

Continue















## The legend of zelda strategy guide

The Legend of Zelda: Breath of the Wild wiki guide has been revamped to make navigation easier. The comprehensive guide now includes an interactive map featuring all key locations like Shrines and collectible spots. This guide was initially released in 2017 for Wii U and Nintendo Switch, with updates and expansions added throughout the years. In 2024, the maps and tracking systems were overhauled, allowing players to efficiently track quests, shrines, and collectibles across all tools. The interactive map is a valuable resource for finding locations of Shrines, Great Fairy Fountains, Korok Seeds, Stables, Towers, Memories, and more. To access the Adventure Log, open the Inventory Screen by pressing the +/start button on the controller and then press the L button to shift to the Adventure Log. Players can use the right analog stick to switch between quests and memories and the left analog stick to scroll through lists. The Legend of Zelda: Breath of the Wild introduced paid DLC for the first time in the series, available only as part of a season pass bundle for \$19.99. This content includes new supplies, game modes, story elements, and dungeons. For additional assistance, IGN has provided guides on combat, gameplay, and specific items. The Wolf Link amiibo offers a unique feature when used in combination with Twilight Princess HD's Cave of Shadows. It saves the player's hearts to the figure, allowing Wolf Link to join as a partner. Scanning it will also unlock rare items that would normally be found late in the game. Players can head straight to the next dungeon after completing certain tasks and navigate through the Overworld efficiently using the guide's interactive map. There are multiple ways to access the dungeon from the Overworld screen. One quick method is to walk right two screens and use the Power Bracelet to push the block on the left, then proceed down a screen, left a screen, and up a screen. Alternatively, enter the middle staircase and follow the same path. If you get stuck, there's a nearby potion shop; simply head down a screen and right a screen to find it. In Level 6, you'll encounter an Orange Wizzrobe in a room with a locked door. To progress, defeat the enemy and grab the key; use it to open the door, but be warned that this leads to another location. Be cautious when facing multiple Wizzrobes here, as some will disappear only if another is defeated. To navigate through the challenging rooms ahead, use stealth tactics like hiding in doorways to avoid attacks from stone statues or boomerangs. In the toughest room, use potions and push blocks up to progress, as Blue Wizzrobes can be unpredictable. You may encounter Gleek again; proceed with caution, as he has more health this time around. Use an upgraded sword or wait for the boss to give you trouble. Defeat Gohma using arrows at its eyes, avoiding fireballs. Explore other rooms before entering Gohma's area. Still getting value out of it. Keep in mind this guide is mainly geared towards completionists. Before each dungeon, I'll give you an overview of what's possible at that point in the game (after walking you through how to get everything, naturally), and then take you room by room through the dungeons. The appendix serves as a quick reference for finding specific locations (like shops). Following that is a concise guide for more experienced players who just want to know the best order for completing the adventure and a list of all there is to do in the game. Additionally, there's the Second Quest, which I've treated as a separate entity throughout this guide. You'll find new sections dedicated specifically to it. Now, let's get started with the First Quest. Before we dive into the guide proper, you should be familiar with the map grid system used throughout this walkthrough. Here's the World Map Grid: ABCDEFGHIJKLMNOP I X XP 9 X W S\$PL 2G \$SX G T IR 3 M6RBS\$P H \$ H4 PS 1 F 2s 5 7FSASH RSP S\$ 6 \$ \$ \$ SHT \$XP SX\$Xs 8 SBT's 2 IO\*PR HGX Key\* = Start F = Fairy H = Heart Container W = White Sword M = Magical Sword B = Power Bracelet L = Letter S = Shop P = Potion shop \$ = Obtain Rupees X = Pay Rupees G = Gamble T = Paid information I = Free information R = Warp hall 1 = Level 1: Eagle 2 = Level 2: Moon 3 = Level 3: Manji 4 = Level 4: Snake 5 = Level 5: Lizard 6 = Level 6: Dragon 7 = Level 7: Demon 8 = Level 8: Lion 9 = Level 9: Death Mountain This grid will serve as the basis for navigation in the overworld. Vertical columns are denoted by letters, while horizontal rows are denoted by numbers. The northernmost points will be labeled 1, and the southernmost will be labeled 8. The western border will be A, and the eastern border (where the sea is) will be P. You'll also find a simplified world map at the top of the screen when you're in the overworld - it's more like a large gray rectangle with a green dot indicating your location. This should help orient you to some extent. As an added bonus, I've included a pixelated view of the entire overworld below, courtesy of NESmaps.com: Finally, be aware that saving is crucial throughout the game. Unlike most NES games, this one