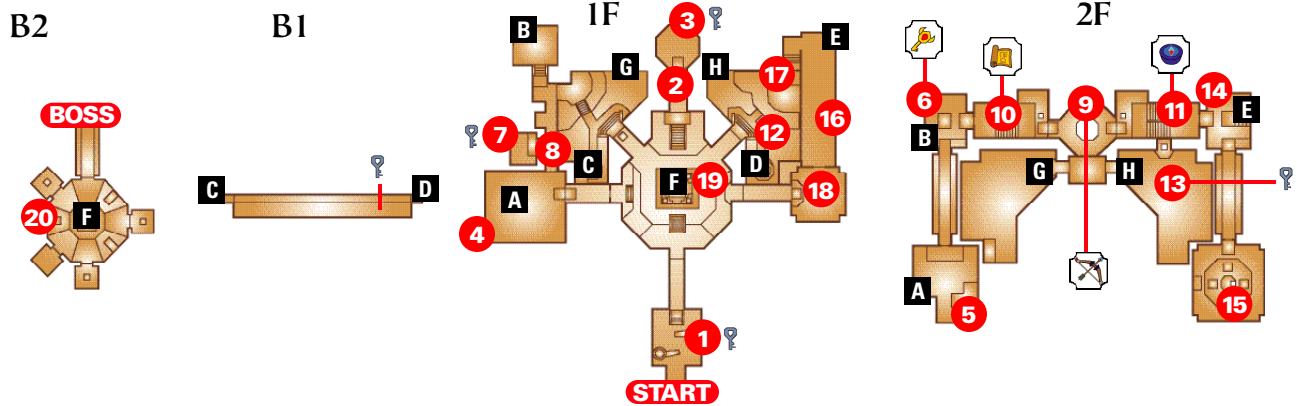




Forest Temple Map



MapKey **1** Strategy Callout **A** Floor Connection Map Compass Fairy Bow

1 THE COURTYARD KEY

In the courtyard you'll be greeted by two Wolfos. Z-target them one at a time, use your Hookshot to freeze them and then follow up with a jumping attack. Once the two are vanquished, climb the vines on the right-hand wall to reach the top of the tree trunk. Jump across to the other side and get your first Small Key.



2 THE FOUR SISTERS

In the main room of the Forest Temple are four braziers that must be lit by four different Poes hidden within the dungeon. Completing a section will light the appropriate braziers. When all are lit you can descend in the elevator to the boss lair. Start by heading to the door straight ahead from the entrance you came in.



3 THE TWO STALFOS

Once you enter the chamber two Stalfos appear. You can use your Hookshot to freeze them while they attack and then use jumping attacks to defeat them. The Stalfos can be hard to defeat so block with your shield and try to focus on one at a time. Counter-attacking also works well. When you defeat them you'll earn a second Small Key. In the jars in the chamber are fairies. Be sure to collect them in your bottles. If you need to, you can return and continue collecting fairies as many times as you want. Head back out to the main chamber, play the Song of Time on the door with the block in front of it, then walk inside.



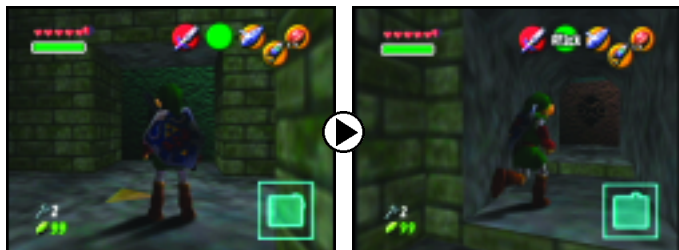
4 THE INNER COURT

Deal with the Deku Baba and the Octorok and then use your Hookshot on the vine-covered wall on the right to eliminate the Skulltulas. Climb the vines to the doorway above. Freeze the Blue Bubble with Deku Nuts and use a jumping attack to destroy it. You'll gain the Dungeon Map. Exit this room and deal with the Deku Baba. Climb and balance on the railing and use your Hookshot to cross over to the opposite balcony with the target on it. Press the switch to lower the water in the well. Jump down and climb down the well, then grab another Small Key.



5 BLOCK PUZZLE

In the main room use your Small Key to unlock the door on the left and head inside. Deal with the Blue Bubble and then climb up the ladders. Navi will tell you that arrows are painted on the floor. These arrows provide clues about which direction the blocks need to be pushed. The green block needs to be pulled out of its spot and pushed in. When it's in place, take the ladder up and push the red block until it can't go any farther. Now jump back down. Using the green block, get to the other side of the red block and push it into position. Next, climb up the red block and use the ladder to reach the exit. Defeat the Blue Bubble that blocks your path.



6 A TWISTED CORRIDOR



Run down the twisted corridor to the end. Navi will warn you of the Wallmaster -- a giant hand that swoops down and boots you out of the dungeon. Watch for its dark shadow on the ground and dodge its attack as it drops. Use your Small Key on the locked door and enter.



