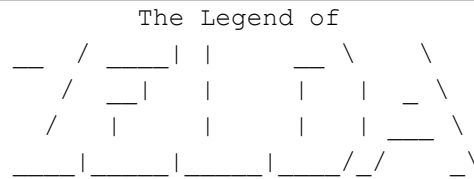


The Legend of Zelda: The Minish Cap FAQ/Walkthrough

by Banjo2553

Updated to vFinal on Feb 4, 2012



T H E M I N I S H C A P

/ /
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| Hello, and welcome to my guide for The Legend of Zelda: The Minish Cap. |
| This game is available for the GBA, so it's a portable game. It's got the |
| gimmick of Link having a buddy as a cap, that helps him shrink in size. |
| It's a pretty interesting game, as it serves as the origin story for the |
| Four Sword arc, talking about how the Four Sword came to be as well as |
| Vaati's origins. I decided to make this guide because...I felt like |
| revisiting the game for myself. Plus, it's a good way to start off 2012 |
| with my contributions. So as usual for my Zelda guides, there will be a |
| thorough, 100% walkthrough, a 100% Spoiler-Free Walkthrough, and lists of |
| items as a sort of appendix for the guide...basically a quick reference. |

| If you want to warp to some place quick in the entire guide, I have some |
| reference points with which to do that. Notice the letters and numbers in |
| brackets? Press Ctrl + F and put those letters/numbers in, (brackets too) |
| and you should be able to get to that exact spot. Hope everything in this |
| guide is helpful! |

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T A B L E O F C O N T E N T S
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- M777Z00ZM
- M770ZMZ00
- M7IZ00NOO
- MOOMOOM
- M7I8O
- M7777M7OM
- MM777IZO0MM
- Z777OZZ88D7I7MM
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M=8MMM      M=II77M      MO77000000M
      M+=+777M      MOOI$000000M
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- I. Legal Notices [LEGAL]
- II. Basics [BASIC]
- III. Walkthrough
 - a. The Festival & Tragedy ... [WALK_1]
 - b. Climbing Mountains [WALK_2]
 - c. Traversing Swamps [WALK_3]
 - d. Fusions & Wetness [WALK_4]
 - e. Journey to the Skies [WALK_5]
 - f. Vaati's Destruction [WALK_6]
 - g. Item Clean-Up [WALK_7]
- IV. Spoiler-Free Walkthrough .. [SPOIL]
- V. Heart Pieces [HEART]
- VI. Kinstones [KIN]
- VII. Items [ITEM]
 - a. Inventory
 - b. Equipment
 - c. Bottle Items
 - d. Dungeon Items
 - e. Common Pick-Ups
- VIII. Figurines [FIG]
- IX. Enemies [ENEM]
- X. Bosses [BOSS]
- XI. Credits [CRED]

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=====| ) L E G A L N O T I C E S ( |=====
| / ( ) \ [LEGAL]
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My e-mail address is gmaster2647@gmail.com . You can email me for questions, comments, or even suggestions, just make sure your emails are coherent. I will not accept spam or hate mail, as they will get deleted. Make your emails as coherent as possible as well.

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=====| )          B A S I C S          ( |=====
      /      (          )          \ [BASIC]
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The Minish Cap is another portable Zelda game the likes of Link's Awakening and the Oracles. By that, I mean that it's sprite-based, and only two buttons are available for using items...that includes your sword and shield. So you won't always be having your sword and shield along with items you want to use. The item buttons are A and B, so you basically head into the inventory screen and choose your items at the expense of using your sword or shield. The main gimmick of the game is turning Link to Minish size. To do that, find a stump or overturned pot, jump on it, and press R to shrink. You'll be able to interact with smaller things and enter small holes this way. R button is also used to interact with things and do other actions, like rolling, grabbing and pulling objects, etc. And...um...there's not much to talk about this game. On to the walkthrough, I guess?

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When you start up the game, pick a file and you will be asked to name it. Whatever you name it is what the main character will be referred as by the characters in the game. I like to make it Link just for the heck of it. After making the file, you can press A to start it, or press R to bring up options, which lets you choose the message speed and brightness settings.

After picking the file, it starts off by telling the story of the Hero of Men. A blade made by the Picori descended from the heavens onto the hero, and drove out the darkness. From then on, the blade was enshrined with special care...

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      /-----\
|   THE FESTIVAL & TRAGEDY   =====
\-----/ [WALK_1]

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The game starts off with Princess Zelda walking to a house. Master Smith's house, to be precise. She asks for Link, so apparently we live here. Smith is Link's uncle it seems. And you're sleeping in. Time to wake up, sleepyhead! Head downstairs then right to walk in. Hey there Zelda! Seems she's a friend of Link's. How fortunate to be friends of royalty! She wants to go check out the Picori Festival with you, and Master Smith also finished a sword he'd like us to give to the minister. It's for the festival.

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      |         | /         |
      | SMITH'S SWORD |
      |         FOUND      |
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After grabbing it, Zelda will head on out. It's our job to protect her since she's the princess and all, so grab some money from the chest (20 Rupees) and head out the front door. Zelda will call for you, so follow her north until you get to Hyrule Town.

Hyrule Town

Since there's a lot going on right now, you're not really allowed to explore the town. Basically just follow Zelda around as she frantically looks at all the attractions. You can check these places out as well, or you can just keep following her to make sure she's safe. At one point, she mentions a sword-fighting tournament at the castle that happened just a little while ago. I guess we could see who won a little later. She heads over to some lady's stand and she apparently won! She gets a choice of a heart-shaped stone, a lovely gem, and a tiny shield. Zelda picks the shield and then gives it to you.

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      |         | /         |
      | SMALL SHIELD |
      |         FOUND  |
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After getting the shield, she'll remember that we have to take the sword over to the minister, so head north out of Hyrule Town.

North Hyrule Field

Zelda goes on ahead northward. Follow her, and you'll see her get attacked by a Deku Scrub. Get in front of her, take out your shield, and let the Deku Scrub's nut reflect off and hit it, stunning it. You'll find the Scrub's a Business Scrub, and he was just looking for town as he wanted to sell some of his stuff. Unfortunately Scrubs have a tendency to spit nuts when they talk. He leaves, so you're free to head north towards Hyrule Castle.

Hyrule Castle Garden

Head north. You'll eventually find the minister. You'll give him the sword and Zelda will leave to prepare for the ceremony for the winner of the sword-fighting tournament. After the scene transition, you'll see the legendary Picori Blade resting on a large pedestal. The winner of the tournament gets to touch this legendary blade. After the king and Princess Zelda walk out, the winner of the tournament, Vaati, steps forth. He approaches...and with a chuckle, he says he will now take the blade and release the contents of the Bound Chest it is resting on! The soldiers attempt to stop him, but he uses evil magic to throw them off and strike the Picori Blade, breaking it and releasing the evil spirits kept inside the Bound Chest. Zelda tries to confront Vaati, but he senses she will be trouble for him, so he throws dark magic at her, turning her into stone! Not even Link can stand in the way!

Afterwards, Vaati approaches the chest, and finds out there's nothing there aside from a rabble of monsters. ...Apparently that wasn't what he was after. He's after some kind of force. He disappears in shadow.

Hyrule Castle

Having been knocked out pretty badly, Link is resting on a bed inside Hyrule Castle. Press any button and Link will wake up. Head out of this room to the throne room, where Master Smith is there too! The King of Hyrule speaks. He says the Picori Blade having been shattered is unfortunate, as it would've prevented Zelda being turned to stone. He says that the Picori who forged the blade live in Minish Woods. They should be able to repair the sword. Conveniently enough, the Picori only show themselves to children, and Link is a child, so what luck! We get to go there ourselves! You get the Smith's Sword and the Broken Picori Blade to take with you!

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	BRKN PICORI	SWORD		SMITH'S	SWORD
	FOUND			FOUND	
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After sending the troops to search for Vaati, he tells you that deep within the woods is a place called Deepwood Shrine. Humans and Picori used to share that shrine as a meeting place, so it should be best to start the search there. After that, Master Smith gives you a map of the world, it should be handy. You access it by pressing Start and then L or R to switch pages until you get to the map. Not all of it is available though, more areas show up as you visit them. The place we need to go to is Minish Woods, over to the southeast. To exit the castle, just head straight south. There's no way to get lost yet since all other entryways are closed off by locked doors.

Hyrule Castle Garden

Head south out of the garden since there's nowhere else to go.

North Hyrule Field

Heading south toward Hyrule Town, you'll find that the north entrance is blocked off for now. Head east from here. You will see a pathway between trees blocked by small stumps. Slash the stumps away and head through.

Lon Lon Ranch

Head south and take down the Acro-Bandits. There's a lot of stuff you can see to the east, I'm sure, but you can't do any of that yet. So just continue east, past the east entrance to Hyrule Town since that's blocked off too, down to the next area. Don't bother with the ranch since it's closed.

Eastern Hills

You can enter the house to the west, but there's nothing of interest there. Go down the stone steps, south, and across the bridge to the east.

Minish Woods

Yep, you're here. You'll see a heart-shaped item across the pond to the north, but it's deep and you can't swim, unfortunately. Just head east, past all the

trees and Octoroks. When you get to the end, go south past Green ChuChus as they appear. You'll eventually reach a cracked stump, head west. You'll see a small hollow log, so go north through the shallow water. Follow the path and you will eventually hear someone calling for help. You'll see that he's apparantly where we just were. Before heading back, walk left a little to see another one of those heart items. Pick it up. It's a Piece of Heart! Collecting four of these will complete a Heart Container, adding it to your health meter!

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|           |/  
| HEART PIECE #1 |  
|           FOUND |  
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Head back the way you came and you'll eventually find the weird green fellow. Kill the Octoroks. You'll tell him of your situation, that the Picori Sword is broken and Zelda has been cursed. Well, he's looking to break a curse of Vaati's as well, so he's gonna join you. His name is Ezlo. So, we've got a new partner it seems. Head south...great, it seems he can't keep up. He eventually gets angry and decides to sit up on your head. He says that if you ever need help, press Select to call him. Well...from the looks of things, I'd say Link looks like he should...head south until you get to that stump. Ezlo will automatically chime in and say that we've stumbled across something very important. With this stump, you can shrink to the size of a Minish...which is the actual name of the Picori. Approach the stump to jump on it, then press R.

Wow! You've shrunk to an incredibly small size! After exiting the stump (you can forgo this animation at any other time by pressing buttons), Ezlo will tell you that you can find portals like these in many shapes, and you can return to normal size by pressing R when next to one of these portals. Also, when Minish, things that weren't a hazard to you normally can easily become one now...like shallow water. Can't swim in the shallow water as a Minish. So head west through the hollow log. Afterwards, get on one of the small leaves floating on the water and make your way to the north, where a tiny village can be seen. Head through the acorn-infested pathway...

Minish Village

Welcome to the village of the Minish! A bunch of Minish will curiously gather around you and talk in a language you can't understand, and then leave. Ezlo says that he wasn't able to catch much of what they were saying, but there is one Minish who understands the language of humans. Time to search for him. From the entryway, head east, then north when you can. Keep going north past all the pathways, you will eventually see a blue building suspended above the water. Get on the wooden pier just to the right of it and head east to find another Piece of Heart. Grab it and head back west.

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|           |/  
| HEART PIECE #2 |  
|           FOUND |  
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Head inside that building and talk to the Minish there. He speaks human language. Well, that was quick. His name is Festari. He says to consume a Jabber Nut, which will allow you to understand them. One is in the barrel house south of here. So head south, go across the bridge, and climb down the ladder. Head north, push aside the front crate either left or right, then grab it. Now you can understand the Minish! Climb back out and make your way towards Festari's place. A few Minish gathered out there let you know that Minish live everywhere...not just this village. Some are even in Hyrule Town! Interesting.

Enter Festari's place and talk to him. He unfortunately knows nothing about swords, but talk to the elder. Alright. Exit and head west from here. Climb onto the stump and enter the yellow mushroom house.

Talk to the elder, and Ezlo will speak up, saying we need to break Vaati's curse by reforging the Picori Blade. Elder says we need four mystic elements to do this. He marks on your map the locations of these elements. Well, that's a good start! One of the elements is here in Deepwood Shrine, and the entrance to it can be found in Festari's abbey. So head there and talk to Festari. He will let you through. Exit out, through the small cave, across where you found your first Heart Piece, and into the gardens of the shrine. Walk in...

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DEEPWOOD SHRINE

Welcome to the game's first dungeon! After Ezlo's humorous little quip, head north and push aside the front statue to enter the next room. Avoid the Sluggulas and step on the floor switches to light the torches, making a chest appear. Open it for a [[SMALL KEY]]! Use it to open the locked door ahead. In here, follow the path around the water, avoiding the dropping Sluggulas, and grab the handle in the wall with R. Pull it far enough and a bridge will appear. Cross it to the island with the mushroom. This can be pulled as well. Grab it and pull it eastward, then release the D-Pad while still holding onto the mushroom and it will spring you over the water. Head north.

Inside, you'll see a barrel locked by vines. Head east and climb, step on the switch to light a torch and burn some of the vines. (But not the barrel, oddly.) Now enter the barrel and exit it the other way. Go around south, climb, and find two switches that need to be pressed down at the same time. Go over the upper switch over to the right side of the statue and push it left onto the switch, then step on the other. This will light the torch and burn the rest of the vines. Now enter the barrel. When you walk around in it, it will turn. Walk in it until you have an exit out the lower-left. Do so and enter the doorway.

Take down the Mulldozer and go up the left side. See the marking on the floor, with a break between them? This indicates how far you need to pull the mushroom to get flung to different places. Pull the mushroom all the way and get flung far. Climb and open the big chest for the Dungeon Map! Yay! Now you can see the layout of the dungeon. Walk south off of this, then pull the mushroom until the break in the floor marking, and head west through the doorway. Defeat the Pesto (not the sauce), and you'll find the floor switch can't stay down. There's a pot over to the left. Instead of picking it up with R, instead push it east, until it's on top of the switch. A bridge forms, so cross it and head south.

In here, you'll see two statues next to two floor switches. Putting them on the switches reveals a chest that you can't access...so what you'll need to do is pull one of the statues so there's room, and then pull it onto the switch as you get inside the alcove. Open the chest for a [[SMALL KEY]]. Push yourself out and return to the barrel room. (One room you can push the blocks to the left up and then to the side into the water, the other room you have to exit from the right side by pushing a block away.)

Enter the barrel, move it until there's an upper-right exit, and head out there. Enter the locked door with your key. Inside, pull the mushroom northward and stop when the floor marking stops. On the middle island, step on the switch to make a bridge appear to here, then pull the mushroom northward as far as you can to fling yourself across. Enter the doorway. Inside, kill all the Sluggulas that appear from the ceiling, then on the north side, pull the statue right

until it's past the floor switch. Now go around to the northwest side and push the statue right onto the switch. Head through the door. Kill the Mulldozers to get a [[SMALL KEY]] and have the door to the left unlock. Grab it and head west.

Climb the small ladder to the north room. Jump off, head left, kill the Mulldozers, and head left. In here, avoid the Puffstools, and step on the floor switch to open a door to the barrel room. Head west through the locked door. You will have to fight a Madderpillar! To damage this thing, you have to slash its nose to make it angry. Once it's angry, slash its tail to damage it until it turns red, then avoid it until it turns back to normal. Repeat the process and it will eventually go down. As your reward for killing it, you get the Gust Jar! To use, equip on A or B and either tap it to blow out a gust, or hold it to suck in a lot of air as well as other items. When the Gust Jar turns red, releasing the button releases a giant blast of air. Neat item!

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      |           | /           |
      |           GUST JAR       |
      |           FOUND          |
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use the item to suck away the webbing on the walls, exit southward to find a Piece of Heart! Head back, through to the room filled with dust and Puffstools. Suck or blow away the dust to find three more floor switches. Step on them to make a blue portal appear up where the Piece of

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      |           HEART PIECE #3 |
      |           FOUND          |
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Heart is, and two chests. Open the chests to get 10 Mysterious Shells from them each. We'll figure out what to do with those later. Head east (you can now kill the Puffstools by sucking them dry with the Gust Jar before hitting them) suck the dust away, and step on the switch to make a chest appear. Open it for 20 more Mysterious Shells. Now head west, then south to the barrel room. Enter the barrel, and turn it until the web-covered hole is facing the bottom. Suck out the webbing, then fall through the hole.

Once down there, suck the lily pad toward you, hop on, then blow air by tapping the button to move the lily pad. Wherever you blow, the lily pad moves in the opposite direction. Move the lily pad along the water, taking a right when you can. Get off where the ladder is and climb it. There's a switch that won't stay down, and a bunch of pots. Mess with the pots so you have free access to one, and push it onto the switch. Get back on the lily pad and blow yourself north. (...Trying to keep a straight face here.) Move the lily pad to the very end of the water, push a pot onto the switch, then open the chest for a [[SMALL KEY]]! Before getting back on the lily pad and exiting the room, go to the right side, push the right block up and the left block left. Open the big chest for the dungeon's Compass! This shows you treasure chest locations!

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      |           | /           |
      |           COMPASS        |
      |           FOUND          |
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Move the lily pad across the water until you're at the fork. Go north and follow that, past the Sluggulas, and open the locked door. In this room, pull the mushroom to fling yourself across, then use the Gust Jar to suck the next mushroom toward you. Make sure you're close to the water. Do the same for the next mushroom, then the next, and open the big chest for

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      _____
      |           | /           |
      |           BIG KEY        |
      |           FOUND          |
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the Big Key! Now you can open big doors with this. Step on the switch to make a red portal appear. Step on it and you will appear at the entrance

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A blue portal is next to you. Step


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_____ on that to appear next to a Piece | HEART PIECE #4 |
of Heart! Grab it. Now jump off and head south to the | FOUND |
barrel room. Push the block beside you to the left, then '\ _____ |
get rid of the dust in that corner to reveal a switch. Step
on it to reveal a chest. Open that for 10 Mysterious Shells. Now head south
through the barrel, to the southern room past here. Push aside the top block
then the bottom one, and continue south until you're at the entrance room.
Get rid of the webs on the left staircase and head upstairs.

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Push the block below the chest to the right and open it for 20 Rupees, then go back downstairs. Get rid of the webbing in front of the other staircase and head up. Suck the mushroom toward you to get flung across, then go to the south side of the mushroom, suck it toward you, and get flung across. Open the big door...

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BOSS: Big Green ChuChu
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Suddenly, a Green ChuChu appears outside the shrine, and hops up onto the ceiling, oozing its way through...to fight this normal-sized ChuChu turned giant because of your size, you have to suck away the goo from its bottom-side by using the Gust Jar. Once enough of it has been sucked away, the ChuChu will lose its balance. It will try to get beside you during this, so avoid it. Eventually, its body will just collapse on the floor. Slash him then. He will then get up. Repeat the process as he gets faster and faster, eventually he will go down. He will be close to dead if he hops around towards you a lot until he eventually stops.

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| EARTH ELEMENT | | HEART CONTAINER |
| FOUND | | FOUND |
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For defeating the boss, you get the Earth Element, one of four elements needed to forge a new blade! A green portal will appear as well as a Heart Container. Collect the Heart Container to get a new heart added to your health, then step into the portal to exit the dungeon...