allows you to save your progress at any time. The most common way to do so is by saving after receiving a game over due to running out of hearts in your life meter and restarting from the beginning of the dungeon or the first screen of the overworld. Your file's death counter gets bumped every time you decide to save, even if it's not a proper game over. But don't worry, there's a way to save without messing with your death counter. To do this, pause the game and press Up on the D-pad along with the A button using the second controller. This trick lets you save your progress while keeping your death counter intact. Now that we've got that out of the way, let's dive into the adventure! We're starting off by covering all the extra content that's available right from the get-go. Don't worry if it feels like too much to handle - you can totally skip ahead and start Chapter 2 instead. \*\*The Bombs\*\* \* Total Life: Heart Containers - 0/13 \* Characters: Link, Old Man, Merchant \* Enemies: Octorok, Tektite, Leever, Zola \* Items: Sword, Bombs \* Locations: Overworld, Hyrule, Item Shop We begin by throwing Link into the Overworld. While it's tempting to head straight for the first dungeon, there are plenty of goodies waiting to be collected along the way. Your mission is to gather some Bombs, and we're gonna cover all the steps needed to get 'em. First things first, grab the Sword from the Old Man in the cave near the start screen. Next up, head east for 5 screens and then up one more. As you journey through the Overworld, take down those Octoroks, Tektites, and Leevs to collect some rupees - you'll need 20 of 'em to buy the Bombs. Keep an eye out for blue Octoroks, as they might drop a few bombs your way. When you hit the coast, watch out for Zola - they're water creatures that can be defeated but are best avoided for now. Once you reach the cave where the shop is located, pick up those Bombs for 20 rupees! \*\*Heart Containers\*\* \* Total Life: Heart Containers - 0/13 \* Characters: Secret Moblin \* Enemies: Moblin, Armos \* Items: Heart Container #1, Heart Container #2 With your Bombs in hand, head back down one screen and left four. Place a bomb against the northern wall to reveal a secret cave. Inside, you'll find an Old Man offering up a 2nd Potion or a Heart Container - grab that Heart Container to boost your health. From there, head up two screens, right two screens, up one more, and then right again. Be on the lookout for enemy Moblins as you make your way through this part of the adventure. Previous enemies have slightly increased health, so it's recommended to avoid them altogether. This screen features two statues: touching the one on the right will trigger Armos awakening and its rapid movement across the screen. Head down the stairs quickly to find a Secret Moblin, who can reward you with 10 rupees. After that, backtrack left by one screen and up by one screen to locate another pair of Armos statues. Tap the right statue to discover a secret spot holding 30 rupees. Keep heading northward until you reach the top screen, then place a bomb against the northern wall to uncover yet another hidden area containing 10 rupees. As you proceed leftwards by one screen, place a bomb at the lower-right part of the central rock to reveal a cave where Link can obtain an additional Heart Container. 1.3 The White Sword Total Life: 2 Heart Containers: 2/13 Enemies: Peahat, Lynel Items: Old Man's Letter, Blue Candle, White Sword From within this cave, head right by one screen, then up by one screen, and finally right two screens more. The encountered Peahats can only be defeated once they come to a halt. A secret passage lies along the northern wall of this screen, located just adjacent to the cave's entrance; refer to the provided screenshot for precise location details. Upon reaching the top, enter the cave to discover another hidden spot containing 100 rupees. Backtrack down one screen, then left by one screen, and ascend the staircase. Enter the cave here to find an Old Man who will present you with a Letter. After showing this letter to the Old Woman, Link can acquire potions for purchase. Continue back down the steps and proceed leftward by one screen. Climb up these steps, then head left once more. Inside the nearby cave lies a shop where you can buy the Blue Candle. Following the candle's acquisition, descend the stairs, then journey left two screens. Ascend the steps on this new screen to encounter a Blue Lynel - the strongest enemy in the overworld. Be cautious and patient, as this Lynel will shoot out a damaging magic beam towards Link. If feasible, avoid the enemy and rush into the nearby cave. With five Heart Containers now at your disposal, the Old Man will grant you the White Sword, capable of delivering double the damage of the Wooden Sword. Once equipped with this new sword, exit the cave. 1.4 Magical Shield Total Life: 2 Heart Containers: 2/13 Enemies: Boulder Items: Heart Container #3, Magical Shield After obtaining the White Sword, head back down by one screen, left three screens, then down by one screen, and finally right by one screen. Be mindful of falling Boulders along the way. There are five green