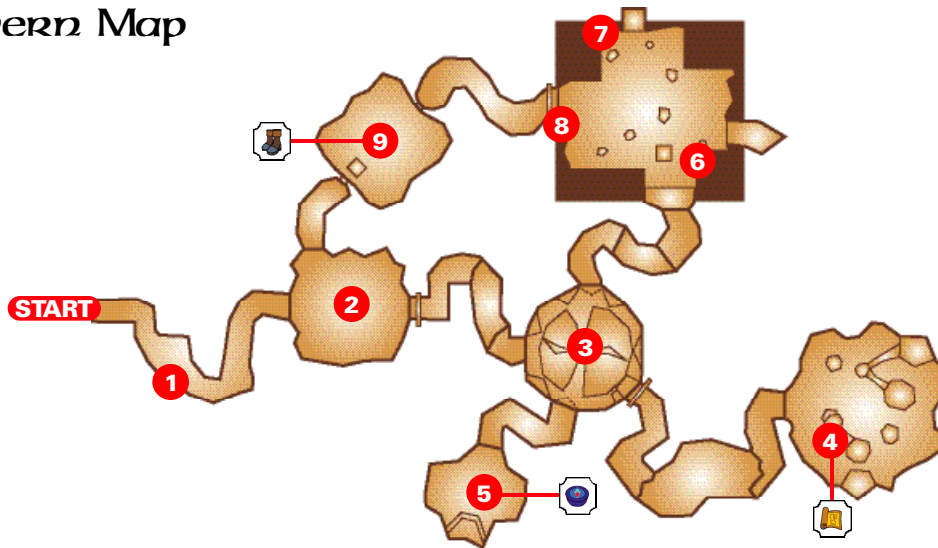




ICE CAVERN

www.zelda.com

Ice Cavern Map



Map Key 1 Strategy Callout A Floor Connection Map Compass Iron Boots

1 AN ICY GRAVE

As soon as you enter the Ice Cavern you will notice ice stalagmites and stalactites, as well as red ice. This is the same red ice that encases King Zora. Red ice can be melted with Blue Fire, which you will find deeper within the cavern. Stalagmites can be removed with a swing of your sword. If you walk underneath stalactites, they will drop to the ground. Protect yourself with your shield, and don't let the ice get the best of you.



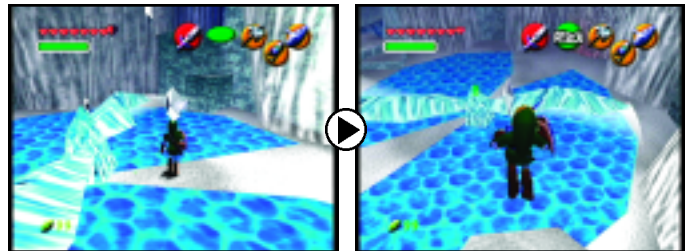
2 MEET THE FREEZZARDS

In the first room you will notice four Freezzards circled by a spike. Don't get caught up in the spike's path. To defeat the Freezzards, use your Hookshot to pull yourself next to them, then swing away with your sword until you break the Freezzard down to nothing. Watch out for their ice breath, as it will freeze you dead in your tracks. Defeat all of them to unlock a door. A Red Rupee waits behind a wall of red ice to the left of the doorway.



3 THE SILVER RUPEES

Two giant ice blades spin in the next room, protecting five Silver Rupees. Follow the blade around and grab the three Silver Rupees surrounding the ice blades. Jump off the ledge where the locked door is to grab the fourth Silver Rupee. The fifth one is hidden behind three ice stalactites. When all Silver Rupees are collected, you will unlock the door on the ledge. Enter the next room.



4 THE BLUE FIRE

A flock of Ice Keese are flying around this room. Quickly shoot them down with your Fairy Bow, because one touch from them will temporarily freeze you. Climb up and walk along the narrow path. If you need health, jump to the ice pillar holding three Hearts. Leap to the small ice pillar to your left, being careful not to fall into the path of the spike. Take one more jump and you'll reach the Blue Fire. You will need an empty bottle or two to store the Blue Fire, which is used to melt the red ice. Grab some Blue Fire and melt the red ice. Directly in front of you, across a small ice walkway, you'll find a breakable pot and a large treasure chest, both encased in red ice. The pot holds a Red Rupee and the large treasure chest contains the Map. Don't forget to refill your bottles with Blue Fire before you leave.



5 RETURN VISIT



With the Blue Fire in hand, return to the previous room with the spinning ice blades. The doorway to your left is blocked by red ice. Melt it with the Blue Fire and proceed into the next room. Directly ahead you'll see another fountain of blue fire. Use it to refill your bottles after you've melted the red ice in this room. You'll find a Heart Container and a large treasure chest with the Compass. Refill with Blue Fire again before leaving this room.



6 SLIPPIN' AND SLIDIN'

Return once again to the room with the spinning ice blades. Melt the red ice in front of the passage. In the next room you need to collect another five Silver Rupees. Jump down onto the ice block in front of you. Next, jump onto the pillar holding the first Silver Rupee. On a small pillar nearby is the second Silver Rupee. Return to the ice block you first jumped onto and push it to the right side of the room. Use the block to reach the third Silver Rupee. Melt the red ice to collect it. Push the block over the edge, and a new block will take its place. Stand behind the new block and push it to the left side of the room to grab the fourth Silver Rupee, then push it forward to grab the final Silver Rupee. Be careful not to fall off the edge yourself. The last door will be unlocked.



7 TIME FOR A REFILL

Start with a new block to refill your Blue Fire. Push the old one off the ledge, and with a new ice block in hand push it forward, left, forward, left, and finally forward again. After you've refilled with Blue Fire, you will notice that there are three Red Rupees hovering just out of reach above the Blue Fire fountain. Play the Song of Time to reveal a Time block, allowing you to reach the three Red Rupees.



8 TO THE FINAL DOOR

Now it is time to search out the Ice Cavern's true treasure. Once again, push the old block off the edge and start with a new block. Push it left, forward, right, back, then left one last time. You can now reach the passage to the final room of the Ice Cavern. If you need more health, melt the red ice along the way to uncover two breakable pots holding Hearts.



9 THE IRON BOOTS



When you enter the last room, you will get locked in, and a White Wolfos will attack you. This is a stronger version of the Wolfos. It defends itself better and takes more strikes than a regular Wolfos to defeat. Once the White Wolfos is eliminated, a large treasure chest will appear. Inside you'll find the Iron Boots. After you've collected them, you will be greeted by Sheik. Sheik teaches you the Serenade of Water, allowing you to warp to Lake Hylia. After Sheik vanishes, equip your Iron Boots and look behind the large treasure chest. You will find a pool of water. Jump in and take a shortcut to the beginning of the Ice Cavern.



BROUGHT TO YOU BY:



FOR SUBSCRIPTION INFORMATION, VISIT:
http://www.nintendo.com/news/news_power_promo.jsp