SOFTWARE & TECH

Legend Of Zelda Ocarina Of Time Death Mountain Crater Walkthrough

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Introduction: Embarking on an Iconic Hyrule Adventure

Few games have left as indelible a mark on the gaming landscape as **Legend of Zelda Ocarina of Time**. Released for the Nintendo 64 in 1998, it redefined action-adventure gaming with its 3D world, time-traveling narrative, and masterful dungeon design. For many players, navigating the sprawling land of Hyrule and solving its intricate puzzles can be a daunting task. That is where a comprehensive **Legend of Zelda Ocarina of Time Walkthrough**becomes an invaluable companion. Whether you are a first-time hero or returning to save Hyrule once more, this guide will help you uncover every secret, defeat every boss, and experience the full magic of Link's journey.

I have crafted this article to serve as a thorough, naturally flowing resource. Follow along as we explore each region, pick up essential items, and conquer every temple. Let us begin where all legends start: in the sleepy Kokiri Forest.

Overview of the Game: Why Ocarina of Time Endures

The story follows Link, a young boy from the Kokiri Forest who is thrust into a battle against the evil **Ganondorf**. By drawing the Master Sword from the Temple of Time, Link matures into an adult seven years later, finding Hyrule in ruin and Ganondorf ruling as a tyrant. The game's core mechanic—time travel via the **Ocarina of Time**—allows players to switch between Child Link and Adult Link, each with unique abilities and access to specific areas.

Understanding this dual structure is crucial for any **Ocarina of Time walkthrough**. You will need to revisit some locations as both ages to collect all items and hearts. The game balances exploration, combat, puzzle-solving, and a touching coming-of-age story that still resonates today.

The Hero of Time and Hyrule

Link's journey takes him through diverse environments: forests, volcanic mountains, a lake with a labyrinthine water temple, a graveyard, and the haunted Shadow Temple. Each area is connected by the vast **Hyrule Field**, which becomes seamless after the player learns the "Bolero of Fire" or other warp songs. The game’s world design remains a benchmark for open-world storytelling. Remember, a good **Ocarina of Time walkthrough** will not only guide you linearly but also suggest optimal routes to gather upgrades early.

Essential Tips Before Starting the Walkthrough

Before diving into the temples, keep these fundamental tips in mind:

- Save often, and save in different slots. A quirk of the 64 version can cause errors; plus, you may want to revisit a previous save for missed heart pieces.
- Learn the songs early. The Ocarina songs are essential for fast travel, opening doors, and summoning your horse, Epona. Prioritize "Epona's Song" and "Bolero of Fire."
- Master Z-targeting. Locking onto enemies is vital for combat and solving puzzles. Practice backflips and side hops to evade attacks.
- Collect Gold Skulltulas. These tokens unlock a house with rewards including a wallet upgrade and the precious Stone of Agony (which vibrates your controller near hidden holes).
- Don't skip bottles. You can carry fairies, potions, and even bugs. Carry a bottle with a fairy into tough boss fights.

Armed with these basics, let us step into the walkthrough proper.

The Walkthrough – Part by Part

Kokiri Forest and the Great Deku Tree

Your adventure begins in the forest where Link awakens from a nightmare. The objective is to see the Great Deku Tree. After meeting the fairy Navi, head to the tree's entrance. Speak with Mido to gain passage—you need a shield and sword. Buy a **Kokiri Sword** from the shop for 40 rupees and borrow a **Deku Shield** from the shop (or find it behind the training area).

Inside the Great Deku Tree, the puzzles involve pushing blocks, lighting torches, and defeating Gohma, the giant spider boss. Use the **Deku Nuts** to stun Gohma, then slash her eye. The heart piece and the **Stone of the Spiritual Stone of Forest** are your rewards. This first dungeon sets the pattern for all later temples: navigate, solve, collect keys, and defeat a boss. A solid **Ocarina of Time walkthrough** will note the locations of hidden Gold Skulltulas and heart pieces even in early areas.

Hyrule Field, Castle Town, and Death Mountain

After leaving Kokiri Forest, you enter the wide Hyrule Field. This is a good opportunity to explore, but the main goal is to reach **Hyrule Castle Town**. Inside, visit the market, buy bigger wallets or a shield upgrade, and avoid the guard who blocks you. You need to sneak past the guard, roll, or use a distraction to enter the castle gardens. From there, meet Princess Zelda, who gives you the Ocarina and teaches you the "Song of Time."

