

Ancient Manor Walkthrough

Monsters are all throughout the dungeon. I will not mention them unless they are crucial to getting through the room.

Room 1F-1

Initial state: This is the entrance room to the dungeon. The door on the left is locked from the other side. The stairs to the right lead up to floor 2F. The passage to the north leads to room 1F-2. If you light the torches with an ice flame you will see that there are cracks in the floor, which none of your weapons can open.

Puzzle: You have two routes to choose. If you go up the stairs you can take the basement route. To crack the floor you need to drop the chandelier from the roof on 2F down. If you go through the north passage you can take the house route first.

Solving: Take the basement route and you end up in room 2F. And eventually a hole is in the floor. Go through the north passage and you end up in room 1F-2. Leaving the room as it is.

Room 1F-2

Initial state: This is a room with four exits and an eye on the floor. If you go through the south exit you will end up in room 1F-1. Any other direction and you will end up in the same room.

Puzzle: Return of a classic puzzle. You have to go through the exits in the correct order to be able to continue. One mistake and the puzzle start anew. The eye on the floor will be looking direct at the exit that you need to take next.

Solving: The order is 'up', 'left', 'left', 'up', 'right', 'left', 'right' and 'right'. Do these correct and this room will turn into a regular hall crossing permanently. The eye will also stay looking towards the middle. Go north from this crossing and you will find the sealed door to the garden. Go west and you will find a key-locked door and east is an open door and a key-locked door.

Room 1F-3

Initial state: Not much in this room. This room allows you to get some health, magic and items from the pots to build up your strength if you took the basement route first.

Puzzle: There is a single row of blocks in this room, preventing you to continue through the open door.

Solving: You have to push two blocks (one apart) to the left and the block in between them either up or down. Grab the pots and continue through the open door north to room 1F-4.

Room 1F-4

Initial state: A room with a few lit torches and some immovable and impenetrable rubble in it, that used to be reading desks. It also contains some strong monsters. The door at the top seems also collapsed due to rubble.

Puzzle: When you enter, the doors close and get sealed. The door leading east seems impenetrable, due to rubble.

Solving: When you defeat the monsters, the doors should unlock. The door leading east seems to be impenetrable but if you light the nearest torch with an ice flame, then the illusion that blocks progression disappears.

Room 1F-5

Initial state: A room with a lot of bookshelves that Link can climb. There is an exit at the west wall leading back to room 1F-4. Another exit is on the east side of the room leading towards room 1F-6, but this one looks as if it has crumbled down. The south wall also has an exit which is open and a cracked wall. It also contains a chest with a small key.

Puzzle: The exit on the east side looks crumbled and filled with rubble. This is blocking your passage. The torch next to it is buried under unmovable rubble. There is also a lot of rubble blocking your path towards the chest.

Solving: Link can climb the bookshelves, however due to an edge he is not capable to climb on top of them, unless there is an opening. Climb the second row from the south to get up on the bookshelves. Follow the path south and ledgejump down from the bookshelves. The shelves here are broken, so there is no climbing back up. Use the bomb cannon to blast the cracked wall into a hole leading to room 1F-7.

The door on the east side of the room leading to 1F-6 is an illusion. However because there is no torch, you cannot unveil the truth. You need to get back here once you get the shadow cloak.

Room 1F-6

Initial state: There is actually not much to see here. It has a chest with a treasure in it, nothing more. Maybe a rare treasure or it will be swapped with a heart piece.

Puzzle: No puzzle and nothing to solve. Although without the shadow cloak the illusion returns.

Solving: You have to use the shadow cloak or an ice flame to get out of the room.

Room 1F-7

Initial state: A room with bookshelves and reading desks. There are three pressure switches and two statues. You enter from the hole in the wall. The door on the north wall is open and leads to room 1F-5, where you can get a small key. The door on the south wall is locked.

Puzzle: You need to open the door on the south wall by utilizing the statues and the pressure switches.

Solving: Push and pull both statues on one of the pressure switches. Then Link needs to stand on the third switch and the south door opens up. Opening the passage to room 1F-8

Room 1F-8

Initial state: A room with about twelve unmovable statues. The door in the middle leads back to room 1F-7. The door to the east is open and leads to room 1F-9. The door to the west is locked by a key and leads back to room 1F-2.

Puzzle: Twelve statues and one of them is holding a key. One door is locked by a key.

Solving: Go through the door on the east and you get in room 1F-9.

Light up the torches with an ice flame and you will see that one of the statues is cracked. Blast that statue with the bomb canon and it crumbles revealing a key.

Use a key to open the door to the west leading to room 1F-2.

Room 1F-9

Initial state: This is a small room with a button to press.

Puzzle: You need to step on the switch.

Solving: When you step on the switch a chest appears. Climb on the bookshelf and open the chest. And you will receive a treasure.

Room 1F-2

Initial state: The room is now a regular hallway. You do not need to do the magic path anymore. The two doors in the east part are now open. The door in the north part is still sealed and the one in the west part is still locked with a key.

Puzzle: You either continue to follow the house part of the mansion or (if you haven't done it yet) you can go the Basement route.

Solving: Go to room 1F-1 to start the basement route.

Use a key on the door in the west to open the path to room 2F-1 and continue the mansion route.