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T H E L E G E N D O F Z E L D A

P A R A L L E L W O R L D S :

A L I N K T O T H E P A S T T R A N S F O R M E D

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Comprehensive Frequently Asked Questions  
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By Nephelim and Tompa with Contributions from SePH  
Version 2.0 | February 25th, 2007  
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Parallel Worlds is a hack of Zelda: a Link to the Past (the original SNES version only) and runs as a patched version of the original Zelda: a Link to the Past SNES ROM.

See Section A below for more information.

If you are looking for something specific, use the CTRL-F search function.

*This document may be read with WordPad.* WordPad comes with Windows in any standard installation, but to open the DOC the easiest thing would be to open WordPad, but then you need to change the file type to DOC or all, it is set to RTF at first. Then you need to click on View->Options and the Word tab will be open. Turn off Word Wrap.

*Note that this FAQ contains gameplay and general spoilers!* To potentially avoid such spoilers, use the Table of Contents and search function to find what you want specifically. Spoilers are marked but are still hard to miss.

**~~i) Version History~~**

Version 1.0 - Initial Release. Missing questions from the Dark World dungeons (gameplay questions.)  
Released February 5th, 2007.

Version 1.1 - Spelling (and some grammar) check done. Tompa's name corrected. Other corrections and a few minor additions.  
Maps & Walkthroughs and Cheat Codes & Exploitable Glitches Sections Added. Maps Embedded. Icy World Dungeon FAQ begun.  
Closing Info Polished.  
Released February 10th, 2007.  
Re-Released after minor editing February 12th, 2007.

Version 2.0 - Major Changes and Updates.  
Heart Piece Guide added. Further maps added (Parallel Tower).  
SePH's Guardhouse walkthrough added.  
Version 1.1 re-release changes fully implemented.  
Further updates & corrections. Formatting re-done and completed.  
Released February 25th, 2007.

**~~ii) What is in This Guide?~~**

This is a comprehensive FAQ for the game Parallel Worlds. This guide is comprehensive in that it will contain, when fully complete, all frequently

asked questions about the game.

It contains full lists of things in the game, and includes a full list of heart pieces and containers. Boss tactics & stats will eventually be added.

This guide was originally formatted to GameFAQs standards (79 chars per line), as it was originally intended for that site. Since they reject the validity of this game and thus FAQ, images are now going to be embedded, and their obsolete formatting standards will slowly be abandoned as this guide progresses.

Also note that this guide is for Version 1.0 & Version 1.1 of the game. When Version 2.0 is released, this guide will be updated and that fact will be noted. The old version of the guide will remain available for those that want to play the original versions.

With SePH's permission, his Guardhouse Walkthrough is now a part of this guide as of version 2.0. Now we'll help you get started, too!

### **~iii) What is not in This Guide~**

This guide is not going to hold your hand through the entire game. I may eventually write a basic but full walkthrough using Tompa's videos and maps, but it will still not be meant to hold your hand through the entire game. If you want a game that you can receive such assistance with, this game probably isn't it.

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~~~~~ A) What is Parallel Worlds? ~~~~~  
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**1) General Information**

Parallel Worlds is a hack of a Link to the Past offering an entirely new game, even sprites and other images were revamped, as well as the inventory screen.

It is the product of 3-5 years of work, including use of Hyrule Magic (a program made for hacking a Link to the Past,) and (ASM) hard-hacking of the ROM where Hyrule Magic fell short, going far beyond a simple "rearrangement". It is an entirely new game using a modified version of the original Link to the Past engine - in the end it is available and exists as a modification (or "hack") for the Link to the Past ROM (**which you must have**).

Parallel Worlds was made largely by Euclid and SePH, and kudos to them. Nothing like this has ever been done before for this game or any of it's predecessors. A full list of contributors is available at <http://zeldaparallelworlds.googlepages.com/credits>

The first version of the game, 1.0, was released for New Year 2007. Two updates are planned currently: Version 1.1 (very soon, possibly already released by the time you read this) and Version 2.0 (at least a couple of months away.) See Q5 below for more information.

For help using this guide note that the Icy World ("2nd World") is Parallel World's version of a Link to the Past's Dark World.

**2) Parallel World's Homepage & Links (where you can get it.)**

----> IPS Patch Link (check the homepage for mirror links):  
<http://zeldaparallelworlds.googlepages.com/lozpw100.rar> <----  
(This is "the game". A copy of Zelda: a Link to the Past SNES ROM is required.)

See Q3 below.)

Parallel World's main homepage is <http://zeldaparallelworlds.googlepages.com/>

Additional Official Links:

Known Bugs:

<http://zeldaparallelworlds.googlepages.com/bugs>

Frequently Asked Questions:

<http://zeldaparallelworlds.googlepages.com/faq>

(only a few basic questions are covered here, but it's worth a try.)

Introduction, Including Much Eye Candy:

<http://zeldaparallelworlds.googlepages.com/intro>

Introduction Walkthrough: Now included with this FAQ, in Section E.

### 3) What do I Need to Play This Game?

You will need a copy of the Zelda: a Link to the Past ROM for SNES, one which includes a header. **\*DO NOT ASK FOR THIS IN THE FORUMS MENTIONED IN THIS FAQ!\*** You will also need an IPS patching program OR Snes9x 1.43 (also including the unofficial +9 made for desync with video issues, available at [tasvideos.org](http://tasvideos.org)) or ZSnes 1.51 (earlier versions of both may work), which can apply IPS patches to ROMS "on the fly" (simply place the IPS patch in the same directory as the ROM with the same file name as the ROM but with the IPS file extension instead of the ROM's.)

If you have problems after following these instructions, you likely have a Corrupted ROM. It happens, and this patch won't work on corrupted ROMS.

There are known bugs with this game being played on an actual SNES (vsync issues) as opposed to the above mentioned emulators, so if you own a way to use the game on an actual SNES it is not recommended you use it just yet. These issues will *potentially* be resolved in a later release.

For IPS patching utilities, check Zophar's Domain, specifically:

<http://www.zophar.net/utilities/patchutil.html>

IPS-Win worked fine for me

(<http://www.zophar.net/utilities/download/ipswin20.zip>).

### 4) What is the Difficulty Level? Is This Game for me?

This game is hard - but not excruciatingly so. It is not meant for those who don't enjoy a challenge and/or are not good at video games. It is much harder than a Link to the Past, and the difficulty starts at the beginning, you are not eased into it. In fact, the first dungeon is one of the hardest (the Guardhouse).

If you want to see a speed run to help you with the puzzles, Tompa made a great one available at

<http://dehacked.2y.net/microstorage.php/info/3534/Parallel%20Worlds.smv>

You need Snes9x 1.43, and I needed to download the +9 version from [tasvideos.org](http://tasvideos.org) to keep it from desyncing.

GENERAL HINT FOR BEGINNERS: Get the treasure in the Halls of Pain before leaving the 1st World (Fighting Draegor.)

### 5) What Updates are Planned for This Hack?

Version 1.1, a grammar/spelling and storyline update, is currently in beta testing and will be released shortly (and smooth the storyline a great extent.)

Version 2.0 has the gameplay changes, and will take several months to be released. According to SePH, these are the changes currently in the works and what will remain the same:

Intro Caves: The random shooters were removed as well as a much easier room where it once had 30+ holes around....)

Guardhouse: (NO Backtracking, get sword earlier, overall easier difficulty, many rooms remade from scratch)

Nayru's Bay: (Fixed the mini-boss/boss to make it less frustrating)

Din's Cavern: (Darkness no more, I'll make sure to restrict some places with those rocks to prevent backtracking)

Farore's Isle: (NO Backtracking, eliminate cheap spots where you have to get hit to progress... overall, remake most of the dungeon)

Ruto's Fortress: (Shall remain the same, except a few fixes)

Darunia's Cavern (Good as is)

Impa's Ways: (Will probably make it much easier, with actual walls to prevent exploiting the Pegasus Boots glitch from one room to another and end up where you're not supposed to be)

Nabooru's Hole: (Added a few torches around, removed a few cheap Beamos sprites.. general look overhaul)

Saria's Gardens: (Fine as is, will fix the bugs reported)

Rauru's Ruins: (Darkness no more in the major part of the dungeon, some rooms will remain dark.

Shiek's Hideout: (Fine as is, will fix a few bugs)

Such things such as the overworld bugs reported will be fixed in the end.

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As you can see, it is the opinion of the creator's that the first four dungeons need the most work and the 2nd world dungeons are pretty much ok.

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~~~~~ B) General Gameplay & Overworld Help ~~~~~  
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**1) Is There Anything I Really Need to Know Going Into this Game?**

Yes, there are four important things.

a) You cannot save in the Guardhouse (1st dungeon) until you get the sword & shield. This doesn't happen until late into the Guardhouse, so be prepared to have to start from scratch. It is one of the most frustrating things in the game, and, alas, right at the beginning. It's worth it though! Make good use of pots to get hearts from soldiers. Few would criticise using save-states to not have to lose your progress here. Get the heart container from the Church before entering the Guardhouse. If you are having major trouble, see Section C.1 Part 1, the maps in Section D Part 2a, and/or the walkthrough in Part F.

b) There are two things that can be missed in this game by simply following the apparently normal path. See Q5 below.

(SPOILERS AHEAD!)

c) You can walk through some things in this game, namely apparently closed doors. This is different from the original and worth mentioning. It happens

fairly often, actually.

- d) You will often need to use bombs to propel yourself across chasms. This was used once in the original and was a frequently asked question back then! Alternatively, if there is something you can run in to, bouncing off something with the Pegasus Boots will do the same - as will certain hits from enemies.

You should also note that your magic automatically regenerates in this game.

## **2) Why Don't Dungeon Maps Work?**

Hyrule Magic does not support remake of dungeon maps, and the creators thought there were more important things to be done. They re-wired that button to a secret (see the next question.) It is possible they will reappear in a new version.

## **3) What is the New Secret with the X-Button?**

(MINOR SPOILERS!)

Zelda alludes to the secret when you get to the Church.

(MAJOR SPOILERS!)

If you hold X and R fake objects will be removed and the real layout will be shown. This only works in certain locations, especially the Parallel Tower.

## **4) Why Can't I Open the Big Chest or Door, I Have the Big Key?**

The game has been changed so that there are two separate big keys: one for the door and one for the chest. The third spot in the inventory is for a secret new item only in some dungeons:

(SPOILERS!)

See Q19 for that spot.

## **5) Is there Anything That Can Be Missed?**

Due to the game's coding, currently three things can be missed. The first, the situation which causes it to be permanently missed happens very early in the game, is the Red Boomerang. If you get the Blue Boomerang (Guardhouse Sewers), you can't get the Red one (legitimately.)

You also can't return to the Sewers once you leave, so if you don't get the Blue Boomerang it's permanently missed - but you will be able to get the Red one, which is a better version of the Blue one, once you reach the Icy World. See Q6.

The second is a piece of heart. See Section F. It will not hinder obtaining 20 hearts (the maximum).

The third is Bombos. It has an added bonus that makes it more worth getting (see Q8a). Make Magic Powder as soon as you can (see Q11), and avoid getting the Magic Powder until you have obtained Bombos.

For some more specific information:

(SPOILERS!)

If you "lose" the Mushroom Powder a new one automatically appears in the Potion Maker' hut. *If you get the Magic Powder when it reappears, you will be unable to get the Bombos* as you will be unable to get the second Mushroom, because the Mushroom



and the Powder are in the same slot. It's the same problem as with the boomerangs.

If you want Bombos, which again has an added bonus, don't get the Magic Powder after you lose it the first time! You can also miss Bombos by not "using" the Magic Powder, and thus emptying the slot, before opening the chest containing the "2nd" mushroom in the "optional hard puzzle" in the Parallel Tower (only accessible in the 1st World) or the other if you obtained the one in the Tower first. The game itself warns you not to open the chest without that slot empty. *If you open the chest without the slot empty, you will get Rupees and lose the Mushroom and Bombos forever.* However, if you have simply not "used" the Magic Powder yet, you may do so and return to get the Mushroom.

#### **6) Where is the Blue and Red Boomerang? (Obvious Spoilers)**

The Blue Boomerang is the big chest treasure in the Gatehouse Sewers. The key is in a chest surrounded by blue pegs. The chest is just to the right of the entrance (you can save and quit at this point, once you get the key.) You cannot return to the Sewers after you leave - but not getting the Blue Boomerang enables you to receive the Red Boomerang once you reach the Icy World, so you aren't losing anything permanently. See Q5.

The Red Boomerang is in the 2nd World Forest, to the South in a House. *If you have the Blue one, you will not be able to get the Red one.* The chest will contain Rupees instead.

To get the Red Boomerang using a code, it's 7EF34102. Put it in and you will have the Red one. Save your game and then turn off the code. Reload your game and you should have the Red Boomerang permanently without further code use.

#### **7) Does the Guardhouse have a Treasure?**

Yes, it does. You should have ran into the big chest - it's in the right-hand route from the entrance. The key requires the Hammer (the key from the Sewers is for the big chest in the Sewers - treated as a separate dungeon.) Once you have it, take the left route and hammer the pegs for the route to the key.

As for what is in the chest and what to do with it...

(SPOILERS!)

It's (likely the first) Mushroom. Make Magic Powder. There is a special use for that Powder, and it is in Q12. Also see Q5 regarding a missable item.

#### **8) Where is Bombos?**

(OBVIOUS SPOILERS)

You get Bombos by dropping a Mushroom in the Lupo Quarry pond (you need to super-bomb the hole in the 2nd World, then return to the hold in the 1st.) *Note that this is a missable item (via the Mushroom), see Q5.*

##### **a) What is That Special Effect it Said I Got When I got Bombos and Quake?**

Faster Magic Regeneration. With Quake and Bombos, your magic regenerates so fast you can cast any spell and your magic will be fully regenerated by the time it is finished casting! As the game said, the effect occurs simply by having them in your inventory.

#### **9) Is the Shovel in This Game?**

No.

## 10) I Have a Blank Spot in my Inventory!

This is normal. It is where the bottle flyout would go, and removing it would take more time than the creators thought worth it at this stage.

## 11) What is a Complete List of Items and Where can they be Obtained?

(OBVIOUS SPOILERS - See next question for pond upgrade items.)

