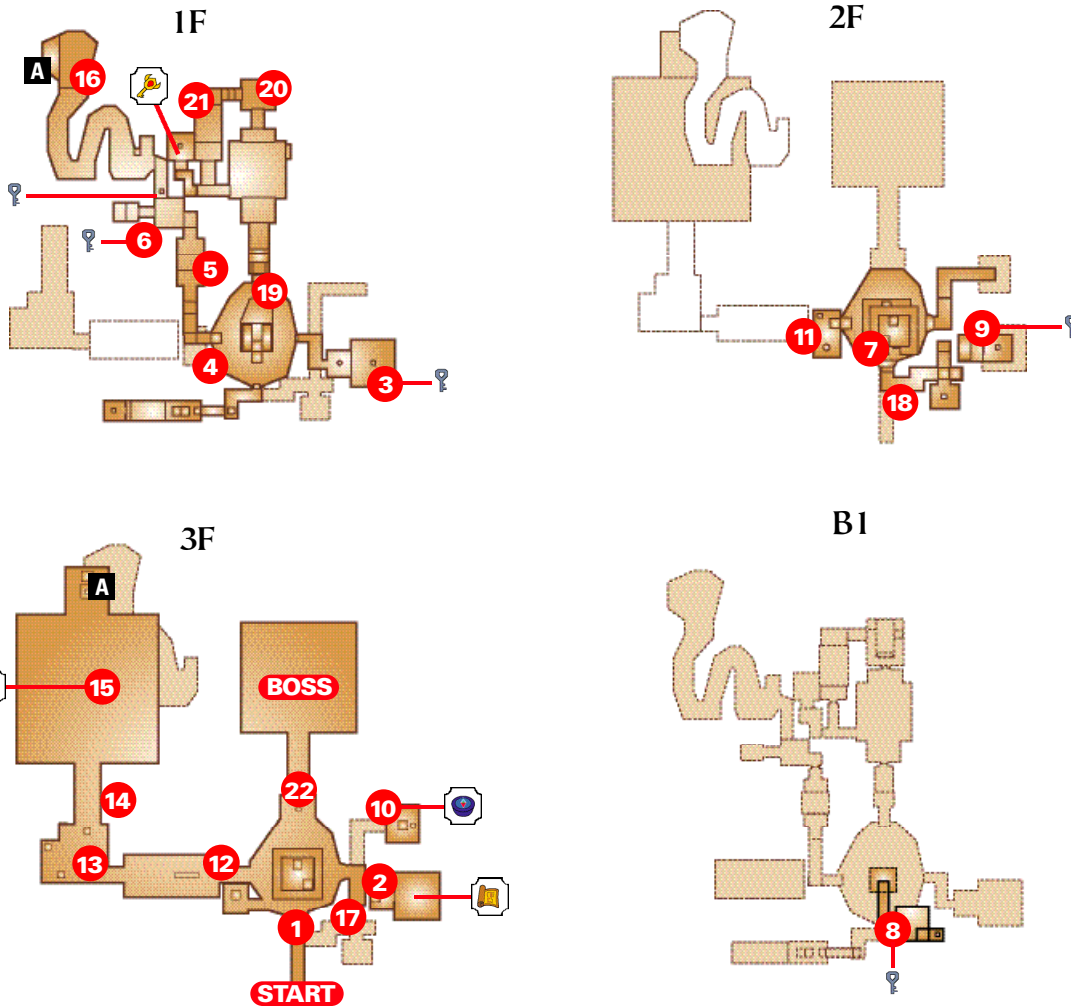




Water Temple Map



MapKey 1 Strategy Callout A Floor Connection Map Compass Boss Key Longshot

1 FOLLOW THE LEADER

Once you have entered the temple you will be in the main room of the temple. At this point, it is halfway filled with water. Equip your Iron Boots and sink to the bottom. Once you reach the bottom of the temple's main room, take a right and enter the doorway with torches standing on both sides. This is where you will meet up with Princess Ruto. Listen to what she has to say and then follow her to dry land.



2 A SIMPLE MELODY

Once you reach the dry area of the temple above, you will notice an engraving on the side of the wall. After you inspect it you'll learn that playing the Royal Family Melody will rise and lower the water in the temple. This is the first of three areas where you can do this. Play Zelda's Lullaby to drain the water from the temple to the first floor. Through the door behind you is a group of Spikes. Use a Deku Nut to stun them and the they will turn to stone for a short period of time. Use your sword to finish them off. Once the room has been cleared of all the Spikes a chest will appear holding the Dungeon Map.



