

Legen of Zelda: Ocarina of Time - Forest Temple 3D

- 3 levels
- hidden tunnel

4 keys
4 enemies

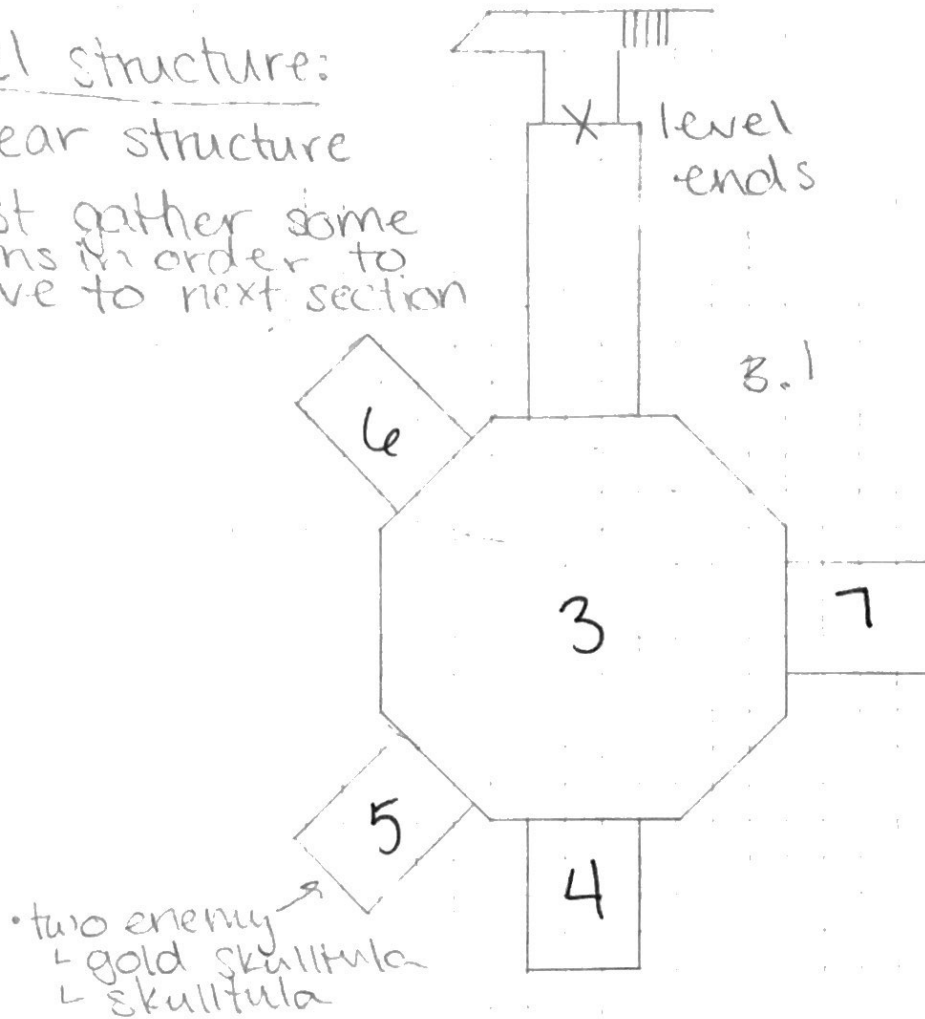
- Basement 2

poor torch
= mini bosses

Level structure:

linear structure

must gather some items in order to move to next section



legend

- enemies
- keys
- mini bosses (?)
- special objects
 - ↳ boss key
 - ↳ bow
 - ↳ compass
 - ↳ map
- eye switch