### a) Dungeon Items

1st World:

Nayru's Bay: Hammer

Din's Catacombs: Goron Bracelet (Level 1 Gloves)

Farore's Isle: Hookshot

Icy World:

Impa's Ways: Ice Rod

Rauru's Ruins: Biggoron's Bracelet (Level 2 Gloves)

Ruto's Fortress: Blue Tunic (Level 2 Tunic)

Shiek's Hideout: Red Tunic (Level 3 Tunic - big chest item) and Magic Cape

Darunia's Cavern: Cane of Somaria

Saria's Gardens: Fire Rod

Nabooru's Hole: Mirror Shield

### b) Other Items

Blue Boomerang: Big Chest in Guardhouse Sewers. **See Q5.**

Red Boomerang: Chest in house in south of Snowy Forest (Icy World). Cannot be obtained if you have gotten the Blue one. **See Q5.**

Lamp: Impossible to Miss. Read the Guardhouse Walkthrough if you are desperate.

Bug-Catching Net: House (Kakariko, 1st World, Requires a Bottle.)

Zora's Scale: (aka Flippers) Buy from King Zora in Oasis (50 Rupees).

Pegasus Boots: Talk to Sharashala after finishing Nayru's Bay (1st Jewel).

Book of Mudora: Library (Kakariko, 1st World, Requires Lvl. 1 Gloves and Pegasus Boots).

Cane of Byrna: Halls of Pain (Past Lost Woods)

Magic Powder: Make from Mushroom at Potion Shop in 1st World. Give Mushroom to Witch, leave the screen, and then return and enter the hut and it will be next to the shop owner. Once made, if you lose it, it will reappear in the Potion-Maker's Hut in either world. (See note about missable items in Q5.)

Mushroom One: Guardhouse (big chest, requires return with the Hammer). See note about missable items in Q5.

Mushroom Two: In the "optional hard puzzle" in Parallel Tower, 1st World. See note about missable items in Q5.

Moon Pearl: Gained automatically after fight with Draegor. Will be removed from inventory in a future version.

Level 2 Shield: Buy from merchant North of Merchant's Way (Icy World.)

Ether: Ice Palace exit from Impa's Ways (cave with 2 chests right above exit.)

Quake: Drop Magic Powder in Fat Faeries' Pond (bottom-right of swamp)

Bombos: Drop Mushroom in Fairies' Pond (Lupo Quarry)

Magic Mirror: Top of Parallel Tower, 1st Climb (Icy World)

Kokiri Emerald: Big Chest @ Top of Parallel Tower, 2nd Climb (Icy World)

(You have to climb it again to get it. It's worth it, though. See Q16C for a way to cheat around this)

Silver Arrows: Big Chest @ Parallel Tower near entrance, 3rd Climb (1st World)

Ocarina: (aka Flute) Top of Parallel Tower, 3rd Climb (1st World)

Bottle 1: Bottle Seller at Forest entrance (100 Rupees)

Bottle 2: From sleeping man after Lost Woods

Bottle 3: In the Church basement in the Icy World

Bottle 4: In cave above Smithy's (Hookshot and Cape required. Hookshooting to the cave entrance island is a bit buggy, keep trying if you have problems.)

### c) What are the Conditions to make the Super Bomb appear at the Bomb Shop?

Super Bomb will be available after you beat Darunia's Cavern/Sheik's Hideout. (Could be beat any dungeon fully)

### 12) Where are the Upgrade Ponds? What can I Upgrade?

(OBVIOUS SPOILERS)

As in the original flavour, there are two upgrade ponds, one in the Icy World and one in the 1st World (which requires an Icy World event to access.)

Here is a list of what you can upgrade:

Fat Faerie Pond: (Located in bottom-left of Icy World, in Swamp, down some steps. Not hidden. Try the Church Passage for easy access to the area.)

- 1) Level 2 (forged sword) -> Level 3 Sword
- 2) Magic Powder -> Quake (you lose the powder; see Q5)
- 3) Full Bottle -> Empty Bottle (cruel joke)
- 4) Ether Medallion -> 1/4 Magic (you keep Ether)

Regular Faerie Pond: (Accessed after using the Big Bomb (conditions to appear unknown) to blow the hole into Lupo Quarry in the Icy World then going in the hole that appears afterwards in the same location in the 1st World.)

- 1) Mushroom -> Bombos (see question 5)
- 2) Full Bottle -> Empty Bottle

### 13) What is a Full List of Things that can be Upgraded and to What Levels?

(OBVIOUS SPOILERS)

1/2 Magic

Can be obtained by throwing Magic Powder on a weird pedestal accessed under a small white rock in the upper-right corner of the Lupo Quarry (1st World).

(SPOILERS!)

1/4 Magic can be obtained by throwing the Ether Medallion in the Fat Fairy's Pond.

Sword (4 levels)

Level 1 (Fighter's Sword) ->

Level 2 (Tempered Sword, see the Swordsmiths after finishing Farore's Island.) ->

Level 3 (Golden Sword?, drop the Level 2 in the Fat Fairy's Pond.) ->

Level 4 (Master Sword, get Kokiri Emerald from top of Parallel Tower and get the sword from the Ancient Ruins past the Endless Beach.)

Tunic (3 levels)

Green Standard (start) ->

Blue Tunic (Ruto's Fortress) ->

Red Tunic (Shiek's Hideout)

Glove (2 levels)

Level 1 (Goron Bracelet, Din's Catacombs (2nd Jewel Dungeon)) ->

Level 2 (Biggoron's Bracelet, Rauru's Ruins (Swamp Dungeon))

Shield (3 levels)

Level 1 (Fighter's Shield, standard) ->

Level 2 (Hylian Shield, buy from merchant north of Icy World's Merchant's Way, 500 Rupees. Upgrade optional and does not require the Level 1 Shield.) ->

Level 3 (Mirror Shield, Nabooru's Holes (Lupo Quarry Dungeon). Level 1 or Level 2 Shield not required.)

Arrows (2 levels)  
Regular (start, usable when you get the Bow) ->  
Silver (Big Chest near entrance of Parallel Tower, 1st World)

Boomerang (2 levels)  
Blue (Guardhouse Sewers) !->  
(UPGRADE NOT POSSIBLE!) Red Boomerang (*see Q5*)

**14) The Level 3 Sword isn't Stronger than the Level 2, and my Tunics Don't Seem to be any Better!**

As for the sword, it depends on the enemy. In some cases it is stronger, in others (like the Armos Knights) it isn't. This was changed by the game's creators.

As for the Tunics, however, they never did protect you 25% or 50% or whatnot against ALL enemies.

It varies based on the enemy. See  
[http://db.gamefaqs.com/console/snes/file/zelda\\_link\\_to\\_past\\_monster\\_stats.txt](http://db.gamefaqs.com/console/snes/file/zelda_link_to_past_monster_stats.txt)  
As far as I know this was not changed by the game's creators.

**15) What is the Combination for the Lost Woods and Endless Beach?**

The combination for the Lost Woods isn't in this game, and figuring it out is nearly impossible. It's Right Down Up Right Down.

The combination for the Endless Beach is written on Lupo Quarry.

(SPOILERS!)  
For the really lazy, it's Up Right Left Up.

**16) What do I need to Climb Parallel Tower?**

All you need is the Cane of Somaria and the Fire Rod. That and keys. You will find keys in certain odd places that are distinguishable because they have a small key counter. There are 9 keys total, "3 in each world and 3 present" (i.e. in the Tower.) You need 3 for the initial climb, and the other 6 for the climb in the First World, all used on the final path.

The Mirror Shield (and thus likely the Magic Cape) and a stronger Tunic is strongly recommended. Alternatively, the Cane of Byrna and 1/2 or 1/4 magic would work just as well if not better. It offers offence and far less magic consumption than the Cape, and renders the Mirror Shield unnecessary.

**a) What are the Parallel Tower Clues?**

The list of clues, as given by the crystal recordings, are as follows:

- Clue #1 - You never land on spikes
- Clue #2 - You will walk through things in rooms 4, 8, & 13
- Clue #3 - Find the Sacred Forest Meadow
- Clue #4 - Ignore the Previous Message
- Clue #5 - 3 in each World and 3 Present
- Clue #6 - Push and hold the right shoulder and blue buttons (Zelda's Clue)
- Clue #7 - Bring Boots, Bombs, and Potions

**b) What is in the "Optional Hard Puzzle"?**

The Optional Hard Puzzle contains two prizes: a heart container (full), and a Mushroom. Obviously the Mushroom has a special use, and it is hinted at by the plaque by the chest. *See Q5.*

Getting Through it:

For an optional hard puzzle, it's fairly easy. The only tough part is figuring out how to get past the giant wall. The answer is the Hammer. You need to find the one hidden spot that you can get through using the Hammer. After that, it's hookshooting and hammering quickly down falling walkways. *You cannot return to the dungeon after the puzzle, backtrack to it.*

**c) How Many Times do I Need to Climb Parallel Tower?**

*IMPORTANT NOTE:* Do NOT do the "Optional Hard Puzzle" until you reach the end of the Tower (you need to be in the 1st World to get access to it.) If you do it first, you will need to return to the beginning AGAIN.) See Q16a and Q5 first.

(SPOILERS!)

Three Times:

1. In the Icy World, necessary to return to the 1st World (the Magic Mirror) & the big key, both prizes at the top.
2. In the Icy World, necessary to get the big chest a few doors away at the top. (This chest contains the Kokiri Emerald, which is required to get the Master Sword. It is necessary to hurt Ganon, unless you use a charged attack from the Level 3 Sword.)  
(If you have the big chest key from Impa's Ways, you can cheat and avoid this extra climb. Use the levitation glitch. Go north from the screen north of the Castle Site Entrance to Impa's Ways.)
3. In the First World, to get the Silver Arrows (second big chest near the bottom), the Ocarina, and thus access to Ganon (you need the Ocarina to reach the top of the Tower without climbing it again.)

If you wish to do the Optional Hard Puzzle, the quickest way would be to backtrack from the top after climb #3, adding up to another 1/2 time or so.

**d) Where are the Parallel Tower Small Keys?**

***First world***

1. In a cave in the Pyramid Falls, right from the Ancient Ruins.
2. In the cave (Rebel's hideout) near your house, you need to pick up a block. Walk through a fake door surrounded by spikes.
3. In the Halls of Pain (on the other side of the Lost Woods), straight up from the entrance.

***Ice world***

1. In the Church. Use the X button secret. (See Question 3)
2. In the cave near the Lake Ruins, access it by going through a cave by the beach near ?'s (Link's Other World) House. Use the X button secret.
3. Just after the above cave, go into a cave just north of where you come out, where there is a talking creature. Use the X button secret.

***In Parallel Tower Itself***

1. Under a pot on an invisible floor on the 3rd floor just left of the southern part of the Bombos maze. (You can bomb across (my recommendation), or drop a 2 floors.) The hole you need to fall from is on the 5th floor, south then east from the stairs, in a room with floor holes and a fire blade. Fall through the hole directly south of the door north. You will fall two floors to the Beamos maze southern section on 3F on the other side of the chasm. Walk straight across the invisible floor to the bottom-most pot. (An SMV video of this is available in the videos section, D, 3-h.)
2. In a room across pit with spinning floor tiles that you must wait to cross on 5F - Southeast of Armos Knights; dark room.

3. Under a pot on 6F, in a side room with an empty chest on the path you must follow.

### **17) Is There any Reason I Have to Collect all the Crystals?**

Apparently the answer to this question is no. If you fight Ganon with 1 to 2 crystals however, he requires nearly 80 Silver Arrows to beat, but this needs independent verification.

### **18) How Many Pieces of Heart are in this Game?**

More than enough for 20 hearts (the maximum). Technically, there are 50 heart pieces and three containers, leaving you with 20 hearts & 1/2 (two pieces). I finished with 20 hearts and one piece. One of these pieces may disappear, see Q5 & Section F. One of these has also been reported to be obtainable twice.

See Section F for the heart piece guide.

### **19) How Many Tablets are There?**

There are 7 Tablets - one for each Icy World dungeon. Their place is shown in the inventory next to the Big Door and Big Chest keys. It is a big secret and if you do not want it spoiled I suggest you stop reading this section now.

### **20) What is the secret of the Tablets?**

(MAJOR SPOILERS!!!)

If you collect all 7 of them, at the end of the game you will be given the name you need to use to start the Second Quest.

### **21) Is There a Second Quest? What is the Difference?**

(MAJOR SPOILERS!!!)

Yes, there is. It is "shorter and harder". I have not finished it. The first indication of the 2nd Quest occurs on Farore's Isle, which doesn't Exist. Instead you get the Fire Rod and Ice Rod. Only two dungeons are beatable: Darunia's Cavern and Shiek's Hideout. The only required one is Darunia's Cavern. Shiek's Hideout requires some creative thinking without the Hookshot (bring boots,) and a bomb boost is required to reach it.

Ganon requires 70-someodd Silver Arrows to beat.

At the end you get access to a special dungeon and an alternate ending with Trinexx finally making his appearance.

Tompa will be adding more information for the next release.

### **22) How Can I Access the 2nd Quest?**

There really is little reason to access the 2nd Quest without completing the first, and collecting what you need to access it isn't hard. But it is unavoidable that the access method be made public.

(MAJOR SPOILERS!!!)

See Q20 First.

(MAJOR SPOILERS!!!)

The name you need to use is TotT.

Sorry, Euclid.

-----  
~~~~~ C) Specific Dungeon & Other Help (Including Boss Tactics) ~~~~~  
-----

(SPOILERS are a GIVEN!)

-----  
~~~C.1) First World~~~  
-----

**1) Guardhouse & Pre-First Dungeon Help**

**a) The Guardhouse is so Hard! What Can I Do to Make it Easier? Are There Any Changes Planned for Future Versions?**

Version 2.0 has a total overhaul of the Guardhouse to make it much easier. You'll have to wait a while for that one, though.

In the meantime, see the walkthrough by SePH in Section E, the maps in Section D, 3a, or visit <http://zeldaparallelworlds.googlepages.com/home> which has an SRM (save file) after the Guardhouse and a video walkthrough for ZSnes.

**b) How Can I Get to Sharashala?**

You need the Zora's Scale (replaced the Flippers).

**c) Where Can I Find King Zora and the Zora Scale?**

A lady in the village tells you where you can find him.

(LAZY PEOPLE SPOILERS!)

He's in the Oasis (North of Lupo Quarry,) in a large-entrance cave.

