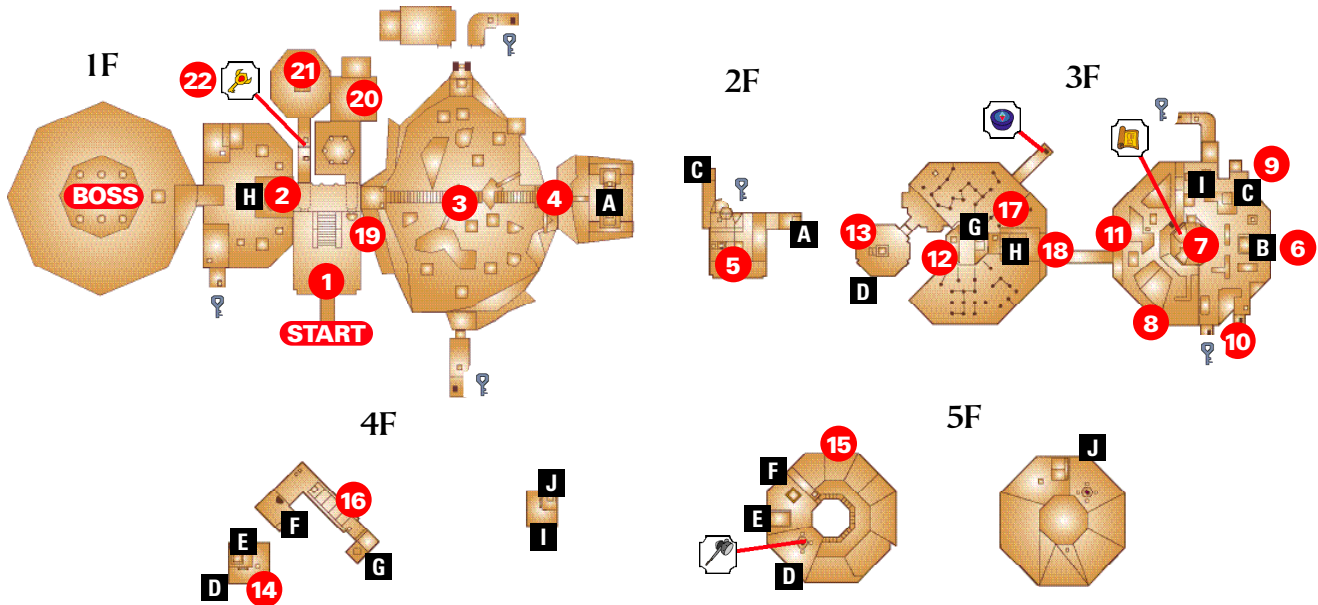




### Fire Temple Map



**Map Key** 1 Strategy Callout A Floor Connection Map Compass Boss Key Megaton Hammer

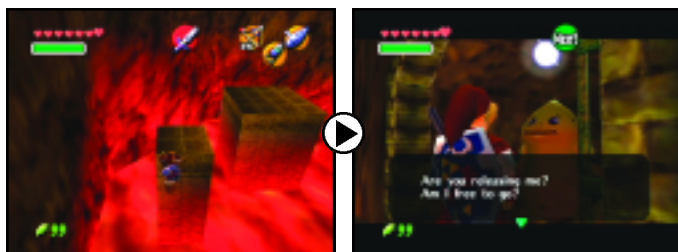
#### 1 FIRE TEMPLE ENTRANCE

The entrance to the Fire Temple has a large central staircase. The lower-left side holds a captive Goron that you won't be able to free until later. The right side has a statue that can only be moved with the Megaton Hammer. Watch out for two Fire Keese circling the upper chamber. Go up the stairs and walk through the left door.