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ITEM SUMMARY
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Inventory:

- Smith's Sword
- Small Shield
- Gust Jar

Quest Status:

- Broken Picori Sword
- Earth Element
- Wallet (100 Rupees)
- 5 Heart Containers
- 4 Heart Pieces (0/4)

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/ CLIMBING MOUNTAINS =====
\ / [WALK_2]
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Ezlo will tell you to go see the elder at once, so let's do that! Just walk

south until you enter Minish Village.

Minish Village

Exit Festari's place and head west toward the elder's house. Speak with him. He says that your next destination is Mount Crenel, and there's a Minish there that can help you reforge the Picori Blade. He'll also open a new way out of Minish Village so we can get out of here quicker! Awesome! Exit out of the village from this way.

Minish Woods

Walk through the hollow log and enter the small house there. Talk to the Minish
_____ and he will recognize you because of what you did,
| | / | getting the Earth Element and all. To help you out, he
| BOMB BAG | gives you a Bomb Bag filled with bombs in it! You can use
| FOUND | these to help get back into town! Very helpful, Mr.
'\ |
_____ | Minish! Exit his house, then approach the stump so you
can finally be back to normal size. Head north to see a
gravestone. Check it, and it will blow up, revealing a wing symbol. Ezlo has no
clue what this means...head west. North is just three small Minish caves, so go
south. Bomb the rocks in the way, exit out to Eastern Hills.

Eastern Hills

Head north, you will see a cracked wall. Bomb it. Enter to see a chest containing 20 Mysterious Shells. Exit. Climb up, go past the Peahats, go north. Bomb the rocks so you can have free access to all of Eastern Hills. You can't go north unfortunately since the workers are blocking the way there. So head west past the Acro-Bandits to...

South Hyrule Field

Move a little south and you'll see another gravestone just above Master Smith's house. Check it and it will blow up, revealing another wing crest. Hm. That's gonna be bugging the crap out of us, isn't it? Anyway, head to the west side of this field, close to Hyrule Town. Before a bridge, you'll notice a cracked wall down a ladder. Bomb it and head inside to find a Fairy Fountain! Grabbing a Fairy restores a lot of hearts! Exit the cave and enter Hyrule Town now.

Hyrule Town

Head up and you will notice a peculiar guy walk past with some kids following him. He appears to be talking about Kinstone pieces and fusing them to make something good happen. He stops and picks you to test it
out, giving you a Kinstone bag so you can hold them. He
gives you a Kinstone piece to try out a fusion now. Any
one who wants to do a Kinstone fusion will have a thought
bubble with some kind of icon above their head. Approach
them and press L. Select your piece so that it matches
with the character's piece, and press A to attempt to fuse them together. If
it works, something wonderful will happen! Do this now with the Hurdy-Gurdy
Man. This opens up a tree in South Hyrule Field!

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| KINSTONE FUSION #01 PERFORMED |

South Hyrule Field

	/		Take a short visit back here and enter the tree that just
	HEART PIECE #5		opened, southeast of Smith's House. Inside, you'll find a
	FOUND		Piece of Heart lying right there! Pick it up and exit,
	'\		then head back to Hyrule Town.

Hyrule Town

Before heading off, let's get acquainted with this town, as you'll be visiting it a lot, I'm sure. Up ahead are two houses. One has a coffee cup on top and another has a Rupee up top. The one with the Rupee is Stockwell's shop, and as you might imagine from his name, you can stock up for your trip here. Walking inside, you'll find he sells 30 Mysterious Shells for 200 Rupees (too rich right now), a shield for 40 Rupees (which you already have one), 10 Bombs for 30 Rupees (if you want), and 80 Rupees for a wallet. I recommend getting the wallet, as it'll increase your Rupee capacity to 300! To buy something, get up to it, press R to grab it, and take it over to Stockwell and press R.

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	BIG WALLET #1	
	FOUND	
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Southeast corner of Hyrule Town is Anju, a Cucco lady. If you talk to her, she says that her Cuccos have gone missing. She asks you to catch 2 of them within 25 seconds, can't go into buildings or leave town. Just pick them up with R and toss them in. You get a reward of 10 Mysterious Shells and 20 Rupees. The next time you talk to her, she ups the ante, giving you more Cuccos to catch. This is basically just a small mini-game where you can earn some minor stuff. She keeps giving you better rewards and makes you catch more and more Cuccos, so you can get a good amount of stuff. As a hint, yellow Cuccos are harder to keep in your hands. To bring them, just pick them up and throw them in the right way, follow them, pick them up, throw them again... Eventually once you get far enough, she'll want to do a Kinestone Fusion, but you don't have any Kinestones right now. Keep her in mind, though.

Heading back to Stockwell's, you'll notice he has a new		/	
item in stock. It's a Boomerang, and it's worth 300		BOOMERANG	
Rupees. I suggest getting money from Anju so you can buy		FOUND	
that item, as it can be thrown at enemies to stun them.		'\	

Now head back towards the southern entrance to the Town, but look left. You'll find a wooden house. Enter it. Speak with Swiftblade there, and if you agree to train with him, he will teach you the spin attack! Press and hold the button your sword's equipped to, then release when enough power is built up! This technique is necessary to progress.

	/	
	TIGER SCROLL #1	
	FOUND	
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Head over to the center area. The bazaar, I should say. There's a stand that seems incredibly dusty...use the Gust Jar to clean it out. Nothing really happens yet, but something will later on. Another place of interest that's

currently open is the bakery. You can buy various treats and breads at varying prices and possibly find something good in them, like Kinestone pieces or Rupees. Over at the east side of Hyrule Town is a hotel (that isn't open yet), the Mayor's house, and a school. If you enter the mayor's house and exit off the side, you can find a ladder to go down. You'll find a good number of stuff you can't do right now, but open the chest here for a Kinestone piece. Over by the school is another gravestone. Checking it makes it blow up, revealing another wing crest. Eventually...

With all that done, head to the west side and talk to the soldier blocking the way out. He sees your Tiger Scroll and figures you've learned the Spin Attack, but wants to see it in action. Perform it and he will let you through. After doing this, all the guards at the entryways to Hyrule Town won't block your way anymore. Head west out of here.

Trilby Highlands

As you enter this area, look around nearby for a ladder leading down into the ground. Climb down, then bomb the wall where the two torches are. Walk into the
new room to find a Business Scrub. Reflect its nut back
| | / | at it with the shield, then talk to it. He decides to
| EMPTY BOTTLE #1 | sell you a bottle for 20 Rupees, so get it! Exit the cave
| FOUND | and go north, then west. You'll reach a new area by
'\ | crossing a short bridge and heading west.

Mt. Crenel's Base

Bomb the cracked wall that you see. Inside is just a Business Scrub that tells you of the other one that gives you the Empty Bottle, since you need one to progress. Well, thank goodness we got it! Outside the cave, swipe the bottle at the deep water on the south side to fill the bottle with water! Drop it onto the non-grown seed to make a vine grow so you can climb up. So do that, climb up. Get past the Tektites and walk west past the climbable wall that has boulders rolling down. There's a cracked wall within the dried trees, so bomb that. Inside is a Fairy Fountain! You can bottle a Fairy so it can revive you if your hearts get depleted, but I suggest keeping your bottle empty for now.

Head south. There's a bunch of white...stuff. I think it's webbing. Anyway, get past it as it hurts, then head west when you reach the south side. You'll see an entrance. Inside is a Business Scrub who can sell you bombs, in case you're running low. Nearby here, there's a cracked wall. Bomb it and head inside. Pull the mushroom until Link's face turns red, and let it fling you across. Head upstairs. Get past the Helmasaurs and exit out. As you approach the edge, Ezlo will tell you to jump into the whirlwind. Do so, and Ezlo will spread out like a cloth, allowing you to glide slowly around. Glide left to the other whirlwind and follow the path to the extreme west, heading north to the next screen.

Mt. Crenel

Short visit here. You'll see there appears to be a dead-end. However, place a Bomb between the dried trees to blow open an entrance.
Head inside. Here, bomb the cracked blocks to gain access to two treasure chests and a Piece of Heart! Exit and go back south to Mt. Crenel's Base.

| | / |
| HEART PIECE #6 |
| FOUND |
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Mt. Crenel's Base

Head south, and you will see a ladder going up. Follow it. Use the Gust Jar to get rid of the white blockages. Eventually you will uncover a small hole in the ground as well as a large rock with a crack in it. You can use this crack to turn Minish-sized, so hop on and shrink! Head up to the hole you opened and drop down it. It's a Minish home! Talk to the Minish and he says that the blue Crenel Beans grow just from regular water, but green Crenel Beans only grow from special Mt. Crenel Mineral Water. Keep that in mind. Open the chest for a Kinstone piece and exit. Now see the small vine over to the east? Run around the pathway to it and climb into the cave. Follow the narrow pathways, past the Pestos, and you will eventually reach a chest that contains a Kinstone piece. Exit.

Now head west. See the green Crenel Bean? Enter the "valley" leading to it, approach it, and pick it up. Yeah, it's surprising you can pick this up when you're so small, but anyway...carry it out and drop it into the hole nearby. Now turn back to normal size. We need to find some Mineral Water...climb down off of here to the bottom, then head east. You'll find a sign and oddly-placed fence pieces. Place a bomb between those pieces to blow open a cave. Enter, then climb out using the ladder. Up here, you'll see a rock to turn Minish-sized, but before doing that, blow up the cracked block with a bomb. Now shrink and enter the "valley" leading to the green spring. After getting past the Mulldozers, you'll finally reach it. Approach the deep water and swipe your Empty Bottle there to grab Mt. Crenel Mineral Water!

Head back out and get back to normal size. Backtrack your way to where you dealt with that green Crenel Bean. Just head west, through the cave you blew open, and across using the whirlwinds. Head up to the bean and drop the Mineral Water on it, watch it grow. Climb up its vine.

Mt. Crenel

Now you're officially climbing the mountain. Go up the ladder next to the sign, kill the Tektites, and place a Bomb to the right of the sign between the rocks against the cliff. Head inside the blown-open cave to
| |/ | find a Fairy Fountain and a Piece of Heart! Now you can
| HEART PIECE #7 | grab a Fairy for your bottle if you want to. Now exit,
| FOUND | climb down the ladder, and head east from the vine you
'\ | climbed to get up here. Eventually you'll reach the east
 side. Cross the bridge up here and place a bomb against
the cliff wall to blow up an entrance. Head in. In the cave, pick up a pot and
throw it so you can reach the chest. It has a Kinstone piece inside. Now head
upstairs. In here, take down the Spiny ChuChu and Red ChuChu, bomb the cracked
blocks, push the right block up, and the center block up. Exit.

Back outside, use the whirlwinds to glide across west. Climb the ladder to go
further up. Before heading up the next ladder, go east. Bomb the cracked wall
and head inside. There's a Business Scrub! Deflect his nut and speak to him,
and he will offer to sell you a Grip Ring. This item lets
you have the strength and grip needed to climb certain | |/ |
walls! And it's only 40 Rupees! Might as well take it! | GRIP RING |
Leave and climb down. Go past the mushroom and climb down | FOUND |
again, then head to the west side. Remember that Heart '\ |
Piece? Beside it was Crenel Wall. Time to climb up that. Be
careful of boulders falling down. Get on the right-side ledge, and bomb the
wall at its end. Head inside to find a special fountain. Toss a bomb in by
placing it then picking it up with R. A beautiful Great Fairy will appear, and
will ask you if you threw the Golden Bomb or the Silver Bomb in. Say neither.

She admires your honesty, so in return, gives you a Big Bomb Bag! You can carry more bombs! 30 to be exact!

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|         |/         |
| BIG BOMB BAG #1 |
|         FOUND         |
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Ignore the ladder to the left. Instead, grab onto the mushroom and pull it until Link's face turns red. Have it fling you across to sudden stormy weather. Shrink using the rock there, and follow the south pathway. When the camera gets closer, move east while avoiding the rain drops, as they can hurt. Once out of that screen, move up and turn back to normal with the rock there. Push the left rock into the hole, then go to the right side of the other rock. Push it left, then up twice, then left, then up twice, then left four times, then down, then left until you're across the rock and two spaces away from it. Push it up, then into the hole. Push the other rock aside and go down the ladder.

In the cave, kill the Helmasaurs, and push the top block left. On the next set of blocks, push the bottom one left. Next, push the bottom block left, then the one above it up. Walk around to the left side, push the bottom of the set of two blocks right. In here, push the top block right, then the block below it down, then the left block down, then the middle block to the left. Exit. I hope those directions were easy to follow...outside, just head east and back into another cave. In here, kill the Helmasaur. There are two ways to get across. Either pick up the pots on this side and use the Gust Jar to suck the mushroom across the pit towards you so you'll fling across, or suck away the pots on the other side and pull the mushroom next to you so you'll fling across. Either way, go downstairs.

In here, there's a switch across the pit. To hit it, place a bomb, pick it up, and throw it across. It will hit the switch, creating a bridge across. Exit, then enter the next cave. In here, push the rock down, then left twice, then down twice, then left three times, then up, then left, then up, then left into the hole. Push the statue aside and head downstairs. In here, before exiting, push the bottom block left and the other one up, then go left. Push the upper block of the two to the left and open the chest for a Kinstone piece. Now exit. Outside, shrink using the rock, then head west through the "valley." Take the entrance that you see.

Melari's Mines

Welcome to a small Minish settlement, where the Minish just go and mine. Follow the path and you will see an entrance. This is just a hotel, but you can't do anything. The Minish beside the entrance says that the boss is on the bottom floor. So head down there, ignoring the other entrances since there's nothing to do in them. Speak with the big guy, named Melari. You'll give him the broken Picori Blade and they'll get to work on it. As it'll take a while, Melari (and Ezlo) suggests exploring the human mines just to the west. Another one of the elements is hidden there. Sounds like a plan! Head up to where the Minish used to block an exit, and exit the Minish mines there.

Mt. Crenel

Another gravestone is here. Return to normal size, check the gravestone to reveal another wing crest, then climb up into the cave...

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CAVE OF FLAMES

Welcome to the second dungeon...head east, as north leads nowhere. Avoid the Bob-ombs or use them to blast away the north wall, head north. Get rid of the Spiked Beetles by having them run into your shield and slashing them. For doing that, a large treasure chest appears. Open it for the Compass. Head west. In the room are a bunch of Rupees. Be careful though, one's a Rupee Like in disguise, and if it grabs you, it will eat away your Rupees. If caught, press directions on the D-Pad until you let go. It also takes a LOT of hits to kill. As a reminder, whenever you see Rupees just lying around, I recommend picking them up from afar with the Gust Jar or Boomerang. With that in mind, head downstairs.

In here, follow the path west, up the ladder, and follow the pathway around to the east, where a minecart is. Ezlo ponders about it and recommends hopping in. Do so. You will go FLYING into a new room. After stopping, Ezlo regrets doing it, while Link appears to have enjoyed it. Hah. Walk west until you get to a south door and a bombable wall with two Bob-ombs. Blow open the wall and head through. Inside, kill all the Helmasaurs and a pedestal will appear. This is another Minish portal, so turn small and head through the hole on the north-east wall. Follow the pathway east (can't go north), and you'll see a Piece of Heart. Can't collect it when you're this small though, so head south until you reach a new room.

Head down and get back to normal size with the pedestal.

Get rid of the fires by slashing them, and go open the large chest for the Dungeon Map. Now head back down and cross the lava by use of the rock platforms quickly, as they crumble. Open the chest for a Kinstone piece, and step on the switch to open a door. Now use the rocks to further cross the lava. At the middle, before crossing to the east, pull the pots away with the Gust Jar before heading forward. Enter the door when you're at the other side.

Ride the rock platform across and get off as soon as you can before it crumbles, and hit the Rollobites so they turn into balls. Pick them up and throw them into the holes. Open the chest for 50 Rupees, then head north through the pots. Up here, jump into the whirlwind and glide around to the east side. Once there, step on the switch to open the door, push the one block up, and then push the chest on the pedestal to the left, into the hole in the ground. Open it for a [[SMALL KEY]]. Head north, then back east. Hop on the minecart to ride it back, then open the locked door. Walk along the track and slash the lever to change the minecart track direction. Hop back into the minecart and ride it. You'll fly past the Piece of Heart and get dropped off. Sheesh, the game is just teasing with that Heart Piece...

Head west, then north. Jump into the hole, then jump out. Now walk along the minecart track to the other side. Bomb the wall and head in. Finally, you can grab that Piece of Heart! Do so, go back, and head north into the next room. Drop down to fight eight Spiny ChuChus. Take them down, bombs might be helpful. After killing them, open the large chest for the Cane of Pacci! This item has the power to flip over things. Head west. In here, step on the flat rock, quickly use the new Cane to flip over the other rock, then cross. Ezlo pipes in and suggests to fire the Cane's magic at the hole. Do so and hop in. Link will get flung to a high ledge! Step on the switch to open the door and make a blue portal appear below for quick access back to the

beginning. Head south.

Back in here, use the Cane to flip the minecart over. Hop in and get sent flying to a chest on a pedestal. Push it up and into the hole. Open the chest for a [[SMALL KEY]]. Ride the minecart back, head north, drop down, and open the locked door. Head through to downstairs. In here, shrink yourself with the pedestal, and get past the Traps to the hole on the west wall. Follow the path made by the blocks to another pedestal, get back to normal size. Now, head back through, being careful not to get hit by the Chasers. The shield can be used to keep them back though. At the end, flip the minecart over with the Cane and ride it. Slash the lever to change the track and ride the cart again.

You'll end up in a room of Rollobites. Hit them and throw them into the row of holes leading to the lever on a pedestal. Once all the holes are plugged, pull the lever out, and push it to the other hole. Slash the lever to lower the blockage and follow the path to the next room. In here, jump off the north side and open the chest for a Kinstone piece. Push the top block aside, throw the Cane's magic onto the hole (not the bottom one) and jump into it from the right. Get sent up to the chest and open it for another Kinstone piece. Drop down and head east.

In here, flip the moving rock platform over, and get on it when it's moving south. Flip the next rock platform and then the next, getting off on solid ground. Flip the rock platform up ahead, use the Gust Jar to get rid of the pots to the right, and ride the rock to the next solid platform. Now here, you must cross the rock platforms, flipping over the spiked ones before getting on them, quickly, before the platforms collapse. Eventually you'll reach the end. Head north into the next screen. Climb up, then drop down. Head east. Get past the blade Traps and open the chest for a Kinstone piece. Head back, throw the Cane's magic onto the upper hole, and have it launch you up to the left. Drop, fill the hole with magic, and drop into it from the south to jump into the whirlwind. Glide north to the high ledge and head east.

Use the whirlwind at the end to glide to the south ledge, follow it to the large lava room. Use the whirlwind to glide down to the south. Fill the hole with Cane magic, jump into the whirlwind, and glide to the ledge with the chest. Open it for 100 Rupees, then drop back down. Use the Cane on the hole to jump to the whirlwind, glide to the flames, get rid of them with the Gust Jar, and use the Cane on the hole to jump to the higher ledge. Jump to the whirlwind and glide across the next ones to a southwest ledge. Open the chest for a Kinstone piece, then use the Cane on the hole to jump to the next whirlwind, gliding north over to the large chest on the ledge. Open it to get the Big Key!

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|           BIG KEY       |
|           FOUND         |
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Drop down and step on the switch to create a red portal. This is a quick link between here and the beginning, in case you need to prepare...considering the boss door is right here. You can reach it by flipping the rock platform that comes along and getting on it. Head in. Before dropping down, you can check the pots for some supplies...especially Fairies, in case you want/need any. Now drop when you're ready...