boss key room

↓
blue bubble room



sand
↓
checker board



hall
↓
entrance to boss room

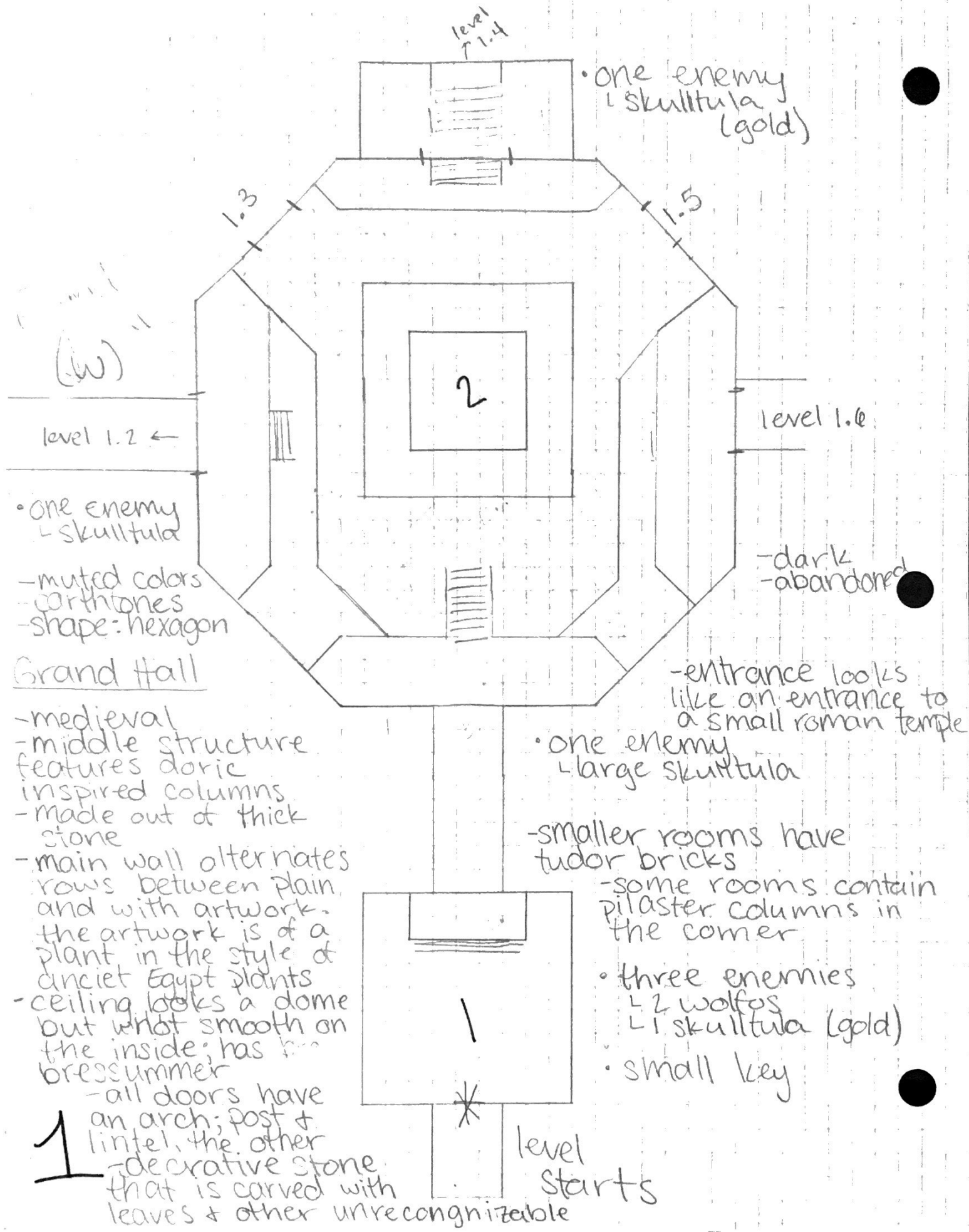
- Basement 1
hidden tunnel 3.2



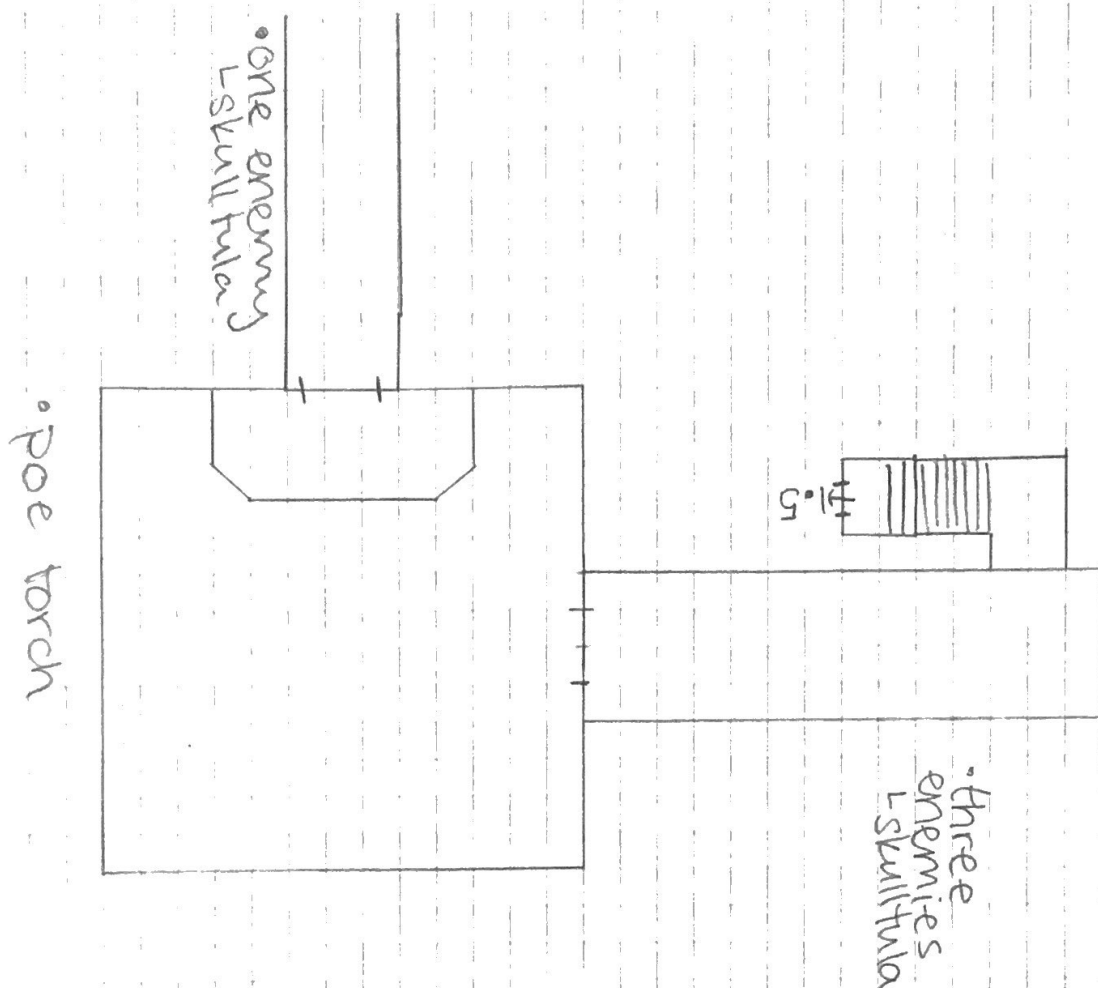
well

- small key
- hearts

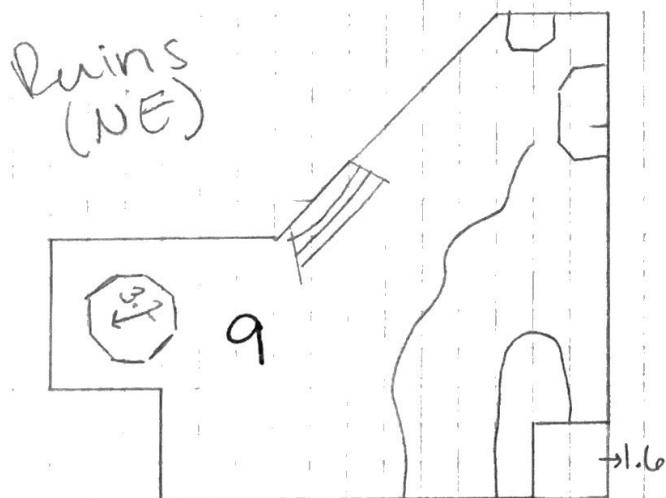