Next, travel to **Kakariko Village** and then ascend Death Mountain to reach the legendary Dodongo's Cavern. Along the way, purchase a **Bomb Bag** and learn to use bombs. In Death Mountain Cave, you can also get the **Hylian Shield** for 80 rupees. This shield is essential for Adult Link, but you can buy it now as a child.

Dodongo's Cavern and Goron City

The second dungeon is filled with rocks, bombable walls, and moving platforms. You will face Dodongos—large dragon-like enemies that can be defeated by throwing bombs into their mouths. The mini-boss is a Lizalfos duo, and the main boss is a massive King Dodongo. Use bombs in his mouth when he inhales fire. The reward is the **Goron's Ruby**, the second Spiritual Stone. This temple also contains the **Bomb Bag** upgrade from the Goron Shop if you bring them a rock sirloin.

Jabu-Jabu's Belly and Princess Ruto

Return to Zora's Domain as a child. The water level is low; feed the fish Jabu-Jabu by throwing a fish into his mouth. He will swallow you, and you enter the belly of the whale. This dungeon is tricky because you must carry Princess Ruto on your back, solving puzzles while avoiding enemies. The boss is **Barinade**, a creature with electric tentacles. Use the boomerang to stun its body, then attack the main eye. You earn the **Zora's Sapphire**, the final Spiritual Stone. Now you have all three stones.

Becoming an Adult – The Temple of Time

Return to Hyrule Castle Town, and enter the Temple of Time. Play the "Song of Time" on your ocarina to open the door. Place the three Spiritual Stones in the pedestal, then draw the Master Sword. This triggers a cutscene where Link is sealed away for seven years. When he awakens, he is an adult, and Hyrule has changed drastically. The **Master Sword** is now your primary weapon, but note that you will lose the ability to use the **Kokiri Sword** temporarily.

Forest Temple and Saria

The Forest Temple is the first adult dungeon, located in the sacred forest from where you started. It features a spooky, lost-woods atmosphere with twisting hallways and phantom ghosts. The main puzzle involves using the **Hookshot** to reach high ledges and shoot targets. You will also encounter **Stalfos Warriors** as mini-bosses. The boss, **Phantom Ganon**, plays a tennis-like game with energy balls. Deflect them back three times, then slash. The **Forest Medallion** is your prize.

Fire Temple and Volvagia

Head to Death Mountain again, now as an adult. You'll need the **Goron Tunic** (from Goron City) to survive the heat and the **Hammer** to break pillars. The Fire Temple is vast, with multiple rotating towers and lava pits. The miniboss is a fiery knight, while the main boss is **Volvagia**, a dragon that emerges from lava holes. Use the Megaton Hammer to smash Volvagia's head when it climbs out of a hole. Charge the hammer for maximum damage. Obtain the **Fire Medallion**.

Water Temple and Dark Link

Undoubtedly the most infamous dungeon of any **Ocarina of Time walkthrough**, the Water Temple requires constant changing of water levels. You'll need the **Iron Boots** and **Zora Tunic**. The dungeon's boss door is locked behind raising and lowering water to access different floors. The miniboss is a Stalfos, but the real challenge is the mirror shield puzzle and swimming through long corridors. The boss is a giant tentacled creature named **Morpha**. Use the Hookshot to pull its nucleus onto land and slash it. The **Water Medallion**is yours.

Shadow Temple and Bongo Bongo

Located beneath the well in Kakariko Village, the Shadow Temple is dark and filled with undead enemies. You'll use the **Hover Boots** (obtained in the previous temple's miniboss area) and the **Lens of Truth** (from the Bottom of the Well) to see invisible obstacles. The boss **Bongo Bongo** is a giant hands-and-drum creature. Shoot his hands to stun them, then slash the main eye. The **Shadow Medallion** is your reward.

Spirit Temple and Twinrova

This temple in the Gerudo's Fortress area requires both Child and Adult Link. As a child, you must obtain the **Silver Gauntlets** and solve puzzles with bombs. As an adult, you return to the mirrored version of the temple. The boss battle is a two-phase fight against **Twinrova**, a pair of witches. Use the Mirror Shield to reflect their elemental magic back at them. After defeating them both, they merge into **Twinrova (single)**. Reflect fire and ice magic to stun and attack. Obtain the **Spirit Medallion**.

Ganon's Castle and Final Battle

With all six medallions, you can enter Ganon's Castle. The castle is essentially a series of small challenges, each requiring a specific medallion. Use the correct medallion on the blue barriers to unlock paths. Inside, you'll confront **Ganondorf** first: deflect his energy balls back at him with the Master

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