**d) Where is the First Jewel Dungeon?**

Under the Waterfall in the top-right of the map (the upper entrance, to Nayru's Bay, NOT the Waterfall Cave.) It's called Nayru's Bay.

**e) What Does the Hint About Something Solid you can Use Mean?**

The hint is speaking of bombs. The hidden patch of land is near the top.

**f) The Armos Knights are Impossible!**

The Boomerang does far more damage than the sword. You are also completely safe under the door or in the lower-right hand corner.

**2) Din's Catacombs Help**

**a) I Beat the Boss and Didn't Get Any Treasure. What Gives?**

You need to bomb a South wall in a corner room where you turn North. This problem (finishing the dungeon without the treasure) will be fixed in the 2.0 version.

**b) I Can't Find Enough Small Keys!**

This is a common problem. There are two commonly missed ones:

1. A Tentacle Enemy in a room you seemingly need the Hookshot to cross.
2. On a torch by the Big Chest (near the entrance to this area, the bombed wall.)

**c) I Can't Find The Big Chest!**

It is to the left in the first long room with the ball-shooters, a piece of that huge wall is bombable (towards the top).

**3) Farore's Isle Help**

**a) How Do I Get to Farore's Isle?**

Try looking for new areas via the Oasis.

(Lazy-people SPOILERS!)

The entrance to the Sky Isles is through a cave in the Oasis that you have to go through two Bombos to get there.

**b) Is There Anything to Prevent All This Backtracking, Including to Switch the Blocks So I Can Get the Big Chest?**

Yes. The Book of Mudora will bring you to the entrance and reset the block switches.

**c) How Can I Kill the Boss? My Sword Doesn't Do Any Damage!**

You have two choices once the helmet is off (which requires the Hammer): Spin-attacks from your sword or the Hammer. The Hammer requires one less hit, but is much more difficult.

**d) What am I supposed to do after finishing this dungeon exactly?**

Go to the Church, then head to the Smithies to get your sword tempered. Then go to Hyrule Castle to deal with Draegor. (You don't HAVE to go to The Church.)

**4) Waterfall Cave Help**

**a) What is the point of this place? What is in here?**

This is actually an overworld area, not a dungeon. The torches are for show and not lightable. The closed doors cannot be opened. Anything you can actually get requires the Hookshot and/or the Magic Cape.

As for what exactly you can get in here (SPOILERS!)

Two pieces of heart. That's it. The Hookshot is required for one and The Magic Cape is required for the other.

Due to what I assume is a bug, if you get one piece and leave the area the other will disappear forever. Both are not required to get 20 hearts.

Pictures of these two pieces of heart are available in Section D, 4B.



## 5) Halls of Pain Help

### a) How do I get Here?

The Halls of Pain are located in the Secret Meadow of the Lost Woods. If you need directions, see Section B Question 15.

### b) How do I get Around in Here?

One initial platform jump can be done by running into a wall with the Pegasus Boots. Propelling yourself with bombs must do the rest. You need enough hearts, 10 is a good number, and potions are helpful too.

### c) What is There to Gain in Here and Where is it?

There are two prizes, both of which should be gotten as soon as possible, The Cane of Byrna is the first prize and a gigantic help in the future, and you will not be able to return to the 1st World for a while. The second is a key for the Parallel Tower. The first is in the upper-left hand area, the second is straight up from the entrance.

-----  
~~~C.2) Icy World~~~  
-----

## 1) General

### a) What is the Suggested Order to do the Dungeons? What is Required to Complete each Dungeon?

The creators have conflicting suggestions. The game suggests you do Rauru then Ruto, and do Ruto before you have the item from Saria required for it!

Euclid suggests you do "Impa/Darunia/Rauru -> Nabooru -> Sheik -> Saria Ruto." I disagree, Sheik is one of the hardest, and the prize from Ruto should be gotten earlier. My suggestion is how I have ordered the Dungeons in this FAQ (Impa, Darunia, Saria, Ruto, Rauru, Nabooru, and then Sheik.) It's also best to do this order if you want to climb Parallel Tower (the first time at least) as soon as possible, which,

(SPOILERS!)  
is necessary to return to the First World.

### b) What is Required to Complete each Dungeon?

The only dungeon that really requires an item from another Icy World dungeon is Ruto's Fortress. You must have completed Saria's Gardens to finish it (or at least obtained the treasure).

In Darunia's Cavern the Mirror Shield and/or Cane of Byrna are a big plus. It is unlikely you will obtain the Mirror Shield before Darunia's Cavern, however.

Parallel Tower requires the items from Darunia's Cavern and Saria's Gardens. If you require further information about what is needed for Parallel Tower see Section B Question 16.

The actual items and locations are..

(SPOILERS!)  
The Fire Rod from Saria, and the Cane of Somaria from Darunia's.

**c) Is There Anything Requiring Me to Complete Each Dungeon?**

This was moved to Section B, Q17. The short answer is no.

**2) Impa's Ways**

**a) Are There any Hints as to how to get Through Here?**

Unfortunately, no. Trial and error. Don't miss the big chest!  
If you are really stuck, check the maps section of this guide.

**b) The Boss Isn't Dropping the Crystal!**

You must wait for the floor tiles to finish before killing the boss.  
It's a known issue.

**3) Darunia's Cavern**

Darunia's Cavern is a confusing labyrinth, and if you need additional help check the maps section.

**a) Where is it?**

It is reached from one of two Lava Isles exits from Impa's Ways.  
If you check the map, it's Lava Isles 1.

**b) Where is the Big Chest Key?**

It is in a room where you have to beat another set of Armos Knights. The room is two rooms East of the Big Door Key, or one south and two east of the entrance (to the labyrinth).

**c) Where is the Big Door Key?**

It is found by killing a Skeleton enemy one screen south of the stairs to the labyrinth, in a room with a 4-way exit and a movable block in the center. It drops the Key.

**d) Where is the Big Chest?**

It is one screen right and seven up from the entrance (you must go around a bit), or two south and three east from the exit (you must also go around a bit.) It shouldn't be hard to find.

**e) Where is the Tablet?**

It is in the upper right-hand corner of the labyrinth, one screen right and two screens up from the Big Chest.

**f) I'm Stuck and need a Small Key. Where is it?!**

It is found under a pot (top left) in a room with Beamos, 3 rooms South of the big chest.

**g) Where is the Exit?**

One room right of the upper left-hand corner (which has a teleporter).  
It should not be hard to find.

**h) Is There a Secret in this Labyrinth?**

There is.

(SPOILERS!)

It's in the lower-left hand corner. Walk through a fake door on the right in the room with the Armos Knights. You'll find a full heart container and a hint as to what you can throw into upgrade ponds at the very end.

**4) Saria's Gardens**

**a) Where is it?**

It is located in the Secret Meadow of the Lost Woods in the Icy World. If you need directions, see Section B Question 15.

**b) I am Missing Small Key(s)!**

One hard-to-find key can be found by killing a firebreathing enemy one screen south of the block switch on the lower level of B1.

Another is two screens right of the locked door on 1F (upper floor).

**5) Ruto's Fortress**

**a) Do I Need the Fire Rod to finish this Dungeon?**

YES! But not for torches. You need it near the end of the dungeon, so I don't recommend trying to tackle the dungeon without it.

**b) None of the Torches Will Stay Lit! I am Stuck with Nowhere to Go!**

Any torch puzzles were removed from the final release. There are NO torch puzzles, and you do not need to light a single torch!

If you are stuck by the big chest,

(SPOILERS!)

try looking outside the other exit that leads to that piece of heart for a way forward.

**c) I am Stuck in the Room With 4 Tongue Statues After a Hookshot room!**

There is nothing here. Use the Book of Mudora to Return to the Entrance.

**d) Do I Have to Kill Kholdstare to Get Past that Invisible Wall?**

Yes. And yes, you need the Fire Rod.

**6) Rauru's Ruins**

**a) Where is it?**

It's in the swamp in the lower-left of the map, where Misery Mire was in the original game. You need to use Ether to open the dungeon.

If you need to know where Ether is...

(SPOILERS!)

It's in a cave directly north of the Hidden Ruins exit of Impa's Ways.

**b) Where is the Big Door Key?**

Push a block at a seemingly end-of-the-road you will pass by several times, that has a few push-blocks that you can't get past from that side and a teleporter back to the entrance. You will hear a sound when you push the block. Go back to the last room and the chest with the key will be there. If you use the teleporter it will disappear and you will have to push the block again.

**7) Nabooru's Hole**

**a) Where is it?**

You need to complete certain events, which triggers the Bomb Shop to carry the Big Bomb. What these events are is unknown currently (See Section B, Q11-C). Take that bomb to Lupo Quarry and bomb the obvious rock entrance.

**b) Is There Any In-Game Help to get Through Here?**

Nope. Like Impa's Ways, it's trial-and-error. See the map in D3-f if you are stuck.

**8) Sheik's Hideout**

**a) Where is it?**

Explore around the Castle Site (exit to the east, then go south,) and you will find "A Dead End". One of the caves will take you to the entrance to the dungeon.

**b) I can't find the boss!**

You need to have the blue pegs down, and go forward until you reach a teleporter surrounded in yellow pegs, through a big door key locked door in a room where the floor falls away, that you now seemingly can't get to. Bounce off the wall or use the Hookshot, and head towards the down blue peg for the final path to the boss.

See Section D, Part 6 for a video showing the boss room.

**9) Parallel Tower (Icy and 1st World)**

There is a wealth of information about the Parallel Tower in Section B, Question 16(a thru d).

**a) What Does the Clue about "Finding the Sacred Meadow" Mean? (Both Worlds)**

It is a reference to Ocarina of Time, and is suggesting the combination for the Lost Woods in that game is the way you have to go to get through this floor.

The Combination Is..

(SPOILERS!)

Up, right, up, right, up, up, up, left, and up.

**b) I am Stuck in the Room with the Clue to "Bring Boots, Bombs, & Potions!" (Both Worlds)**

It is trial and error. What you are intended to do, and the only way I know of to get through the room, is by bombing yourself on to an invisible 1x1 tile that is between the left torch and hammer-thing. You then need to quickly gain a footing or try to and hammer the thing blocking your way. Again, it is trial and error.

c) How do I get Past the Wall in the "Optional Hard Puzzle"?

You need to use the Hammer. Keep trying to find the spot that has a hidden Hammerable peg that you may then cross.

-----  
~~~~~ **E) Maps & Walkthroughs** ~~~~~  
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**1) Full Video & Non-Dungeon Walkthrough Links**

NOTE: For the videos, Snes9x 1.43 +9improved (for desync) version is required.  
Snes9x official 1.43 may work, but do not write about problems for it.  
You may obtain the +9-improved version from <http://tasvideos.org>.

i) Speed Run by Tompa:

<http://dehacked.2y.net/microstorage.php/info/3534/Parallel%20Worlds.smv>

This is a quick run-through and misses many items. Not meant to serve as a full walkthrough.