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BOSS: Gleerok

The boss will come up from the lava and start spitting fireballs at you, which leave fires out that can become increasingly annoying in number. They can be



taken down by slashing them or with the Gust Jar. What you need to do is run around and throw the Cane of Pacci's magic onto the shell on its back. It will flip, spiked side down, and hurt the Gleerok. It will then lower its head and neck somewhere. Hurry there, walk along its neck, and slash at the jewel on its back. When the Gleerok starts to shake, get off quickly, otherwise you will take a dip into the lava...and that's not good. After it sinks, the room will shake, making blocks fall down all around. Avoid those. After that, the boss will repeat its strategy, so repeat yours. The only difference as you give it more damage is that it will attempt to throw a lot more fire around to hinder where you can go, and when it sinks the lava will sometimes nearly flood the room, thinning your walking space. Eventually, it will die.

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	FIRE ELEMENT			HEART CONTAINER	
	FOUND			FOUND	
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You gain the Fire Element! Two more elements to go. Before leaving, take the Heart Container with you...

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ITEM SUMMARY

Inventory:

- Smith's Sword
- Small Shield
- Gust Jar
- Cane of Pacci
- Boomerang
- Bombs (30)
- Empty Bottle (1)

Quest Status:

- Earth Element
- Fire Element
- Grip Ring
- Kinstone Bag
- Big Wallet (300 Rupees)
- Tiger Scroll #1
- 7 Heart Containers
- 8 Heart Pieces (0/4)

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	TRAVERSING SWAMPS	=====
\		/ [WALK_3]

Phew. With two elements down, we've got two more. In the meantime, let's visit Melari. Shrink yourself with the rock, then enter the Minish mines.

Melari's Mines

Speak with Melari. He will compliment that you got the element pretty quickly, but he was still able to finish your sword. It became the

	/		White Sword! Link will now use it, replacing his grand-
	WHITE SWORD		-father's sword that you've been using. Melari says that
	FOUND		after infusing the blade with all four elements, it will
'\			become a sacred blade. He says that, to infuse the blade

with the elements, you need to visit the elemental sanctuary. It's a strange realm trapped between two worlds, the Minish world and the human world. The doorway opens once every 100 years, and luckily this is the 100th year. The door's hidden within Hyrule Castle. So considering that info had so much importance now, we must infuse the blade with the two elements we have now. Exit the Mines from the left.

Trek to Hyrule Castle

Get back to normal size and jump off south. Keep climbing down until you're at the base of Mt. Crenel. Head east to Trilby Highlands, then east once more into Hyrule Town. From there, head north to North Hyrule Field, then north once more across the moat to Hyrule Castle Garden. Head north into the castle.

Hyrule Castle

Inside, look for a staircase to go down. There's one at the entrance room, up the left ladder. Once downstairs, look for a doorway with light coming out. You will come to a little garden. Walk north to find a glowing doorway. Ezlo says that might be the entrance to the sanctuary. Step in...

Elemental Sanctuary

Walk through the hall and you will end up locked in a room. Up ahead is a pedestal that a sword can be inserted, as well as four other pedestals that seem to be where the elements are placed...head up to the sword pedestal and place the sword. The Earth Element and Fire Element will emerge from Link's body and infuse the blade! Afterwards, a tablet will appear. Ezlo will read it. It says that you must charge your sword's power and step onto the glowing tiles. Step onto the tile and charge your sword until the meter below your hearts fills up. Then step onto the other tile. A form of Link will briefly appear where you once stood...interesting!

As might be obvious, any time you see these glowing tiles, you can now split yourself in two by completely charging your sword's power. The ghost Link will follow your every movement, and will stay around until the charge meter fully depletes or if you force the ghost Link into a wall. With that said, walk south to the door that closed. On the left set of tiles, stand on the right one. Fully charge your sword, then step on the left tile on the right set. Now walk onto the floor switch and your doppelganger will do the same, opening the door back up. Exit the sanctuary...

Hyrule Castle

Well...with that done, time to...do stuff. Exit the castle and head over to Hyrule Town. As you get there though...you're met by Vaati. Judging by the conversation, Ezlo used to be Vaati's master, and Ezlo created the cap that Vaati now wears. Vaati then leaves and traps you, where you'll have to fight against two Moblins! They carry spears as weapons, but they're pretty slow, so a few slashes against each will do nicely. After the battle, Ezlo provides an explanation. He and Vaati are both Minish. Ezlo was once a renowned Minish sage and craftsman, and took Vaati in as an apprentice. Unfortunately, Vaati became enchanted by the wickedness of men, and took Ezlo's cap that grants wishes to fuel his evil desires. You'll watch a little cutscene of this event. Vaati placed a curse on Ezlo, turning him into the form of a cap that he now has. He then explains that the light force Vaati wants is a Picori gift to the humans,

as well as the Picori Blade. After that story, head south to Hyrule Town.

Hyrule Town

Before searching for the next element, let's get some side stuff done. First, enter the cafe. It's the building with the coffee mug on its roof. Once inside, flip the large pot over and hop onto it. It's a Minish portal! Turn Minish, then exit the building through the hole on the south side by the table. Once outside, head west and cross the "bridge." Head north and talk to the dog. He will apologize for being in the way and move. Now enter the wooden house that has the water wheel. The entrance is marked by the lines of flowers behind it. Turn back to normal size using the pot there and exit.

Down here, you'll find a tree with an entrance. Head inside and walk down the stairs to find Carlov, a figurine maker. Basically, you can gain his figurines by trading your Mysterious Shells. The more Shells you trade, the better the chances at getting a new figurine. Of course, the shells you need to trade to get a better chance become higher as your collection rises...whenever you get more Mysterious Shells, I recommend using them on this to get more and more figurines.

With that done, head over to the house to the right of Stockwell's shop. Inside is a pot you can flip over with the Cane, revealing a Minish portal. Shrink in size and exit the house through the hole near the doggie bowl. From here, head north, up the small vine next to the steps, and go around _____ behind the hotel. See the lines of flowers? Enter through | | / | there. Inside, you'll find a Piece of Heart. Return to | HEART PIECE #9 | normal siz briefly so you can collect it, then shrink and | FOUND | head back out. Drop down somewhere and head over towards '\ _____ | the bazaar. Take the back entrance to the bakery (the rows of flowers), walk behind Wheaton, and climb up the shelves. Enter the left hole, walk around on the rafters to find a chest. Open it for 100 Rupees. If your wallet is full, I recommend buying stuff at Stockwell's or at this bakery to offload your Rupees. Then come back and grab this. Now head back inside the house where you shrunk and return to normal size.

Next head over to Swiftblade's place. He has a new move to teach you now that you have a new sword. This technique is the Rock Breaker. Simply put, you can break rocks and pots simply by swinging your sword at it. _____ VERY helpful and much less time-consuming than what you | | / | have been doing before. You gain the Tiger Scroll for | TIGER SCROLL #5 | learning this! Now exit Hyrule Town off to the south. | FOUND | '\ _____ |

South Hyrule Field

Not much here, just head east to Eastern Hills.

Eastern Hills

Head up towards the north side. You'll notice a hole. Send the Cane's magic into it and use it to spring yourself up to a ledge. Follow it to a secluded ledge in Minish Woods.

Minish Woods

Enter the tree there and go down the stairs. You'll encounter another Great Fairy. She has need of many Rupees and wants you to throw all of yours in there. Say "Sure" then re-assure her that you are going to throw all your Rupees in. She admires your kindness, and says that she doesn't need your Rupees. Instead, she will give you a big wallet, that will allow you to carry more Rupees! Exit the tree and then out of Minish Woods.

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|           |/  
|  BIG  WALLET #2  |  
|           FOUND  |  
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Eastern Hills

Drop down, then head north to Lon Lon Ranch.

Lon Lon Ranch

Follow the path alongside the ranch to the north. You'll pass cracked blocks blocking the east entry to Hyrule Town, so bomb those down and continue north. Use the Cane of Pacci on the hole and jump in to spring up to a ledge. Go.

Veil Falls

Just a short visit here. Follow the path around, not back to Lon Lon Ranch after climbing down, and you'll find a Piece of Heart just sitting there by the water. Grab it then exit to Lon Lon Ranch the way you came in, then head west.

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|           |/  
| HEART  PIECE #10 |  
|           FOUND  |  
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North Hyrule Field

Go to the northwest side of the area. The sign says that this is the way to the Royal Valley, but you can't really get there yet. However, climb down the ladder here or enter the cave, then go down the stairs. You'll find a Piece of Heart. Grab it and leave the way you came in. Return to Hyrule Town and then make your way back to Mt. Crenel.

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|           |/  
| HEART  PIECE #11 |  
|           FOUND  |  
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Mt. Crenel

At the base, climb up the first wall you see. The one with boulders falling down. Keep climbing the east side until you can't climb anymore, and enter the cave. Inside, stand on one of the corners of the glowing tiles, charge your sword up to maximum, then move off of the glowing tiles and over to the other corner, same level. Now move the Links past the obstacle and step on both switches. Inside, you'll find Grayblade's dojo, as well as two chests containing 50 Rupees each and a Piece of Heart! Grab them all and speak with

Grayblade to learn a new technique. It's the Roll Attack. Roll by pressing R while moving, then right at the beginning or end of your roll, attack. Link will do a sliding stab forward. Pretty neat technique. You get a Tiger Scroll!

	/			/			
	HEART	PIECE #12			TIGER	SCROLL #6	
		FOUND			FOUND		
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Alright, side stuff's over for now. If you're wondering about Kinestone Fusions...ehehe...I'm waiting until a little later for that. Kind of a nightmare to document those. Anyway, head back to Trilby Highlands.

Trilby Highlands

Remember the cave you got the Empty Bottle from? Head down there. Inside, split yourself into two on the glowing tiles, with the ghost either directly above or below you. Push the block aside and head up the ladder to exit the cave. Back outside, bomb the cracked wall and head inside. Kill all the Keese and open the chest for a Kinestone piece. Exit. Head south and you will see a tree with an opening. Inside is Percy, someone who lost his Kinestone piece. He figures he might've left it at the inn, but can't go back because the roadways are blocked to Hyrule Town. So with that, exit his tree house, and head to the east side and go north. Climb up the steps and push the rock into the hole. Now you can enter the other side of Trilby Highlands from Hyrule Town. Head south to a new area.

Western Wood

As you enter, Link and Ezlo sense something happening at Hyrule Castle...cue transition scene as it shows Vaati appearing in front of King Daltus. He does...something to the King, and then a little later on, the soldiers are called, and the King demands them to search for the sacred light force. Well, I think Vaati just possessed the King. That's not good. Well, once you gain control, head south until you find a rock. Push it into the hole so you can enter this area from South Hyrule Field. West of here is Castor Wilds, the sign of it says to not enter without the Pegasus Boots...damn it. Well, head back to Hyrule Town.

Hyrule Town

Well, we need Pegasus Boots...where's a place we can get boots? The shoemaker! Head to the shoemaker's place. Suddenly, he falls asleep and can't wake up. Well that's bad...exit. You'll notice that a new stand is open on the bazaar. This is Beedle's Picolyte shop. He sells Picolyte types that go into your bottles. They're really expensive...but using them affects drops from cutting grass, killing enemies, and breaking pots/rocks. Anyway, now the inn at Hyrule Town is open. You can choose your own hotel room to stay in and have a prize for doing so. The more expensive the room, the better the prize...with the most expensive room being 400 Rupees. Yikes. On the top floor of the hotel, you'll find three beautiful girls. Uh, yeah. Din, Farore, and Nayru. They aren't actually THE goddesses...just girls that share their names. They're actually oracles from distant lands, so they're still a little special. The three are looking for their own homes. You can't do much for them now though, so exit the inn.

Re-enter the shoemaker's place, and shrink yourself from the pot. Climb the

small ladder up to Rem's table. You'll see a few Minish. Talk to them and they will say that they made Pegasus Boots, but Rem's the only one who can make the finishing touches. As he's asleep...he needs a special item to be waken up. The item you need is from Syrup at her hut in Minish Woods. They will mark her location on your map. Alright, seems we're a bit closer in getting to Castor Wilds. Exit the place and then exit out Hyrule Town through the east.

Lon Lon Ranch

Head into the ranch and you'll see Malon and Talon. Talon's kinda stressed, and Malon's a bit pissed. The key to the ranch is locked inside. Well that's not good. Step behind the ranch and shrink yourself using the stump. Enter the house through the hole next to the front door. Get yourself back to normal size and get rid of the pots to find the Lon Lon Ranch key! Shrink yourself, exit, get back to normal size, and speak to Talon. He's very grateful that you got his key back somehow, and tells you that if you ever need to get to Lake Hylia, you can cut through their house. Nice! Cut through the house to the fields.

Out here on the north side, there's a cave entrance. Enter, split yourself in two with the ghost on your side, and push the block up. Open the chest for 50 Rupees, then exit the cave. Going up the ladder gets to an odd ledge up there...it comes into play later. Head east. You will see a fork in the road with a sign saying that Lake Hylia is to the right, Syrup's hut is to the south...but there's deep water in the way. Great. Head north and follow the path. Push the rock aside so you have a shortcut back here and you don't necessarily have to use the ranch.

Use the Cane of Pacci on the hole and fling yourself on the ledge. Shrink yourself on the stump and cross the wooden plank. Drop into the hole. Open the chest for a Kinestone piece. Get back and un-shrink. Now jump to the whirlwind and glide south to a ledge. Follow it to another whirlwind, glide south across the water. Head in to Lake Hylia...

Lake Hylia

Just head south until you get to Minish Woods. There's a way west back to Lon Lon Ranch, but don't head there yet.

Minish Woods

In here, head south, then go west. Follow the narrow path to a Piece of Heart! This is the first one you ever saw in the game, so finally! Grab it, then go back and head east, climb the steps, and you will reach Syrup's hut. Enter. There are two things to look at...blue potion and a mushroom. Pick up the mushroom and talk to Syrup. Buy it for 60 Rupees! Get that Wake-Up Mushroom. Now exit her shop (unless you want blue potion) and head back north to Lake Hylia. Head west to that other exit to Lon Lon Ranch.

Lon Lon Ranch

Push the rock into the hole to have easy access to that corner of Lake Hylia and Syrup's corner of Minish Woods, then climb up onto the ledge. Jump into the whirlwind and glide west to the other one. Over here, you'll find a Goron that is trying to break through a wall, but can't seem to do it. Push the rock

beside him into the hole to have easy access here, then begin a Kinstone Fusion with him. He has a curved blue piece, so you need the same kind. You should have one of these, so do the Kinstone Fusion with him. This makes a Goron Merchant arrive at Hyrule Town and set up shop at the bazaar. He sells Kinstones! That should prove useful. Head into Hyrule Town.

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| KINSTONE FUSION #47 PERFORMED |
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Hyrule Town

As you'll see, the Goron Merchant is there and sells Kinstones. With all types of Kinstones available, I should get to Kinstone Fusions soon...but not now. Also, Malon is here in town now, selling Lon Lon Milk. It's a healing item for your bottles. That said, enter the shoemaker's place, stand in front of Rem, and press R to use the Wake-Up Mushroom and...make him wake up. He gets right to the finishing touches of the Pegasus Boots and gives them to you! With this, you can run really fast in any given direction. Really awesome! Now we can traverse Castor Wilds. Before doing that though, visit Swiftblade. Now that you have the Pegasus Boots, he will teach you a new move. It's the Dash Attack! Equip the Pegasus Boots and the sword at the same time, then just use the Boots. Link will hold his sword out, stabbing anything he runs into. Pretty simple. Exit Hyrule Town.

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| PEGASUS BOOTS |
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|           | /           |
| TIGER SCROLL #3 |
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Castor Wilds

Head back to Castor Wilds. You should remember where to go! Once there, dash across the muck to the west, then south onto the solid ground. Head northwest and enter the cave. Inside, go downstairs, follow the hall to a room with a treasure chest. The door locks, the chest disappears, and a Darknut appears. To defeat this guy, you have to trick him, as he will always block your attacks, always face you, and rush toward you if you get too far. Shield his attacks to find out he stops a bit. Walk around to his side and slash him. Keep doing it until the Darknut dies and the treasure chest re-appears. Open the chest to get a golden Kinstone piece. Golden ones are plot important, so...this needed to be gotten. Exit this cave.

Climb up to the ledge, then head north across the bridge. Climb down on the next ledge, then dash across the muck to the west. Once at the west, stop, turn north, and dash to solid ground. Shrink on the stump there, then head through the small hollow log to a small watery valley. Get on the lilypad and use the Gust Jar to move yourself across. At the other side, drop into the hole. Kill all the blue Mulldozers to make a big treasure chest appear. Open it to get the Bow! With this, you can shoot arrows! Nice. Climb out and return to the stump to unshrink yourself.

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|           BOW         |
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Dash back east out of the muck. Climb up the vine, go down south-east, climb

down, and shoot an arrow at the statue. It comes alive and hops toward you. Keep shooting arrows at its eye, it will eventually die. And that's a rhyme. Dash across the muck north then west, then push the rock into the hole to the south. Now head north toward the wall and enter the cave. Open the chest for a another golden Kinstone piece. Now head back, and head west over to where the muck was as a barrier to the place where you got the Bow. Now shoot an arrow into the Eyegore Statue and destroy it, climb up where it was. Now jump into the whirlwind and glide south past the blue water to solid ground. Head south and you will find a giant gravestone. Push the stone up to reveal a staircase. Head down, and you'll find a dojo. Inside is the ghost of Swiftblade the first. Unfortunately we need all seven Tiger Scrolls to train with him...but hey, there's a Piece of Heart! Grab it and exit.

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| HEART PIECE #14 |
|           FOUND           |
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Dash south across the muck to your right, and then go east. There's another gravestone that reveals itself as a wing crest. Get rid of the Eyegore Statue there and push the rock into the hole over to the north. Now climb up, head across the bridge, jump into the whirlwind, glide southwest, push the rock into the hole, and enter the cave. Open the chest for a golden Kinstone piece. Boy we're starting to get a bunch! Exit, head west, north, climb up to a ledge. Take the south-west bridge. Destroy the Eyegore and follow the path. Open the chest to get a Kinstone piece. Two red Rupees appear, but they're actually Rupee Likes, so be careful of them. Now head to the southwest corner of this place. You know, the alcove with three statues that's south of Swiftblade the First's grave. The three statues each want to fuse Kinstones with you. They just happen to be the gold pieces you collected, so fuse with each. After fusing with all three, the way towards the next element is opened, so head through. I'm counting the three fusions as one, if you're curious.

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| KINSTONE FUSION #02 PERFORMED |
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Wind Ruins

Follow the path here, and after climbing, bomb the wall. Inside the cave is a chest containing a Kinstone piece. Now follow the path and touch the statue to make it come alive. This is an Armos. It'll move around towards you at all times, so just slash until it's destroyed. Continue, avoiding the Leever that come up. You will eventually see a stump. Shrink with it and drop down the small hole in the floor. Inside is a Minish home. He says there's a switch to turn those Armos off and on inside them. Huh. Open the chest for a Kinstone piece and leave. Now approach the Armos, and climb its shield. Enter its head and slash the lever to turn it on. Now exit it, shrink back, walk up to the Armos, and destroy it. Follow the path, and push the rock into the hole.