bushes on this screen - light up the lower-right one with your Blue Candle to reveal a staircase. Descend the steps to find 30 additional rupees. Proceed downward two screens more, then re-light the top-right corner bush using your candle to discover another secret spot containing 30 rupees. Journey leftward by one screen and relight the fifth bush from the right to enter another cave holding an extra full Heart Container. Continue moving leftward by one screen, and remember to use your candle wisely. Given article text here \*\*Looking for Magical Shield and Potions in a Hidden Shop\*\* A secret shop is located near the starting area, where you can purchase essential items. To access this shop, burn down the corner bush. The Magical Shield can be bought at a cheaper price of 90 rupees. Additionally, bait will also be available for sale, but it won't be purchased right now. \*\*Finding Arrows and Potions in the Cave\*\* To acquire arrows and potions, follow these steps: - Head to the cave located three screens to the right from the starting area. - Enter the cave and purchase an arrow for 80 rupees. - From the cave, walk down a screen and burn one of the green bushes at the bottom-left to reveal a staircase leading to 10 rupees. \*\*Purchasing Potions\*\* To equip potions, go back to the potion shop. Show the Letter obtained from the Old Man to the Old Woman to allow her to sell potions. Both types of potions can restore Link's health completely. - The Life Potion (blue bottle) can only be used once. - The 2nd Potion (red bottle) can be used twice, and after one use, it will transform into a Life Potion. \*\*Acquiring the Blue Ring\*\* Before heading to the first level, find the secret cave by placing a bomb near a small divot on the wall. Inside, you'll get 30 more rupees. Follow these steps to acquire the Blue Ring: - Head to the location three screens left from the potion shop. - Burn one of the bushes in the center of the screen that is third from the top to reveal a staircase. - Inside the cave, find another secret rupee location containing 100 rupees. - Walk up and burn another bush at the bottom-right of eight centered bushes to get 10 more rupees. \*\*Accessing Death Mountain\*\* Now that you have acquired necessary items, head to Death Mountain for the final dungeon challenge. From the start screen, navigate through five screens to the right, then up two screens, left two screens, and finally up one more screen. Here, you'll find two large rocks; placing a bomb beneath the left rock will destroy the entrance to the next dungeon. Ensure you have a full Red Potion before entering Death Mountain, as it's readily available just one screen to the left. Depending on your possession of the Magical Key, follow these paths: ##### 10.2 Death Mountain (Magical Key) Total Life: 13/13 Enemies: Lanmola, Patra Items: Compass, Dungeon Map, Red Ring, Silver Arrow Level 9: Death Mountain x12 - From the entrance, head up one screen. - Since you have the full Triforce, the Old Man will allow passage. Walk left two screens and use a bomb to blast open the wall above. - In this room, fight Lanmolais, which are faster than Moldorms but require hitting their heads to deal damage. You can also explore by bombing all four walls or pushing the block on the left. - Proceed down the staircase, careful not to lose your Magical Shield. - Use the key to get through the door on the right and avoid Like-Likes if possible. - Grab the Compass by bombing the wall below or just progress to the right. If you're in a pinch, feel free to use a potion, but after dispatching all the foes, nudge the block towards the left and head down the stairs, x4 times. Run over and grab that Red Ring; it'll halve the damage Link takes when hit, leaving him with only half of what he'd take with the Blue Ring or one-quarter of what he took while wearing the Green Tunic. Re-emerge and backtrack two screens to where we faced Patra to pick up the Dungeon Map. Keep going left a screen and up a screen until you reach where we first battled Patra, then head through the locked door above. The Old Man will give some straightforward advice this time around. Use a bomb to blast open the wall on the left, x2 times; x3. Defeat the Wizzrobes and push the block towards the left to reveal a staircase, x4 times. Make your way through the underground passage, x5. You can either defeat or ignore the Zols, then head left through the locked door, x8. If you want some extra rupees, feel free to take them out, but then move left a screen. There's another Patra here, but its eyes will be moving in an elliptical pattern; defeat it and push the block on the left to reach the staircase, x4 times. Continue through the underground passage, x2 times; x3. You can avoid these enemies for now if you'd like, but we'll have to face them eventually. Use a bomb to blast open the wall above and head through, x2 times; x3; x3. In this room, be prepared to take on all the Wizzrobes and those pesky Bubbles will make things rather annoying. If needed, use a Potion beforehand. Once you've defeated all the Wizzrobes, push the block in the middle on the right to reveal a staircase, x4 times. Run over