3 SHELL SHOCK

Return down to where you first met Princess Ruto. You will notice two unlit torches by the locked door as well as a torch that is lit placed in front of the door. Use your bow and shoot an arrow through the lit torch, aiming for the unlit torches. If you light both unlit torches, the door will be unlocked. Once you enter the room you will find a group of Shell Blades. Their only weakness is the muscle that rests inside their unbreakable shells. To defeat a Shell Blade, lock onto it and slowly walk toward it. When you are close enough, it will open its shell and show its vulnerable interior. Hit the muscle with your Hookshot or an arrow to defeat it. Once all of the Shell Blades have been eliminated, a chest will appear holding a Small Key.



4 PUSH THE BLOCK

Leave the room and head back to the main area of the temple. On the opposite side of the room you will see a large stone blocking the way to entrance of the room. Grab the block and push it until it drops below.



5 TAKE A DIVE

Strap on the Iron Boots and sink down into the water. Just ahead, take the boots off and swim up to dry land. You will see a Crystal Switch to your right. When struck, the Crystal Switch causes a geyser to rise from below. When the geyser rises, cross the gap.



6 ANOTHER SMALL KEY

In the next room you'll notice a swirling pool of water and a dragon statue at the bottom of the pool with a Crystal Switch in its mouth. Jump into the water, wait until you reach the right side of the room, then dive and swim to the opening next to the dragon head. Equip the Iron Boots and use your Hookshot to hit the Crystal Switch in the dragon's mouth. Swim through the gate that opens to get another Small Key. Hit the Crystal Switch to raise the gate and return to the main area of temple.



7 RAISE THE WATER

Enter the locked door surrounded by sand to enter the main tower. Watch out for the Spikes and use your Hookshot to reach the small ledge above. Play Zelda's Lullaby to raise the water level to the half-way point. Equip the iron boots and head below to the bottom floor where the Spikes surround the walkway.



8 SMALL KEY

In the basement you will enter a room that has two gates located on the ceiling and a Crystal Switch that opens both gates on the left side of the room. Be ready, because once you hit the Crystal Switch you will be attacked by a group of Spikes and Shell Blades. Hit the switch from a distance and then lock onto a target and slowly walk in to pick them off one by one. Once all enemies are defeated the gate above will open. In the room above you'll find a chest with a Small Key.



9 BOMB THE WALL

Make your way back to the tower where you played the melody to raise the water. Exit the tower by the door located right behind you and make your way to where you first met Princess Ruto. Equip the Iron Boots and enter this passageway once again. Once you have reached the room where you first met, you will need to swim upward. On dry land, you'll find a small room with a cracked wall. Use a Bomb to blow open the wall and open the chest for a Small Key.



10 THE DUNGEON COMPASS

Make your way back to the main temple area and look for the pathway with two pots in front of it. Make your way through that doorway and you will enter a room full of Stingers. Use the Hookshot to make it to the top, and you'll spot a chest centered in the middle of a small geyser. Stand next to the geyser and use your Hookshot to hit the Crystal Switch in the corner of the room. You're now free to open the chest and get the Compass.



11 GOING UP!

Head back out to the main temple area. Look for a locked door on the left side of the temple. Enter this room and walk over the small geyser for just a few seconds to lure out the Blue Tektite. Defeat the Blue Tektite, then stand on the geyser and use your Hookshot to hit the Crystal Switch. Once you raise up a level, exit the room and play Zelda's Lullaby to raise the water level to the top of the temple.



12 THE FINAL FLOOD

Directly to your left is another locked door. Enter the room and destroy the two Keese that are hanging from the ceiling. Next, use your Hookshot to climb the platforms falling down the waterfall and make your way up to another locked door. Use a Small Key to open the door.



13 RAISE, LOWER, REPEAT

In the next room, raise the water by hitting the Crystal Switch in the middle of the room. This will also raise the statues, allowing you to use your Hookshot to cross the water gaps between platforms. Cross the platform in front of you and hit the Crystal Switch again. This should allow you to cross over to the right side of the room. Climb over the statue and hit the Crystal Switch yet again. Cross over to the final platform and hit the Crystal Switch. Climb up on the statue's head and hit the Crystal Switch one last time to raise yourself to the ledge above.