## 2) First World Dungeon Maps & Play Video Walkthrough Links

### a) Guardhouse (maps by Tompa)



Level 1F



Wine Cellar

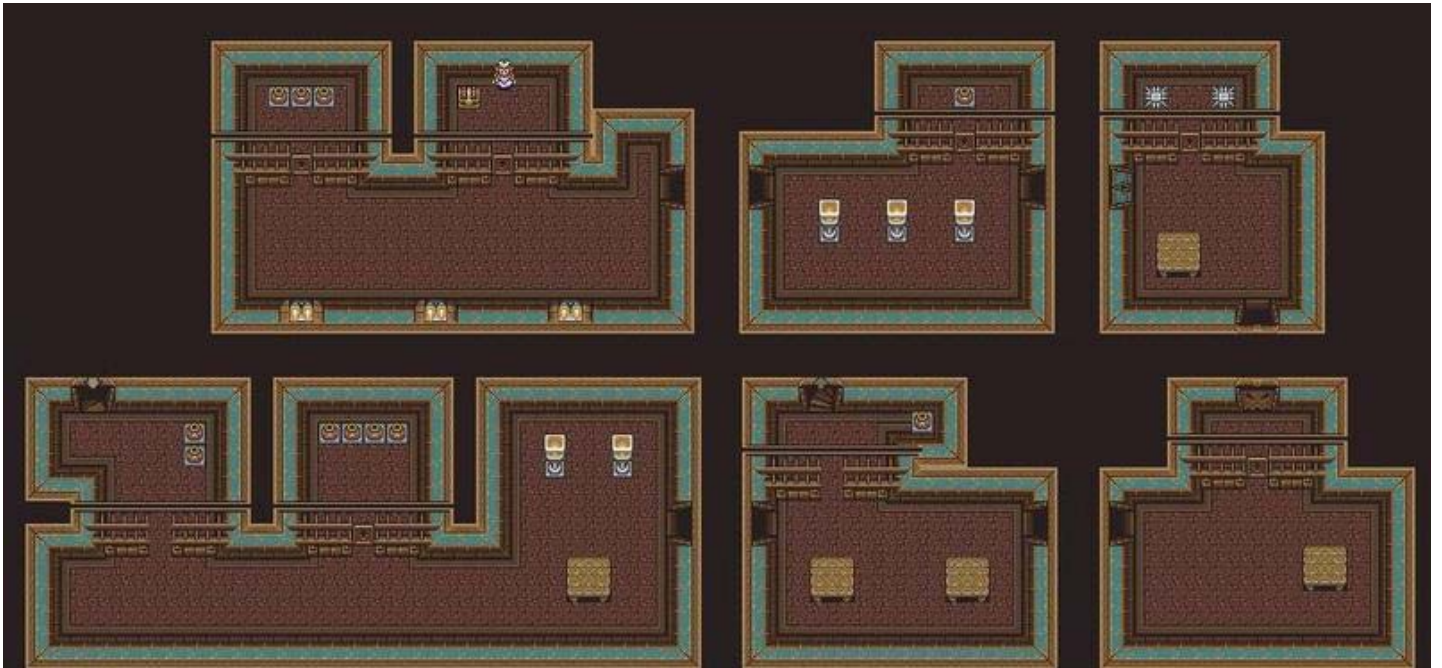


Level 1B

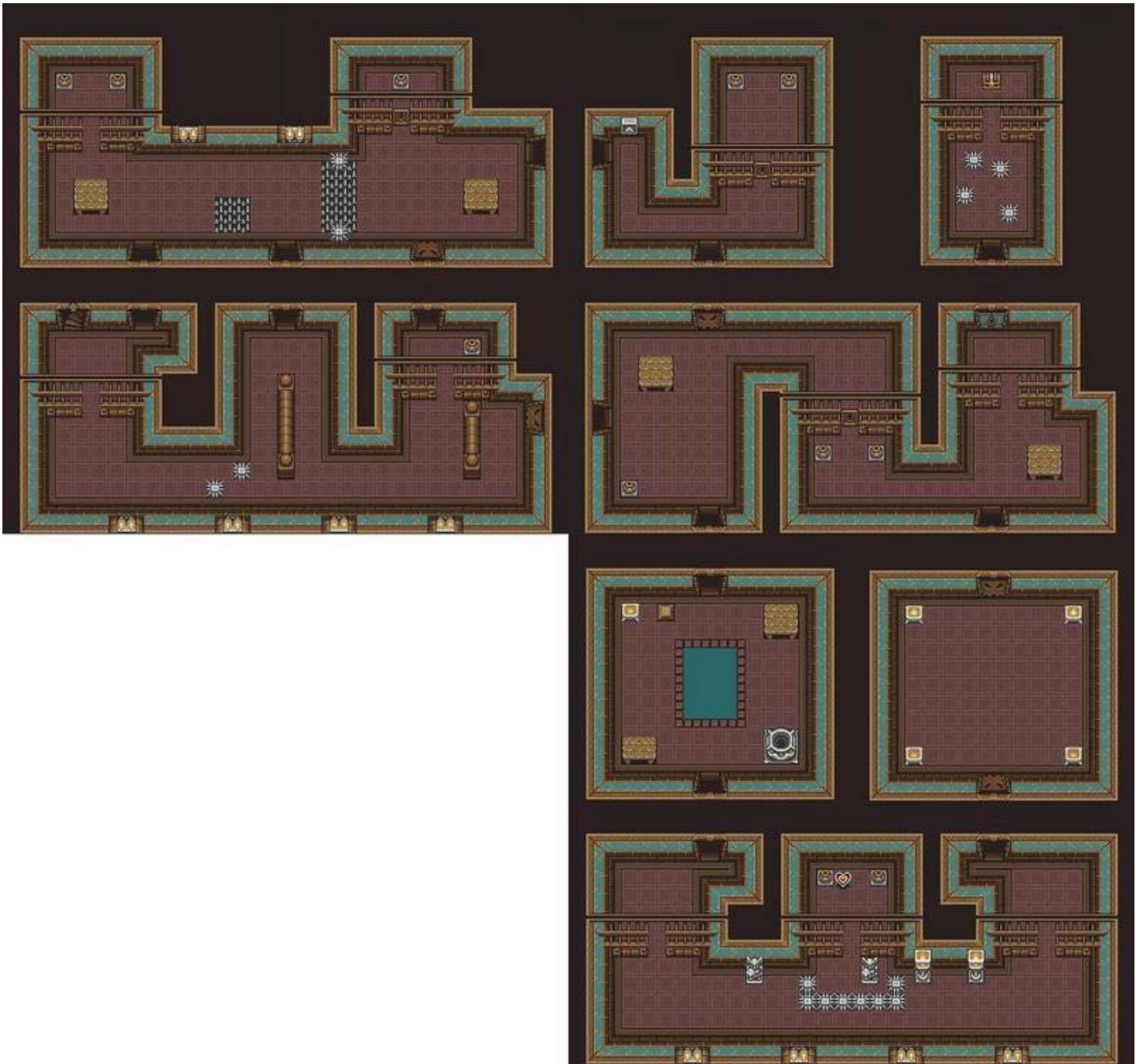




Level 2B



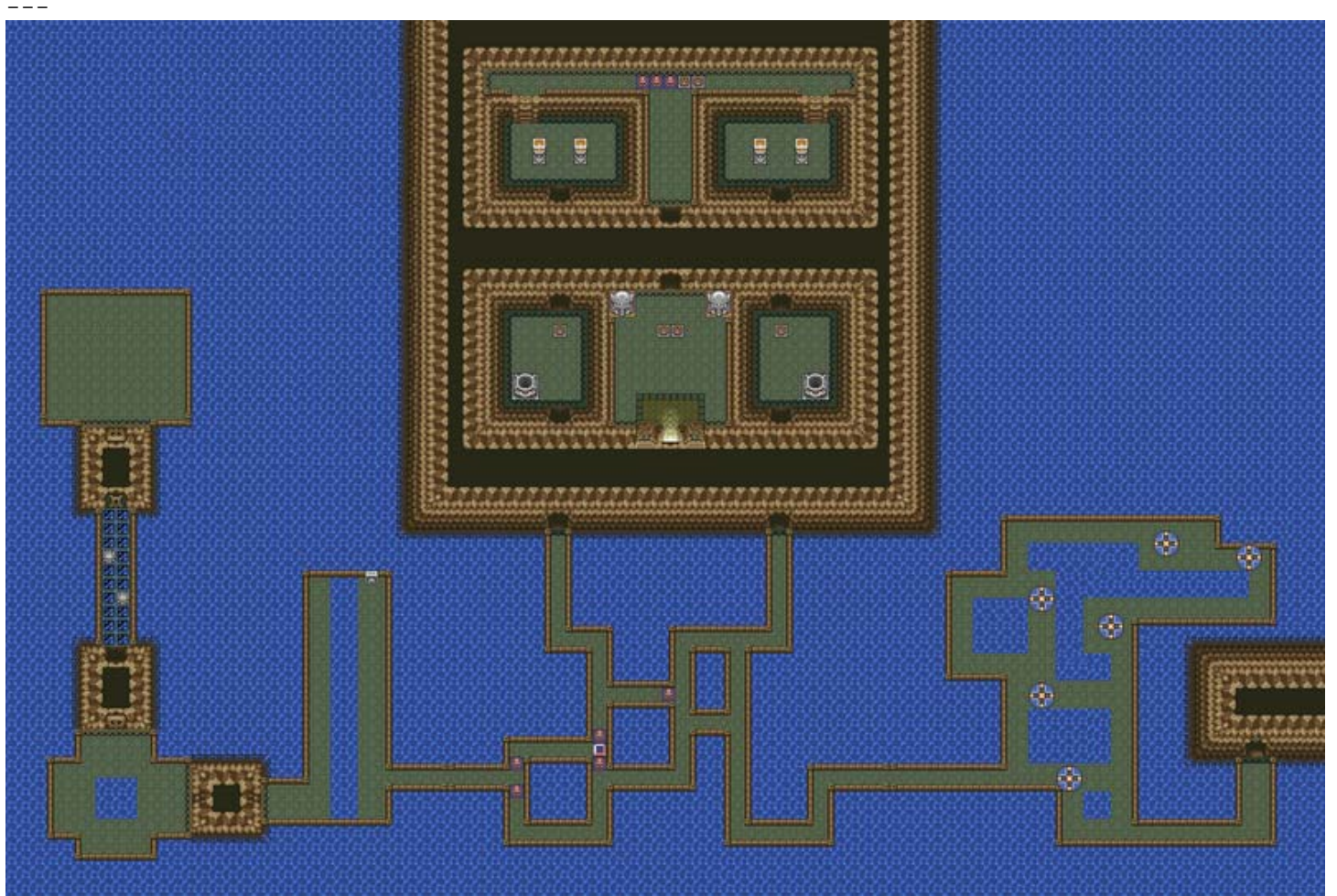
Level 3B

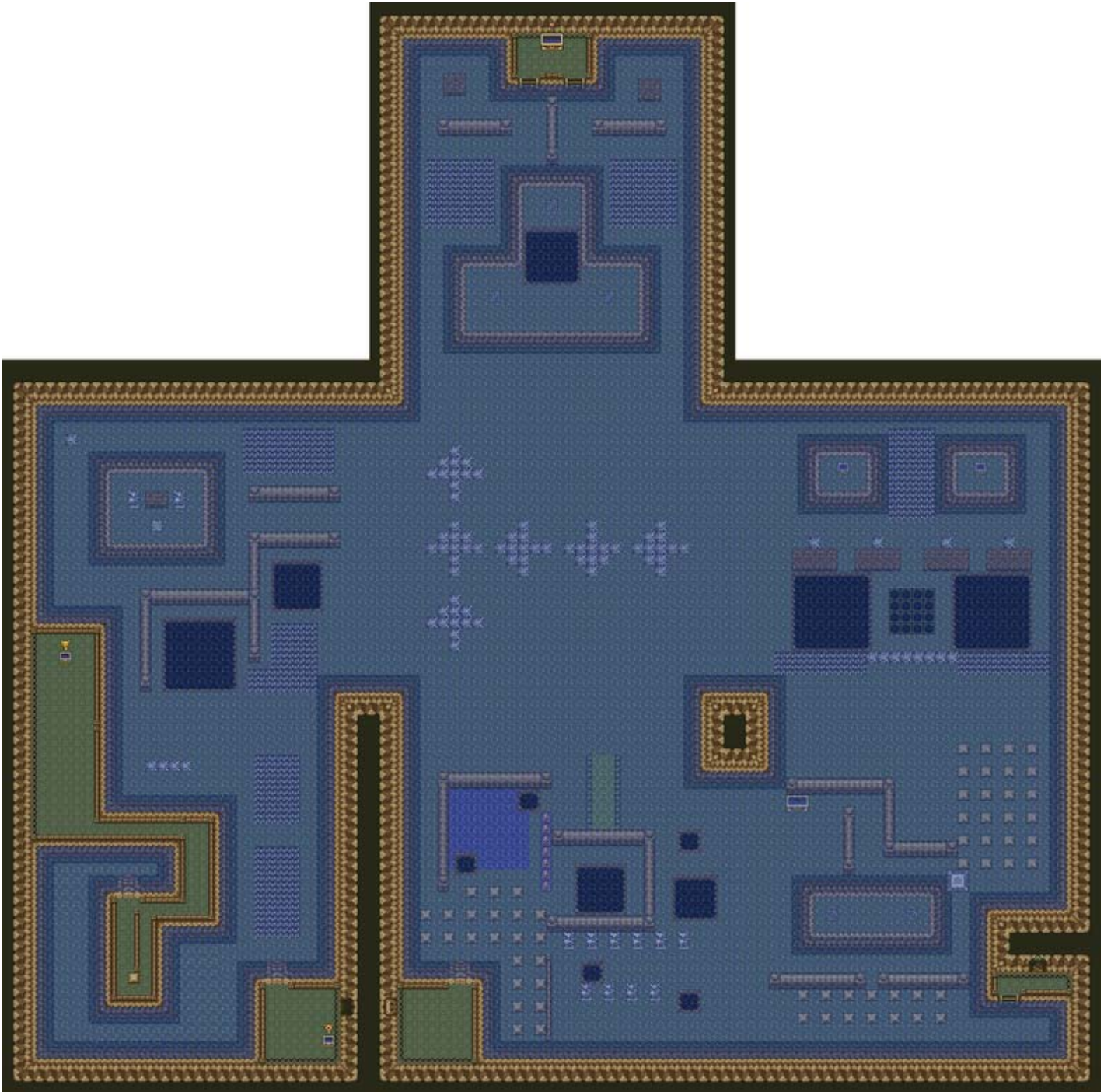


Level 4B

b) Nayru's Bay

1F





**c) Din's Catacombs**

(no maps yet)


**d) Farore's Isle**

(no maps yet)



b) Darunia's Cavern


(map creator unknown)




- Block
- Moveable Block
- Chest
- Big Chest
- Stairs
- Teleport to....
- ...this point
- Enemy holding Big Key
- Small Key under Pot

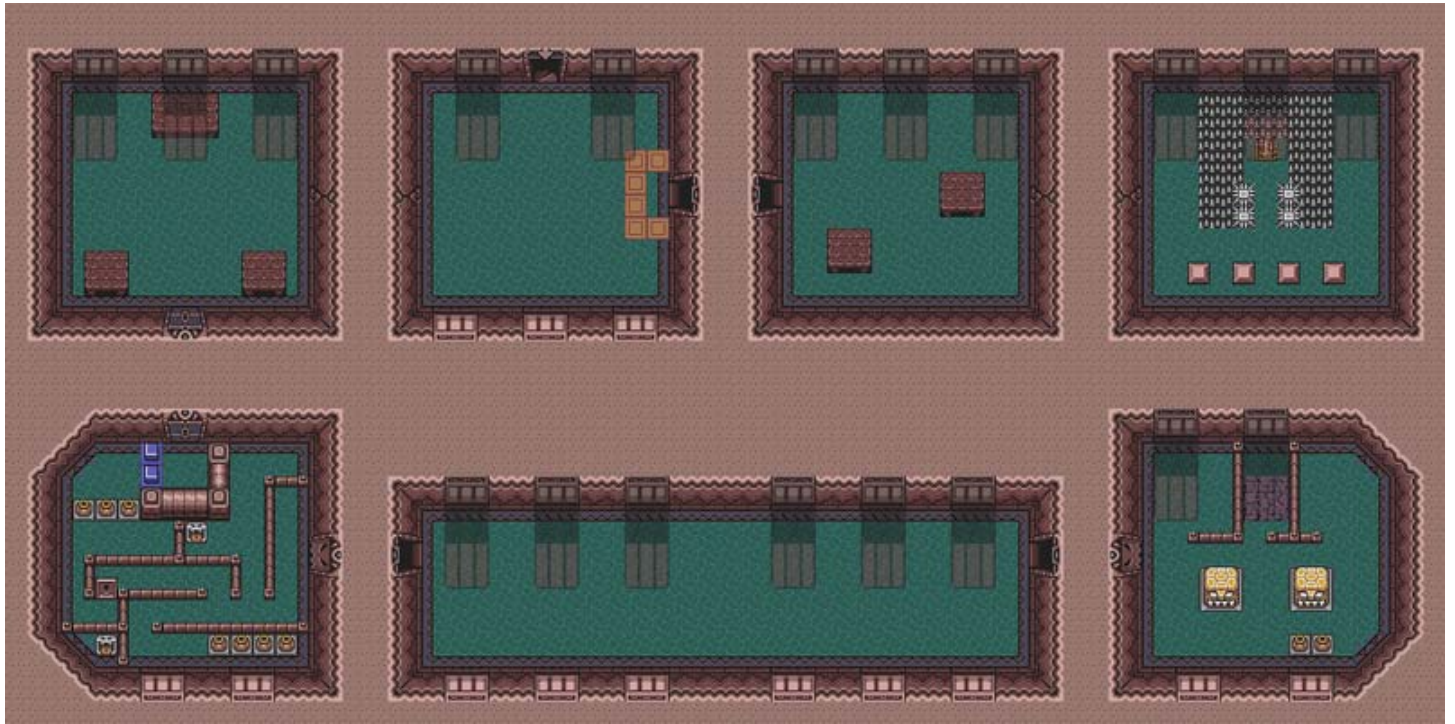
Door Types:

