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Zelda level 2 second quest

Remove or reset the spaces between boxes --- The dungeon map in flash -- Dungeon map in PNG A B C 1 2 3 4 5 6 7 8 A B C 1 2 3 4 5 6 7 8 Keys: H7, A5, B3, A2, C6, C7 Map: B1 Compass: B6 Whistle: B4 Perfectdams Back Home Adventure by Zelda Back to Nintendo Nes Home - French Version - English Version - Legend Zelda - Level 2 (Quest 2) Tagged Map (Order Poster) Home | Zelda Map Select | Prev Map | Next Map Switch Map < Legend Zelda | Underworld Jump to Navigation Jump to Search Get the Whistle. Beat a two-headed Gleek. Get a heart container. Get the second piece Triforce. The entrance to this dungeon can be found if a major store was once located during the first mission. From the entrance, enter the room above and defeat all Gibdos to get a key. Get in the next room. You can continue to the next room without fighting, but if you want to return to the room below, you must defeat Zols (and Gels, if you do not have the White Sword) and push the block to the left. Above the Zol room, defeat the Keeses and get a key. Continue in the next room above. Fight Gibdos and enter the room above. You're going to walk into a room full of Keeses. Bomb the wall on the right and go through the passage to get a key, and turn left. Release Keeses' room to open the top door and enter it. Get into the room on the right. Fight darknuts carefully, and unlock the door above. Go through the door and avoid the traps while You fight Zols to get the map. Return to the room below with Darknuts, and enter the bottom door. Continue to the bottom of the corridor and push down the wall. You will pass through the wall and you will end up in an unmarked room on the map. Enter the stairs in the middle of the room to find the Whistle. In the second search, the Whistle is more useful for finding secrets in the Upper World than it was in the first search. However, its warp ability only brings you to the dungeon locations so it is found in the first search, making it less useful to reach a specific dungeon. Once you have the Whistle, leave the room pushing against the left wall to pass through an invisible passage. Unlike the top wall, this passage is somehow. Insert the camera below and unlock the right door. Defeat enemies and get a key. If desired, you can bombard the bottom wall and go through the passage (thus skipping the use of a key) and get the compass before returning to the room above. Get in the right door. Fight the Darknuts in this room to get a set of four bombs. Travel through the door below and fight Keeses to a key. Enter the camera below and clear the room of all Zols to get another key and open the doors. Enter the room below and fight through Gibdos to reach the stairwell. Get Take stairs to the underground passage that takes you to a room along the top right side of the dungeon. Fight the Darknuts, and unlock the top door to reach the head of the dungeon. The boss is a two-headed Gleek. Each head must be stabbed until it begins to fly freely around the room. Once the head is clear, it's still a threat, and it can't be defeated. The only way to defeat Gleek is to destroy all the attached heads. Defeat him to win a heart container. Continue in the room above to get the second piece of Triforce. The resupply[edit] bombs are at a south screen, and medicine is three screens south. A fairy pool is a southwest screen. After receiving the White Sword, continue in the second dungeon. Dungeon Location There is a large lake in the center of the map. Dungeon 2 can be found on the west side of the lake, hidden under an armos statue. Get a key Go north. Kill Gibdo to get a key. Take a second key go north. In the room with Zols, go north. Take the key between the two statues that spit fireballs. Take a third key go north. In the room with Gibdos, go north. In the room with Keese, bomb the eastern wall and go to get a key. Then go west. Take a fourth key if the north door isn't open, kill all Keese to open it. Go north, then kill Manhandla to get a key. Take the map Go east from the Manhandla room, then go through the locked north door. Be careful of spike traps around the walls, then kill Zols to get the map. Take Whistle Go south from the map room, then to the room with the Darknuts, go south. In the room with Keese, push the south wall to pass through a hidden passageway into the wall. Then go down the stairs in the middle of the spiral to get the Whistle. If you find that you have problems with completing this dungeon, the whistle makes it possible to get a couple more heart containers as well as potions. Read more heart containers for more information. Take a fifth key Go back upstairs, then push the middle of the west wall to pass through a hidden passageway into the wall. If the south door is closed, kill Gibdo to open it. Go south. Then go east through the locked door. Kill Poles Voices, Gibdos and Keese to get a key. Get Bombs Go East and kill Darknuts to get bombs. Take a sixth key Go south, watch out for spike traps at the walls, and kill Keese to get a key. Take the compass bomb in the middle of the west wall and go through the hole. Kill the Darknuts to get the compass, then head east. Take a seventh key go south and kill Zols to make the doors open. Take the key. Take a blue rupee go south and kill all the Gibdos to get a blue rupee. Get more bombs go down the stairs and passage until I'm upstairs again. Kill darknuts to get bombs. Gleek Go north through the locked door to find the dungeon boss: Gleek. Hit his heads to ruin them. Ruin. A head begins to fly around and spit out fireballs, hit the head that is still attached to Gleek's body until Gleek dies. Take the heart container, then go north to get Triforce Piece. 