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**Location:** Halls of Pain (Secret Meadow) In the Halls of Pain, located in the Secret Meadow, bomb jump straight up the east-most path to reach a chest containing the key. Icy World **Key # 4** Location: Church Basement Enter the basement of the church in the Icy World and press X + R to reveal a secret path that will lead you to a chest containing the key. **Key # 5** Location: Icy Beach Enter the northmost cave near the Icy Beach and in the room northwest of the entrance you will find a chest behind two spikes. Press X + R to reveal a path to the chest. **Key # 6** Location: Lake Ruins Enter the cave in the north-east section of the Lake Ruins and you will find yourself in a house with a talking tree-creature. Press X + R to reveal a bombable wall. Bomb the wall and walk through to find a key under a skull in the next room. Parallel Tower **Key # 7** Location: 3F On the 3rd floor of the Parallel Tower, after beating Moldorm, a door will open to the west. Through that door is a large stone. Pick up the stone and continue south. In this room, there is an invisible floor with a gap that you can bomb-jump across. The key is under the southeast skull. Alternatively, if you have trouble with the bomb-jump, you can fall through a hole in the floor on the 5th floor in the room with a fire blade southeast of the stairs. Fall through the central hole directly below the door and you will find yourself in the southern portion of the Beamos maze. Head west through the cracked wall and you will find yourself in the same room but on the other side of the gap. **Key # 8** Location: 5F Go south in the room immediately after fighting the Armos Knights and you will see the key on a platform across a large gap. Wait for the floor tiles to finish flying at you and the path to the key will be revealed. **Key # 9** Location: 6F Under a skull in a room you must pass through on the 6th floor. Once you awake and gain control of Link, hop out of bed and exit your house. If you enter the cave just north of your house, you will find your way blocked by a ledge, so for now continue north to reach Kakariko Village. Once you reach Kakariko Village, enter the eastern door of the long house near the center of the village and break the pots inside to gather bombs. These will be very useful in one of the puzzles coming up soon, allowing you to skip a section of the Guardhouse Sewers. You should only need 1 or 2, but you can carry up to 10, and it won't take long to gather them. Next, enter the cave directly north of the building where you found the bombs. Avon the Beamos and make your way to the lower level and enter the next room. Open the chest in the corner in order to receive your first piece of heart. Exit Kakariko Village to the east, being careful to avoid the guards. Once you have passed the cemetery, you should see a path above you. Follow that path to reach the Village Church Inside the church, climb the ladder in the southeast corner to find a chest containing a heart container. Exit the church and continue south until you reach a ledge which you can jump off of. Jump down and enter the cave to the east. Inside the cave, you will encounter an Armos Knight. Since you don't have a sword yet, all you can do is run into the room to the west, then exit to the south. Follow the cave around until you find a chest containing the lantern jump down the ledge and climb the ladder to exit the cave, where you will find yourself just outside your house. Return to Kakariko Village and enter the large cave found in the cliff on the north end of town Parallel Worlds v1.2 is out! This has been the culmination of several years of work, including help from several people over on the Zeldix boards. Big thanks to Euclid and SePH for allowing me to call this an official v1.2 release, instead of another random fork. This update includes many of the gameplay improvements from my aLTP DX project, along with several bugfixes and other improvements to the game. I know that the site still isn't complete, I wish that wasn't the case. I'll try to continue my work and get the site finished... it'll be done when it's done. 27 Mar 2016 I've finally (almost) completed a long-overdue code update that allows me to switch between map tile sources, so I can finally display multi-floor dungeon maps. Right now the only map that I have up using this new code is the Nabooru's Hole map, but now that the code is working, I should get around to uploading the rest of the dungeons soon. There's still an issue with non-square maps (as can be seen with the B7 and B8 floors on Nabooru's Hole), but I think I know how to fix those. Additionally, I changed the tile sizes to use larger tiles, which allows me to upload larger zoom levels with far fewer files, and stay below the AppEngine file number limit, so both overworlds now have an additional level of zoom available. 26 May 2015 Almost 3 years after first launching this site, I have finally completed the icy world overworld map! I also finally got around to finishing the GIMP script to tile-ify the image for the Google Maps API engine so I didn't have to do that part semi-manually any more, which freed me up to attempt generating an additional zoom level. The resulting layer is 16,384 x 16,384 and is composed of 4,096 tiles, which took nearly half an hour to render, even with my newly finished script. Sadly, that ended up exceeding some kind of file limit on my host, so I guess that's that. Oh well. 18 Aug 2014 I suffered a catastrophic hard drive failure resulting in the loss of nearly all of my source files for this site. Thankfully, I have access to all of the files on the existing version of the site, but the Ice World Overworld map especially may be nearly impossible to fully recover in native resolution. On the bright side, I've started playing around with formatting for the walkthrough, and have begun adding content to it (finally). I guess that's something... 