- Door closes behind you
- Move Block to open
- Kill enemies to open
- Survive Floor Attack to open
- Fake Door

 Start room

 End room



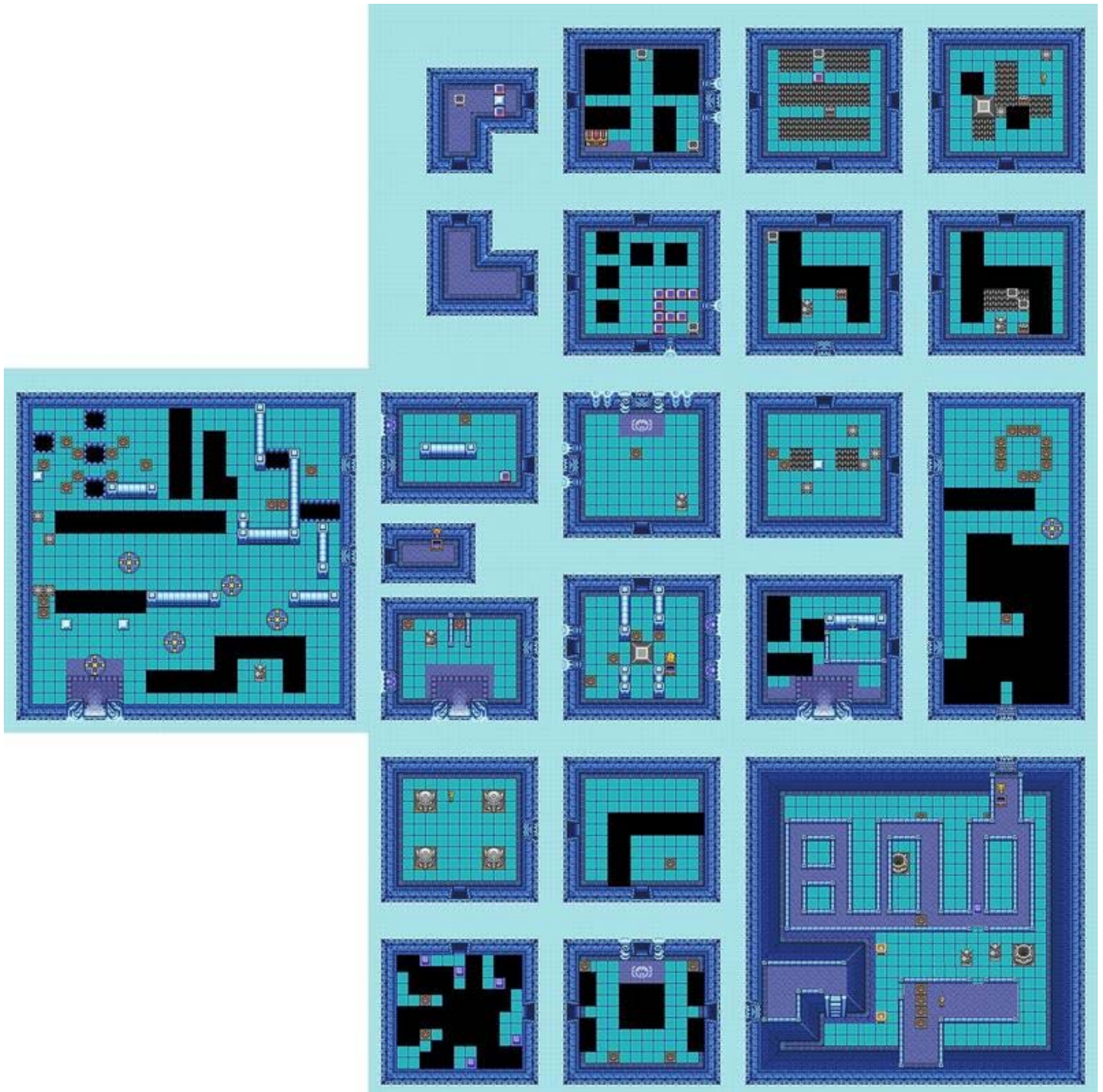




d) Ruto's Fortress

1F

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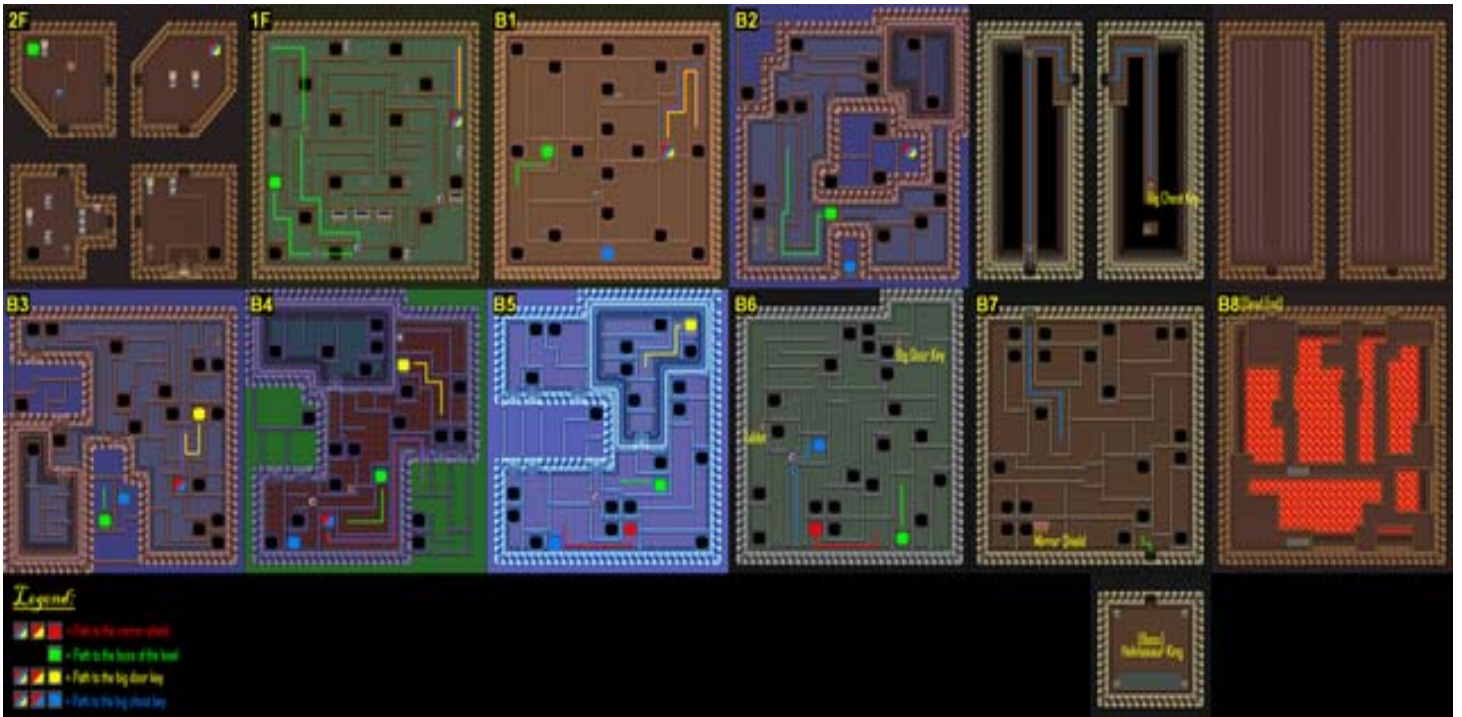


### e) Rauru's Ruins

Locations of 7 keys (Map by Tompa)



f) Nabooru's Hole (Map by Tompa)



g) Shiek's Hideout

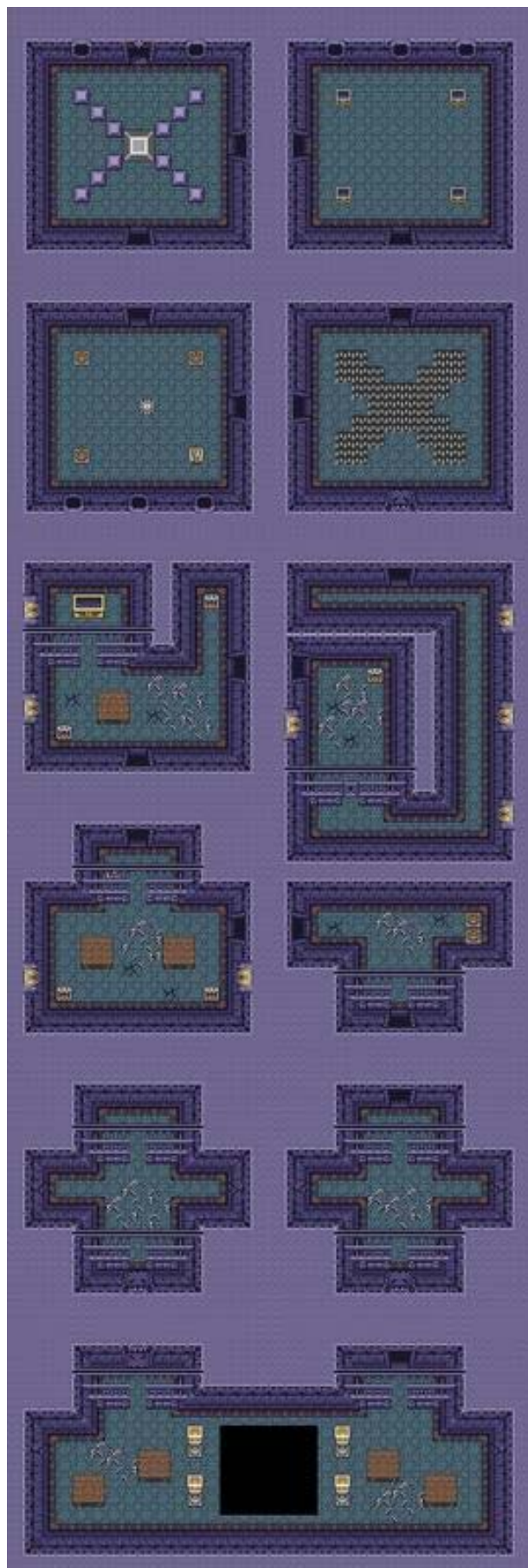
i) Boss Location Video by Tompa:

<http://dehacked.2y.net/microstorage.php/info/3734/Boss%20room.smv>

1B







## h) Parallel Tower (Icy and 1st World)

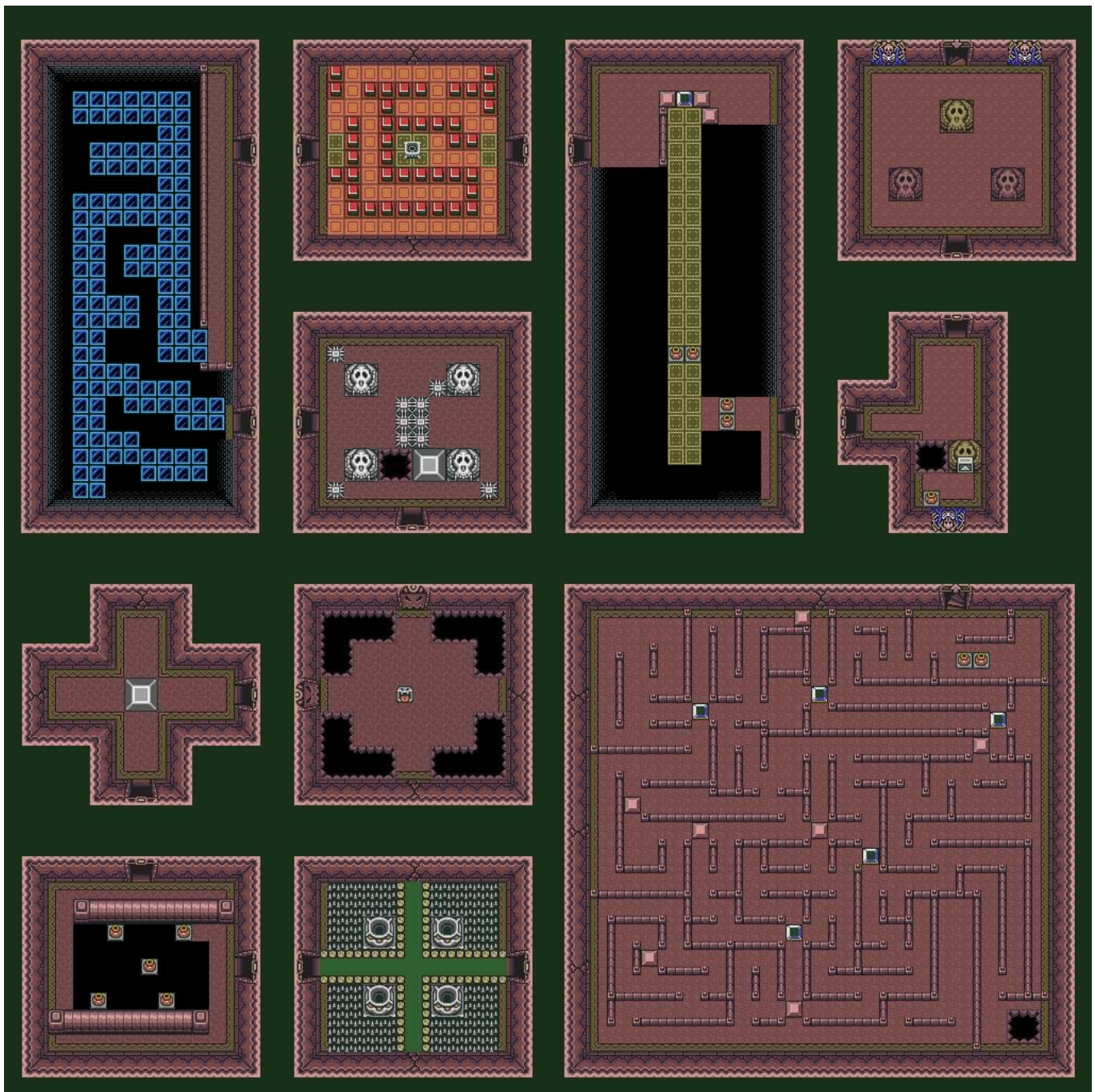
- i) 1st World Video by Tompa:  
<http://dehacked.2y.net/microstorage.php/info/3501/Parallel%20Tower.smv>
  - ii) Key under Pot on Invisible Floor Video by Tompa:  
<http://dehacked.2y.net/microstorage.php/info/3752/Key.smv>
  - iii) Cheating to get the Kokiri Emerald via Impa's Ways using the levitation glitch:  
<http://dehacked.2y.net/microstorage.php/info/3907/Emerald.smv>
- iiii) Maps By Tompa