3.1 Getting to level 2Total LifeHeart Containers4/13 The path to the second dungeon is pretty straight forward and there is nothing extra for us to do in Overworld. If you haven't purchased a few additional upgrades and heart containers, check out the first chapter of the guide. From the home screen, go right with four screens, on two screens, right two screens, on one screen, left on a screen and on a screen to reach the dungeon. The path you encountered with a number of fairly simple Overworld enemies, including the Octoroks, Tektits, Zolas, Leever, and Moblins. If you have trouble doing through the second dungeon, a potion shop is nearby. From the dungeon, head down a screen, right a screen, down a screen, left two screens, and up a screen along the right side. Use the blue candle to burn down the bush, which is the third from the top on the left side of this path. 3.2 MoonTotal LifeHeart Containers4/13 Enemies:Rope, Moldorm, Stone Statue Bosses:Dodongo Items:Compass, Dungeon Map, Magical Boomerang, Heart Container #5, Shard #2 Locations:Level 2: The Moon x12 From the start screen, head up through the door. x5 Here you will find an enemy known as rope. A strange name, considering they're snakes. They will wander around, but once you are in their direct line of sight, they will quickly run over. Defeat them with a simple slash sword and they usually drop nice rewards. Go through the left door that opens. x6 There are six more ropes in this room, and once they have been defeated, a key will be left behind. Take it and then go back to the entrance to the dungeon. This time take the path on the right. x5 Five more strings can be found here and once all have been defeated, another key will appear. Take it and then head up a screen. x3 Three more strings appear in this room, but you can only avoid them. Use a key to pass through the locked door on the right. x6 This room has six Gel, but there is no need to defeat them. Compass can be found in the corner of the room. You can bomb the north wall if you want, because it creates a shortcut and you will save a key. If you don't have any bomb return left a screen and then head up. x5 The five Red Goriya in this room does not have to be killed and you can advance through the locked door on the right. Oddly enough, one of the Goriya in this room, if defeated, will make all five be defeated immediately, giving you all the spoils without having to do the work. x5 Five more gel in this room and you can avoid these guys as well. Take the Dungeon Map. bomb the north wall again here as a shortcut, but if you don't have any bomb, return left a one and then head up. x5 The door behind you will close once you enter this room. Defeat the five enemies of the rope and the door will reopen. Take the key and then head right a screen. x3 x4 Here you will meet the blue version of Goriya. These guys are a little tougher and will take a few extra hits. In addition, this room has four stone statue enemies. These statues can pull beams at you. Avoid beams and defeat Goryas to get the magic Boomerang. This updated boomerang will extend across the screen, allowing you to stun and defeat enemies much further. It's a little weird that we get the upgrade so soon after getting the initial boomerang, but oh well. This room is another room that has a secret wall to the north, so use a bomb to open it. If you don't have bombs, head off a screen and then onto a screen. x1 Here you will meet a new enemy known as Moldorm. Each time you hit the enemy a part of his body will fall and you can repeat this process until the complete enemy has been defeated. Grab the key that is left behind and then head right a screen. x4 x4 This room has a few blade traps and Keese. You can use your new acquire Magic Boomerang to get red out of the four Keese. After the defeat of all four, some bombs will be left as a reward. Grab them and you can use one to blow a secret path north. Alternatively, if you want to keep your bombs, left backtrack a screen and up a screen. x8 Defeat all the strings in this room to unlock the front door. Before progressing in this direction, take the door to the right. x4 Here you will find four Gels. Once they've been defeated, some rupees will be thrown as a reward for you. If you go out the door, you'll find the Old Man who gives you a clue about the future boss: Dodongo doesn't like smoke. Backtrack also left a screen on a screen. x5 Defeat the five Red Goriya in this room and they will leave behind some bombs, which is great as we need them for the front room. Also, while completely useless, you can bombard the wall on the right to quickly get into the room with the Old Man. Progress on the door to take on the dungeon boss. Dodongo will go around the room in a random pattern and does not really have special attacks. Your sword does no harm to the boss and the only way to do damage is with bombs. Your best bet is to get as close to Dodongo as you can as you can walk towards you and drop a bomb in its path. You want to get close enough to put the bomb in his mouth. Dodongo will swallow the bomb and explode, harming the boss. Repeat this process one more time to defeat Dodongo. After defeating it, grab the heart container, which is behind to increase the meter of general life. x4 Go to the center of the room and grab the second shard of Triforce of Wisdom. Wisdom. Wisdom.

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