Head east. Climb the ladder and kill the Tektites to make a way further up. Climb, then head east. You'll find a stump. Shrink and backtrack. Climb down the vine next to the steps, then down the vine to the left. Finally, climb down the second-left vine and enter the hole. Follow the path of the cave while taking down Pestos to eventually find a Piece of Heart. Grab it and exit, then head back to the stump you shrunk with. Head south through the path over to the Armos. Climb into its head, activate it, go back to the stump to get back to normal, then go and destroy that Armos. Continue after pushing the rock into the hole, to the next screen.

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| HEART PIECE #15 |
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Here, kill all the Armos except for the one that moves to block the way forward when you get near, and the way to two chests will open. Get the 50 Mysterious Shells and 50 Rupees from them, then shrink with the stump. Climb into the Armos and de-activate, get back to normal size, and now you can continue.

Follow the path, get rid of any blocks and Ropes you see, as you will need to kill all enemies to proceed. Some of the blocks have Spiny Beetles underneath them. Once you've killed them, proceed. Walk straight into the next dungeon...

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FORTRESS OF WINDS

As soon as you start off, you find four entrances. Yikes. Start off by entering the second right doorway. It should lead to a room that has a Minish hole. Go upstairs. In here, get rid of the Spark by using the Boomerang on it (free Fairy!) and kill the Stalfos. Now pull the left lever to open the door ahead, and the right lever to make a chest appear. Open both chests to get a Kinstone piece in each. Head south. If you're looking at the map, you'll notice that the areas that have these dirt walls everywhere aren't even covered in the map. That's kinda odd. Anyway, just go up the ladder here, then head north. In this room, you'll find two switches beside a door, but they won't stay down. Going west, you'll see a couple of Armos, and some skulls on glowing tiles. Some of the skulls come alive and try to ram into you, so avoid them. Get rid of the skulls and destroy the active Armos.

Now stand on the glowing tile that the Armos was on, charge your sword fully, and then move to the glowing tile on the very corner to split yourself. Now move over to the floor switches and stand on them to open the door. Head through and shrink yourself on the pedestal. Return to the room with the glowing tiles, and climb into the remaining Armos to activate it. Exit it, then move to the nearby pedestal and turn back to normal. Push aside the block, then destroy the Armos. Pull the lever and a key will fall down to the first floor. Huh. Before dropping, go back and shrink. Then drop through the hole down to the first floor. Head east through the hole, then un-shrink and grab the Piece of Heart. Now you can exit by pushing the second block from the left downward.

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| HEART PIECE #16 |
|           FOUND           |
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Exit, then return to the second-right doorway. Pick up your [[SMALL KEY]]. Now head back south out of here, and enter the leftmost door. Head upstairs, follow the path. Eventually you'll see an odd mark on the west wall. Line up with it and shoot an arrow at it, and the door will open. Kill the Stalfos that surround you, and continue south. Follow the path, being aware of the Rupees, as Rupee Likes hide among them, and climb up the ladder. Follow the path through the door. In here, step on the moving platform to your left, then the horizontally-moving platform, and quickly shoot arrows into each of the eyes on the north wall to open the door there. Head through. In here, split yourself on the glowing tiles so you're even with the floor switches, and step on them. The Eyegore Statues will activate, so destroy them. Open the large chest that appears for the Compass! Great.

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|           COMPASS           |
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Now exit this room, and get on the platforms so you're on the rightmost

platform. Quickly shoot arrows at the east wall eyes to open the door there. Enter. Kill the Ropes here and destroy the skulls, then split yourself so that your ghost is below or above you, and push the block to the east all the way. Now, re-split yourself so your ghost is above you (unless it is already) and push the other block to the left. Now re-split again so your ghost is to your left or right, and push the first block up all the way. Pull the lever and a key will drop down to the first floor. Drop down and collect your [[SMALL KEY]]. Now exit south, and enter the only other door you haven't. Go upstairs.

Up here, kill the Stalfos and destroy the Eyegore Statues up north, then go a bit further north to see two locked doors. Hm. Before
| | / | dealing with them, climb up the stairs where the large
| DUNGEON MAP | chest is, and open it for the Dungeon Map! Now go through
| FOUND | the left door. Step on the moving platform and dodge the
'\ | blocks in the way, climb up on the other side. In here,
| shoot the eyes on the west wall while being on the
lookout for the Wallmaster, as if it grabs you, it'll take you to the beginning of the dungeon. Shooting the eyes will create a bridge for you to continue across. In the next room, attempt to leave through the south and both doors will suddenly close, and a Darknut will attack! Defeat him the same way as the one you fought in Castor Wilds. After his defeat, a blue portal will appear as a short warp to the beginning. Don't take it though. Head south. Follow the green blade Traps over to the floor switch and step on it. The south door will open, so head in.

Follow the path and you will see a couple of skulls with a space between them. Place a bomb there and the will blow open. Enter and open
the chest to get the Mole Mitts! Use these to dig through | | / |
dirt walls. Dig through the dirt to the chest and open it | MOLE MITTS |
for 100 Rupees. Now exit and continue right to return | FOUND |
back to the room with the two doors. Enter the right door '\ |
this time. In here, pull the lever all the way and a bridge
will be created. Quickly head across it though, as it will recede. Ezlo will comment on how close a call it was. Head east and you will find Floormasters. Just like Wallmasters, they will send you back to the start of the dungeon if you're not careful. So stun them with the Boomerang and slash them. Or use arrows, those kill them in one hit. For defeating them, a pedestal for shrinking appears. Don't use it yet though.

Head east, slash through the skulls. At the south end, bypass the rolling spiked logs by ducking into the holes. Here, you'll see two statues and four switches. First, push/pull the statues onto the top left and bottom right switches. Now move north, kill the Ropes. Stand on the top right glowing tile, fully charge your sword, then move to the bottom left tile. Now move south and position your two selves on the remaining two switches to make a [[SMALL KEY]] appear. Grab it, then use it to unlock that south door. Return to the pedestal you revealed, shrink, and head east, through the hole, south, between the two rolling logs, into the door you just unlocked. Follow the path until you see a small hole in the wall. Head in.

Get yourself back to normal size, and step on the switch to make a [[SMALL KEY]] appear. Dig through the dirt over to it. Shrink again and exit. Drop down to the pedestal, turn back to normal, kill the Floormasters, then head east and through the doorway. Dig through to the ladder and climb it, ignoring the Moldorms. (Though one of the pots holds 50 Rupees.) Head through the doorway.

In here, open the locked door and drop down the right
| | / | hole. Open the large chest for the Big Key! Great, now we
| BIG KEY | can head up to the boss right now! But let's do a couple
| FOUND | of things since we have the Mole Mitts. Push aside the
'\ | block, and head west over to the center room. Go

downstairs to the first floor, over to the room with a lot of dirt. There's 50 Rupees over in the right corner, and a new doorway as well as a chest containing a Kinstone piece on the left corner. Grab the piece and enter the door. You will face a battle against two Wizzrobes. They basically fire wave-like bolts of energy in whatever direction they face after appearing, then disappear, then re-appear to do the same thing. Kill them when they are visible, while dodging their shots and the shots fired from the torches. After killing them, a chest appears. Open it for 80 Mysterious Shells.

Now exit the room and enter the second-left doorway, climb up to the second floor, follow the rooms, over to the dirt-filled area. A chest is hidden on the right corner by the doorway. Open it for a Kinstone piece. Climb up the ladder. In here, dig to the floor switch, and step on it to make a chest appear. Open it for a Kinstone piece. Now climb back down to the first floor dirt room, and enter the second-right door. Climb up to the second floor and over to the dirt-filled room. Dig to the chest and open it for a Kinstone piece. Climb up the ladder, then dig to the chest (being aware of the Spark) and open it for a Kinstone piece. With cleanup now done, we can head toward the boss. Climb back down to the first floor dirt room, and take the middle doorway, which is right across from the entrance. Climb up to the second floor where we got the map, and exit south.

In here, before climbing, dig out the statue and push it onto the floor switch to keep it down, and open the chest that appears to get a Kinstone piece. Now climb the ladder and dig through the dirt to enter the doorway. Inside, you will see the boss door and four blocks, with one seeming like it's out of place. Push that top right block to the right against the wall and a red portal will appear. Quick warp to the beginning in case you need preparations. Enter the big door. Inside is a supply room. Sparks in case you need Fairies, and the skulls drop a lot of hearts and arrows. Something tells me you're gonna need to use the Bow in the boss fight, so get it ready. Head north...

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BOSS: Mazaal

A head boss with hands. Certainly seen a lot of those in Nintendo games. Anyway, this guardian boss floats around and uses its hands to pound on you, push you towards walls, or grab you to do major damage. Avoid them and shoot arrows into the eyes on the palms of the hands. After shooting the eyes, go and slash them to disable the hands. Once both hands are disabled, the head will drop. Move to one of the pedestals, shrink yourself, and walk into the head. Inside are six pillars that seem to be power nodes. One of them is glowing around the ground. Slash that until it's destroyed, and you'll be carried out. Return to normal size and repeat the process.

It will get faster and harder to hit the eye-palms the more damage is done, and it can also pound the ground to make red Beetles drop that can do damage if they latch on. Subsequent times you enter the head, there will be a lot of dirt, so you have to dig through as well to find the right pillar. After three of the pillar power nodes are destroyed, Mazaal will finally be fully destroyed.

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| HEART CONTAINER |
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Grab the Heart Container that's left behind and go through the door that opens. Walk up to a rather giant tablet. Read it. It's from the Tribe of Winds. They

have mastered the winds, and live with the winds. Zeffa will be summoned by certain notes, and will help you find the power you seek. Zeffa flies by and drops an Ocarina. Pick it up. It's the Ocarina of Wind! Playing this allows Zeffa to fly by and pick you up, and can then drop you off at any wind crest you have revealed. Oh sweet, now we can warp! Ezlo says that the Tribe of Winds must have left for the heavens and have taken their Wind Element with them. Well, that's unfortunate. I guess for the time being we just have to work toward the other element. Link will be warped out...

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| OCARINA OF WIND |
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ITEM SUMMARY

Inventory:

- White Sword (Two Elements)
- Small Shield
- Pegasus Boots
- Gust Jar
- Mole Mitts
- Cane of Pacci
- Ocarina of Wind
- Boomerang
- Bombs (30)
- Bow (30)
- Empty Bottle (1)

Quest Status:

- Earth Element
- Fire Element
- Grip Ring
- Kinstone Bag
- Big Wallet (500 Rupees)
- Tiger Scroll #1
- Tiger Scroll #3
- Tiger Scroll #5
- Tiger Scroll #6
- 10 Heart Containers
- 16 Heart Pieces (0/4)

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| FUSIONS & WETNESS          =====
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Back outside, Ezlo suggests going to the last element since we couldn't get the Wind Element. So that means no sword upgrade yet. First off though, try out your new Ocarina. Play it and you will get sent to the sky and are given a map. Whatever crests you discovered, you can warp to. So warp to the bottom-left one, which is at Castor Wilds. Head north, climb up to a ledge, continue north across two bridges and climb down. Move southeast and you will see a round, clay-colored part of the wall. You can dig into these with the Mole Mitts, so do so. Inside, dig through all the dirt to find a Like Like and two chests. Make sure the Like Like is taken care of (it can eat your shield if it grabs you) and open the chests for a Kinstone piece and 50 Mysterious Shells. Now exit and play the Ocarina of Wind. Land over at Hyrule Town.

Hyrule Town

Heading over to Stockwell's shop, you'll find there's a bomb bag and quiver for sale, but they're both 600 Rupees each. A little too rich for you right now. You can buy more Mysterious Shells from him if you want, though 200 for just 30 of them is quite pricy...however, there is an empty bottle on a shelf behind Stockwell. So how do we get it? Well, we'll get to that a little later. Head up north and, next to the bakery, you'll see a wall you can dig into. Do so. Dig through the massive cave to find three chests (one to the right, one in the middle north, and then one to the left north of the ladder) and a ladder. Get the Kinstone pieces from the chests and climb down the ladder. Open the chest to get 100 Rupees (see why I pointed you to Stockwell's to buy something?) and head east. Push the rock into the hole directly in front of it. Unfortunately that's all you can do here, so just exit the way you came in.

Now to get that bottle. Head over to the cafe that's to the left of Stockwell's, and push aside the shelf to the left. It will reveal a tiny ladder. Flip the pot over and shrink, then climb up that ladder and enter the hole. Up in the rafters, head east and out the building. Cross the plank over to Stockwell's. Cross the enemy-infested rafters, and go down the stairs on the other side after getting 10 Mysterious Shells from the chest. Stockwell senses somebody might be behind him, so turn back to normal size. After he speaks, approach the bottle and attempt to pick it up. He says it's not for sale, as it contains food for his dog. After explaining that you just want the bottle (which seems odd to him), he says he'll let you have it, but you have to first give the food to his dog before you can freely use it. He marks his home on your map, so that's nice of him.

So with the bottle of dog food in hand, exit his shop the way you entered. We'll deliver the dog food a little later, there's no rush. Anyway, a new shop has opened in Hyrule Town, and it's the one with balloons on top. Talk to the guy there. He doesn't seem very happy that he started this place, but spend 10 Rupees to play the Treasure Chest game! Follow him in, and open whichever chest you want. If you win, the amount you bet is doubled. If you do win it, you can try again to double your winnings even further. You can keep doing this to get a lot of Rupees...if you're lucky, that is.

Right outside that place are two kids, Candy and Lolly. Both will want to do Kinstone Fusions. However, Lolly is a shared fuser, and I'll cover those later. Candy, on the other hand, is one you can do. Fuse Kinstone pieces with her and a Mole Mitt digging spot at Trilby Highlands will become

available. Can't reach it yet though. Head north up towards the mayor's house next to the school, and enter. Hagen should be wanting to fuse Kinstones, so do that. A pond will dry up in Lon Lon Ranch, revealing a staircase. We'll get to that later. Now, see the masks up on the shelf? Use the Dash Attack with the Pegasus Boots and sword to knock them all down, revealing a Minish-sized path to a hole in the wall. That's just a Minish home, nothing too significant right now. Now exit and find the Postman. He should also be available for a Kinstone Fusion. Fusing with him makes the Postmaster think about asking Swiftblade to make an adventurers' newsletter. So now you can visit the Post Office and purchase new issues of the newsletter from Marcy, which have some hints and tips about the game.

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| KINSTONE FUSION #35 PERFORMED |
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A quick break from Fusions, over at the bazaar, there's a new place open. It's called Simon's Simulations. Talk to Simon there. He says this is where you can get the chance to become the hero you've always dreamed to be, allowing you to fight monsters without any danger. If you dispatch a monster nicely enough, you may get a prize. For 10 Rupees a shot, why not? This is pretty fun, it's basically like a gauntlet mini-game. After killing all the monsters, a chest will appear. Open it to get a Piece of Heart! Subsequent tries give you things like Kinstone pieces. So yeah, you've got a fun little mini-game open now.

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| HEART PIECE #17 |
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Over to the west side, enter the house south of the Post Office. Inside is a guy just named, Stranger. He wants to do a Kinstone Fusion, so do one with him. This makes an odd teleport appear at South Hyrule Field.

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| KINSTONE FUSION #29 PERFORMED |
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We'll take care of that in a bit. Now head to the inn, over to the three girls. One of them seems like she wants to do a Kinstone Fusion. Do so, and a home will be available.

Go over to that home by Anju and speak with Gorman. He's looking for a tenant for the home. It has to be a woman, single occupancy. He says that if you find anyone who'd like to live there, let him know. Well, head back to the Oracles. Now, you can talk to any one of them and give a home for them. However, whichever Oracle you give a home to, you can get a charm from her, which can temporarily affect your abilities. You get another chance at this, but you can't give homes to all three Oracles unfortunately. As for the Oracle to choose...it's really your choice, but Farore's charm is the most helpful, so might as well get her in.

Now, heading over to the Post Office, you'll find a carpenter there. He looks like one of the ones you've been seeing, but he is actually a new guy. Fuse Kinstones with him and Mutoh will be inspired to build a new house. Leave and re-enter Hyrule Town a couple of times until the house is built. It's south of the Post Office, unfortunately right on top of the Minish house that was there. Speak with Gorman about the house, then head over to the hotel to the two Oracles. Now, if you let Din, the red one, get the home, you will have her charm, which gives you a temporary boost in strength. If you let Nayru, the blue one, get the home, her charm will give you a temporary boost in defense. Choose whichever one you feel might be more needed for you...

With that, I think we can finally move on from Hyrule Town. Spent enough time here. Head south out of town.

South Hyrule Field

Entering South Hyrule Field, head south. You'll see the portal spawned from Stranger's fusion, so step in. You get warped to a mysterious house seemingly from nowhere.

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Open the chests in here to get a couple of Kinstone pieces. Exit the room and you will see a guy similar in look to the Stranger. He wonders how you got in here. Well, head upstairs. There's a woman here, and she says that she saw a ghost taking over her granddad. Doesn't sound too good. Enter the doorway to see the old guy, named Gregal, with a ghost swirling around him. Open the chest for a Kinstone piece. Now, take out the Gust Jar and suck in that ghost. Once you've taken it out, Gregal will suddenly have color come back to him and will start to heal quickly. Speak with him, and as thanks, he gives you 100 Mysterious Shells. Nice! Time to exit the way you came in.

South Hyrule Field

Back at familiar ground, head into Smith's house and approach him. He'll want to do a Kinstone Fusion, so do it! This will make a chest appear in Eastern Hills, so we've got that to look forward to. Over at the south-west corner of this area, there's a Minish home across a bridge, as well as a tree that sparkles when you get close. Dash Attack into the tree to reveal a stump to shrink with. Do so and enter the home. The Minish there wants to fuse, so do that. This makes Syrup finish a new red potion, which is pretty expensive, actually. However, it's able to heal ALL hearts when drunk! Pretty neat... Now head over to the east side of this area, and use the Cane of Pacci on the hole to get you up on the ledge, where a strange fellow named Tingle is resting there. Fuse Kinstone pieces with him and a tree will open up at North Hyrule Field. Now apparantly, fusing with his brothers will yield a really cool reward...but at least for now, he tells you the remaining Fusions you need to do before having done them all.

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| KINSTONE FUSION #41 PERFORMED |
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| KINSTONE FUSION #43 PERFORMED |
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| KINSTONE FUSION #44 PERFORMED |
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Now head west to Western Wood.

Western Wood

Once here, head south as far as you can, then go over to the southwest corner. It'll take a couple of screen transitions. Once there, shrink using the stump and enter the Minish home. Fuse with the Minish there, and the bean just nearby will sprout up to the skies. Exit, turn back to normal, and climb that tall beanstalk to a cloud with a bunch of Red Rupees and a chest containing a Kinstone piece. Climb back down. Now head north and into Castor Wilds. Or just warp there.

Castor Wilds

Head to the north side. You'll have to climb up to a ledge and cross bridges to get there. You will see two cave entrances. Enter the left one, and fuse Kinstones with the Business Scrub there. This makes a tree open up in Minish Woods, so we will go and investigate that a little later. Exit the cave and head south towards Wind Ruins. You can make it quicker by warping to

the wind crest here and then dashing west across the muck.

Wind Ruins

Follow the path until you get to a stump and small hole in the ground, which should be shortly. Shrink on the stump and then fall into the hole. Fuse Kinstones with the Minish there and a bean will grow into a really high beanstalk. Exit and get back to normal size. Head east and then climb to see the newly-grown beanstalk. Climb it to the skies, and open the large chest on the cloud to get a large quiver! Now you can carry 50 Arrows! Climb back down, warp to Hyrule Town, then head west to Trilby Highlands.