-Level 1.1



-level 1.6



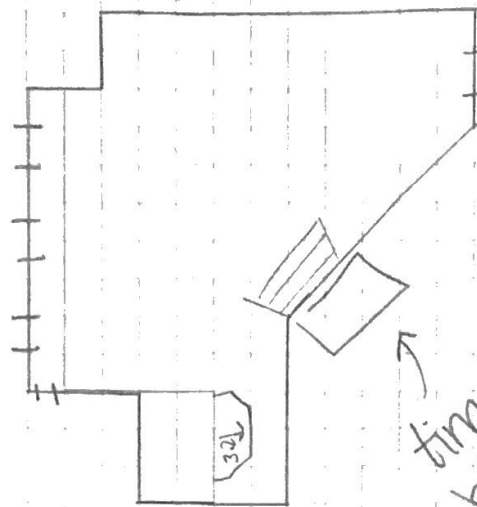
-level 1.5



- three
- two enemies
 - 1 deku baba
 - 1 skulltula (gold)
 - 1 skulltula
- small chest
- octorok
 - ↑ enemy

-level 1.3

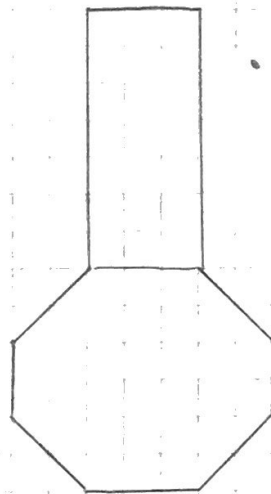
Ruins (NW)