Floor 1F  
Floor 2F

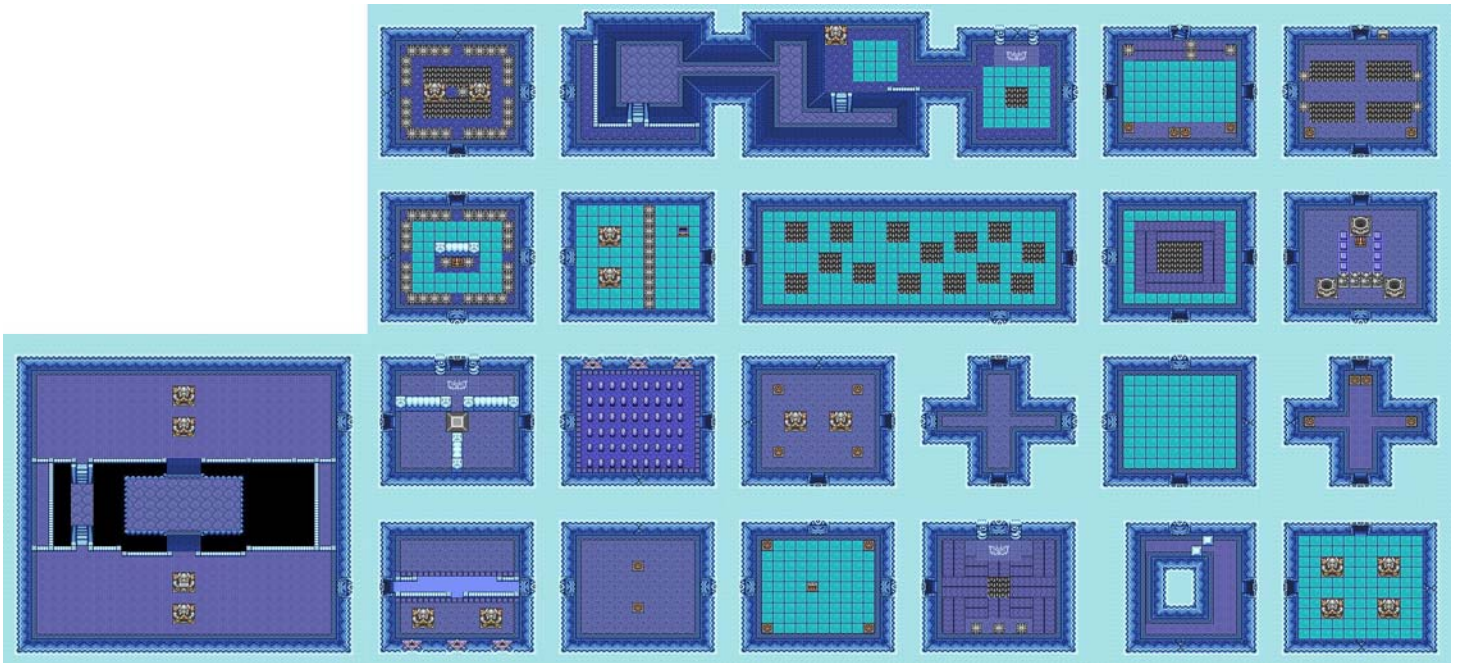
This is the 1st World Version of 1F, the only room that is different. The Cracked Wall isn't bombable, you must take the stairs in the door. In the Icy World Version, the stairs are not accessible, and you have to ride a platform through the 1st room. Because the stairs are not accessible (there is no '?' at that spot) the yellow pegs must be down for the whole dungeon. In the First World Version, you must lower the blue pegs to progress through the next floor (The stairs in the door lead to the room North of the big chest on 2F, that obviously requires a First World trip to obtain, and leads you around to where you would have come up via the other set of stairs in the middle of the floor.)

For further information on Parallel Tower and it's contents, see Section B Q15, Section C.1 Part 9, and the Heart Piece Guide in Section F.