8 Jul 2013 I have been playing around with the Google Maps API for awhile now as a replacement for WorldKit for powering this site's map pages, and I think I've finally gotten all of the kinks worked out, and I've rolled it out to both overworld pages. One really cool side effect of this transition is that the maps will now load on mobile browsers! The site itself doesn't have a mobile-friendly layout, so there are some issues on phone-sized screens, but I've been told it works great on the iPad, and I assume the same for Android tablets. It's not perfect, but I think that the current code should cover everything that I had implemented with WorldKit, and there's plenty of room left for further customization, so I'm really excited to see what's possible. One thing I'd really like to implement is map layers for the dungeon floors, but I'm not sure how to do that yet. I'm still working on this site, so I WILL be updating, both the site functionality and the content (I know, the content has been rather lacking... stitching the map images together is considerably more work than I anticipated when I first began this project). My goal is to have 100% of the item/heart locations documented, and at least a halfway decent walkthrough written. I may complete the boss guide section, or I may remove it entirely. I'm not sure yet. Anyway... progress!! 1 Jan 2013 I finally managed to get my hands on the new version of the patch to fix the graphics glitch in the title screen without creating new patches in the ending. I've updated the patches to the site and added a download link in the sidebar. The patches are in .bps format, so you'll need beat in order to apply the patches. I have combined the full Parallel Worlds patch with the intro fix into a single patch, which is meant to be applied directly to the original, unheadered Link to the Past ROM. In other news, I have added an easter egg to the site. Enjoy. :) 20 Dec 2012 I finally finished actually playing through Parallel Worlds earlier this week. so I figured I'd work on the site a bit. I added the locations for all 9 Parallel Tower keys, as well as a few hearts in the heart guide. I also fixed up the links in the drop-down nav bar. I still haven't managed to figure out the Z-order layering issue with my drop-down menus in Firefox, sorry. 15 Nov 2012 The Icy World map is up now. I haven't managed to fill the scrolling gaps yet, so for now I've just uploaded what I have, gaps and JPEG artifacts and all... but it's there! I also added a new custom 404 page, thanks to ingur... 11 Oct 2012 Big update to the site, I added guides pages and filled out the nav bar links with blank pages where I haven't completed the maps yet, to avoid 404s. I'm also playing around with drop-down nav menus, so we'll see how that works out. The big news this time around, however, is that I have finally finished the Light World Overworld map. No more gaps. I have also updated the images to higher quality versions. It's a pain to manually create all of the tiles, but ZoomifyExpress doesn't have any quality config settings, and I wasn't happy with JPEG artifacts showing up at native resolution. I'll be updating the images for the dungeons that I've posted eventually as well. 11 Sept 2012 I have FINALLY managed to fix annotations, so I have begun marking heart pieces on the Light World Overworld map. Unfortunately, in the process it seems I broke the map grabber, so I'll have to play around some more to see if I can't get everything working properly. I've also made some more progress on the manual gap filling, so that's coming along... slowly but surely. 3 Sept 2012 - Welcome to the site! I've finally gotten around to making the site look nice, as opposed to the previous blank page with the embedded map. This is my first time playing around with CSS, so I'm quite happy with the result. I have used some CSS3 features not supported by IE, so if you're viewing this site with IE and it looks like crap, well, get a better browser. Anyway, the Light World Overworld map is up as is the Dan's Catacombs map (though I should embed the that one in the map browser as well, it's a bit bigger than I realized, so just posting the raw image doesn't really work as well as I'd hoped). I've started work on the Icy World Overworld map as well as doing some touch-up work on the Light World Overworld. If you notice, there are a few gaps in the map (see the Endless Beach or Sacred Meadow). This is due to there being a strip of each overworld panel that isn't visible unless you are scrolling between panels, and it is completely inaccessible on panels that are using the "warping" transition instead of scrolling. So I'm having to fill in the gaps using individual 32x32 tiles, which is tedious and annoying, and so I'm not making it too far of progress. However, I WILL finish them all eventually, as my OCD won't allow me to not. Once the map is finished, I'll post the full lossless 1:1 PNG image for download, but I'm not going to bother until then. Anyway, that's the site, enjoy! <qwertymodo Parallel Worlds All Stones, CrystalsReturn to Light World using MirrorGrab Master SwordGet Parallel Key #9 in cave by Master SwordClimb Parallel Tower one level, collecting Silver Arrows and OcarinaBeat GanonDetailed Guide -North to kakarikohead right from kakariko entrance into cemetery pathcontinue right to cavehead around through armos caveget lanternhop downreturn to kakariko, farm 10 bombs in storage shedhead into