→ 1.4

- four enemies
 - ↳ 1 big deku baba
 - ↳ 3 skullwalltulas
- hearts
- gold skullwalltulas
- octorok
 - ↑ enemy

-level 1.4

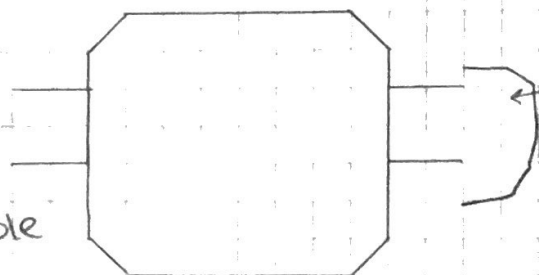


- one enemy
 - ↳ blue bubble

- two enemies
 - ↳ stalfos
- small key
- one fairy (jar)

Stalfos Room (N)

-level 1.3.1



enemy

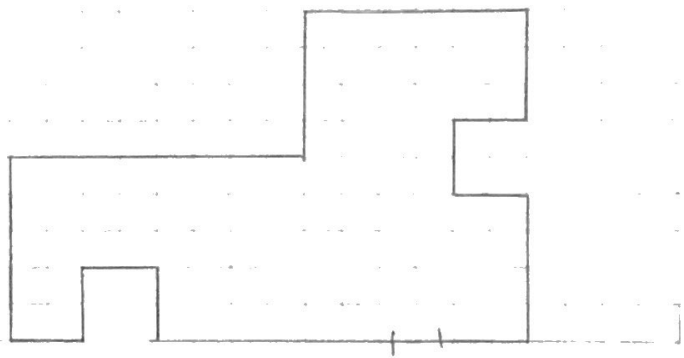
- one enemy
 - ↳ blue bubble

- big chest
 - ↳ dungeon map ★

-level 1.2.1

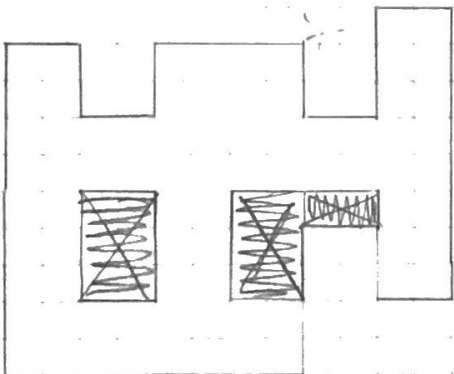
• arrows

• one enemy
blue bubble



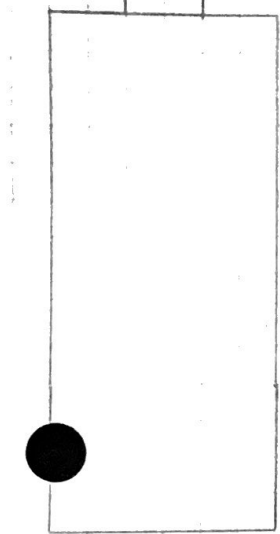
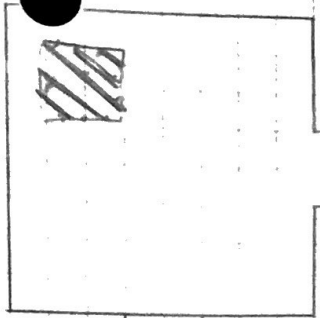
Block
room
(w)

-level 1.2.2

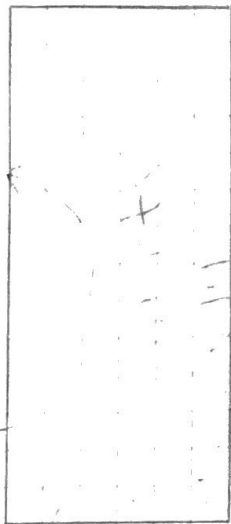
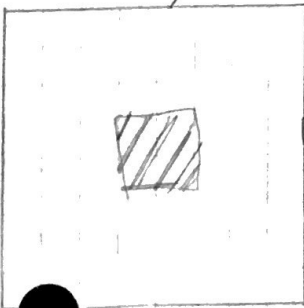