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|  LARGE   | QUIVER #1  |
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Trilby Highlands

Nothing much, just head north across the bridge here, then head east to North Hyrule Field.

North Hyrule Field

Use the Cane of Pacci on the hole to get up the ledge, and slash the lever to form a bridge linking Trilby Highlands to here. Head east across the south side of this area until you get to Lon Lon Ranch.

Lon Lon Ranch

There are fusions we could do on the past couple areas we went through, but I decided to take a break from them and go to the places that were affected by our fusions and then head off towards the next dungeon. I will still cover another fusion though. First off though, head through the ranch here and go down the staircase that was revealed through the dried pond. Open the large chest down there to get the final big wallet upgrade! Now you can carry 999 Rupees! Exit the cave and then head south to the Eastern Hills area.

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|  BIG     | WALLET #3  |
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Eastern Hills

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| KINSTONE FUSION #49 PERFORMED | | KINSTONE FUSION #50 PERFORMED |
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Enter the little farm there to find a digging spot as well as two farmers, Eenie and Meenie. They both want to fuse Kinstones, so do those. I feel I should mention something though about Eenie, who is the one with the yellow hat. There is an odd glitch about this guy that, if you get into the Fusions

screen to find the Kinstone, and then quit without fusing and leave, he might not want to fuse anymore, with no way to fix this. This glitch seems to happen in the European version and might've been fixed in other versions, but, to be on the safe side, look at your Kinstone pieces. If you have a blue piece that looks kinda like a staircase, then you're good. With that said, fusing with Eenie makes the Goron you fused with at Lon Lon Ranch finally punch a hole through the wall like he wanted and enter inside. Fusing with Meenie makes a chest appear halfway up Crenel Wall at Mt. Crenel. With those fusions done, go open the chest next to the farm for an Empty Bottle! Head to Minish Woods.

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      | EMPTY BOTTLE #2 |
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Minish Woods

Head east and you will find a tree that was opened up from one of your fusions. Enter. Inside is a Business Scrub that will sell you Kinstone pieces for 200 Rupees each after deflecting his nut. However, he also wants to fuse Kinstones. Do so and a Golden Octorok will appear in Western Wood. We'll be getting that later. Exit the tree. Just north of here is a digging spot, so dig in. Inside, guarded by three Like Likes, are two chests. You'll get 50 Rupees and a Kinstone piece. Exit and head back to Eastern Hills, then north to Lon Lon Ranch.

Lon Lon Ranch

Head left and into the cave the Goron punched through. Go down and you will see him punching through another wall. He says that with this one, he needs a few friends to help him out. I know how to do that, but we'll save it for later. Exit the cave, and head through the ranch. At the area with all the cows, approach the north tree to find out it sparkles. Dash into it to reveal a stump to shrink with. Do so, then head east into the small enclosure. Head through, avoiding the Moldworms, (the Pegasus Boots work well here) and you will end up at a dead-end with a Piece of Heart! Grab it, then head back. Get yourself back to normal size, then head east into Lake Hylia.

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      | HEART PIECE #18 |
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Lake Hylia

Brief moment here. Follow the path up to the house. Enter it, as it is Stockwell's house. Approach the dog's bowl and press R next to it to pour the dog food into the bowl. Now you can use that bottle for yourself! Exit the home and climb down to the ledge. You will find a Tingle brother there, David Jr. Fuse Kinstones with him and a tree will open up in North Hyrule Field. We'll get to that eventually.

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      | EMPTY BOTTLE #3 |
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| KINSTONE FUSION #60 PERFORMED |
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With that done, use the Ocarina of Wind to warp to Lake Hylia. You'll be placed on top of a ledge. Shrink with the stump, and enter the Minish house. Speak with him about the temple at Lake Hylia, and he says that Librari should know about how to reach it. He lives at the Hyrule Town library. And now, conveniently, the Hyrule Town library is now open. Before leaving, do a Kinstone Fusion with this Minish. A tree will open up at Western Wood. Now leave and head to Hyrule Town.

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| KINSTONE FUSION #63 PERFORMED |
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Hyrule Town

As mentioned before, the library should now be open. So head in, and go up to the second floor, exiting there. Flip over the pot, shrink, then head back in by using the hole. Approach the top-left bookshelf and you'll see a Minish. He says that some humans have checked out some books and they can't reach Librari. Asking the librarian might give you some clues about where the books might be. So head back outside, turn back to normal, then go down to the first floor. Speak with the brunette librarian and she mentions that one of the books, "A Hyrulean Bestiary" has been checked out quite a while by some girl with a cat. Hm. Exit the library and head over to the southeast corner of town. Enter the blue-roofed house, the one that's next to the purple-roofed one. Inside, you'll find the book on top of a bookshelf, but there seems to be no way to get it down. Exit the home, go to a deep water source, and bottle some water.

Head back, and enter the purple-roofed house. Inside, pour the water onto the fireplace, then flip the pot with the Cane of Pacci, shrink, and enter the fireplace you just put out. You'll appear on the roof. Cross the plank into the chimney of the other house. Head over to the left, but be careful of the cat. He'll swipe at you if you get close. Climb up onto the bookshelves, and push the book off. Now head all the way back, un-shrink, then enter the house to pick up the book. Now head back to the library and check in that book. After gladly taking it back, she says that the next overdue book is "Legend of the Picori". Checked out by an absentminded scholar...

Exit the library and head down west, past Stranger's house and down the steps. Enter the house here that the dog is next to. The guy's name is Dr. Left (and those who are savvy about Nintendo games know who he resembles...), and he knows about the book, but hasn't seen it for days, suggesting a rat might've taken off with it. Well...exit the house, fill a bottle with water, then re-enter it and douse the fire in the fireplace. Now exit and enter the wooden house with a water wheel. Shrink using the pot there, and exit through the bottom hole. Enter Dr. Left's house through the hole, and enter the fireplace.

Cross the plank, then enter Stranger's house, the yellow-roofed one. Exit through the hole that the Minish is next to, and then follow the path here across the small waterway. Enter the small area with the two cats, and get past them carefully without getting hit. Go under the bench, down the small vine, and walk along the rim of the fountain into the hole. Head east here. Kill the Mulldozers if you want, and use the Cane of Pacci on the hole to jump to the ledge. Go north. Kill the blue Mulldozers, and a large treasure chest will appear. Open it for the Power Bracelets! Now you can push large things even when Minish-sized! Head west, then exit the cave. Return to Dr. Left's place.

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| POWER BRACELETS |
|           FOUND           |
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Now that you have the Power Bracelets, push aside the furniture toward the fireplace, then climb up, across the top of them, and into the hole. You'll end up in the rafters. Walk east to find a Minish trying to shove a book down below. He says he needs a little extra weight, but unfortunately, just you standing on it with him isn't enough. So, use the Gust Jar to get rid of the dust up here and you'll find some glowing tiles. Perfect! Split yourself, then head over to the book and stand on it. Eventually, the book will fall down, as will you. Now exit Dr. Left's house, over to the carpenter house, and turn back to normal. Enter Dr. Left's, pick up the book, and then return it to the library. Now the last book needed is "A History of Masks", checked out by Hagen, the Mayor. Ah yes, makes sense. He had a bunch of masks on a shelf. So head over to his house and speak with him.

Unfortunately, he doesn't quite seem to remember, and says to ask his masks since they "watch" over him. Bleh. Knock down the masks on his shelf by dashing into the north wall, then flip over the pot, shrink, and climb onto that shelf. Enter the hole. Talk to the one of the Minish there and they will tell you that Hagen seemed to have taken off to his lakeside cabin while clutching a book. He might have left it there and forgotten about it. The Minish marks it on your map for you. So looks like we've got some traveling to do! It's over at the southeast corner of Lake Hylia. To get there though, first exit Hyrule Town to the east, over to Lon Lon Ranch.

Lon Lon Ranch

South of the ranch itself, head east into the entrance of Lake Hylia that way, then go south to Minish Woods, so you can be at the area where Syrup's hut is.

Minish Woods

Head south, then east. Next to the steps leading toward Syrup is a digging spot. Head in. Inside, to your left, you'll find a chest containing a Kinstone piece. Once you get to a fork, go right. Kill the Like Like and dig up all the dirt around in that area to find a weird spot in the wall that you can apparantly fuse Kinstones with. Do so and a Goron will come help that one who's punching walls. With that taken care of, go back and dig through the other side of the fork to find a ladder. Climb it.

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| KINSTONE FUSION #67 PERFORMED |
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Lake Hylia

You're at the area where Hagen's lakeside home is. Enter the house. Inside, you will find the book on top of a bookshelf. Can't get it down, so exit. Just north of the house is a tree that sparkles. Dash into it, shrink using the stump, and enter the home through the back way, since you can't traverse even shallow water when tiny. Have to use the Gust Jar while on a lilypad. Once inside, get on the leaf, ride it to the other end, and climb off. Head over to the left side of the house and push the china cabinet next to the fireplace to the right. Climb up and push the book off, then exit the house the same way you came in, get back to normal, then go inside to pick up the book.

Hyrule Town

Warp back to town and head over to the library and return the book. She'll have Sturgeon come and put those books back in the shelf where they belong. So head up to the second floor, and exit the library. Flip the pot and shrink, then re-enter. Approach the bookshelf and talk to the Minish there. As thanks for bringing the books back, he gives you 50 Rupees. Now, to reach Librari, climb up the ridges of the left book. Climb up again, head right, then climb down. Enter the book to find Librari! Speak to him about entering the Temple of Droplets, and he tells you to stand on the clover spot in front of him. A trap door will collapse under you, and he says you'll have to pass the trial in order to get that which you need to enter the temple.

Dropped down here, push aside the bottom block (the one you can reach, anyway) on the left side, then the one below downward. Now head south, kill the Sluggulas, and suck the mushroom toward you with the Gust Jar to get flung across. Head west, then north through the doorway. You'll get locked into battle with two Scissors Beetles. These creatures use their pincers as a shield AND a boomerang attack. Slash them on their sides or when they throw their pincers to damage them. Once both are gone, a large treasure chest appears. Open it to get Flippers! Now you can swim in water! Press A to stroke and move faster, and B to dive temporarily. Swim out of here to the previous screen.

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|         FLIPPERS   |
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At the fork, go south. The west fork has a frozen chest (can't do anything about it) and east doesn't go anywhere. Leaving out the south, you'll find yourself on the waterway outside, next to the library! For a quick moment, climb up the library and return to Librari, that Minish. He wants to do a Kinestone Fusion. Oblige him. This will make a Golden Octorok appear in Wind Ruins. Again, we'll do that later. Exit the library, return to normal, then exit the library through the main entrance. Exit Hyrule Town, then head to Lake Hylia. Or just warp there.

Lake Hylia

Head to the north side where Stockwell's house is, and dive into the pool next to the house. Dive right in the middle to find a Piece of Heart! Climb out. Now jump into the lake and swim east, then south. At the house, swim left to find a Piece of Heart! Climb up and grab it. Now head northwest and climb the steps. Enter the tree nearby to find a dojo. Grab the Piece of Heart, then speak with Waveblade. Train with him to learn the Peril Beam. When at only one heart of health, swing sword to send a beam of energy at enemies! Obviously used only when in dire straits. You will get a Tiger Scroll for it!

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|         TIGER SCROLL #4 |
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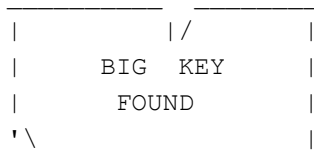
Now exit the tree, and follow the path northwest. Push the rock into the hole,

then jump back into the lake. Swim to the west side to find an icy island. Jump onto the top of it, and shrink to enter the next dungeon...

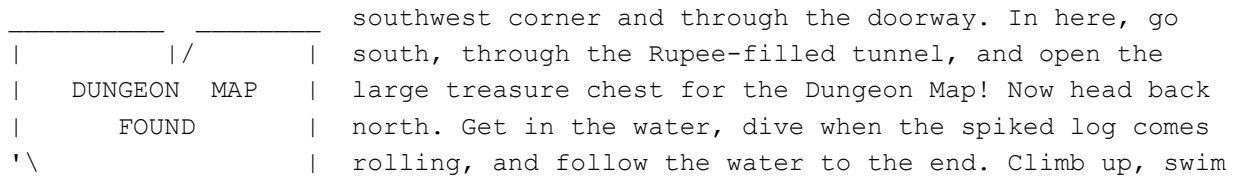
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TEMPLE OF DROPLETS

This place has really cool music...no pun intended. This place is basically a mixture of water and ice. Heading down off of this place, you'll find the boss door already! Of course, no Big Key, so we'll have to delve deeper to find it. Head north up the west side, being careful of the icy floor. Of the group of three blocks, push the middle one aside and move north through the doorway. In this room, there will be some pots that are possessed and fling themselves at you, as well as torches in the middle of the room that shoot fireballs at you. Head east, then go downstairs. Push the handle and the ceiling will open up, making sunlight appear down. Go back upstairs, then fall down the hole.

See the block of ice? A [[SMALL KEY]] is inside. To get it, push it south, then east into the sunlight to melt it. Grab the key, then push aside the block in the corner. Head back upstairs, then west, and through the locked door. Drop down. In here, there's three blocks of ice, with one of them being the Big Key. This seems complicated, but it isn't, actually. First, push the north block of ice to the left. Then push the south block of ice left, down, and left. Now push the remaining block left, up, left, down, left, up, right. The ice will melt, and you can pick up the Big Key! Well, already...short dungeon!?



Turn the lever so the ceiling closes, then go upstairs. Head east, then back south to the entrance room. Head to the south side by pushing aside any ice block, then head through the big door. Inside, you'll find the element, but it is encased in a large block of ice. There also seems to be a large creature frozen in place...hm. So the dungeon wasn't that short after all. Head to the



southwest corner and through the doorway. In here, go south, through the Rupee-filled tunnel, and open the large treasure chest for the Dungeon Map! Now head back north. Get in the water, dive when the spiked log comes rolling, and follow the water to the end. Climb up, swim east. Follow the water to a place with a mushroom. Now I should mention, when swimming, you can't just get off the water anywhere, there has to be a patch of shallow water. That said, use the Gust Jar on the mushroom to get across, and step on the switch. This will get rid of the blockade.

Get on the water and swim down the waterfall. Swim south, dive underneath the log as it passes, and then step on the switch to get rid of the obstruction. Continue swimming east. In here, you will see blocks forming the shape of a pot. Get around the "bottom" of it inside and dive to find a [[SMALL KEY]]. Swim back the way you came, and climb up the wall beside the waterfall. Push aside the block and head north. Unlock the door and head through. Follow the path and step on the switch to release the kraken! ...Actually, it's just a lilypad. Suck it towards you with the Gust Jar, get on it, then ride it along the water, down the waterfall.

Back down here, go south a bit when the log is going south, dive off and under the water when the log passes, then quickly get back on and continue. You will get back to the "pot"...just set the lilypad next to the switch and step on it. This gets rid of the blockage so you can continue riding the lilypad. You've got two choices here: north or east. Head east, and take care of the

Madderpillar. If you forgot, just whack on the nose, then the tail. So defeat it and the door will open. Head through, and open the large treasure chest for the Compass! Now exit, get back on the lily pad, and go north.

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|           COMPASS      |  
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Get the lily pad next to the ice, get off, and swim over to the switch nearby. Step on it to get rid of the obstacle, and continue riding the lily pad until the next obstacle. Get off it onto the large icy platform with a bunch of ice blocks. Get on its north side and open the chest for 50 Rupees. Anyway, the switch here doesn't stay down, so you need to do a good, old-fashioned, ice-block pushing puzzle. But it's actually not too difficult. See the north-most block? That's all you need to push. Push it down, right, down, left, and north. Get on the lily pad and ride it along the waters. Don't head left, just continue through the room to the northeast side, into the next room. It's pitch-black in here, so be careful. Just head north, climb, and go upstairs. Inside, you'll fight three Scissors Beetles, so be careful! Shield is your friend here. With all of them gone, a blue portal will show up. Head south.

Follow the path and you will see a giant lever, can't be moved by just one. There's some glowing tiles here, so split yourself and then move the lever. This will make sunlight move into the room, and melt a small block of ice leading to the next few rooms. Just need to get sunlight on the entire block of ice that the element is encased within to get it to melt. Jump down, and head through the southeast doorway. Follow the pathway through another doorway, open the chest for a Kinstone piece, continue along the icy path, being wary of the Pestos. Open the chest in its own little path for a Kinstone piece, and continue along the main path, being careful of the line of green Traps. Once in the middle of that, head left and follow path to doorway.

Head north next, then go downstairs. Go downstairs again, and move the lever to close the ceiling above. Go back upstairs, move to push the lever to open the ceiling above. Finally, go back downstairs, and move the lever again to open the ceiling, shining sunlight down onto the frozen chest, melting the ice. Open it to get a [[SMALL KEY]]! Head back upstairs twice, then go south. Head through the locked door. Inside, move the lever to open the ceiling to let in some light. Suddenly, blue goo drops in...oh dear...it's a Blue ChuChu! But it's big because of our size! You defeat this creature in the same manner as how you defeated the Big Green ChuChu, with the added danger of it being electric. You can't suck away its base when it's electrified, so wait until it stops and suck in. After it's defeated, a large treasure chest will appear. Open it for the Flame Lantern! With this item, you can not only melt ice and burn foes with its fire when you light it, but it can also light up dark caverns! Exit the room.

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|           FLAME LANTERN |  
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Take out your new item and melt the ice. Head downstairs. Melt all the ice and open the chest for 100 Rupees! Follow the path here, through the doorway, into a dark room. Light your torch and keep it out as you fight three Scissors Beetles. Once all are taken care of, head east. In this dark maze room, take the bottom path and light the torch to un-block the path forward. So head back and take the other path going right. Follow it until you get to a fork. Go left. follow it to the chest that contains a Kinstone piece. Head back and go

right at the fork this time, turning and lighting the torch so you can continue. Take the leftmost path, and look against the wall to find a crack. Bomb it and head inside. Fight off all the Mulldozers to get a [[SMALL KEY]].

Exit the room and continue north through the maze, taking a right. Follow the path, open the chest for a Kinstone piece, and light the torch. Head back to the fork and take a left. Now simply go through, light the torch, open the chest for a Kinstone piece, then go through the locked door. In here, be very wary of the Winders and just head west. Follow the icy path into lit rooms, finally. Follow the Rupee-filled hall up and left, and go west. In here, split yourself so your ghost is above or below, and push the upper block west. Next, split yourself so your ghost is left or right beside you, and push the other block south. Next, split yourself side by side and push the left block south one spot. Finally, split yourself up/down, and push the top block right.

In the next room north, push the left ice block left, then go and push the other ice block down and then left. Now go to the glowing tiles, stand on the top tile, charge up the sword, and then move to the second-from-bottom tile. Now carefully move both of you to the left, moving down so that the ghost doesn't dissipate from walking into the blockade. Have both of you stand on the remaining floor switches to open the door. Continue. In here, dodge the Winders and push the top-right block up to open the door ahead. In here, kill the Mulldozers and melt the ice. Split yourself up/down, and push the barely visible block down there to the east. Head south between the torches and then up the steps to the next room, which is very simple: light all the torches to open the door.

