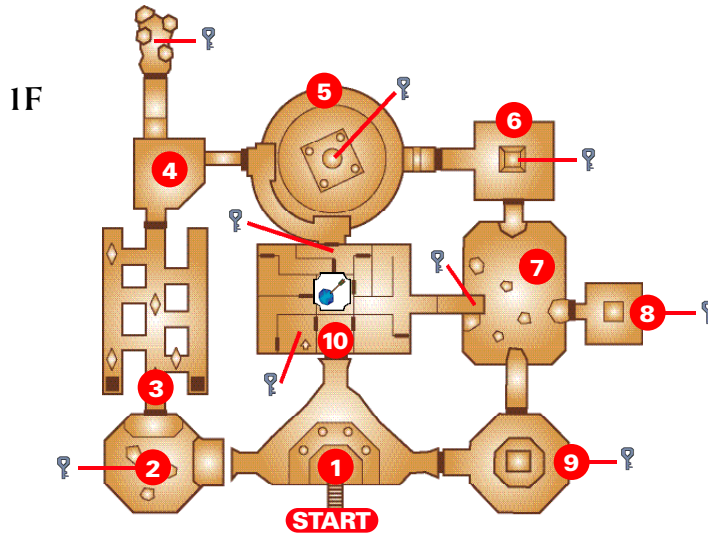




### Gerudo Training Ground Map



#### Map Key Strategy Callout Ice Arrow

#### **1** GERUDO TRAINING GROUND ENTRANCE

Inside the Training Ground are three Lion Head doors that lead to different sections of the dungeon. You'll need to complete the challenges in each portion of the dungeon to proceed. Start by entering the left door from the entrance.



#### **2** TIMED BATTLE

In the first challenge you must battle two Stalfos within a minute. A timer is on screen to show how long you have remaining. To make things more interesting if you stand in one spot on the sand for too long you'll begin to sink. L-target the Stalfos one at a time and strike quickly as they leap or attack to defeat them. You'll earn a small key and can proceed to the next area.



#### **3** TIMED GEM RUN

In the second challenge must collect all the Jewels of White in one minute and thirty seconds while avoiding traps and danger. The first three Jewels are easy. From the entrance they are in the upper left, lower left and lower right of the chamber when viewed from above. The Fourth is up the ramp on the right and you must leap off the ledge to snatch it. The fifth is hidden above the entrance on the ceiling. Use your Hookshot on the point above the gem to collect it. Once collected the bars unlock and you can continue, but the traps are still active so proceed carefully.



#### **4** BATTLE OF THE WOLFOS

You'll battle Wolfos in this room. Defeat them by freezing them with Deku Nuts or your Hookshot and jumping sword strikes. Once they're defeated a chest appears with a bundle of arrows. Above the small false door is a secret passage you can spy with your Lens of Truth. Use the Hookshot to pull you into the small chamber above. The inscribed door contains another small key but requires the Silver Gauntlets to be able to move the stone.



**5 CIRCULAR LOGIC**

Before jumping down to deal with the statues run across and enter the far door and grab the small key. Head back out to the statue chamber jump down below and shoot the eyes of all four statues to reveal a chest with a small key. Use your Hookshot to pull you back out and continue to the next challenge. You can also re-visit this room from the beginning to collect another small key on the walkway above. The barred door is unlocked when the statue puzzle is solved.



**6 ROOM OF FIRE**

In this challenge the room has two Torch Slug's and some Fire Keese. Destroy the Fire Keese with arrows and the Torch Slug's by L-targeted attacks. Once the enemies are cleared a chest shows up with a bundle of arrows inside. Use your Megaton Hammer to smash the blocks on the surrounding walls to reveal an Eye target and a switch. The Eye target removes the bars on the exit. The switch turns the fire off on the chest in the center which contains a small key. Head through the unlocked door.



**7 SEA OF FIRE**

In the sea of fire you have to collect all the Silver Rupees scattered throughout the room. The first is easy because it's right in front of you. Stand near the edge and turn around and use your Hookshot to jump up and collect it. Jump down to the first pillar and collect the second gem. Jump across to the next closest pillar and play the Song of Time. Blocks will materialize making it much easier to reach the remaining gems. Use the new blocks to reach the small key at the top of the steps and the two other gems. The last gem requires you to push the switch to turn off the fire and then jump from the top of the Song of Time blocks. Once you have the last gem use your Hookshot to pull you to safety. Exit through the unlocked door.



**8 UNDERWATER CHALLENGE**

In this room play the Song of Time to remove the blocks over the underwater room. Dive down wearing the Blue Suit and the Iron Boots. This way you can stay underwater as long as you need to collect the gems. Use the Longshot to grab the grapple points and pull you near the gems. You can also remove your Iron Boots to float upward and put them back on to go back down. Once you've collected all the gems a chest appears above that contains a small key. Head back out to the Sea of Fire room and exit through the next door.



**9 MORE TIME TO KILL**

In this challenge you must defeat two Dinalfos while staying away from the edges (which sprout sheets of fire) and the center (which has a Beamos). Stay outside the range of the Beamos and use your arrows or attacks to defeat the Dinalfos. Once they're defeated throw a Bomb on the Beamos to destroy it. You'll earn another small key and can continue onward.



**10 SEVEN KEYS FOR SEVEN DOORS**



Inside the final maze chamber take the left path. In the first unlocked chamber you can use the Lens of Truth to spy an area above with another small key. You'll need seven keys to unlock all the doors leading to the Ice Arrows. Inside the first unlocked room you can use the Lens of Truth to reveal a hidden key in the ceiling. Use the fence to climb up to it. Along the way to the Ice Arrows are treasure chests with a variety of treasures. Once you've collected the Ice Arrows exit the dungeon.



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