#### 2 DARUNIA'S PLEA FOR HELP

Darunia asks for your help in freeing his people who are held captive throughout the Fire Temple. Once he heads off to try to deal with Volvagia, jump across the pillars on the left-hand side to reach the Switch and free the Goron inside. Be sure to talk to the Gorons you free because they have valuable advice on secrets within the dungeon. Grab the Small Key inside the cell and use it to unlock the right-hand door in the main chamber.



#### 3 TAKE TWO. THEY'RE SMALL

Cross the rope bridge and use the fire blocks and pillars to cross to the left-hand side to free the Goron inside to earn a Small Key. Watch out for Fire Keese circling the ceiling who'll dive down when you near them, and beware of the Red Bubbles who fly up out of the lava. Once you have the Small Key, head back to the bridge and take the right path. Use a Bomb to blow up the wall to reveal a door. Inside you'll find a second Goron and receive another Small Key. Use one of the Small Keys to continue through the locked door.



#### 4 CHAIN LINK FENCE

Use your Hookshot to pull yourself up on the right side of the chain link fence, then walk cautiously along the top edge to the platform. There are two Fire Keese on the ledge. Jump down to the block, then grab and push it over the edge onto the lava stream. Jump onto the block and ride it up.



**5 THE CRYSTAL SWITCH**

Climb up the left ledge, but watch out for the two Torch Slugs. Jump across to the Crystal Switch on the opposite ledge. Push the block off the ledge and jump down, then pull it into the depression in the floor. Climb up the block and jump over to the higher ledge and climb the fence. To deactivate the fire that blocks the fence leading upward, drop a Bomb or shoot an arrow at the Crystal Switch that is on the ledge below. Run over to the fence and climb up.




**6 BOULDER DASH**

After climbing up the fence you'll emerge in a stone maze on the 3rd floor with giant boulders around all the corners. Take a right and go down to where a Switch is located that unlocks a Goron and another Small Key. Next, head to the opposite side and free a second Goron to earn another Small Key. Head over to the locked door (it's on the opposite side of where you entered) and use your Small Key.



**7 NARROW WALKWAY**

 There are three hearts on the ledge on your left, but be very careful not to fall or you'll have to climb back up from the 1st floor. Use your bow on the Eye Switch above the barred door to unlock it and grab the Dungeon Map in the next chamber. Head back to the ledge room and use your second Small Key on the locked door and walk inside.



**8 WALL OF FIRE**

When you step onto the iron walkway a wall of rolling fire will pursue you. Run to the other side of the chamber and enter the unlocked door. You'll find a locked door there but you'll need to free another Goron below the Boulder Maze before continuing.



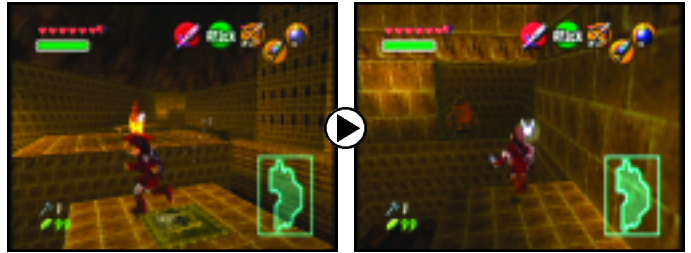
**9 TOP OF THE ROCKS**

When you emerge above the Boulder Maze, jump across to the pillar directly in front with a Fire Torch on it. Defeat the Fire Torch and place a Bomb on the top of the pillar where the ground is slightly warped. A shaft will appear in the rubble that you can descend. After walking down, you'll find the Goron who was trapped on the second floor along with a Small Key. Head back up to the top of the Boulder Maze.



**10 PILLAR JUMPING**

Once you're on top of the Boulder Maze again, jump across to the Switch and press it. A cage at the other end of the chamber will unlock with another Goron inside. Carefully leap across each pillar to reach the Goron. Be sure to watch out for Fire Torches along the way. When you reach the Goron, you'll earn another Small Key.