In here, swim past and dive under the spiked logs, get past the Scissors Beetles, and head east through the next doorway. In here, kill the Pestos, destroy the pots, and step on the switch to make a red portal appear. For a quick back-track, head through that red portal, then through the blue. Go south, and follow the path to that element room. Take the southwest entrance, go north under the rolling log, then climb and go south, hop on the lilypad, ride it along the water, down the waterfall, then through the path past the "pot" until you get to a fork. Head north, and melt the ice on the chest and open it to get 10 Mysterious Shells. Get back on the lilypad, follow the water until you can go left. Do so, melt the ice and open the chest for a Kinstone piece. Now backtrack ALL the way to the entrance room and take the red portal.

Kill everything again, then bomb the north wall as the tiles made out as an arrow clearly point to. In this room, keep your lantern out, burn the webbing if you want to so you don't get bounced around, then kill the two Madderpillars here to open the way forward. Head through, then through another doorway, then go across the ice bridge so you can head upstairs. Climb up past the Mulldozers, and follow the path back to the element room, this time at the other large lever. Split yourself and push the lever to reveal sunlight onto the rest of the large ice block and it will melt, leaving the element there to pick up! Unfortunately, the creature there, an Octorok, has thawed as well due to the sunlight and sucks in the element, then crawls into its den. Well, looks like we have to follow it! Jump down and head south into the Octorok's lair!

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BOSS: Big Octorok

A normal Octorok, but turned deadly when Minish-sized. This Octorok starts attacking by spitting rocks at you. To deal damage, shield the rocks to make them somehow bounce back to the Octorok and hit him. Careful with stray rocks, they can leave spiky remnants after shattering. After a few hits, the Octorok will freeze itself and the arena, and its flower on its head will droop down to the ground. Dash over behind it with the Pegasus Boots and use the Flame

Lantern on the plant to set it on fire. It will attempt to move around and suck you in to deal damage though, so it's not that easy. After lighting it on fire, the Octorok will flail around a bit, ramming into the walls and causing debris to drop around (avoid that) and the ice will melt.

Repeat the process with deflecting its rocks then dashing behind it to light its flower a few more times and it will go down. A few changes to the fight is that now the Octorok, when un-frozen, will walk toward you as well and attempt to suck you in as well as shoot rocks. Third time around, it will spit out dark fog to make the room pitch black. Keep your Lantern out to see and dodge the Octorok as it tries to ram into you. It will also randomly ram into the wall in an attempt to damage you with the debris.

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	WATER ELEMENT			HEART CONTAINER	
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For defeating the Big Octorok, you get the Water Element! Grab the Heart Container before leaving...you'll be warped to the entrance room, so just stand on the symbol to get sent back up out...

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ITEM SUMMARY

Inventory:

- White Sword (Two Elements)
- Small Shield
- Pegasus Boots
- Gust Jar
- Mole Mitts
- Cane of Pacci
- Flame Lantern
- Ocarina of Wind
- Boomerang
- Bombs (30)
- Bow (50)
- Empty Bottle (3)

Quest Status:

- Earth Element
- Fire Element
- Water Element
- Grip Ring
- Power Bracelets
- Flippers
- Kinstone Bag
- Big Wallet (999 Rupees)
- Tiger Scroll #1
- Tiger Scroll #3
- Tiger Scroll #4
- Tiger Scroll #5
- Tiger Scroll #6
- 12 Heart Containers
- 21 Heart Pieces (1/4)

After leaving the temple, Ezlo comments that he nearly froze his beak off, and then suddenly, a ghost appears. He addresses Link, and says he is Gustaf...he was king of Hyrule countless ages ago, and says to continue, you must stand before him. He then disappears...Ezlo comments about it, then notices your map has suddenly been marked. He suggests to go there after we've infused the sword with this new element. Sounds like a plan! Warp to Hyrule Town, then move north towards Hyrule Castle.

Hyrule Castle Garden

Before stepping into Hyrule Castle just yet, head east through the gardens, over to the southeast corner. Slash the bushes there to reveal a ladder leading down! Climb down, and head through the doorway to find Grimblade's dojo! It's too dark to train though. First, grab the Piece of Heart, then light the torches with your Flame Lantern. Now you can train with him to learn the art of the Sword Beam! When your health is full, slash the sword to shoot a beam of energy out! Exit, then enter Hyrule Castle itself...but it's not that easy. Guards are blocking the way.

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| HEART   PIECE #22 |
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| TIGER  SCROLL #2 |
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So what now? Well, we'll have to sneak in. Nearby the ladder to Grimblade's is a tree that sparkles when near it. Dash into it and shrink using the stump. Head east and north, through the hole in the hedge, and drop down the hole. Do a Kinstone Fusion with the Minish there and a fallen tree will repair itself down in Western Wood. We'll investigate that later. Climb out, and turn back to normal. Now head towards the exit of the garden, but don't do so. Instead, head west from there. Enter the hedges while the guard is looking away, and duck in between the hedges on the right to avoid being seen. Head north, wait until the guard is on the right, and quickly move left and then south. Wait for the guard to be moving left, then move south and duck in between the southern hedges. Wait until he moves right, then move north next to the hedge (not the bushes). Wait for the last guard to be south of you and quickly head north. Slash the bushes within the hedged alcove to reveal a ladder. Climb down. Follow the hall here and step on the switch to open the door. Head through to arrive at Hyrule Castle!

Hyrule Castle/Elemental Sanctuary

Head north to the Elemental Sanctuary. Head to the pedestal, and place your sword. The Water Element will be infused with the blade, giving it additional power! You can now split into three! Exit the same way as before, split yourself in three, with at least two in line with the switches, step on them to open the door. Exit the sanctuary, then Hyrule Castle, the same way you entered. Exit the Gardens to North Hyrule Field.

North Hyrule Field

With that done, why not head to where our map got marked? It's a new place we

haven't been to, so why not? Head a bit southwest from here to find a ladder. Climb down into the cave, then in here, split up into triplicate, side by side, and push aside the block there. Climb up the ladder there, then head north into the new area...

Royal Valley

gulp Great, this place doesn't look so friendly...climb down and get rid of the nearby Ghini. Now see the lonely posts? Place a bomb between them to blow up an entry. Head in to find a beautiful fountain. Wow, what a contrast. The Great Dragonfly Fairy will appear, and will ask you to tell her of your adventures so far. Say "Yes" and she will ask you questions. You can answer these easily if you remember well your journey, but for the sake of the guide, the first answer is "No," the second answer is "No," the third answer is "Yes," the fourth answer is "No," and the fifth answer is "No." For being truthful, she will give you a large quiver, adding more to your maximum arrow count!

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Exit the cave, and follow the path north. At the tree with the path circling around, head north. Suddenly, the place gets very dark. Take out your Flame Lantern, and read the sign. It says, "Up." Basically, read these signs here and they will tell you the directions you need to go to get to the other side of these lost woods...so head up, left, left, up, right, up. On the other side, keep the lantern out and just head straight north. You will find a gate that can't be opened, so head east from here to find a house. Head inside. You will find Dampé, the gravedigger. Speak with him about the ghost of a king who told you to come here, and he will give you the key to that gate.

So exit the house. Unfortunately, a couple of Takkuri come by to knock you out and steal the key. So, head west, then south. You will see the Takkuri with the key on top of a tree. Get your Pegasus Boots on and ram into the tree. Grab it then head over to the gate. Talk to Dampé to let you through. Finally, a well-lit area! You'll see a pink ghost...

he's actually friendly. He says that his brother is over at Hyrule Town. Well, you can fuse Kinstones with him, so do that.

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| KINSTONE FUSION #15 PERFORMED |
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This makes the guy running the Chest Mini-Game Shop include a hard mode to his game. More risk, more reward! Now head over to the northwest gravestone and push it up to reveal a staircase. Walk down. Inside, split into three, and push aside the block to the left. Grab the Piece of Heart and exit.

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Now exit the cave and head to the southeast corner. Break all the rocks to find glowing tiles. Split apart into three, then move in such a manner so that all three of you head over to the three switches and step on them. Doing so makes the giant gravestone move aside, so head down.

Royal Crypt

Just a small mini-dungeon, and oh man, awesome dungeon remix from the original NES game! In this room are two Gibdo. One is holding a [[SMALL KEY]] and the other holds bombs. You can fight off these Gibdos like normal, but if you use the Flame Lantern near them, their wrapping burns away, revealing that they are really just Stalfos. So with that said, take the key and head forward. In here, pull the left mushroom almost all the way so you can get flung across. You'll find three locked doors. Uh...choose the left one! Oh crap, it's a Mimic. Okay, the right one is a Mimic too. So that leaves the middle one. Open it and head through. In this room, head east. Split on the glowing tiles and move carefully to the switches up there. Stepping on them makes a [[SMALL KEY]] appear. Grab it, then head to the west side.

Split yourself into three, and ride on the platforms while dodging the blocks. Step on the switches to make another [[SMALL KEY]] appear, so grab it, ride back, and use them on the locked blocks so you can continue. Head through, kill the Ropes, and then head into the next room. In here, light all the torches with the Flame Lantern to make a couple of Gibdo appear. Kill them while dodging the fireballs shot from the now-lit torches (traitors!) and the door will open ahead. Head through. Inside, head up and approach the stone with the Triforce symbol engraved on it. Gustaf will appear and give you a golden Kinstone piece, telling you to seek the place where the water flows in Hyrule.

Royal Valley

You'll get teleported back to the Royal Valley. All said and done, before heading out, return to that pink Spookter. You can do another fusion with him. Do so, and the Spookter at Hyrule Town next to Anju's house will disappear. Now head into Dampé's house. He will want to do a Fusion. Do so and a grave will open at the graveyard. So exit the home and head over down that gravestone entrance. Inside, you'll find a pink Ghini who wants to fuse, and 100 Mysterious Shells in a chest. Do that stuff, and the fusion will open a waterfall in Hyrule Town. Cool beans. Exit the tomb and then use the Ocarina of Wind to warp to Hyrule Town.

Hyrule Town

Once here, head to the waterway, over to where the waterfall opened up. Swim inside and open the chest for 200 Mysterious Shells! Awesome. Head to Stockwell's shop now if you have 600 Rupees or more. If not, grind a little. Unless you're like, really low. Then forget it. But once there, pick up the large quiver there and bring it to Stockwell to purchase it. Now you have all the quiver upgrades! Now exit the shop and speak with Anju. Do her Cucco-finding game enough times, and she will give you a Piece of Heart! Even after getting that Piece of Heart, you can keep retrieving Cuccos for Anju to receive a lot of Rupees. So do that until you're around 600 Rupees again, and enter Stockwell's shop. Purchase the big bomb bag there for 600 Rupees. If it's not there, then chances are you're playing the European version, which only has two bomb bag upgrades. So with that said...

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| BIG BOMB BAG #2 |
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Remember the three Oracles? Din, Nayru, and Farore? Each of them will want to fuse Kinstones. Each of the Kinstone Fusions makes Joy Butterflies appear. For Farore, one appears in Castor Wilds. For Din, one appears in Wind Ruins. For Nayru, one appears in Royal Valley. Collecting the Joy Butterflies enhances your abilities. Collect the Joy Butterfly in Castor Wilds to let you dig faster with your Mole Mitts. Collect the Joy Butterfly in Wind Ruins to let you shoot arrows faster. Collect the Joy Butterfly in Royal Valley to let you swim faster! Pretty cool rewards, so why not grab them all right now? Once done, return to Hyrule Town for a little more to do.

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| KINSTONE FUSION #32 PERFORMED | | KINSTONE FUSION #33 PERFORMED |
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                | KINSTONE FUSION #34 PERFORMED |
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Enter the inn, go to the second floor, and light the torches there from the ladder. This will open a door, so head outside and open the chest for a Kinstone piece. Now, remember that one cave you went into where all you could do on the west side was push a rock into a hole? Well, we can now access the other two areas. Enter Hagen's house, then exit off the side and climb down the ladder. Split yourself and push the block up. Then move to push the rock into the only hole it can go in. Exit the way you entered, then out of Hagen's place. Head south, and walk into the well to fall down it. Inside, follow the path, open the chest for 100 Rupees, and head north. Push the rock into the last hole, pull the statue away and to the side, and then go and pull the chest on the pedestal all the way south to the hole you passed. Once it's in, open the chest for 200 Rupees!

Head back north, and bomb through the cracked rocks to reach a chest containing 100 Rupees, and a doorway. Head through the door and you'll end up at the school! Head right into the classroom, flip the pot inside, and shrink. Exit through the left hole, climb to the ceiling, and turn back to normal briefly so you can open the chest to get a Kinstone piece. Shrink, head back in, and turn back to normal. Exit the school through the front door. Now head over to the cafe. Inside, there's a beautiful blonde-haired woman at the counter. Her name is Mama...for some odd reason. Anyway, she wants to fuse Kinstones, so do that. Doing so creates a platform in front of a digging spot in Lake Hylia so you can reach it by swimming to it. Great! For now, that seems to be it for Fusions in Hyrule Town, so up next, head south to South Hyrule Field.

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| KINSTONE FUSION #38 PERFORMED |
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South Hyrule Field

Back down here, visit grandfather Smith. He will want to do another Kinstone Fusion with you. Do so, and a chest will appear in Trilby Highlands. That will be done soon. Now head to the southwest corner of this area, shrink using the stump, and jump into the river. Swim north until you see a cave entrance. Swim east of it and enter the small hole in the wall. Inside, just grab the Piece of Heart! Exit the cave, swim south, climb the small vine,

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| KINSTONE FUSION #42 PERFORMED |
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and then turn back to normal. Head east to Eastern Hills.

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Eastern Hills

Head to the north side, over to the farm. See the diggig spot? Get your Mole Mitts out and dig in. Inside is a Rupee Like, and a Mysterious Wall on the northeast corner. Do a Kinstone Fusion with this wall to make another Goron come help the ones punching through the Lon Lon Ranch tunnel.

Exit the cave and head to the southwest corner of this area, either through the top and smashing through rocks, or using the mushrooms on the east side to fling yourself across. Once over here, go shrink using the stump and enter the Minish house. Do a Kinstone Fusion with the Minish there and a bean a bit north of here will grow into the sky. Exit and shrink, then head north. Climb up the beanstalk to the clouds, and open the chests for 200 Rupees and 200 Mysterious Shells, then grab the Piece of Heart. Climb back down and head to Minish Woods through the southeastern way.

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Minish Woods

Follow the path until you're nearby Minish Village. Shrink using the stump, and enter the mushroom house. The Minish there, the one who first gave you bombs, will want to fuse Kinstones. Do that to make a chest appear at Wind Ruins. Exit his house and go north across the water and bridge, then go north to find three holes. Enter the middle one for a Kinstone piece in a chest, the right one for another Kinstone piece, and left to follow a narrow, icy path. At the end, open the chest for a Kinstone piece and get the Piece of Heart. Head back out, and go over to enter Minish Village.

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Once here, enter Gentari's place, which is right in front of you. He wants to fuse Kinstones. Do so and Belari will think up a new type of bomb...one that will blow up at your command...sounds neat! Exit Minish

Village and speak with Belari. He will offer you his new Remote Bomb type to you! It will replace your normal Bombs. Basically, just place a Bomb, and whenever you want it to blow up, press the button again. A neat idea,

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| REMOTE BOMBS |
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'\ _____ | but you can't set multiple Bombs at once with these. If you don't like these, you can always come back to Belari to switch them out with normal Bombs again. These are just here as an option. Anyway, enter Minish Village again.

Exit Gentari's house and head east over to the barrel house. Inside, there's a Minish doing research about Pico Blooms. He wants to make more blooms, and will want certain bottled items to help him with the research. In turn with him making new Pico Blooms, Beedle will have more types of Picolyte available at his stand in Hyrule Town. So it would be a nice little thing to do. Other than that, there's nothing really to do here at the village for the moment. So just exit out the village south. From there, just follow the path east to the stump. Turn back to normal, follow the path north to the water, then go west. Enter the tree and find that the Business Scrub wants to do another Kinstone Fusion. Do that and a hole will open in Castor Wilds! Now warp to Lake Hylia.

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| KINSTONE FUSION #69 PERFORMED |
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Lake Hylia

Once here, drop off, then head into the lake. Swim to the center island, get on land, and dig in through the wall. Just dig through the dirt and open the chest for 50 Rupees. Not much, but it's there, and you got it. Exit, then head to the southeast corner of the lake. Shrink on the stump, then swim to the southwest of the shack. Enter the hole.

Minish Woods

Quick visit. Just swim out of the little river, then swim north to another hole. Follow the icy path over to a chest containing a Kinstone piece. Backtrack to Lake Hylia.

Lake Hylia

Swim north from the shrinking stump. (My God, the faster swimming from that Joy Butterfly really helps.) Eventually, you'll see a small vine leading up to a small hole in the ground. So climb it and drop down. Fuse Kinstones with the Minish inside and a beanstalk will grow in an odd place here that we can't reach yet. But the fusion's done and out of the way anyway. Exit and drop into the lake again. Swim north further, and enter the hole. Follow the pathways, lighting torches (if you want, you don't get anything for doing that) and open the chest at the end for a Kinstone piece. Exit, then swim back and turn back to normal size.

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| KINSTONE FUSION #65 PERFORMED |
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Head west. Remember Waveblade's dojo? Well, head down there and you'll find out that Waveblade wants to fuse Kinstones. Do so and a waterfall will open up at North Hyrule Field. Exit his dojo now, and head north

into Stockwell's house. Flip the pot with the Cane of Pacci, then shrink. Speak with the dog, Fifi. (Named Borken in the PAL version of the game.) Do a Kinstone Fusion with her, and a chest will appear on the

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| KINSTONE FUSION #66 PERFORMED |
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Minish road to the mayor's cabin...turn back to normal, exit the house, and swim over to that corner of the lake. Shrink and enter the Minish road, ride the lily pad to the end, and open the chest for a Kinstone piece. Now head back, turn back to normal size, then head west to Lon Lon Ranch.

Lon Lon Ranch

Head west and enter the cave in the ranch area. Inside, split yourself into three (make sure you aren't at the bottom) and push the block north, then climb up the ladder to find Ankle, one of Tingle's brothers. Fuse Kinstones with him and a tree will open at North Hyrule Field. Now warp to Hyrule Town and exit north to North Hyrule Field.

North Hyrule Field

Head north to the four central trees, then go east, then south a little. You'll find a small area with a small vine leading up to it, and a lone rock. Get rid of the rock to reveal a small hole. Jump down this ledge, find the tree that sparkles, and dash into it. Shrink, then climb up the small vine and drop into the hole. Do a Kinstone Fusion with the Minish there and a chest will appear at Wind Ruins. Exit, and turn back to normal. Head to the southwestern corner of this area and jump into the river toward the north. Enter the waterfall that was opened from a Fusion to find Greatblade, one of the blade brothers. Unfortunately he can't do anything for us yet, as we haven't learned the highest sword technique yet. So at least we know he's there. Exit, then enter the cave. Inside, climb up, split yourself and push aside the block, and then exit. Head north to Royal Valley.

Royal Valley

Just a quick visit here. Cut through the haunted woods again (path is up, left, left, up, right, up) and go visit Dampé. He will want to do another Fusion, so do that for him. This makes a hole open up in Wind Ruins. Exit his home, then head into the graveyard. Climb down into the tomb of the northeast grave to find that Gina wants to fuse again. Do so and a tree will restore at the Western Wood. Exit the grave, and head south back through the Royal Valley (once you enter the haunted woods, just go south to immediately exit the other side) and exit south to Trilby Highlands.

