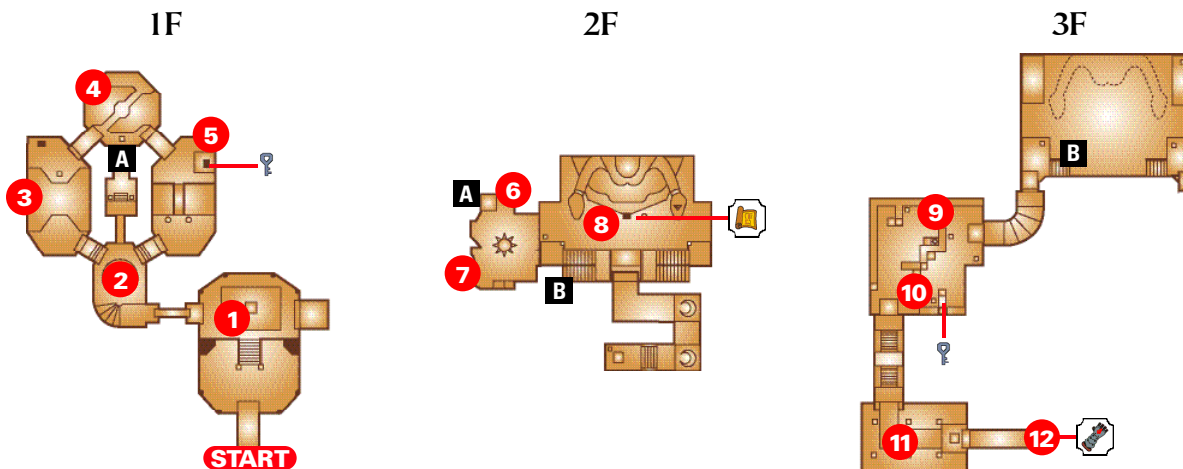


## SPIRIT TEMPLE (CHILD)

### Spirit Temple Map



**MapKey** 1 Strategy Callout A Floor Connection Map Silver Gauntlets

#### 1 A SMALL FAVOR

As you enter the Temple you will run into two Armos. Strike them with your sword to wake them up and then stay out of their way. Use your Boomerang to stun them and then finish them off with your sword. After Nabooru asks you to recover the Silver Gauntlets, crawl through the small hole in the wall behind her to reach the next room.



#### 2 UNLOCK THE DOORS

At the top of the stairs you will be attacked by Fire Keese. Lock onto them and use your Boomerang to pick them off. In the center of the room is another Armos protected by a spinning blade. Destroy it to unlock the gated doors, then enter the unlocked door on the left side of the room.



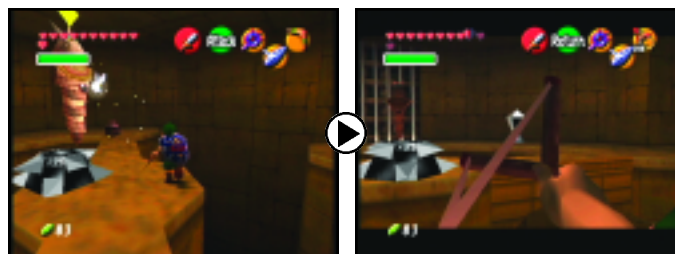
#### 3 STALFOSBATTLE

In this room you will be faced with a Stalfos and a Green Bubble. Defeat the enemies, then use your Boomerang to hit the switch behind the pillar. You'll have to angle your throw to reach the target. Cross the bridge that appears and then enter the next room.



#### 4 THE ANUBIS

In this room you will face an Anubis. Use the Hylian Shield to block its fire attack, then equip your Boomerang and get rid of the pots that block your path. Follow the rotating spike to the right until you reach the far-left side of the room. Use your Fairy Slingshot to hit the switch, which releases a blast of fire to defeat the Anubis. Exit the door by the switch on right side of room.



**5 BATTLE IT OUT**

Defeat the Keese in this room while avoiding the Wallmaster. You'll have to collect five Silver Rupees to open a door and lower a bridge to the other side. Ignite a Deku Stick, then run across the bridge and light the other torches to reveal a Small Key. Next, return to Callout 1 and crawl through the small opening leading to the 2nd Floor.



**6 THE 2ND FLOOR**

On your way to the 2nd Floor you will need to do some wall climbing. First, clear the walls of all Skullwalltulas by locking onto them and attacking with your Boomerang or Fairy Slingshot. Climb the wall to the 2nd Floor and be ready to face off with some Lizalfos. Lizalfos are extremely speedy, so stay locked on and use your Boomerang to stun them. When they're dazed, dash in and swing away with your sword.



**7 LET THERE BE LIGHT**

Use your Boomerang to hit the switch on the pillar, which reveals a treasure chest holding Bombchus. Just to the right of the switch at the top of the room you will notice a large boulder protruding from a hole in the wall. Stand in front of it and release a Bombchu to create an opening where sunlight can reach the sun symbol on the floor. This will unlock the door into the main temple room.



**8 GET THE MAP**



Enter the main temple room and push the Armos off the ledge onto a button below. Climb up the stairs to the top and use the torch to light a Deku Stick on fire. Drop below and use your Deku Stick to ignite the two unlit torches. A chest will appear containing the Dungeon Map. Climb the wall next to the statue you pushed, take the stairs and exit the room.



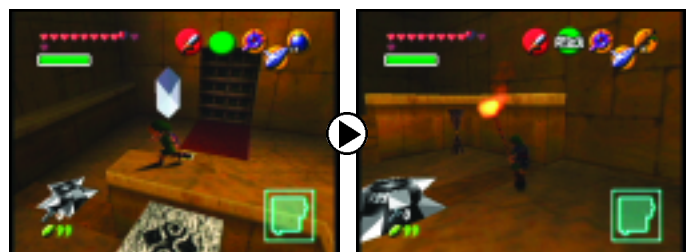
**9 BLOCK IN THE SUN**

Use Bombs to destroy the Beamos, then walk behind the small center wall to find four blocks. Move the blocks around until you free the one with the sun symbol, then move it into the sunlight to unlock the door.



**10 RUPEES FOR A KEY**

Next, collect the five Silver Rupees that appear in the room. When the torch ignites, light a Deku Stick and set the other three torches on fire. If all of the torches are lit at the same time, a chest holding a Small Key will appear. Exit the room by the newly unlocked door and use your final Small Key to unlock the door which leads to the boss room.




**11 KNUCKLE FIGHT**

Defeat the Iron Knuckle to unlock the last door. Use the same strategy as you have for previous encounters with the Iron Knuckle. Make it swing by getting close, then immediately back flip to dodge the swing. Return with a jumping attack. If you can lead the Iron Knuckle near the pillars in the room, the swings of its axe will destroy the pillars, leaving Recovery Hearts. When the Iron Knuckle is eliminated, enter the last door.



**12 THE SILVER GAUNTLETS**

 The final door leads to a ledge outside of the Spirit Temple. As you run towards the large treasure chest, the owl Kaeporo Gaebora will meet you for a quick chat. He will give you a tip for your future visit to the Spirit Temple. It pertains to the two witches that live in the temple. After the owl has left, collect the Silver Gauntlets from the large treasure chest.



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