and pick up that Silver Arrow; it's a much stronger version of the regular Arrow and is also the only item capable of defeating Ganon. Re-emerge and head down a screen. Defeat the Wizzrobes to reach the staircase and go back through the underground tunnel to get back to the room where you fought Patra, then head up a screen, x6 times. You'll encounter some Like-Likes in this room; defeat or avoid them, then head up a screen, x4 times; x4. There are more Like-Likes here, as well as some Blade Traps - be sure to avoid them and head up a screen, x2 times; x2; x3; x1. Place a bomb against the wall on the left and blast it open, x2 times; x2; x4. Defeat all the Wizzrobes, then push the block on the left. A hidden staircase will appear beneath the Blade Trap, so step in front of it to trigger it and quickly run towards the staircase, x4 times. Continue through the underground passage, x2 times; x2; x4. Avoid the enemies and bomb the wall on the left, x2 times; x2; x2. Defeat all the enemies, then push the block on the left to reach the staircase, x4 times. Make your way through the underground passage one last time, x1. This will be our final Patra fight - defeat it and head up through the door that opens to take on Ganon, the final boss. Looking forward to exploring the new area of the dungeon where you'll encounter enemies like Lanmola, similar to Moldorm but much faster. To progress, bomb all four walls if desired or push the block on the left and go down the staircase. Be cautious not to lose your Magical Shield in this room as you defeat Like-Likes. If you want to get the Compass, use a bomb to blast through the wall below, otherwise proceed to the right. Upon entering the next screen, walk down and blast through the wall to access the Compass. Defeat all the Wizzrobes in this room and grab the Compass that's left behind. Backtrack by heading up two screens and then go through the door on the right. Here, you'll face a challenging enemy known as Patra, which consists of seven smaller eyes surrounding its main eye. To defeat it, target the larger eye after disabling all the smaller ones. However, avoiding this Patra is an option. Proceed to the next screen and bomb the wall to your right. Upon entering the next room, be prepared for another Patra encounter. Although you don't need to defeat it, doing so will reveal the Dungeon Map. Use a bomb to blast open the wall above. Defeat all the Wizzrobes in this room using a potion if necessary, and push the block to the left to progress. Next, run over and grab the Red Ring, which reduces damage taken when hit. Resurface and head back down two screens to where you fought Patra to obtain the Dungeon Map. From there, bomb the south wall and proceed down the screen. Defeat the six Vires in this room to acquire Bombs and continue downward. Grab the key in the corner and proceed down another screen. Defeat all the Wizzrobes in this room and take the key left behind. Backtrack by heading up three screens, left a screen, and up a screen to return to the Patra room. From there, head up through the locked door. Link gives some straight-up guidance this time. Use a bomb to blast open the wall on the left side. Beating Wizzrobes twice and shifting the block left will expose a staircase. Now, head through the underground passage while avoiding Zols and getting past the locked door. If you want to get extra rupees, take out all the Keese here, but then move one screen over. You'll find another Patra, which has its eyes moving in an elliptical shape. Defeat it, then push the block left to access the staircase. Continue through the underground passage while avoiding enemies if you wish, but know you'll have to face them later. Bomb the upper wall and proceed through. In this room, you'll need to defeat all the Wizzrobes and navigate around the bubbles that make things annoying. If needed, use a potion. After defeating the Wizzrobes, move the block in the middle right to reveal another staircase. Pick up the Silver Arrow - it's stronger than the regular arrow and can only be used against Ganon. Go back through the passage and head down one screen. Defeat the Wizzrobes to reach the staircase and backtrack through the tunnel to return to the room where you fought Patra. From there, move up a screen. In this next room, defeat or avoid Like-Likes while navigating past Blade Traps. Place a bomb against the left wall and blast it open. After defeating all Wizzrobes, push the block on the left, and a hidden staircase will appear beneath the Blade Trap. Run towards it to trigger it, then quickly head up the stairs. Make your way through the underground passage while avoiding enemies. Finally, place a bomb against the left wall again, defeat all the enemies, and push the block on the left to reach the final staircase. This leads you to one last Patra fight - defeat it and proceed through the door that opens to face Ganon in battle. At the heart of the inferno, you confront Princess Zelda, and together, you display your respective parts of the sacred Triforce. The credits then play out, marking the successful rescue of Hyrule. However, a new challenge is already on the horizon, waiting to unfold...