Trilby Highlands

Over here, drop down and open the nearby chest to get a Kinstone piece. Head south across the bridge, then take a dip into the river. Swim right to the dig spot in the wall and dig through with the Mole Mitts. Inside, open the chest for a Kinstone piece, then dig to the ladder and climb down to find a Fairy Fountain, if you wish to bottle some. Climb and dig your way back outside, and swim to the little ladder so you can get back on land. Go across the bridges to the west and dig in through the other spot in the wall. Dig through the left

side for a chest containing a Kinstone piece, and then through the right side for a chest containing a Kinstone piece as well as a Mysterious Wall hidden behind dirt. Fuse Kinstones with this wall and yet another Goron will come help the group punching their way through a tunnel under Lon Lon Ranch. Climb up.

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| KINSTONE FUSION #22 PERFORMED |
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Up here, you'll find a Tingle brother named Knuckle. Fuse Kinstones with him and the last of the four central trees will open up at North Hyrule Field. Now, while nothing is said in-game yet, fusing Kinstones with

Tingle and his brothers have made a really special item available to you, which I will get into shortly. Nearby Knuckle is a

stump, so shrink on it and climb up the small vine into the Minish home. Fuse Kinstones with the Minish there and a pond south of here will dry up, revealing a way

down. So we'll go check that out. Exit the house, turn back to normal size, and start heading into the grassy field of this area that's south of the river. Go down the newly-revealed entry into the ground due to that recent fusion, and you will find a cave filled with Blue Rupees. Don't worry, no Rupee Likes, so go and grab them all then exit. Now head south of here and enter the lone tree within the grass. Fuse Kinstones with Percy there and a fallen tree will be restored at Western Wood. Awesome. Exit the tree and go south to Western Wood.

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| KINSTONE FUSION #24 PERFORMED |
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Western Wood

There's really no Kinstone Fusions to do, but there's stuff to look through BECAUSE of Kinstone Fusions. So! From the entrance, head south, you'll see a restored tree from the west. Behind it is a chest, open it for 100 Mysterious Shells. Just a bit south is a tree with an opening. Step in to find a Piece of Heart! Grab it and exit. Head south past the tree to find Percy by his home. But apparently, someone has broken in. Head inside to find that it's dim inside. The woman inside mutters that the darkness settles her soul, and to not turn on the lights...that sounds very creepy. Brace yourself, and use the Flame Lantern to light the torches. She is revealed to be a Moblin! Speak to it and it tells you not to tell anybody about this, then gives you 50 Rupees. That seems like a reference.

Exit the house, and Percy is not there. Enter the house, and suddenly he's there with the Moblin gone. Huh. Speak with him and after speaking a verse, will then give you 100 Mysterious Shells. Cool! Exit his house, past the tree, and then head south. Kill the Golden Octorok there (takes a crapload of slashes) and it will drop a big blue Rupee worth 100 Rupees. Nice! Nearby, there's another tree in an alcove, but there doesn't seem to be anything there...at first. Use the Mole Mitts to dig the ground there like a shovel (forgot to mention that you can do that) to find two big red Rupees, which are worth 200 Rupees each. Holy cow! Go spend that...somewhere! Well, with that, that's Western Wood covered. Head back to Trilby Highlands, then west to Mt. Crenel's Base.

Mt. Crenel's Base

Follow the base until you're on the west side. Have to cut through a cave then glide across using whirlwinds, if you remember. Once there, climb up to the area where you made a green Crenel bean grow and shrink on the rock. Move over to the small hole and fall down. Fuse Kinstones with the Minish there to make a chest appear nearby here. So head over there and open it for 200 Rupees. Awesome. Now use the Ocarina of Wind and take the Mt. Crenel warp.

Mt. Crenel

From here, shrink on the stone and then enter Melari's Mines. Right there, do a Kinstone Fusion with the Minish there. A chest will appear at Minish Woods. Prepare for a lot of Fusions...head south and through the door to find Melari. Do a Kinstone Fusion with him to make a beanstalk grow on the peak of Mt. Crenel. We'll do that soon. Exit his room, then head east. Enter the other south doorway to find the kitchen. Do a Kinstone Fusion with the Minish there to make a Golden Tektite appear here at Mt. Crenel. Now exit, then head north. In front of the east room, which is the bedroom, is another Minish who wants to do a Kinstone Fusion. Do that and a chest will appear at the raindrop infested Minish road at the peak of Mt. Crenel. Finally, follow the road north then west, and fuse Kinstones with the left miner there. This makes a chest appear at the Minish road to the spring water at Mt. Crenel's Base. And finally, that's all the Kinstone Fusions...at least here in the mines. That's the majority of them here at the mountain already. Exit the Mines through the left side and turn back to normal size.

Drop south, then head to the east. Climb up and go meet Grayblade. He wants to do a Kinstone Fusion, so oblige him. This makes a waterfall open up in Castor Wilds...that one is actually pretty important. Exit the dojo, then climb down three walls. Then head west to find a Golden Tektite. What a quick one...defeat it for 100 Rupees. Now head west to Crenel Wall and start climbing to the top, stopping on a ledge halfway up and opening the chest for a Kinstone piece. At the top, climb up the beanstalk to the clouds to find a Piece of Heart surrounded by Red Rupees! Grab them all and climb back down. Now climb down the left ladder to a ledge. The entrance there lives a Crenel Hermit, who I will mention later. Dig through the wall there. Inside, take a left and dig through that path to find another Piece of Heart. Now dig through the other path. Eventually, at the end, you will find a Mysterious Wall. Do a

Kinstone Fusion and yet another Goron will come help the group punching through the Lon Lon Ranch tunnel. Exit the cave, climb up the ladder, then use the mushrooms to fling yourself across to the other peak. Once there, shrink, then follow the south path through the Minish road. Dodge the raindrops and open the chest for a Kinstone piece. Exit out, turn back to normal, then warp to Mt. Crenel and climb down to the base.

Mt. Crenel's Base

Head to the east side this time, over to where the Mineral Water spring is. Access that ledge through the cave, up a ladder, then shrinking on the stone and following the Minish road to the spring. Open the chest for a Kinstone piece! Exit back, turn back to normal size, and warp to Castor Wilds.

Castor Wilds

Head north, climb up a vine, and follow the bridges north until there's no more bridges. Climb down there, then follow the path past an Eyegore statue, and dash/swim to the northeast corner. Enter the cave to find a Piece of Heart. To reach it, push the top right block left, and then the second-from-bottom right block left, then the middle up. Grab it and exit. Now enter the waterfall to find Scarblade, another swordsman trainer. Train here and your charge time for the spin attack will be decreased! Cool stuff. Exit, warp to Castor Wilds for a quick shortcut, then dash across the muck and stuff to the northwest corner of Castor Wilds. Shrink using the stump, then go through the Minish road on the lilypad to the other side. Drop into the leftmost hole, the one that was opened from a Kinstone Fusion. Open the chest for a Kinstone piece. Now exit, go back along the Minish road, get back to normal size, warp to Castor Wilds, and head to the Wind Ruins area.

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Wind Ruins

Follow the path of the Wind Ruins until you get to a chest in the middle of four pillars. Open it to get 200 Mysterious Shells! Climb up and follow the path until you get to a shrinking stump. Shrink, then head back the way you came. Go down the hole you see in the corner in the screen where you see three small vines to climb down on the south side. Inside, open the chest for a Kinstone piece. Exit and head back to the shrinking stump. Get back to normal size and continue to the south side of this area (after shrinking and disabling the Armos at some point) to find a Golden Octorok. Kill it for 100 Rupees. Continue along the path to find another chest. Open it for the game's last big bomb bag! Now you can carry 99 Bombs! (Or 50 if you have the PAL version that doesn't have a third bomb bag.) Now warp to Minish Woods.

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	BIG BOMB BAG #3	
	FOUND	
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Minish Woods

Just a very quick visit here. From the wind crest you land at, just head west and open the chest for a Kinstone piece. Now warp to Hyrule Town and head north to North Hyrule Field. We're getting to progressing the main story, don't

worry. Just a couple more things.

North Hyrule Field

Up here, it's finally time to investigate the four central trees that have opened due to Kinstone Fusions among Tingle and his brothers. Enter the southeast tree and climb down, open the chest for 200 Mysterious Shells and step on the switch to light a torch. Exit. Enter the southwest tree, climb down, open the chest for a Kinstone piece, step on the switch, then climb out. Enter the northwest tree, climb down, open chest for Kinstone piece, step on switch, climb out. Finally, enter northeast tree, climb down, open chest for Kinstone piece, and step on the switch. This makes a ladder appear in the middle of this cave. Climb out to find a hole in the middle of the four trees. Climb down and open the large treasure chest for the Magical Boomerang! This upgraded Boomerang not only has a much farther range, but if you hold the button down and press directions on the D-Pad, you can control it! Very neat!

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      _____  _____  
      |                |/  
      |MAGICAL BOOMERANG|  
      |          FOUND  |  
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      _____  _____
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With that gotten, exit out of the cave and head north to Hyrule Castle Garden.

Hyrule Castle Garden

Just a quick visit, head to the southeast corner and go down the ladder to meet Grimblade again. Do a Kinstone Fusion with him to make a waterfall open up at Veil Falls, which is our next destination. Return to North Hyrule Field, then head east to Lon Lon Ranch. From there, use the Cane of Pacci on the hole to jump up to a ledge. Go north.

Veil Falls

Climb down here and jump into the water. Enter the waterfall to find Splitblade's dojo. Train with him and the split gauge when charging your sword will fill up faster! Awesome stuff. Exit the dojo, then swim right to the piece of land there. Dig through the grey wall there to find a Blue Chuchu. Stun it with the Boomerang first before killing it, then dig through to the two chests. Open them for 50 Mysterious Shells and 50 Rupees. Now exit Veil Falls the way you entered. Head west to North Hyrule Field, then from there, exit out of it through the northeast side back to Veil Falls. Once here, climb down and into the water, and just swim to the Piece of Heart there. Now climb back up and head north to see a grey wall. Fuse your golden Kinstone piece with it and a door will open! Head inside. Take out your Flame Lantern so you can see, and follow the cave to go upstairs. Something I forgot to mention before, but if you stand on those cracked spots on the ground too long, they collapse. Anyway, upstairs you'll face a new enemy: Wisp. If you let these floating, fiery skulls touch you, you will get cursed temporarily, preventing you from using your sword. Which sucks. Either avoid them or use your Gust Jar/Boomerang to get rid of them. Exit out.

Out here, avoid the Rock Chuchu and simply climb up the wall here. At the top, investigate the gravestone to reveal a wind crest! Now you can warp here whenever. Head into the cave entrance up ahead. Inside, bomb the suspicious wall nearby and open the chest inside for 50 Mysterious Shells. Now, if you head downstairs, you'll find a semi-flooded room with a bunch of Rupees, that leads you out to seemingly nowhere (but leads to the result of a certain Fusion once you do it). Heading up the ladder, or going upstairs and exiting the left door from up there leads to the same place. So after going upstairs, open the chest for 100 Rupees, then exit out the right. Climb up to the top.

Up here, you'll notice something huge hiding behind the mountain, and it sounds like a Goron...but you can't do anything with him. So just climb up the ladder and enter the giant whirlwind to get whisked away to the clouds!

Cloud Tops

This game has such great music...anyway, we're up in the clouds high above Hyrule, where the Wind Tribe lives. Maybe we can find out about the Wind Element here! Anyway, right here is a person from the Wind Tribe, named Hailey. She wants to do a Kinstone Fusion, so oblige her. This makes a Golden Tektite appear in Veil Falls.

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+-----+
| KINSTONE FUSION #53 PERFORMED |
+-----+
Head east
+-----+ and you'll find another Wind Tribe woman.
| KINSTONE FUSION #54 PERFORMED | Perform a Kinstone Fusion with her and a
+-----+ waterfall will open down at Veil Falls. Now
step into the red whirlwind to get sent
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higher up. Up here, dig through the clouds a bit to access the chest here. Open it for a golden Kinstone piece, then drop down right beside it. Avoid the Cloud Piranha and go step into the other red whirlwind to the north.

Head north, dig through the cloud there to find a Kinstone piece, then jump into the whirlwind here. Glide to the west, then drop down. Here, kill the Cloud Piranhas (attack when they jump up) and a bit of the cloud will disperse, revealing a golden Kinstone piece! Grab it then step into the red whirlwind. Dig through the cloud, jump into the whirlwind, and glide to the west so you're in the northwest corner. Dig through the clouds to find three chests and a Kinstone piece. Open the chests for 100 Mysterious Shells (total) and a golden Kinstone piece. Jump into the whirlwind and glide to the cloud just south of you. Drop down here, then look north to see a Lakitu. Yeah, a Lakitu. From the Mario games. Use the Gust Jar to suck away its cloud so you can get through. You'll see another golden Kinstone piece locked away for later, so head back up using the red whirlwind.

Jump into the whirlwind here and glide south to land on a cloud. Here, dig away the clouds so you can open the chest for 50 Mysterious Shells. The other clouds here contain a Kinstone piece. Drop down here. In here, if you look north, you will see another Lakitu. Get rid of it to open a path to another locked golden Kinstone piece. Use the red whirlwind here however to find a chest containing a golden Kinstone piece. Dig through the clouds here for another Kinstone piece, then drop down. Head south and take the east red whirlwind, then drop down the other hole. Here, kill the Cloud Piranhas to reveal a golden Kinstone piece! Collect it and use the red whirlwind next to it.

Open the chest for 50 Mysterious Shells, then jump into the whirlwind and glide southeast. Here, dig through the clouds for a Kinstone piece and a small place to drop down. Once there, use the red whirlwind. Dig through the clouds for a Kinstone piece then head north. Dig through the clouds for a Kinstone piece, then jump into the whirlwind and glide northwest. In here, dig through the

clouds, jump into the whirlwind, and glide around to the east side. Jump in to return to where you started. Now, approach the golden Kinstone piece there, and fuse one of yours with it. This makes a windmill turn nearby. Take the red whirlwind, then drop down the other hole. Step into the red whirlwind to the north, head north, dig through the cloud, and drop down. Fuse with the golden Kinstone there, then take the red whirlwind.

Jump into the whirlwind and glide west. Dig through the cloud, jump into the whirlwind, glide southwest to the western-middle cloud. Drop down, head north, and fuse Kinstones with the golden one. Head back up using the red whirlwind. Jump into the whirlwind and glide south to the southwest corner. Drop down there, head north, fuse Kinstones. Go back down and take the east red whirlwind. Drop down the other hole, then take the red whirlwind to the north. Jump into the normal whirlwind here and glide to the southeast. Dig through and drop down, then take the red whirlwind. Go north, drop down, and fuse Kinstones. With that, a giant whirlwind makes its appearance. So take the red whirlwind, jump and glide northwest, follow to the other whirlwind, and glide around to the east side. Drop down, then step into the large whirlwind.

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+-----+
| KINSTONE FUSION #04 PERFORMED |
+-----+
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In case you're wondering, I counted all five of those Fusions as one. Anyway, up here, you'll find a large house. Ezlo makes a comment about it, thinking we could ask around for the Wind Element. Check the gravestone there to make a wind crest appear, so now all we can do to get back up here is use the Ocarina of Wind! Enter the building. Once inside, head upstairs. Enter the room here where Gregal is. Do a Kinstone Fusion with Caprice and a chest will appear at Veil Falls. Now speak with Gregal, and as thanks for ridding

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_____  _____  that ghost that was making him ill earlier, he gives you
|          | /         | the Light Arrow! The light that these arrows emit can
| LIGHT   | ARROW     | destroy most enemies in one hit! To use, just hold the
|         | FOUND     | button to charge it before firing. Now exit the room and
'| \      |           | go upstairs. Up here, if you enter the room, you'll find
_____  |           | three chests. Open
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them for Kinstone pieces. Now approach the plump...Wind Tribe woman, Flurris, and do a Kinstone Fusion. This should make a Golden Rope appear at Castor Wilds. Head upstairs.

Enter the room here, open the chests for Kinstone pieces, and speak with Siroc. She says who the Wind Tribe is (special people who used their magic to make their home in the clouds) and she knows all of what's been happening. As such, she lets you make way to the Palace of Winds, where you can find the Wind Element. Now, do a Kinstone Fusion with her to make a chest appear at Royal Valley. Now you can head upstairs. Just speak with the girl there and head up. Up at the roof, you'll see a large whirlwind. This leads to the Palace of Winds, so prepare yourself, and step in to get taken up...

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+-----+
| KINSTONE FUSION #58 PERFORMED |
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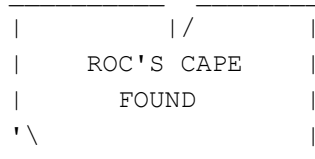
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PALACE OF WINDS

Welcome to a floating palace in the sky, your next dungeon. Follow the path here. Slash the switch, cross the two bridges, avoid the Peahats (or make them drop down into the abyss by throwing the Boomerang at them) and hit the switch again. Cross the bridge, and move so you can throw the Boomerang at an angle

to hit the switch. Continue. Here, slash the skulls to unveil some glowing tiles, then push the block between the torches off. Hit the switch from afar, then split into three. Cross the bridge and push aside the large block. Head north. Here, wait for the moving platform, hop on, and ride it while moving to dodge the blocks in the way...and the Bombarossas. At the end, head west.

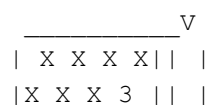
As you may notice, the map is quickly going to become useless. Follow the grated floor after climbing up to it, dodging Winders and Bob-ombs, and head west. Here, Ezlo comments on how fluffy those clouds look. Look south, and hit the switch from afar. Cross the bridge, head west when the log isn't in the way. Hit the switch, then place a bomb by it and cross the bridge before it goes off. Continue to get locked into battle with two Wizzrobes, then another four when those are defeated, then another six when those are down. When all are killed, open the large chest that appears for Roc's Cape! With this item, you can jump! If you hold the button, you can fly a little farther from your jump, letting you cross larger gaps! Jump east, and head east.



Head east and north when you can. See the square part of the grating? Jump in place there to get below the grating. Open the chest for a Kinestone piece. Jump back up, then head west. Jump up the series of clouds to reach the second floor. Up here, jump east where the torches are, then east again when the Bombarossas aren't in your way, to the next screen. Here, go to the bottom of the blocks and push the one above you north, then the next north one up, then the next one off the ledge, then the one beside you to the right. Now split yourself into three, walk south, and position you and the other three so that when you slash, you'll hit all four switches at once. Defeat the Spiked Beetles with the Cane of Pacci, then head east. Here, go north when the fans aren't blowing until you're at the north side, then jump east. Then head south again, cautiously. Once at some fans with a hole in front of them, head over, hide in the hole until the wind goes away, then quickly hop out, fill the hole with the Cane's magic, then use it to jump to the ledge above. Follow it.

At the end of the path, jump on the panel to get below the grating, go to the other one (beware the Rupee Like) and jump into the panel to get back up. Head west and jump onto the panel when the platform is below. Ride it to another panel and jump up. Head north and jump up the stack of clouds to the next floor. Once there, split yourself into three, wait for the platform to come, and get on it. Dodge the blockades, climb the steps, and head over to the block. Push it left, then go down the steps to the south. Push the blocks that are below the tiles off the ledge, then wait for the moving platforms. Get on, and dodge the blocks in the way by jumping left and right between them.