14 FIGHT THE LIKE LIKE

Destroy the Blue Tektites on this ledge, and face off against the Like Like. Don't get too close to it because it will suck you into its giant mouth and steal your valuables. A good way to defeat the Like Like is to keep your distance and simply toss a couple Bombs at it. If the creature steals your items, you'll get them back once it's defeated. When the Like Like is gone, use the Hookshot to grab onto the ceiling and cross over the spikes. Walk through the door.



15 DARK LINK



At this point, it will look like you've stepped outside of the Water Temple. Walk past the barren tree to the door across the way. You will find that it is locked. When you return to the tree, Dark Link will be waiting to fight you. This is your toughest battle yet. Dark Link seems to know your every move, and can defend against most of your arsenal. Stick to swordplay, but if you jab your sword forward, he will jump onto your sword and strike you. Try fighting Dark Link without the use of L-Targeting, and just wildly swing your sword near him. With this technique, he is less likely to know where your attacks are coming from. When you need a rest, use a spinning sword attack to make him back off. It will take about ten hits to defeat Dark Link. Once you win the battle the illusion in the room will fade away and the door will unlock. Get the Longshot in the next room, then play the Song of Time to make the block disappear behind the chest.



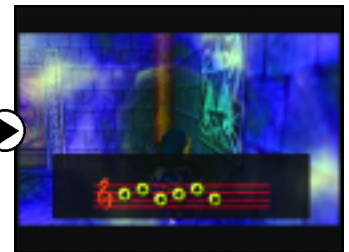
16 SMALL KEY FIVE

Walk through the door and jump into the stream. Use your Iron Boots to get a little more traction and carefully walk around the vortexes. When you see a small ledge with two pots resting on it, swim over to capture a Fairy in an empty bottle. On the ledge, equip the Iron Boots and walk over to the final ledge that faces an Eye Switch. Shoot the Eye Switch with an arrow to open the gate. Swim over to the gate and just behind it you'll find a chest holding a Small Key. With Small Key in hand, make your way back to the main room of the temple.



17 PULL THE BLOCK

In the main room of temple, enter the doorway just to the right of the main entrance. Jump down into the water, grab the brown block and pull it back into place. Return to where you first met Ruto (Callout 2) and play the Ocarina to lower the water to the lowest level. Enter the center tower in the main room and play the Ocarina again to raise the water level to the half way point (Callout 7). Exit the tower into the main room and look for the gated doorway that has an Eye Switch below it. Shoot the Eye Switch with an arrow and then use your Longshot to cross over.



18 PUSH THE BLOCK

Make your way down the path to the block you just moved and push it until it locks into place. Enter the room on the right to find another Small Key. Head back to the main room, equip the Iron Boots and make your way down to the first floor. Enter the doorway on the opposite side of the main entrance to the temple.



19 AVOID THE CURRENTS

When you reach the room with the open ceiling, look up to see a set of spikes. On the other side you should see a place to attach the Longshot. Use the Longshot to cross over the spikes and then use a Small Key to enter the locked door. In the next room, equip the Iron Boots to fight the strong currents and carefully make your way to the other side. Watch out for the giant rolling boulders and exit the room.



20 CREATE A NEW PATH

Jump down and swim over to the ledge on the left. On the ledge below, you'll notice a slight discoloration in the bricks. Set a Bomb to blow a hole in the wall. Push the brown block until it stops moving then cross back over the water to the ledge on the other side. Bomb the cracked wall and pull the block out as far as you can. Go back around to the other side of the block and finish pushing it until it drops off the ledge and hits a switch. This will raise the water and allow you to access the staircase.



21 CROSS THE GAP



Hit the Crystal Switch and hop across the geysers to the other side of the room. Enter the next room, equip the Iron Boots and walk to the right to go through a passageway. Swim up into a small room and use a Small Key to enter the room where you'll find the Boss Key.



22 ACCESS THE BOSS

Make your way back to the main room in the temple. Head back to the top of the temple to where you raised the water level to its highest level. Raise the water once more to the top of the tower, then make your way to the left where you'll find a large ledge with a statue on it. Use your Longshot to cross over the gap. Before you enter the door there, break open the pots to find two small Fairies. Enter door and climb up a small slop to reach the Boss.



BOSS **BATTLING MORPHA**

The water in the pool is at the command of Morpha, but the glowing sphere is the true demon. Stay on the outside edge of the pool and use your Longshot to pull the sphere out of the water, then slash it with your sword. When Morpha starts to shape the water into giant tentacles, keep your distance, or the tentacle will grab you and throw you to the floor. If you wait for the sphere to settle inside the end of a tentacle you will have better luck hooking it. After a few hits, you will have to dodge two tentacles.



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