

DUNGEON	COMPLETION	ACCESS	CHESTS	ITEMS	🗝️	🗝️	🗝️	🗝️
ESCAPE (HYULE CASTLE)	IN OPEN MODE: 🗝️ (🗝️ ADVANCED LOGIC) (NOTE 1) 🗝️ DEPENDING OF KEY PLACEMENT IN STANDARD MODE: NO ITEM REQUIRED		8	6	1	✓ (DROP)	✓	✗
EASTERN PALACE (EP)	🗝️ 🗝️ (🗝️ ADVANCED LOGIC) (NOTE 1)		6	3	0	✓	✓	✓
DESERT PALACE (DP)	(🗝️ OR 🗝️) 🗝️ : BOSS ACCESS (🗝️ CAN BE REQUIRED: TORCH) BOSS IS IN LOGIC WITH ANY OF THESE : 🗝️ OR BETTER, 🗝️, 🗝️, 🗝️, OR 🗝️	🗝️ (VANILLA ROUTE) OR 🗝️ 🗝️ 🗝️ (NOTE 2)	6	2	1	✓	✓	✓
TOWER OF HERA (TH)	(🗝️ OR (🗝️ OR BETTER)) TO KILL THE BOSS (🗝️ OR 🗝️) CAN BE REQUIRED: BASEMENT	MOUNTAIN 🗝️ 🗝️ OR 🗝️ DUNGEON 🗝️ 🗝️ (VIA EAST DEATH MOUNTAIN) OR 🗝️ (VANILLA ROUTE)	6	2	1	✓	✓	✓
HYRULE CASTLE TOWER (AGAHNIM 1)	🗝️ (🗝️ OR BETTER: CURTAIN BEFORE 🗝️)	🗝️ (GO THROUGH ENTRANCE SPELL 🗝️) OR (🗝️ OR 🗝️ OR 🗝️)	2	0	2	✗	✗	✗
PALACE OF DARKNESS (POD)	🗝️ 🗝️ 🗝️ (🗝️ ADVANCED LOGIC) (NOTE 1)	🗝️ 🗝️ 🗝️ (🗝️ OR 🗝️) OR 🗝️ + 🗝️ OR 🗝️ 🗝️ 🗝️ (NOTE 3)	14	5	6	✓	✓	✓
SWAMP PALACE (SP)	🗝️ 🗝️ 🗝️ 🗝️	🗝️ 🗝️ OR 🗝️ 🗝️ 🗝️ OR 🗝️ + 🗝️ + 🗝️ OR 🗝️ + 🗝️ + 🗝️ + (🗝️ / 🗝️) (NOTE 4)	10	6	1	✓	✓	✓
SKULL WOODS (SW)	🗝️ (🗝️ OR BETTER: VINE CURTAIN BEFORE BOSS)	🗝️ 🗝️ OR 🗝️ 🗝️ 🗝️	8	2	3	✓	✓	✓
THIEVES TOWN (TT)	(🗝️ CAN BE REQUIRED: BIG CHEST) BOSS IS IN LOGIC WITH ANY OF THESE: 🗝️ OR BETTER, 🗝️, OR 🗝️	OR 🗝️ + 🗝️ + 🗝️ + (🗝️ / 🗝️ / 🗝️) (NOTE 4)	8	4	1	✓	✓	✓
ICE PALACE (IP)	🗝️ 🗝️ (🗝️ OR 🗝️ + 🗝️ OR BETTER)) (🗝️ AND/OR 🗝️ CAN BE REQUIRED DEPENDING ON KEYS PLACEMENT)	🗝️ 🗝️ 🗝️	8	3	2	✓	✓	✓
MISERY MIRE (MM)	(🗝️ OR 🗝️) 🗝️ 🗝️	🗝️ 🗝️ 🗝️ (RANDOM MEDALLION + 🗝️)	8	2	3	✓	✓	✓
TURTLE ROCK (TR)	🗝️ 🗝️ 🗝️ 🗝️	🗝️ 🗝️ 🗝️ (RANDOM MEDALLION FOR TR + 🗝️)	12	5	4	✓	✓	✓
GANON'S TOWER (GT)	🗝️ 🗝️ 🗝️ 🗝️ (NOTE 5)	(🗝️ VIA EAST OF TH OR 🗝️ VIA EAST DEATH MOUNTAIN)	27	20	4	✓	✓	✓

**NOTE 1:** IN ADVANCED LOGIC, SOME DARK ROOMS ARE IN LOGIC WITH 🗝️ THANKS TO TORCHES YOU CAN LIGHT UP. THESE ROOMS ARE: THE DARK CROSS (SEWERS OF ESCAPE), EP BOSS (BIG KEY CHEST ALWAYS REQUIRES 🗝️) AND THE U-ROOM IN PoD WITH RUPEES ON THE FLOOR (DARK MAZE, BIG CHEST, AND THE BOSS ALWAYS REQUIRE 🗝️)



**NOTE 2:** FLUTE TO 6 AND USE THE MIRROR OUTSIDE OF MIRE SHED



**NOTE 3:** SWIM EAST OF DARK WORLD CEMETERY



**NOTE 4:** TOWARDS CATFISH, PUSH THE PEG/LIFT THE ROCK/SWIM TO BYPASS THE PREVIOUS TWO BY THE NORTH AND HOOKSHOT OVER THE WATER WHERE THERE IS AN ARROW IN THE GRASS



**NOTE 5:** 🗝️ CAN BE REQUIRED (TORCH + MAP ROM, THE ONE WITH FIREBARS & ONE CHEST), LEFT SIDE REQUIRES 🗝️ 🗝️, RIGHT SIDE REQUIRES 🗝️ 🗝️, GAUNTLET (ROOMS BEFORE AGAHNIM 2) REQUIRES 🗝️ 🗝️ (OR 🗝️)