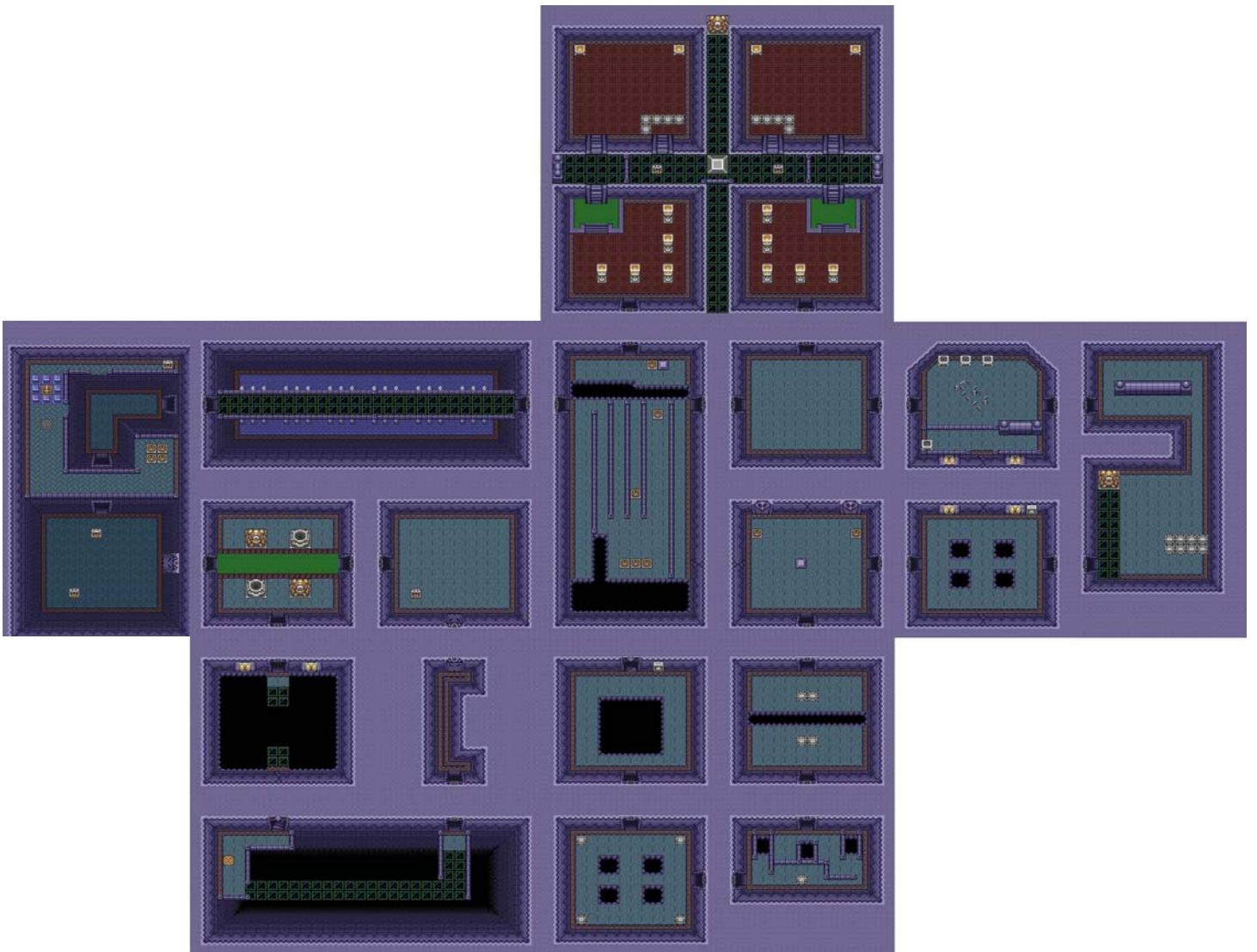


Floor 3F

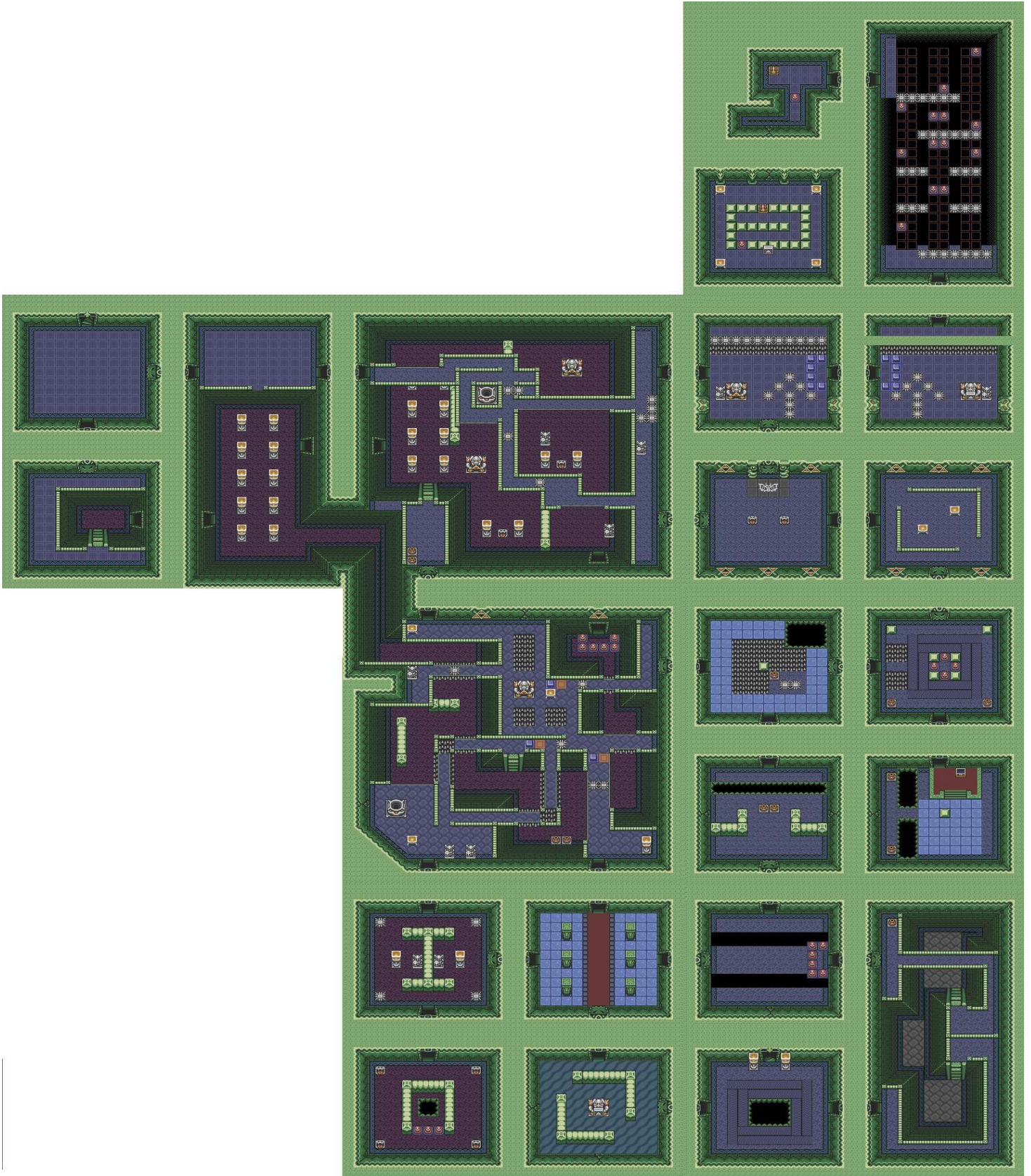




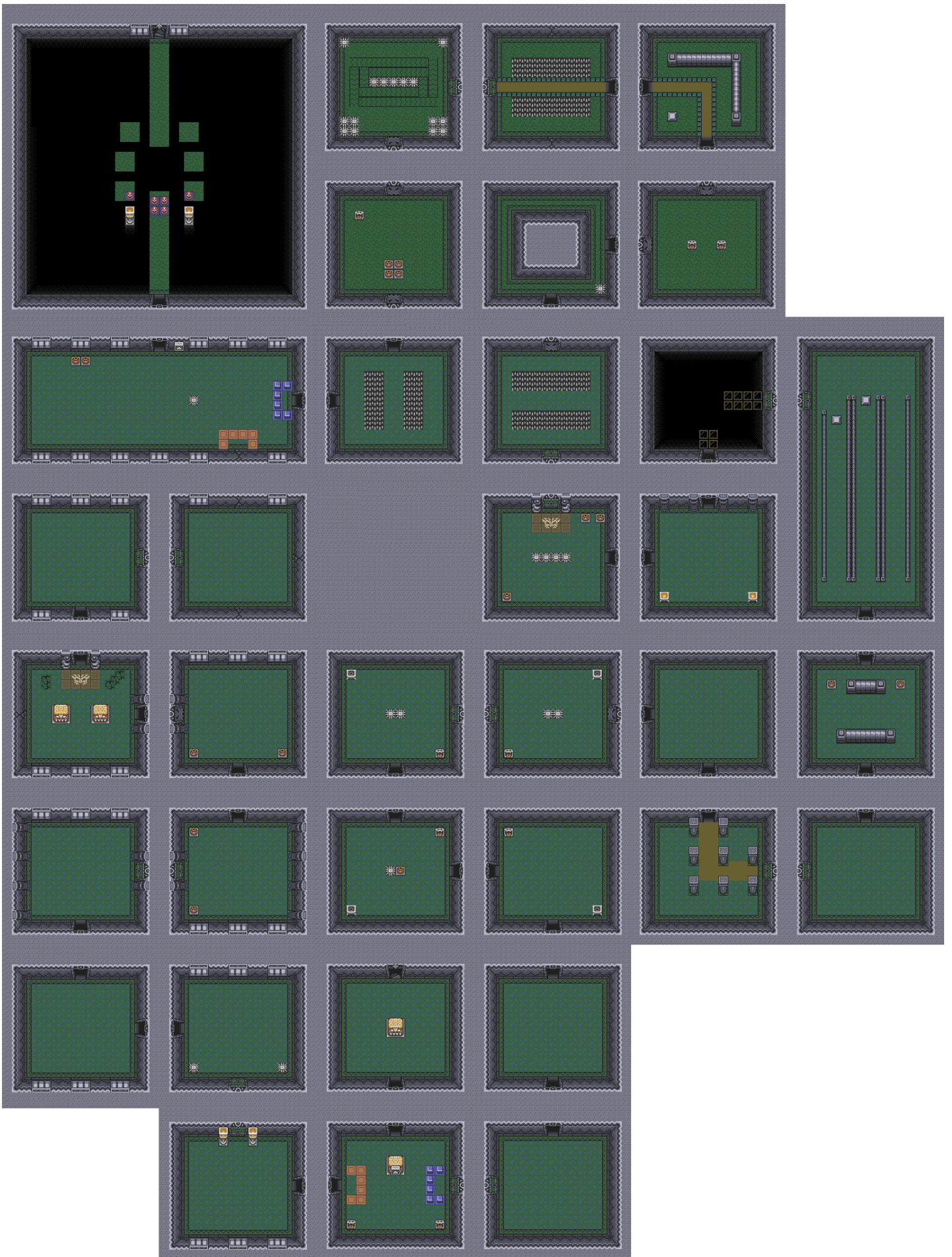
Floor 4F



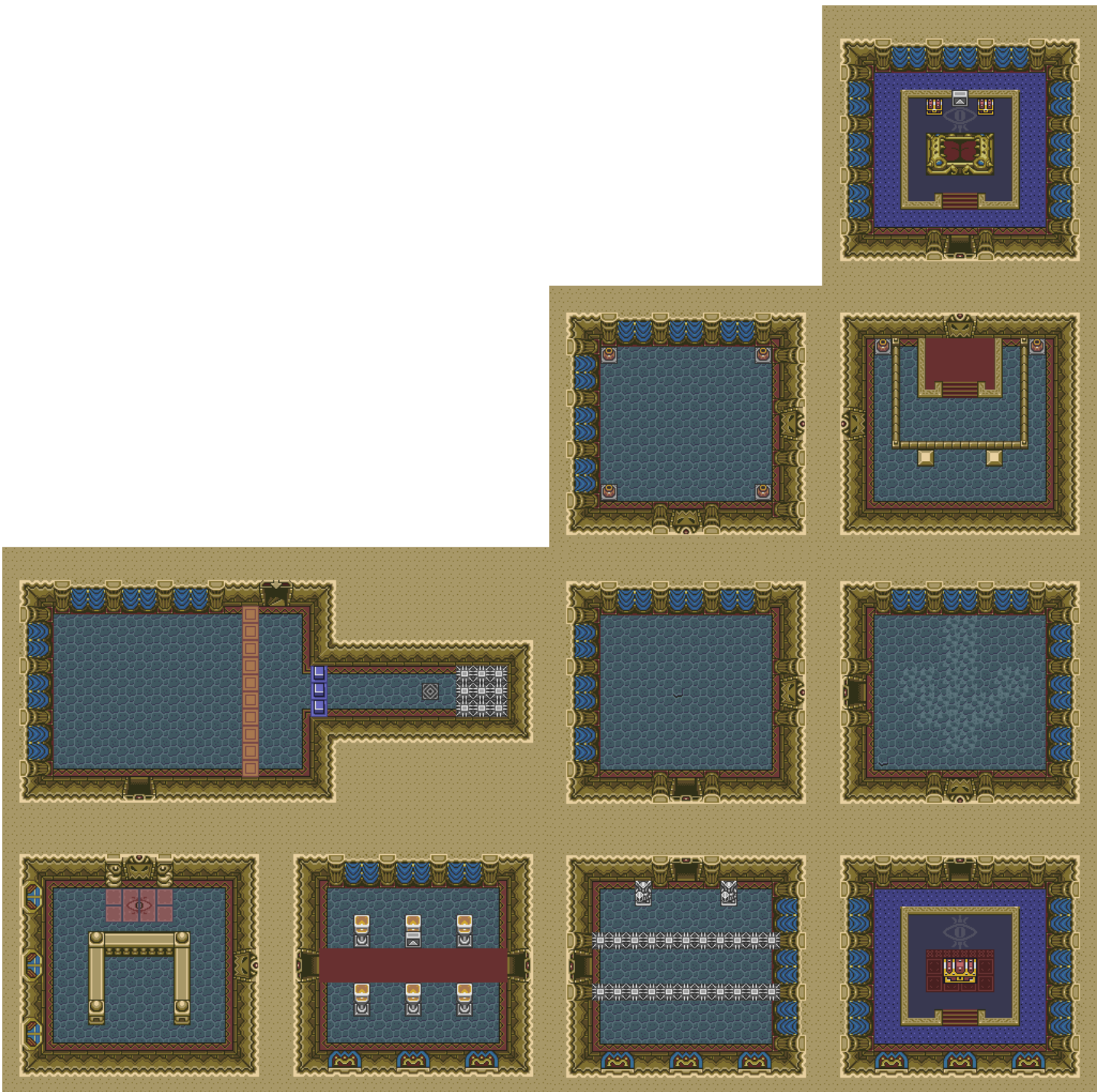
Floor 5F



Floor 6F



Floor 7F



Floor 8F



Floor 9F

#### 4) Miscellaneous Pictures

##### a) "Perfect" Inventory



##### b) Waterfall Heart Pieces



Waterfall Cave Piece #1 -  
Hookshot Required (#15)



Waterfall Cave Heart Piece #2 -  
Magic Cape Required (#47)

Reminder: If you get one of these pieces and leave the Waterfall Cave without getting the other one, the other will disappear forever. See Section F and Section C.1, 4.

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~~~~~ E) Guardhouse Walkthrough (by SePH) ~~~~~  
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## 1) Hyrule Field & Caves System

[House Interior]

Once you're told of the beginning interlude, head outside.

[Your House]

From here on, you could go to the beach in the west but the area is pretty much closed down for now, so instead, head north.

[Village Entrance]

Guards are blocking the way to the right path (which leads to the Misty woods). So that leaves you no choice but to keep going north.

[Kakariko Village]

Ah! Looks like there are guards everywhere, sounds like you can't wander around too much either. There's a large cave surrounded by shallow water. Notice it's emplacement for now but don't enter it just yet (It's dark inside). Enter the right entrance of the twin house to get some bombs inside the pots. You might want to refill as needed. Eventually you'll be able to buy them too. Back in the village, head to the east area.

[Village Cemetery]

Still more guards blocking places and sentries around, you find yourself very close to the Church. Follow the path to the east until you see two paths. One heading northeast and the other southeast. Take the north one while being cautious of the guard that can attack you here.

[Church path]

There's a cave south of here, but don't jump there for now, instead follow the brown path until you find tall grass. Keep going north.

[Village Church]

Cross the north bridge and atop the stairs you'll find the church where villagers gather to pray at times. Enter it. Inside, examine the top of the right stairs. You'll find an heart container inside a chest!

Now go back outside, then head into that cave in the Church Path which I mentioned earlier.

[Hyrulian Cave System]

When you enter the cave you'll notice a fake shooter there. Nothing impressive. Proceed to the next room... here, quickly make your way to the left before the Armos Knight wakes up. In the next room, make haste to the south room before the shooter starts shooting at you. Head south in the next big room, until you come across some pots. Take one of them and kill the bat in your way, take another one and head west \*don't jump below just yet\* and kill the other bat next to the chest. Now you may claim it's content! You'll get the Lamp! You can now jump down to the south and exit.

Now it's time to head for the Guardhouse. Well hidden near the Castle, it's

where most of the guards gather during patrol duties and also where the main prison lies.

Remember that large cave I introduced in Kakariko Village? Now that you've got something to light your way, it's time to go there again!

[Secret Waterway]

Inside go to the left, picking up those valuable blue rupees on your way and then head north. In the next room you'll see a hole, jump in it to find yourself on the bottom floor. First, light the torch so that you see something, then head east. Now there's an enemy which blocks your way south. If you think you can avoid it, then go for it, otherwise take one of the pots in the north part of this room to quickly get rid of it. Then proceed to the south exit.

[Lupo Intersection]

Don't waste your time here, avoid the monsters and enter the west cave surrounded by the torches you see.

[Ancient Tunnels]

Here lies the ancient catacombs tunnels used by the village ancestors as a way to quickly move between places. Now it's mostly stuffed up by traps and holes left by the time.

**\*\*You might want to save your progress to this point if you don't want to restart your game from the start. You get your sword very late in the Guardhouse and hence if you don't have it and die you'll start again in your house (That can be annoying for some people). You're warned!\*\***

Inside, take the right door. By being cautious of the shooter, pickup the blue rupees then proceed north. Looks like someone was here before you, the content of the chests were all stolen already. Head right. In the next room lies the most challenging part of the intro, getting around the pits of doom labyrinth that is. The problem lies with the fact that there will have plenty of shooters in your way, firing at random, so it's a pretty tedious part at first but once you know a way, it's pretty easy actually. When you're done, take the exit and prepare to claim your first sword and shield!

**\*\*Again, for beginners, using save states here is the key to get through it\*\***

[Castle Guardhouse]

Move South carefully, and make haste to the doorway of the Guardhouse before the sentry guard catches you. Congratulations you've made it alive to the Guardhouse. Now comes the infiltration part!

## **2) Sneaking Into the Guardhouse**

Once you've made step into the Guardhouse, three paths opens for you to go. One needs a key and the other you need to activate a switch. For now head west. Follow the path through the rooms until you descend stairs. You'll find yourself in the Wine Cellar. There's a small key and a big door. Take the small key and head back to the entrance. Now, active the switch near the north door and then head east. Continue walking through the doors till you end up in a room full of bookcases. Activate the switch on the floor and go to the next room. Bottom of the stairs, there's four pots and a big chest. Since you don't have the big chest key, let's just pick up the pots to find a key. You may now go back to the entrance.

Now that you've got two keys, use one of them to open the north door and again follow that path until you descend the stairs. When you arrive at B1 you'll



notice that the next few rooms of the Guardhouse will have plenty of locked doors and switches on the floor. Just follow the path you see and you'll eventually find stairs which leads to B2 in the Interrogation Room where is held your friend you see in the beginning. Head to the west room and down the stairs. You'll end up in the prison upper floor. Go west, walk past the dangerous soldiers there and down the stairs again. The prison lower floor is just ahead. Now move to the room just above you, and then quickly move the middle and head south, now walk past the guard there and finally go up again. Head east. Here lies the Prison Warden's room. The soldier here has one of the keys to get to your friend but you don't have anything to fight him yet, so just move to the next room for now.

For the next two rooms, just head south, walking past your enemies then you'll encounter a blue soldier in front of you. Quickly head east before he catches you. You walk past an heart pie but you need the Hookshot to get there, so forget it for now. Just go to the next room. You'll get locked in and will have to dodge the floor tiles. When it's opened, head north and use your key on the remaining locked door. Inside you'll find the big key in a chest surrounded by spikes. Now that you have that key you can go back all the way up to the wine cellar near the entrance.

Once you're there, head for the locked door. Once it's opened, in the next room you'll see lots of soldiers, head right and somewhere south of the bar, there's a switch for the locked door you'll see. Open it and get the key inside. You may now return to the interrogation floor, somewhere on that floor you can use your big key in a cell. Once it's done, in the next room you should see a locked door. Use your small key and finally the other side you'll get your sword and shield! Now you're missing one more key. Head to the Prison Warden's room and kill the soldier there. You'll find a key on his corpse.

It's time to go save Zelda. Go to the prison upper floor in the room with the stairs to go up. Now head into the room to the right (which you haven't go to yet). Kill everyone in the room to open the locked door. In the next room, open the door with your remaining key and inside lies Zelda. Heard her short story then finally head to the wine cellar once again. Inside, move the top of the room hidden passage. This concludes the walkthrough for the Guardhouse! Now it's time to escape through the sewers...

### **3) The Guardhouse Escape**

[Cellar Passage]

To the right of the door there's a chest but since it requires the big chest key, which you don't have you'll have to take the left path. Move along the doors until you descend stairs.

[Guardhouse Sewers]

Here, there's no straight path to chose, but remember that the exit is somewhere east from where you enter. Once you've it through the maze you'll end up in a small room full of holes, switches and rats. The correct switch to open the north door is the one between the two small holes near the entrance. Move the north room once you've walked on the switch. In the next small room there's a labyrinth. Find the way out and head up the stairs.

[Church passage]

Head south and follow the pretty straight forward path which lies before you. When you encounter stairs, take them to find yourself near a maze of pegs. Follow where it goes and eventually you'll have the choice of either going up the stairs or hitting a peg switch. Do the later, there's no point going up just yet. Follow the newly formed ways you can go to and you'll eventually

see the stairs to go below. Take them and just north of them lies another set of stairs. Head into the maze and north of there lies stairs to move to the church's back room. On the floor above, you should see a chest. Take it, it contains the big chest key of this level.

**NOTE FROM NEPHALIM:** [The easiest way to return to the Guardhouse Sewers entrance is to just save and quit, and if you leave the Big Chest behind (it contains the Blue Boomerang) you can get the Red one upon entering the 2nd World. *If you DO get it however, you will be \*unable\* to get the Red one at all without using codes!* See Question 5 in Section B for more information. Also note that this is NOT the Big Chest Key for the Guardhouse itself.]

Now you've got to go back to the Cellar Passage and get the chest that you've previously missed on. Once you arrive, open it to get the Blue Boomerang. Now that you have it you may return to the Church Passage. Make sure the blue pegs are on and the red ones are off. Make it all the way up to the church back room using the other set of stairs that you haven't used yet. Now just move below and using your Boomerang hit the peg switch while moving right. Eventually you'll be able to go in the next room just below. Hit the left switch and you'll make it into the church!

Hear what Zelda and the old wise men have to say and you can now go explore the rest of this world and its secrets!