7 TRIPLE THREAT

Beyond the Poe in the mirrors is a Stalfos. Stay away from the center of the room and counter-attack to defeat him. Once he's gone, the floor will drop (giving you more room to maneuver) and two Stalfos will appear. This battle is timed. If you don't defeat both quickly enough, one of the enemies will regenerate. Use the same technique as before but try to deal with one at a time and use powerful attacks to deal the most damage. You can also freeze them with the Hookshot if you time it right. Once you've defeated them you'll earn the Fairy Bow and can finally deal with the Poe Sisters.



8 POE NUMBER ONE

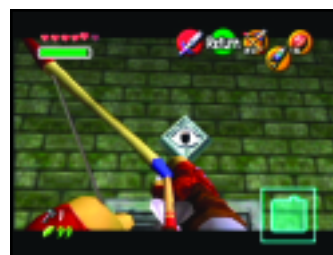
After earning the Fairy Bow, head back to the room where you saw the Poe in the mirror. There are three mirrors and the Poe (Joelle) will teleport to each. Sneak up on it from afar and fire an arrow until you've struck it in all three mirrors. It will float down to the unlit brazier at the bottom where you must strike it. Just wait for it to wind up and move out of the way, then strike it with your sword or bow. When it's defeated you'll earn another Small Key.



9 STRAIGHTEN THE CORRIDOR



Head back to the room before the twisted corridor. With the Fairy Bow you can shoot the eyeball to straighten out the corridor. Once the corridor is straight you can run back in and get the Boss Key. Watch out for the shadow of the Wallmaster while you're on the floor. After collecting the Boss Key, drop through the hole in the floor. Dispatch the Blue Bubbles to unlock the door and head through.



10 WALLMASTER



You'll arrive on a ledge with a Deku Baba right beside you. Deal with the Deku Baba and take first door on the right. Inside is a Wallmaster. L-Target it and dodge when it turns green and leaps at you. Counter-attack and it will split into three smaller hands. Quickly strike all three before it reforms again, and you'll earn a Small Key. Head back to the ledge and go through the next door. Drop down into the block puzzle room. Head up the green block, take a left at the red block and go over to where the railing is. Above is an eye you can shoot with the Fairy Bow. A small treasure chest appears with a bundle of arrows inside.



11 POE NUMBER TWO



You'll need to shoot the eye again to twist the corridor and head past the room where you defeated the three Stalfos. Defeat the second Poe (Beth) the same way you defeated Joelle. Fire arrows into the mirrors, then target and defeat her at the brazier. You'll earn the Compass. Head up the stairs and go through the door to the normal corridor. Jump across the room, climb the ladder, and use your Small Key on the locked door.



12 ICY BULLSEYE

Destroy the Green Bubbles in the long corridor. Use your Small Key on the door. Inside the chamber you'll find spinning pillars. Ready your bow, then jump across the pillars. By shooting through the flame in the center, you'll melt the ice over the eyeball and twist the hallway you just traveled through. This rearranges the arrangement of the previous room, allowing you to head back in and drop down a hole.



13 CHESSMASTER

You'll fall into a room with a checkered floor and a plate with holes in it smashing down. Note where the holes are and run to safe spots in-between to reach the switch to unlock the door at the end. There's a treasure chest in the center with a bundle of arrows. Watch out for dropping Skulltulas from the ceiling as well.



14 PORTRAIT PUZZLE

Use your bow on the portrait on the wall. Five puzzle block pieces will drop from the ceiling. Four of them form a portrait of the 3rd Poe (Amy). Push and pull the four correct blocks to piece together the picture and force Amy to appear. Dodge her spinning attacks and use your sword and bow to defeat her when she appears. Once Amy's defeated the door unlocks and you'll emerge back out in the main chamber.



15 GETTING THE LAST POE

When you enter the main chamber the last Poe (Meg) will be in the center of the room. She will split into four identical versions of herself and circle around. The single Poe that continues to spin is the one to strike. Target with your arrows or Hookshot and fire away until you've defeated her. When the elevator rises up, ride it down.



16 THE FINAL PUZZLE

Push the walls to rotate the chamber. You'll need to rotate it several times. Your first goal is to access the switch that unlocks the grating. After that, try to line it up with the corridor that leads to the Boss's lair.



BOSS PHANTOM GANON

Get into the center of the room and use your Fairy Boy in first-person view. Scan the paintings on the wall and watch for the Phantom Ganon running toward you. When you see him, check the paintings to the left and right for decoys. Whichever one jumps out of the painting is the true Phantom Ganon. Right when he jumps out shoot an arrow at him. Eventually the Phantom Ganon will leave the paintings and attack you with balls of electricity. Swing your sword to deflect them back to stun him, then attack with your sword. As you do more damage you will have to deflect the ball of energy faster and faster back and forth a few times to stun him.



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