waterfall cave, get rupees by entrancego left into holeright, down, avoid worm!left caveright, all rupees, up, rightin maze of pits, you can walk between corners of land where it looks like you're supposed to walk all the way aroundinto guardhousehit switch, but go in right dooressmall key in pot in room with big chestleft door from entrance, getting small key in front of big key doorance you have 2 keys, center doorlinear path until b2head downstairs, left, and past ball and chain guardsin b4 go up, right a bit, down, right a bit, up, righthse bombs to kill the ball and chain wardens with small keyhead south and then right to tile roomuse 1 small key to get big keyuse 2nd small key and a big key to get two bottleshead warp to entranceHead left from entrance to wine cellar area for a small keysave and quithread downstairs and right and use key to retrieve zeldareturn to wine cellar room by footrace in water area, head left, right, then upper rightgo through maze of spikes and then maze of wallsofice in switch room, immediately head for the switch and hit ithead for upper right room for chest keysave and quithread right in first water room for boomerangreturn to switch room this time leave orange, and proceed to upper right door (2nd from right)next room has another crystal switch, use boomerang on itpull left switch to finish escapesafety heart (optional)save and quit to houseget one or two bottles in lost woodsget net in kakarikoget fairies in either graveyard or cave 1 screen west of house (optional)head to kakarikoget more bombhead up north stairs of townhead west and into north oasis cave for flippershead far east along water towards the dungeon, getting heart piece before waterfallright right at entrance of dungeonice in water, head west one screen, north one screen, west, then immediately south, then west through tiny tunnel areafollow water channel left to big keyreturn to right ledge for chest keyswim north for hammerhead warpgo left from entrance with hammercross invisible bridge, bombs can show exact positionkeep sword held out when using boomerang on armosdon't get hit by the moth Hammer does way more damage than swordsave and quit to houseget one or two bottles in lost woodsget net in kakarikoget fairies in either graveyard or cave 1 screen west of house (optional)head for graveyard enter dungeonfirst sand pit enemy has a small key, use hammer to killuse hammer vs lanmolassbomb south wallhead southsmall key in top left candle, bomb left wall, head EAST until a small dooressouth, left enemy has a small keyuse key in room with mummies WATCH FOR HANDSfollow passages for chest keyhead for bombed wall, then south - leads to braceletswitch to exit chest room is top left pothead to boss area, go left firsthammer vs moldorm, light torches WATCH FOR HANDSHammer vs moldorm, prevents him from ever going fast. 4 hits.get one or two bottles in lost woodsget net in kakarikoget fairies in either graveyard or cave 1 screen west of house (optional)kakariko, get more bombhead to town library (big 2 story house) for book and get heart piece along the wayhead up town north stairshead west towards ossistake caves in south oasis to sky isleonce on isle, head east, then north, then east across bridgeenter dungeonhead to middle door, get fairies if neededgo in right dooorget small key, return downstairshead for left dooortop right dooorthammer 1 shots blue beetleskill the red beetles guarding switchlip crystal switchafter switch, return to upstairs, hearts can be found in potsreturn entrance and take to right door (DO NOT RESET DUNGEON)fairly in middle door if neededlight candles quickly (going south first), hit switch again after getting chest keybomb jump across chasmjust kill the damn boss with hammerjump off after boss explodes, get fairies and use book to entercraentrum left door for hookshotsave and quit to houseget fairies and bombs if you need them (closest fairies are in cave by house along beach)head to woods again, boomerang helps with enemiesGet bottle from merchant if you haven't gotten it yetforest maze password is south, north, east, south in 1.1 version and east, south, north, south in 1.0 versionheart piece and free bottle in secret meadowhall of pain requires going to top right and top left corner bothcan bomb jump or hoverif you cant hover, plan on 2 trips to survive it all gathering, more bombs and fairies along the wayParallel key #2 and Staff of Bryan found in halls of pansave and quit to househead north through kakariko and get net if you haven't gotten it yet (last chance)Head east along water to get tempered swordmore bombs and fairies if neededhead to dungeonheart piece by dark world entrance(optional) fairies can be found by going southwest, north to water ledge, swim left, use first ladder (frozen pyramid), head northeast to cave with fairies and option to buy arrows/bombs.(optional)IMPORTANT: throughout the icy world you will want to upgrade max arrows and bombs occasionally as you visit the pyramid mentioned above. Max arrows around 50 and bombs around 30 by end of game preferred, but save at least 100 rupees until nabooru is done(optional, max safety) Go immediately to church for bottle, and parallel key. Head to icy world's version of link's househead to beach, then icy cave far north of when beach is over (area where skeletons drop)take left path in ice cavesecret walls in icy room lead to Parallel Key #3head right, then up bombing top wallbomb left, then head southheart piece outside for full containerleft cave has mushroom guy. Bomb his library wall for Parallel key #4head south across lake ruins then west to a fairy fountain in tree holeTrade sword and ether medallion for magic upgradeuse warp to enter Rauru in swamp