- level 2

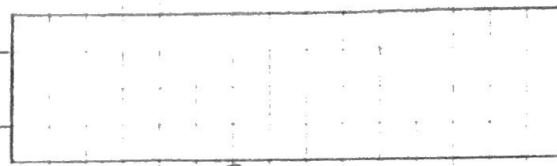
- 1 enemy
↳ wall master



- one enemy
↳ wall master
- boss key

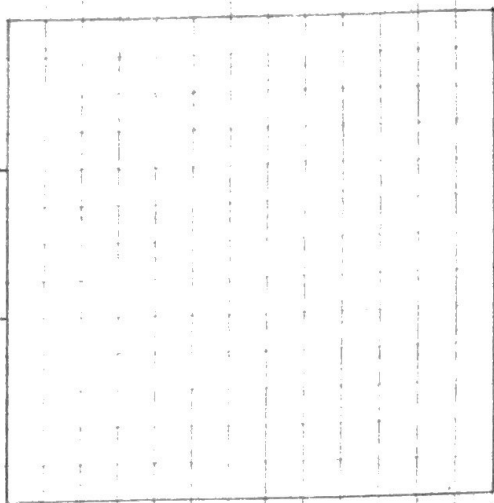


Joelle's room

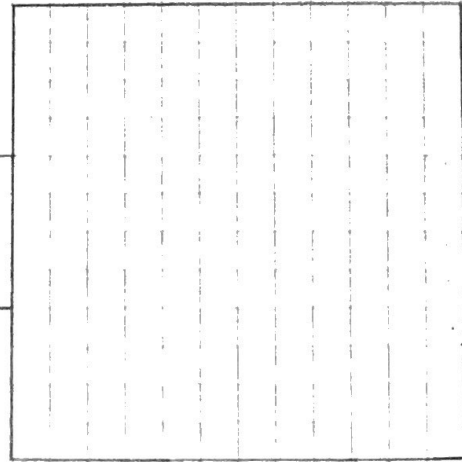


twisted
corridor
(E)

- two enemy
↳ green
bubbles

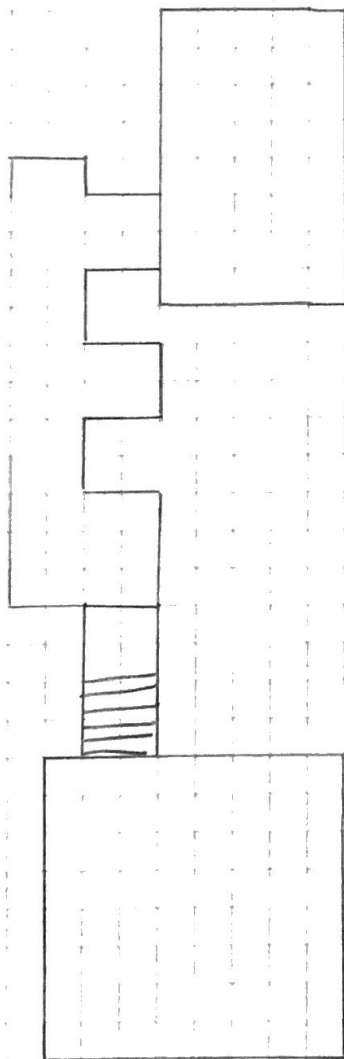


- two enemies
↳ blue bubbles



twisting
corridor
(W)





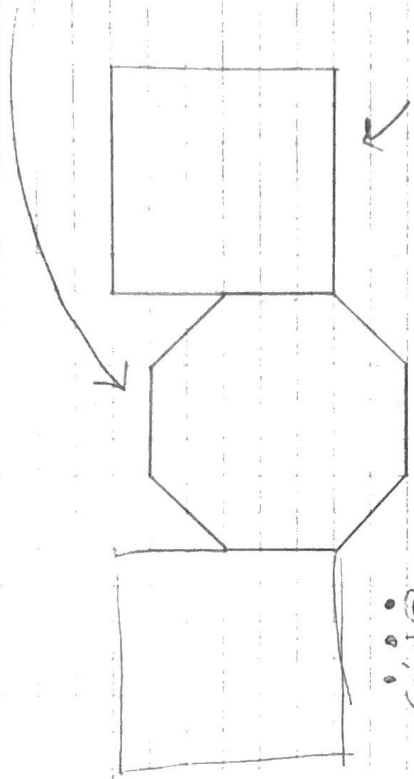
• one enemy
↳ big deku
baba

Floor master
room

• one enemy
↳ floor master
• silver key

• two enemies
↳ blue bubbles

Bow room



Joelle's room

- jars
- small key
- poe torch holder

• three enemies
↳ stalfoes
↳ fairy bow

- compass
- poe torch
- jars