-----  
~~~~~ **F) Heart Piece List & FAQ** ~~~~~  
-----

(SPOILERS ARE A GIVEN!)

### 1) Heart Piece List

Because none of the bosses drop heart containers in this game, there is a plethora of heart pieces - 50 to be exact. Many of these are just lying around. With the 5 heart containers in the game, that makes for 20 hearts with 1/2 to spare. There is a bit of a glitch that makes it impossible to get one of the heart pieces if not done correctly. But don't worry - you can still get 20 hearts regardless, due to the extras.

The glitch happens if you get one of the heart pieces in the Waterfall Cave but not the other. The other will disappear forever. You need the Hookshot for the first one and the Magic Cape for the second.

However, there is also a reported glitch that the heart piece in the Lupo Intersection cave area (that you pass through on the way to the Guardhouse) can reappear.

So, in total, there are  $20 + 1/4$  to  $20 + 3/4$  hearts obtainable.

Here is the full list, first done by Tompa and independently verified by myself (nephelim), with Tompa's guide's numbers in brackets at the end, ordered by obtainability & geography:

(Three Hearts - Start)

~~Heart Containers:~~

H#1 - Church - Chest

~~Pieces of Heart:~~

*Sky Isles:*

- #1 - Sky Isles Cave, in a chest surrounded by spikes (Behind Old Man - you have to go around through the other entrance to the cave, though. You'll need some hearts to get it without dying. The Hookshot helps.) [L19]
- #2 - Sky Isles, north from entrance, dash into blocks (Pegasus Boots Required) [L18]

*Vanilla Beach:*

- #3 - "Rebel's Hideout" on Vanilla Beach - Walk through a door surrounded by spikes. (Requires Level 1 Gloves) [L7]
- #4 - Lying on Ground, Vanilla Beach middle strip [L4]
- #5 - Cave north of Vanilla Beach with Man inside (Hammer required) [L5]

*Lupo Quarry:*

- #6 - Lupo Quarry at Rock Wall (lying there) [L6]
  - #7 - Lupo Intersection down by caves (not obtainable while raining) [L10]
- \*\*NOTE: This is the piece that has been reported to be obtainable twice\*\***

*Kakariko:*

- #8 - Kakariko big cave, chest in 2nd room (Level 1 Gloves Required) [L9]
- #9 - Kakariko small entrance cave (two rooms with Bombos), in a chest. [L1]
- #10 - Outside Library (Level 1 Gloves Required) [L8]

*Guardhouse:*

- #11 - Outside Guardhouse, behind block stacks (Pegasus Boots Required) [L11]
- #12 - Guardhouse Lower Level Prison Cell (Hookshot Required to pass spikes) [L20]

*Lake Saria:*

- #13 - Chest Game (Lake Saria far (east) side) [L2]
  - #14 - Lake Saria far end (east) - lying on ground [L3]
  - #15 - Waterfall Cave heart #1\* (Hookshot required, northern grassy area) [L23]
- \*\*NOTE: Obtaining this without getting #47 will make it disappear, see notes above\*\***

*Ancient Pyramid Area:*

- #16 - Behind Barrier @ Ancient Pyramid (Level 2 Sword Required) [L26]
- #17 - Cave behind Pyramid (in chest) [L27]
- #18 - Canon Oasis (visible upper-right), by going around from Pyramid Falls, southeast exit [L28]

*Din's Catacombs Special Area:* (through Din's Catacombs entrance in Forest (South House) or by using the Hookshot to reach the previously unreachable area)

- #19 - Piece north of Link's House (Exit one screen west of Forest Entrance) [L13]
- #20 - 3rd Ship (walk through door at west end of Forest Entrance/Hookshot area) [L14]
- #21 - Inside Din's Catacombs, go north from the west end of the special area, push a block) [L15]

*Misty Forest:*

- #22 - Lying on ground in Forest, south/middle area (Level 1 Gloves required, over holes use Hookshot or Bombs to cross) [L12]
- #23 - Secret Meadow (Exit from Lost Woods - Level 1 Gloves required) [L17]
- #24 - Inside Woman's House in Forest (northeast area) [L16]

*Other/Misc:*

- #25 - Triforce Shrine, lying on ground behind it, 1st World (behind Castle) [L21]
- 
- 1st World Prior to Leaving - Ten [+ 1/4] Hearts Obtainable

**~~Icy World:~~**

**~~Heart Containers:~~**

- H#2 - Heart Container, House with Bow (Kakariko)
- H#3 - Heart Container, "?"'s" House (Link's alternate house)
- H#4 - Heart Container, Darunia's Caverns (See Section C.2, Part 3g)

**~~Pieces of Heart:~~**

*Other/Misc:*

- #26 - Triforce Shrine, Icy World (lying on ground) [I1]
- #27 - In Church Basement [I4]

*Frozen Pyramid / Hidden Ruins:*

- #28 - Next to Chest with Ether (Hidden Ruins; see Section 1 Question 11) [I8]
- #29 - Fall in hole next to Ether Cave (Hidden Ruins; see Section 1 Question 11)[I9]
- #30 - Outside Pyramid Falls Cave (Reachable from "A Dead End". Drop down the hole and go through the cave until you exit.) [I17]
- #31 - Frozen Pyramid (on top, right end) (Level 2 Gloves Required) [I16]
- #32 - Victory Beach, around to southwest from Frozen Pyramid [I15]
- \*\*NOTE: Heart Piece #36 can also be obtained in a cave behind the Pyramid in Pyramid Falls. It's THE SAME CAVE\*\*

*Lava Isles:*

- #33 - Next to Parallel Tower (lying on ground) [I19]

*Lake Ruins:*

- #34 - Down Stair Hole in Lake Ruins, middle area, in house through wall [I3]
- #35 - Cliff at Lake Ruins between two caves with keys (accessible by cave at "?"'s" house, use X button secret (see Section 1 Question 3) Or a cave in the Icy Beach [I12]

*Graveyard:*

- #36 - Cave in Graveyard, upper area [I5]
- \*\*NOTE: This heart piece can also be obtained in a cave behind the Pyramid in Pyramid Falls. It's THE SAME CAVE\*\*
- #37 - Graveyard, lying open, by 1st World's Din's Catacombs entrance [I6]

*Snowy Forest:*

- #38 - Snowy Forest, lying on ground, southern area [I10]
- #39 - Snowy Forest, in house, southwest area (Red Boomerang is here if you didn't get the Blue one.) [I11]

*Kakariko & Area:*

- #40 - Kakariko from Lupo Quarry, exit top-right [I7]
- #41 - Screen left (south exit) of merchant's tent - lying open [I3]
- #42 - Castle Site - Go down from Impa's Ways Entrance across bridge, left across bridge from island, then down and around back right. Open lying there. [I2]

*Icy Beach:*

- #43 - Icy Beach (1st stretch) (Level 2 Gloves Required) [I14]

In or on the path through Dungeons: (See Heart Container Above)

- #44 - Ruto's Fortress 1st Exit, impossible to miss [I18]
- #45 - Parallel Tower Floor 4 - #1 - Move Statue if necessary, chest [I20]
- #46 - Parallel Tower Floor 4 - #2 - Chest on way to exit [I21]

---

18 + 1/4-3/4 Heart Obtainable

**~~Return to 1st World (Required to Obtain):~~**

**~~Heart Containers:~~**

- H#5 - Heart Container, Parallel Tower ("Optional Hard Puzzle")

**~~Heart Pieces:~~**

- #47 - Waterfall Cave Heart #2\* (Magic Cape required, past bumper in sight on platform to right of high grassy area) [L22]
- \*\*NOTE: Obtaining this without getting #15 will make it disappear, see notes above\*\*
- #48 - Victory Beach, come back around from Ancient Pyramid to the upper left strip

(Level 2 Gloves Required) [L25]  
#49 - Cemetery, hard to miss (Level 2 Gloves Required) [L24]  
#50 - Top of Parallel Tower (Outside Island (accessible by Ocarina)) [L29]  
---  
20 + 1/4-3/4 Hearts (Finish)

I am not going to include pictures for the heart pieces as it would inflate the document and I feel my descriptions are sufficient and link you up with the numbers from Tompa's FAQ should you want to see his pictures.

\* There are pictures of the Waterfall Cave heart pieces in Section D4-B.

Tompa's heart piece pictures are available here: HOSTING INFO NEEDED

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~~~~~ G) Cheat Codes & Exploitable Glitches ~~~~~  
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### 1) Cheat Codes

Most of the Link to the Past codes do not work with this game, due to the large amount of raw hacking done.

The money has changed in this regard (it is now up to 9999), and those codes especially would be nice to have.

These codes are thanks to Biohazard723.

7ef36da0 infinite life  
7ef377## arrows #  
  
7ef340## Bow and Arrows 02, Bow and Silver Arrows 04  
7ef341## Red Boomerang 02, Blue Boomerang 01  
7ef34201 Hookshot  
7ef343## bombs #  
7ef344## Mushroom 01, Magic Powder 02  
7ef34501 Fire rod  
7ef34601 Ice Rod  
7ef34701 Bombos  
7ef34801 Ether  
7ef34901 Quake  
7ef34a01 Lamp  
7ef34b01 Hammer  
7ef34c## Ocarina 03, Shovel 01  
7ef34d01 Bug Catching Net  
7ef34e01 Book of Mudora  
7ef34f## The Blank Spot where the Bottle Flyout was -  
          Number of Bottles you Have (01-04)  
7ef35001 Cane of Somaria  
7ef35101 Cane of Byrna  
7ef35201 Magic Cape  
7ef35302 Magic Mirror  
7ef354## Goron Bracelet (Level 1 Glove) 01,  
          Biggoron's Bracelet (Level 2 Glove) 02  
7ef35501 Pegasus Boots  
7ef35601 Zora Scale (Flippers)  
7ef35701 Moon Pearl  
7ef359## Sword Level 1 - 01, 2 - 02, 3 - 03, 4 - 04  
7ef35a## Shield Level 1 - 01, 2 - 02, 3 - 03 (03 (Mirror Shield) cosmetic only?)  
7ef35b## Green Mail 01, Blue Mail 02, Red Mail 03 (?)

7ef35c## Bottle 1: empty 02, Red Potion 03, Green Potion 04, Blue Potion 05, Fairy 06, Bee 07, Good Bee 08  
7ef35d## Bottle 2: empty 02, Red Potion 03, Green Potion 04, Blue Potion 05, Fairy 06, Bee 07, Good Bee 08  
7ef35e## Bottle 3: empty 02, Red Potion 03, Green Potion 04, Blue Potion 05, Fairy 06, Bee 07, Good Bee 08  
7ef35f## Bottle 4: empty 02, Red Potion 03, Green Potion 04, Blue Potion 05, Fairy 06, Bee 07, Good Bee 08  
7E001D00 Dungeons always lit up.

## 2) Exploitable Glitches

### a) Levitation

There is a way to levitate across gaps that is commonly used and referred to, the A-Button/Pegasus Boots Hover Glitch, which is preformed simply by using A on turbo fire.

The built-in system for this in ZSnes is too slow for it to be preformed correctly, you need to change the standard setting. Under Input there is an option "Turbo at 30Hz".

Turn that off and it will work.

(The ZSnes info courtesy of Tompa)

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## ~~~~~H) Credits & Contact Info ~~~~~

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### 1) Credits & Thanks

Thanks go to:

First and foremost, Euclid and SePH for this great hack, and Euclid for a walkthrough for the tough intro and on-demand assistance for those stuck (including myself!)  
Second, Tompa for his speed run video, maps, and help co-writing this FAQ.  
All the people on Acmlm & GameFAQs for their help to others and myself.  
Guillaume777 for the Red Boomerang Code.  
Kolchin04 for the list of Parallel Tower Keys.  
Biohazard742 for the inventory codes.  
SePH again for the Guardhouse Walkthrough.  
All those who gave or created information found in those in this guide.  
All the people on GameFAQs' Link to the Past Message Board for the same.

If your name should be here and it is missing, please contact me for addition.

To everyone who contributed to Parallel Worlds.

To see all those who contributed to Parallel Worlds, see

<http://zeldaparallelworlds.googlepages.com/credits> for a full list.

### 2) Closing Words & Contact Information

For further information, including if you are stuck and need help, post at the GameFAQs Message Board for a Link to the Past, there is a topic made specifically for this purpose.

Additionally, you can try Acmlm's thread for this hack, available at

<http://new.acmlm.org/board/thread.php?id=9904>

(Note that SePH posts as Orochimaru currently.)

Acmlm.org is the place to go for hacks such as this one. There are many for

Available for Super Mario Brothers, but don't expect to find anything like Parallel Worlds in the immediate future.

If you are interested in making a hack like this one - which took 3-5 years - you will be welcomed and those at Acmlm will be able to help you. Hyrule Magic, a basic (limited in many ways) yet powerful hacking program for a Link to the Past, would be your first step on such a journey. SePH wrote a beginner's guide to Hyrule Magic, which you may find here:  
<http://www.romhacking.net/docs/PGTZ3E13.pdf>

If you wish to contact me (nephlim, the co-writer who is doing this writing), please email [nephlim27@aol.com](mailto:nephlim27@aol.com). If you need help with the game, I strongly urge you to post on the GameFAQs and/or Acmlm Message Boards instead. If you have any corrections, especially important ones, please email them to me ASAP or post them on GameFAQs in an appropriate topic. You may contact Tompa at [Tompa\\_1989@hotmail.com](mailto:Tompa_1989@hotmail.com).

To contact the creators, posting on Acmlm is your best bet, the thread is <http://board.acmlm.org/thread.php?id=101> (<http://new.acmlm.org/board/thread.php?id=9904> was the old thread where you can find many answers to frequently asked questions), or alternatively Euclid frequents the GameFAQs a Link to the Past Message Board.

### 3) Important Copyright Information & Distribution & Hosting Rights

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Any divergence from this policy will result remedial action to the fullest extent possible by reasonable law and other avenues we may decide to take.

If you know/find the creator of the Darunia's Caverns map please contact nephlim so that credit and proper permission may be given and gained respectively.

Euclid and SePH may include this guide with their patch without any caveats. They may remove the 2nd Quest accessibility information if they feel strongly about it. They are pretty much exempt from all of this.

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~~~~~I) Your Own Notes ~~~~~  
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[Keep your own notes here if you so desire!]