have to defeat them. Ball the wall over and head through. x2 x3 x3 you will have to win all wizzrobes in this room and the bubbles make it pretty annoying. If necessary, use a potion. When all wizzrobes are defeated, push the block to the right to open the ladder. x4 run over and pick up silver arrow. This item is a much stronger version of Arrow and is also the only item capable of winning Ganon. Restore and then head down the screen. Defeat wizzrobes to reach the stairs and go back through the underground tunnel to return to the room where you fought Patra. From there head up the screen. x6 defeat to avoid like-likes in this room and head up the screen. x4 x4 Here are more like-Likes as well as some Blade Traps. Avoid them and head to the top of the screen. X2 x2 x3 x1 Place the ball against the wall to the left and blast it open. x2 x2 x4 Render all Wizzrobes and then press the block to the left. Under the blade, a hidden staircase appears under the trap, so a step in front of it to start it and then run quickly to the stairs. x4 Make your way through the underground aisle. X2 x2 x4 Avoid enemies and bomb the wall to the left. X2 x2 Defeat all enemies and then push the block to the left to reach the ladder. x4 Make your way through the underground aisle. x1 Here we have one last Patra fight. Defeat the enemy and then head up through the door, which opens to take on the ultimate boss, Ganon. 10.4 Prince of Darkness, GanonTotal LifeHeart Containers13/13 Bosses: Ganon Items: Triforce of Power Entering this room, it will become dark. The link will hold up triforce wisdom and the room will light up with Ganon appearing. Let the battle begin! Ganon will disappear and start shooting fireballs at you that are unblockable in your magic shield. He moves with the model, so hit one of the places he shoots from and you Their. Every time you strike him, he will change his model. This stage is quite haphazard and could be annoying. I find it best to stay in one corner or part of the room and just keep slashing away until you hit him. After striking him four times, he will turn brown. It's your sign that he's almost defeated. Whip that bow and sling the Silver Arrow at him, causing him to explode. The power trispeath falls into his ashes, so grab it to unlock the door. Head up. 10.5 EndingTotal LifeHeart Containers13/13 Characters: Princess Zelda Slash at Fire and Approach Princess Zelda. You each hold up pieces of Triforce, and Credits will roll. Congratulations on saving Hyrule! The second quest awaits ... Waiting...

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