**11 BACK TO THE WALL OF FIRE**

From the top of the Boulder Maze, jump back across the pillars to reach the door that leads back to the Wall of Fire room. Use your Small Key on the locked door, and grab the two hearts on the pillars above the iron grating if you need them.



**12 FIRE MAZE**

 Negotiate the Maze of Fire using the map on the left. Watch out for the Fire Keese that descend from the ceiling. Once you reach the central room, use your Small Key to cross to the other side. You'll find a trapped Goron inside but you'll need to reach the top of the Fire Maze before you can free him. On the other side of the maze, push the Switch to lower the fire blocking the door and run over quickly before it rises up again. Grab the jars on either side of the door and use a Bomb on the door before entering.



**13 FLARE DANCER IN THE DARK**

The Flame Dancer can be very intimidating at first, but if you use your Hookshot you can L-Target and pull the little guy out of his flaming costume. Try to do it before he starts circling the room and throwing fire. Once you pull the Flame Dancer out with your Hookshot, he will try to retreat. Attack with your sword, then circle around and cut him off with another attack. Keep doing this until he jumps back into the flames, then get ready to use your Hookshot again. Once it's destroyed, jump on the platform to ride it up.



**14 BOMB THE CRYSTAL SWITCH**

Climb up to the top of the ledges and drop a Bomb over the edge on the Crystal Switch below. This deactivates the fire on the fence and allows you to climb up.



**15 CAKEWALK**



Jump up onto the ledge and press the Switch. You'll have a limited time to get to the treasure chest by carefully walking up the narrow stone path. Once there, you'll earn the Megaton Hammer. Head back to the entrance and use the Hammer on the stone block to descend into the next chamber. In the next area, use the Hammer to smack the blocks away from the door and exit.



**16 CREATE A GIANT STAIRWAY**

Eliminate the Fire Keese and use the Megaton Hammer on the block to create a giant stone stairway leading down. Grab one of the blocks and carry it down below to place it on the Switch. In the next room, use the Megaton Hammer again to descend.



**17 FIRE MAZE PART TWO**

In this area, you begin on the upper level of the Fire Maze. Climb up the ledge and use the Hammer on the rusty Switch to lower the bars on the door. Across the gap is a stone block with the Song of Time inscribed on its surface. Pull out your Ocarina and play the Song of Time to remove the block and reveal a rusty Switch. Smack the rusty Switch to release the Goron below and receive a Small Key.



**18 HAMMER TIME**

Climb back to the upper level by using the Song of Time and jump across to the platform. Use the Hammer to hit the block and descend all the way down to the chamber where you first saw Darunia. Next, head back out to the entrance where you saw the very first trapped Goron.



**19 BLOCK SWING**

Use the Hammer on the blocks on the right of the entrance to reveal a door. Inside you'll find Fire Keese and Fire Torches. Defeat all the enemies to unlock the barred door.



**20 DO YOU LIKE LIKE IT?**

In this chamber you'll be attacked by floor tiles and a Like Like. Move around while targeting the floor tiles and defend yourself until they stop. Stay clear of the Like Like or it will devour your shield and you'll be defenseless. Toss Bombs at the Like Like until it's eliminated.



**21 FLAME DANCER'S REVENGE**

Here you'll encounter another Flame Dancer. Defeat it in the same manner as before and move on.



**22 THE FINAL PRISONER**

The final Goron prisoner is in the remaining cell. After using your Hammer to smack down the rusty Switch, you'll earn the Boss Key and can finally help Darunia eliminate Volvagia.



**BOSS BATTLING VOLVAGIA**

Through the door, jump on the ledge to lower it to the previously inaccessible door below. Hit the cow with your Fairy Slingshot to reveal a small treasure chest, then head through the next door. Defeat the Like Likes in the room, then target the two cow heads in the wall with your Fairy Slingshot. The left cow will drop a small treasure chest. Hit the right cow head to make it rise. A second hit will make it rise again. The third shot will unlock the door to the Boss.



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