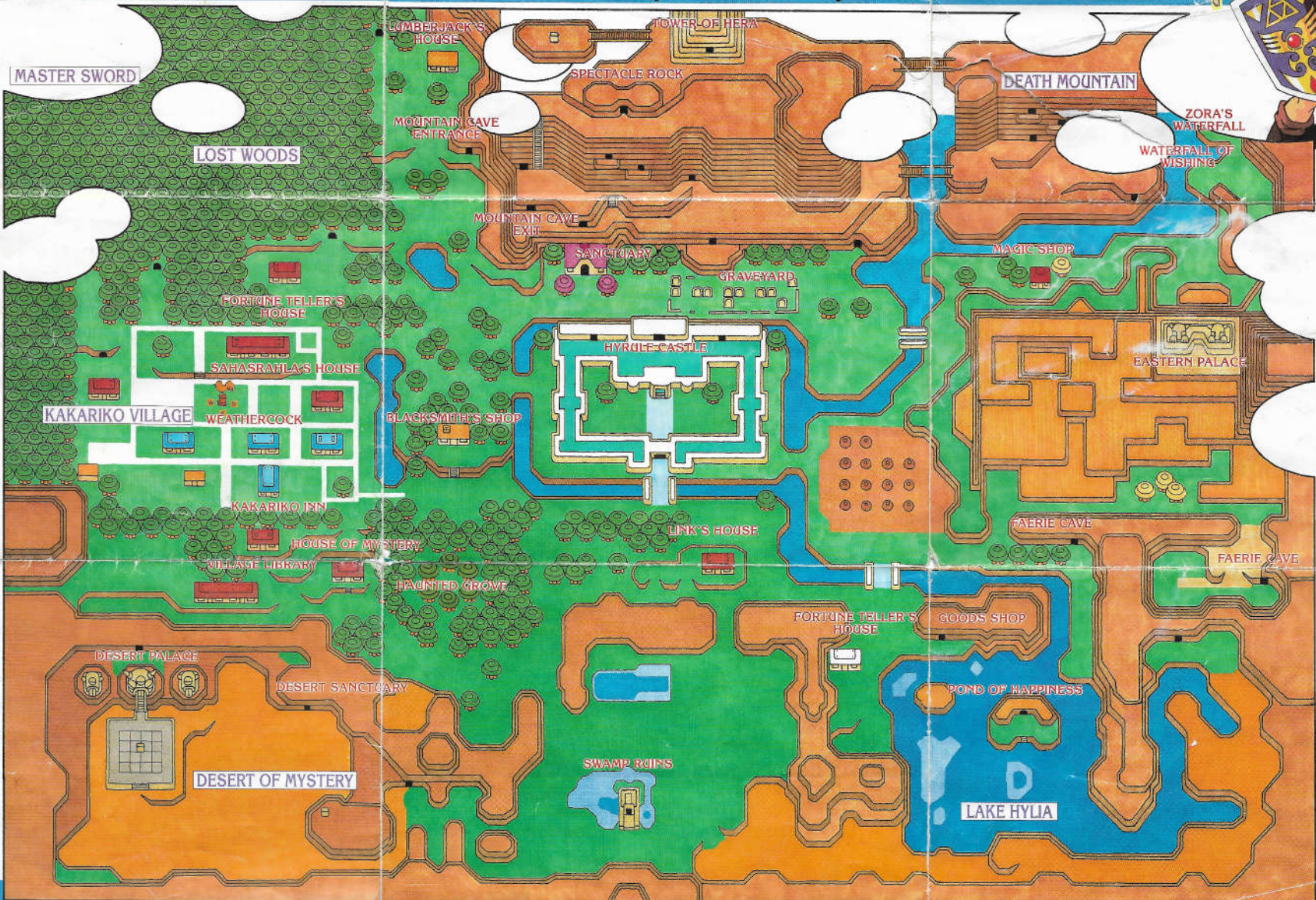
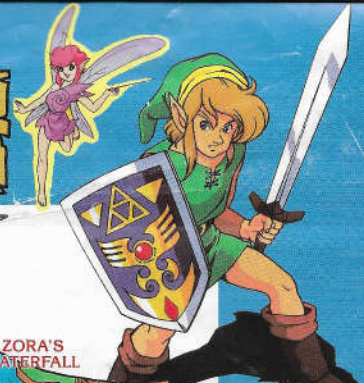


# HYRULE OVERWORLD LORE

Enter the fantasy world of Hyrule



MASTER SWORD

### Spectacle Rock

Looming high over Hyrule, the twin peaks of Spectacle Rock are a beacon to those searching for the legendary Golden Power. They are the key to reaching to the summit of Death Mountain.



### Follow The Map To Treasure

You must find many treasures hidden in Hyrule. The majority of items are secluded inside of the dungeons. Only a few are hidden in the overworld.



### Hidden Caves

Just like in the dungeons, there are walls in the overworld that can be blown open by Bombs. You should also try to lift every boulder and cut down every bush. You never know what you'll find.



### Magical Transporters

Eight magical transporters that lead to the Dark World are hidden in Hyrule. You will need to find them all to explore the Dark and Light worlds. Think about how the two worlds are connected.



### Listen To Your Elders

You should always follow the words of the elder when you explore. His wisdom will guide you on the path to becoming the Hero of legend. The elder will make useful marks on your map to follow.