areashed upstairs, kill helmasaur. Once mask is off, use bryna and slashafter helmasaur head through spike maze until you reach block pick up block, heading southdodge spikes heading southhead right downstairs, then west, leading to the main room with the many beamos, spikes, and switch in the middlepush statue onto block, then hookshot northpull switch letting water downtake warpuse somaria in main room and take lower left door this timehead west through raised water roomafter swim through water, head westhead west in spinning fire snakehead west again in room after fire snakesmall key at dead end in sandwarp backuse somaria and take lower door againswim and continue west (ignore big key door)north in spinning fire snake roomuse key westnorthgrab small key with boomeang, go westbryana to dodge spikes, go northeast to mazeDO NOT USE WARP IN MAZE ROOM. First push block to get big key in room immediately before maze. line up with spikes in big key room using south doornow use the warp in maze roomwest again swimming across raised waternorth through big key door to get small keyhead back east across water and use warp in water roomMake crystal switch blue and then take warpup the block, grab 2 small keys inside pots in this room (PUSH THE RIGHT BLOCK TO THE RIGHT, NOT DOWN)head upstairs with 4 keyseries of small key dooreasy ass vitreous (abuse bryna)head right in big chest room (dont need the chest item)head south eastfall down holehead upstairshidden bridge roomhover to key door or take invisible patheasy bossSave and quit(if you didnt do safe route before Darunia) head to south east of overworld to churchget heart, bottle, and parallel key #5 in churchhead to lost woodsLast woods = down, up, right, down in 1.1 version and right, down, up, down in 1.0 versionhead in north door, then go westhead to room where you pick up a block with 4 exitshead righthread right again (2 blocks to pick up in this room)head northhit crystal switch making it bluehead to southeast door of big room right then southleft, get free chest keyhead southdangerous room with blockhookshot across way into room with lots of rupeesbomb right wall, pick up rupees if needed for arrow/bomb upgradesskip armos and go north for a small keyreturn across where you used hookshotgo flip crystal switch back to orangehead east again and then north of room with spikes on the loornorth through lowered blockwest through mazes with HANDS and switches under potswest at gauntlet with small spikes (I will refer to this room as gauntlet room of this dungeon later)South and then east in switch room, abuse bryna to survivebig chest with fire rod insidehead south through bomb wall to get to lower layer of dungeonsouth twice morotop lefttop right with brynyleft (way out of out of the way along ledges)north 3xkill enemies for small keyDO NOT hit switchreturn to gauntlet roomhead north twicenow in green area, head right, but can bomb left wall earlykill enemies for small key, bomb right wallbig key, use blocks below to center for spikesgo back downstairs and flip switch to blue using tompa/xelna strat: Hammer down all hammerable mole things on the right, leaving the left moles up Boomerang diagonally down and right from the top right corner of the wall guarding the switch. Boomerang will travel through the corner of the wall immediately hookshot left to the mole you left up immediately walk down. If done correctly, boomerang will hit switchGo into bombed left wall when you first came to green arearead of dungeon is straightforward and freedo this if you want to get the blue mail (recommended)after statue pushing puzzle take lower door for chest keymirror and do puzzle again (optional)top door after puzzleright, then downleft in room with block to pick upside head to heart piece and entrance that is a hole under heart piecejump down southgo up bottom left stairs, hookshot right pots for small keyhookshot to blue tile where you entered, get big key up northuse small key northhookshot across, go through left fake door that appears closedpull switchhead north to fire rod puzzle rooms (with all the torches)Top right torch room has a small keyif you got the chest keyhead left exiting torch area, get blue mail (optional)use book to the room with 2 layershead north, then to the top left door of next room, killing all enemies to get the gatehead south in room where the walls caved in from pulling switchexit outside at south of room, dodging spinning fire rodjump down first ledge, and into cave on lefthead to top right roomop ice boss freealternate bryna and fire rod when shit falls from ceilingabuse bryna for 2nd phasesouth after boss for small keyreturn to room before ice bossnorth in main room, can bonk on pot to get acrossuse bryna and walk through top fake doornorth 2 more times, avoid lowered blockwest through mazes with HANDS and switches under potswest at gauntlet with small spikes (I will refer to this room as gauntlet room of this dungeon later)South and then east in switch room, abuse bryna to survivebig chest with fire rod insidehead south through bomb wall to get to lower layer of dungeonsouth twice morotop lefttop right with brynyleft (way out of out of the way along ledges)north 3xkill enemies for small keyDO NOT hit switchreturn to gauntlet roomhead north twicenow in green area, head right, but can bomb left wall earlykill enemies for small key, bomb right wallbig key, use blocks below to center for spikesgo back downstairs and flip switch to blue using tompa/xelna strat: Hammer down all hammerable mole things on the right, leaving the left moles up Boomerang diagonally down and right from the top right corner of the wall guarding the switch. 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