### One-Way Doors

You will occasionally find one-way doors in the caves of Hyrule. When you come upon such an obstacle, exit the cave and look for a well to jump into or a wall to blow up with a bomb.

# EASTERN PALACE

Once an opulent palace for the royalty of the Hylians, the eastern palace has fallen into decay and is now inhabited by monsters. Explore it well, for inside you will find the mighty Long Bow!

1F

## TORCHES

Use the Lamp to light the square gray torches inside the dungeons. Lit torches may do more than just light your way.



## DEFEAT EVERY ENEMY

Show no quarter to the menacing creatures you encounter in the labyrinth. Some rooms have hidden items that will appear or doors that will open when you have defeated all the enemies inside.



ENTRANCE

MASTER: ARMOS KNIGHTS

## KNOW YOUR ENEMIES

Although many enemies may seem powerful, they all have their weak points. Certain parts of a monster's body may be vulnerable, or certain items may be more effective than others. Try everything! If you find a weapon or item in a particular dungeon, it might be a good idea to try that item often inside the dungeon in which you found it. Use your items creatively and you will succeed!

FROM 1F

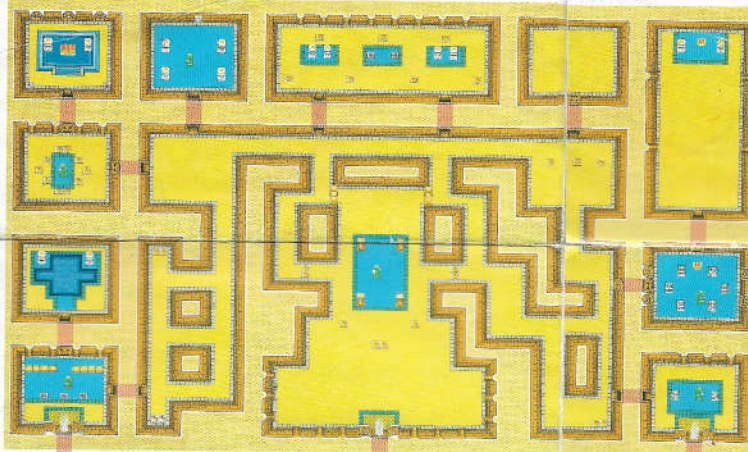


# DUNGEON LORE

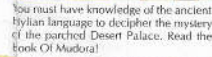
## DESERT PALACE

Sand-dwelling foes populate this palace and burst from beneath the sand to attack. The Power Glove hidden in the palace will enable you to lift boulders.

B1



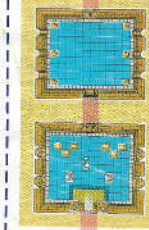
ENTRANCE



You must have knowledge of the ancient Hylian language to decipher the mystery of the parched Desert Palace. Read the Book Of Mudora!

1F

TO 2F



ENTRANCE

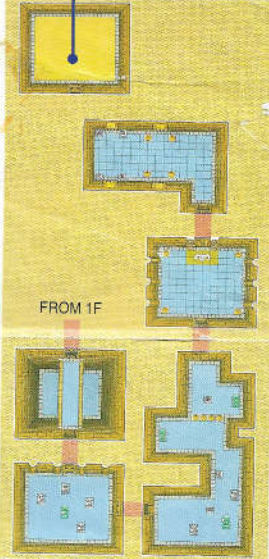
## WHICH WAY TO GO?

The Desert Palace has several exits. Look around outside the palace to find the entrance to the last part of the dungeon.



2F

MASTER: SAND WORMS



FROM 1F

## MOUNTAIN TOWER

Be sure to get the Moon Pearl from this palace so you can safely enter the Dark World. To explore this tower you will have to use the Crystal Ball Switches creatively. In this dungeon almost every pit leads to the floor below.



The real trick is to reach this palace and the key to that is Spectacle Rock...

TO 1F

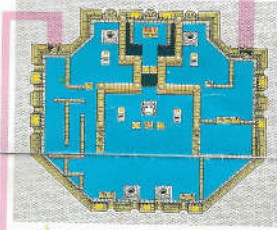


ENTRANCE

2F

4F

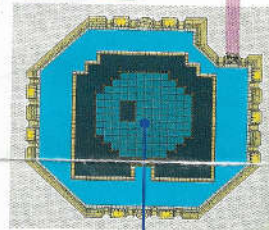
FROM 3F



TO 5F

6F

FROM 5F



MASTER: GIANT WURM

FROM 2F

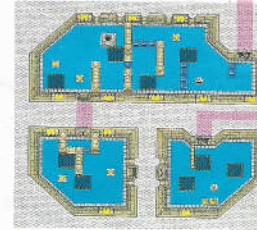
1F



FROM 2F

3F

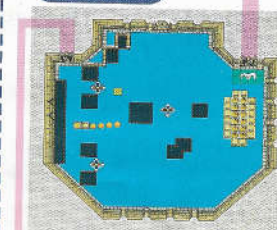
TO 4F



FROM 2F

5F

FROM 4F



TO 6F

## NEXT: ENTER THE DARK WORLD

After you finish the three palaces, your adventure is just beginning. Following your battle with the wizard Agahnim you will surely find yourself in the Dark World. What strange new menaces will you encounter there? Trust in your skills and potential to be the legendary Hero and you will solve all the mysteries of that world too!