At the end, jump off, jump into the grating, head east. Jump onto the panel onto the platform below, ride it, and jump through the panels as you follow the platform until you reach the end. Here, jump into the panel then head north. Here, hide in a hole and wait for the log to roll left, then use the Cane of Pacci on the hole next to the right wall so you can jump up to the high ledge. Cross it, and here, split yourself so that each of you are next to the three switches and slash them all at once when you split. This makes a shrinking pedestal appear. Shrink there, then head south through the hole. You'll find a maze of pots! I'll put a little map here.



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< 9 54 2||X|
|X 8 6 X || |
| X 7 X 1 |
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So first, push the one in front of you off. Next, follow the numbers on the order of pots you're supposed to push. For 1, push it left. 2, push it up. 3, push it up. 4, push it down. 5, push it left. 6, push it down (off the platform if you want). 7, push it down. 8, push it up. 9, push it up. And there you are! Head through the hole, then go north through the hole at the north wall. In here, follow the path to a shrinking pedestal. Turn back to normal size. Go back south a screen where you entered, and hit the switch from afar to make the door open up and a [[SMALL KEY]] to drop. Pick up the key then exit out the newly-opened door. Jump east, head south, then go west over the wall to the rolling log. Just jump over the log and open the locked door to head through. Now just jump up the stack of clouds to the next floor.

Up here, jump off and head northwest. Here, you'll have to cross the bridge while being wary of the fans. The way they move seems random, but it's really a convoluted order. So if you can, memorize it so you know when to stop and when to go. At the other side is a mess of blocks. Push the middle block to the left, then the right block of the two in the middle row to the right. Jump over the spikes, then go down. Wait until the fan starts blowing, then jump across the giant gap with the help of that fan. Head north to the next screen. Jump across the platforms, ignoring the Lakitus there. At the end, jump up the stack of clouds, then jump east across the large gap. Climb the steps, kill the Bow Moblins and open the chest for a Kinstone piece, then go back down the steps and jump east. Jump up the stack of clouds to the top and jump east. Jump up the final stack of clouds to the top floor of the dungeon.

Head south here through the doorway. In here are a couple of Ball and Chain Soldiers. To defeat them, wait until they swing the ball, then go in and attack them. Repeat until both are dead, and a [[SMALL KEY]] will drop. Pick it up and open the locked door (not the big one to the south). Here, just head west since there's nothing to do here yet. In here, slash some pots but leave at least one (might have to use pokes while charging the sword to do that), and push it onto one of the switches. Now split into three adjacent to the remaining switches and stand on them. Head through the door that opens. In here, step on the switch over there to activate the fan. Use the fan to jump south. Here, you'll fight Moblins and Ice Wizzrobes. The Ice Wizzrobes go down in one hit with the Flame Lantern, if you choose to get that close. Otherwise, just dodge their attacks and slash them. Once they're gone, head through the door.

Here, attack the Stalfos with your Bow, jump across, and head east through the doorway. Step on the switch over there to activate a fan, then just jump north using the fan. Push the block in front of the chest left and open it to get a [[SMALL KEY]]. Now push the block, on the opposite side of the one you first pushed, to the right, then the one above, up. Head through the locked door, open the large chest for the Big Key! Exit, then head east, then head through the giant door to the south. In here, after Ezlo makes a comment, jump down where the tiles "point" to. You'll drop to a platform, and will have to fight a Red Dark Nut. This is basically a stronger Dark Nut. Defeat it in the same way as before, and a blue portal will appear, with a bridge forming so you can continue. Nope, that wasn't the boss of the dungeon. Looking at the map, you fell back down to the first floor again. Well, that kinda sucks. Anyway, head north.

Finally inside of a building, it seems. Take out your Flame Lantern, as it's dark in here. Just to the right is a ledge you can climb up to that has a large chest. Open it for the Compass.

About time, we'll most likely see the Dungeon Map soon as well. To the left is a place to head upstairs, so go up. Here, you have two choices. Head north, then east through the doorway. In here, drop down the center hole. Open the chest for a [[SMALL KEY]]! Head back upstairs, then take the south doorway this time. In here, go and take out the Peahats first, then split using the glowing tiles, and make your way carefully to the switches to the south, and hit all four of them. Enter the door.

Jump over the rolling logs, climb up and open the chest for a [[SMALL KEY]]. Head east from here and drop down. Enter the locked door. Here, jump south to the whirlwind and follow the whirlwinds over to the ledge to the east on the north wall, while making sure not to hit the Bombarossas. Enter the doorway. Head north here, and use a spin attack to hit both switches, opening the door here that will act as a shortcut. Go back south and head upstairs. Go west, then jump down. Defeat the Wizzrobes and open the chest for a Kinstone piece. Head east, then go upstairs. Head north, then west. Inside, fight off all the Fire Wizzrobes and a large chest will appear. Open it for the Dungeon Map! Great. Head west and take down the Floor Masters from a distance, then pull the lever to open the door. Head upstairs. To the right is a Bombarossa floating above a pit. Ready an arrow from your Bow, and shoot it when it's near the cracked blocks on the other side to blow them up. Jump across. Over here, get rid of the Gibdos and Stalfos, then light the torches to make a red portal appear.

Jump back across, then head northwest from where you climbed up here. Push the blocks off, jump across the gap, and enter the door. Follow the path to get a Piece of Heart! Head back inside and drop down the gap, since there's no other way out. Just go south and back upstairs. Jump across to the east, and go north, throw the Boomerang at the switch, jump back west, go north from there, enter the door, and open the chest for 200 Rupees. Head back, jump across, and open the locked door. Go upstairs. Kill the Gibdos and bomb the cracked wall. Head through. Here, kill the Stalfos and Fire Wizzrobes, then bomb the north side of the west wall until you uncover a hole. Head through. Bomb the cracked blocks here, then go through the doorway.

Here, move your way around the Bombarossas while trying not to set them off, because if you do, they'll hit the switch and close off the door. Just make your way to the two Bombarossas that are separated, and push the block between them up, then the next one left. Head through, and open the chest for a [[SMALL KEY]]. Head back into the Bombarossa room, push the middle block down and the one left of it left, then just hit the Bombarossas to get a path. Once out of the room, stand on the cracked floors long enough for them to crumble, and drop down. Head through the locked door there. Jump across the spikes to the east, follow the path. Push the block in front of the chest aside and open it for a Kinstone piece. Head back to the entrance of the room and follow the regular path. Get through the maze (only one path, the splits end very quickly, so it's not hard to maneuver around) until you reach the bottom right corner. Push away the bottom right blocks, hop across, and head to the stack of clouds.

Hop up them partially, and jump to the east. Hop up this stack of clouds to the next floor, and head east. Open the chest for a Kinstone piece, then head back, drop down, hop up the clouds a bit, jump west, then finally hop up those clouds. You'll end up in front of another big door, so head through...follow the path, and step into the large whirlwind...

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BOSS: Gyorg Pair

You'll get dropped onto a male (blue) Gyorg, and the female (red) will come up. Jump on her. Some of her eyes will open, so split yourself so that you are lined up with the eyes and go slash them. Once done, a male Gyorg will come along. Hop on him. During this ride, avoid the tail by jumping as it swings it around, and slash any of the eyes that open up. Once it's damaged enough, it will ram into the female Gyorg, so jump on her. Repeat the process of splitting the right way to hit all her eyes that open up, though this time you have to dodge shots from a male Gyorg. Once the female's taken enough damage, hop on the male. Repeat the process with him, only this time having to deal with baby green Gyorgs flying at you.

You'll get back on the female, so attack her eyes while dodging the shots from the male, then hop on the male once you've got her down. Slash his eyes while dodging the green baby Gyorgs (they can be defeated by slashing though) and the male will go down. Quickly hop on the female. Split and slash her eyes one final time to defeat the entire pair...

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	WIND ELEMENT			HEART CONTAINER	
	FOUND			FOUND	
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You've finally got the last element! Grab the Heart Container that appears and exit through the green portal...

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ITEM SUMMARY

Inventory:

- White Sword (Three Elements)
- Small Shield
- Pegasus Boots
- Gust Jar
- Mole Mitts
- Roc's Cape
- Cane of Pacci
- Flame Lantern
- Ocarina of Wind
- Magical Boomerang
- (Remote) Bombs (99)
- Bow w/ Light Arrow (99)
- Empty Bottle (3)

Quest Status:

- Earth Element
- Fire Element
- Water Element
- Wind Element
- Grip Ring
- Power Bracelets
- Flippers
- Kinstone Bag
- Big Wallet (999 Rupees)
- Tiger Scroll #1
- Tiger Scroll #2
- Tiger Scroll #3
- Tiger Scroll #4

- Tiger Scroll #5
- Tiger Scroll #6
- 16 Heart Containers
- 33 Heart Pieces (1/4)

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| VAATI'S DESTRUCTION | =====
\ _____ / [WALK_6]

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You'll appear back on the roof of the Wind Tribe's home. Ezlo says to go and infuse that last element into your sword. Sounds like a plan! Head downstairs, and go meet Siroc. She wants to do another Kinstone Fusion, so do that to make a chest appear at Royal Valley. Now go and head downstairs.

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| KINSTONE FUSION #59 PERFORMED |
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Flurris, that plump lady, wants to do another Kinstone Fusion. Do so and a tree will restore itself at Western Wood. Now go to the bottom floor of this building, exit, and use the Ocarina of Wind to warp to Hyrule Town, then north to Hyrule Castle Garden.

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| KINSTONE FUSION #57 PERFORMED |
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Hyrule Castle Garden

Cut through the garden to take the secret entrance into the castle just like you did before. The guards haven't changed their patrol patterns. Take the ladder on the northwest corner, through the tunnel to the castle, then into the Elemental Sanctuary.

Elemental Sanctuary

Head through to the pedestal, set your sword down, and the Wind Element will be infused into the sword. With the power of all four elements, your sword has become the Four Sword! It has increased range and power, can split you into four, and when you charge the sword and perform a spin attack, you will unleash a special energy wave similar to the one in A Link to the Past. This special energy wave is important, as it can break curses! A door has opened...head through. In this next room, you'll approach stained-glass windows. Looking at them, you'll be watching the game's backstory intro again, only with an added part of the story: the light force was embedded into the bodies of Hyrule's princesses. Vaati sees this, and knocks Link out. He then heads straight for Zelda. Link later wakes up, and Ezlo urges you to go get Vaati! Exit out of the Elemental Sanctuary, splitting up to step on the switches.

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|   | /   |
| FOUR SWORD |
| FORGED   |
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Once you exit, you'll find that something looks different...walk south and you will see a couple of soldiers and Minister Potho turned to stone! Use your charged sword beam on them to cure their stoned curse, and exit.

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DARK HYRULE CASTLE

The real King of Hyrule must be hidden somewhere here, and Princess Zelda has most likely been kidnapped by Vaati, and sent away up towards the roof of the castle...which has been transformed. Vaati must be stopped! South just leads to some pots you can break for refills and a couple of Fairies. From the entrance,

head west, climb, and kill the Moblin there. Head north. Walk past the fire bars to the north, and then head downstairs. Once there, head east to find prison cells. You'll find King Daltus in one of them, but he's cursed. Head back upstairs, and bomb the east wall. Inside, shrink using the pedestal, then exit, go south, and drop down. Go north to return back where the prison cells are. Head through the hole there and turn back to normal with the pedestal.

Step on the switch to open both prison cells, then go over to Daltus' cell and cure his curse with a charged sword beam. Speak with him. He gives you a [[SMALL KEY]]. Head back upstairs, and as the locked door here is actually a Mimic, go south, using a shortcut at the fire bars room by splitting to push the block aside. Once there, open the south locked door, the other one's a Mimic. Follow this hall to the middle, get rid of the Moldorms, and climb up to the large treasure chest for the Dungeon Map! Now head back west a little and head upstairs. Up here at the first floor, you're free to exit Dark Hyrule Castle at this point, and if you want to do so, continue reading at the next walkthrough section after this one.

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	DUNGEON MAP	
	FOUND	
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So head north here, then go west when you can. Follow the hall there until you get to some cannonballs being shot out toward you and some splitting tiles. Ezlo comments that your sword could maybe deflect the shots, so split up, and slash when the cannons shoot to destroy them. Continue, take down the Floor Masters, and continue through the door. In here, you'll have to step on every blue tile to change them into red tiles. To do that, just go right all the way, then up, left all the way, up, right all the way, up, left all the way, then up all the way, right, down all the way, continue the zig-zag motion to the end. If you mess up, step on the switch to reset the blue tiles. Once done, continue along the halls.

Here, split yourself on the tiles, and move south while dodging the Trap, and step on the switches at the end to make a chest appear. Open it for a [[SMALL KEY]]. Grab it and jump off south. Head toward the entrance/exit room and head downstairs through the east locked door. Follow the hall here north until you get to a square of splitting tiles with cannons above. Split yourself so that one is on the bottom left, one on the second-from-bottom on the right, one on the second-from-top left, and one on the top right. Head forward, line up, and slash to deflect the shots back. Continue forward, where you'll find a bunch of blue Keatons. Kill them all. Once they're gone, bomb around the southwest corner to blow up an entryway! Head in. Go north past the Winders and climb upstairs past the Traps. Continue to see the King's throne, where you'll fight a Red Dark Nut! Defeat it and the doors will open...and the throne will shake a little. Push it aside to find a staircase! Head east first and open the large chest for the Compass. Head back and go downstairs.

	/	
	COMPASS	
	FOUND	
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Follow this dark hall past Gibdos and Keese to the east, and head upstairs. Continue east, then upstairs. Here, there's a Spark here. Remember what's said about Sparks? Hit them with the Boomerang to turn them into Fairies. So if you're low on health, go ahead and do that, then leave, and come back, as Sparks respawn when you leave the screen/room. Anyway, exit out here, you'll be outside the castle for a bit. Jump into the whirlwind and glide south, being careful of the Bow Moblin and the cannons. Head south at the other side, then enter the doorway. Split yourself here and move to the block, shoving it south. Head out, go south, gliding along the group of whirlwinds, dodging the cannon

shots. You'll eventually reach the southeast outside corner of the castle. You can enter the tower, but you can't do anything to it. So just continue west. Hit the switch from across the gap to create a bridge, walk across it. Enter the castle here (though you can hit the other switch for some pots for ammo).

Here, split yourself so that two are on both of the bottom corners, and two are between the middle tile on the top. Head up, position yourselves, and slash all four switches to open the big door ahead. In here are two Ball and Chain Soldiers. Take them out and a red portal will appear, as well as the two doors on the side walls being opened. Head west, then north. In here, get on the platform, and ride it to the grated floor above. Jump through there and hit the two switches up there to open the door. As for the bombable blocks in the way...you'll have to grab a Bob-omb with the Gust Jar, then spit it out at the blocks. Once done, use the platform to continue north.

Go east to find a line of Sparks. Goody! Free Fairies! Head north to fight a Black Knight, which is basically a black Dark Nut, strongest variation of it. It also has a charged sword lightning attack just like the red ones do, so be careful. Once it's defeated, the doors will open, a blue portal appears, and Dark Nuts of all kinds start appearing throughout this floor. Well...that seems like bad news. Head north to find that there are four lock blocks preventing you from pushing aside the big block by splitting...so you'll need to explore this floor and find four keys. Knew it wasn't going to be that easy...head back south to the line of Sparks. Head west and fight against a Red Dark Nut. Once it's defeated, all the doors will open, including the large door. Head through where that large door was.

In here, kill all the Stalfos and the two Wall Masters, then shoot the eyes on the north wall to open the door ahead. In here, push the middle block aside, then the bottom block down. Drop down the hole here, then go upstairs. Step on the switch to make the door open. Head upstairs and open the chest for a [[SMALL KEY]]. Head back downstairs and through the door...which unfortunately seems like a dead-end. So head back in, and push the middle block of those three aside, then the bottom one down. Head east, south, east to the line of Sparks, and east again to fight against two Dark Nuts. After their defeat, all doors will open, so head north. In here, light all the torches with the Flame Lantern quickly before they go out, and the door ahead will open. So take it.

Fight off the Ghinis (one of them, when defeated, will get rid of all of them) and head east. Go upstairs, open the chest for a [[SMALL KEY]], then head back downstairs, west, south, south to where you fought the two Dark Nuts, and south again. In here, jump through the panel on top of the grating, and follow it. Drop down, and head through the doorway. Fight off a Red Dark Nut and all the doors will open. Head south. In here, split yourself so that you're all in the shape of a plus symbol (except without the one in the middle), and move south, get in between the switches, and do a spin attack to hit all the switches. Once done, head east. Step on the switch to open the door, head upstairs to grab a [[SMALL KEY]] from the chest, then go downstairs. (If you want to clear out the map, go downstairs again. No point to it, just to fully explore the dungeon.)

Head back west, then north. Go west twice, and fight off the two Dark Nuts to open all the doors. Head south to find another tile puzzle where you have to turn all the blue tiles red without going over a red one. To solve this (directions by tile), from the start, go down all the way, then right, up, right, up twice, left, up, right twice, down all the way, right all the way, up, left, up, left, up, right, up, down three times, right. Enter the door. Defeat the Ghinis and head out. Head west, then enter the tower. Go downstairs if you want to complete the map, and head upstairs all the way to get the last [[SMALL KEY]]. Exit the tower, and make your way back to the very north room, where those four lock blocks are. Get rid of all of them, split into four, and

push aside the block. Open the large chest for the Big Key! Finally!

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|      | /   |
|      BIG KEY |
|      FOUND  |
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Head back south, and for the lazy man's way of getting back to the big door, step into the blue portal, then into the red portal. Though if you want some potions to prepare yourself, go on and exit the castle after taking the blue portal. Once you're ready, open up the big door and head in...you'll find Vaati. He's in the middle of his ceremony to extract the light force from Princess Zelda (which could potentially kill her)...and with three more chimes of the bell, the ceremony will end. You'll have to rush toward him before the three bell chimes! Ahead is a Ball and Chain Soldier. Take him down and head upstairs. In here, take down all the Keatons, then split yourself up to step on the switches. Continue. Three Dark Nuts you'll have to fight here, oh boy...be quick with all of these, as you ARE on a time limit. If you get there on time, great! Vaati will stop the ceremony, but he still has some of the light force. He feels powerful enough to take you on...and warps you to the room where you fought the three Dark Nuts. He transforms...

~~~~~  
FINAL BOSS: Vaati Reborn

Vaati transforms into a tall, demonic sorceror, with mini eyes circling around him, similar to a Patra. He has various attacks, such as throwing fireballs everywhere, sending a homing dark shot at you that locks you in place and damages you if it touches, and his eyes can shoot laser beams. He can also teleport around. To damage him, attack the circling eyes to destroy them. When all are gone, Vaati is stunned, with the gigantic eye on his body opened. Go and slash that eye! Eventually, after enough damage is dealt, he will spawn those dark orbs to circle around him instead of eyes, and do the same kinds of attacks, just harder to avoid. Like the laser ones, he'll move along the whole room. Either get behind him or hug a wall and hope he doesn't hit you. To deal damage, use the Gust Jar on the dark orbs to reveal them as eyes, and then slash them. Repeat the process, though he'll try to warp around to avoid getting hit, so be faster than him.

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After having dealt enough damage, you're teleported to a strange area. Vaati transforms yet again...

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FINAL BOSS: Vaati Transfigured

Vaati is no longer recognizable...he's now a giant, dark, demonic eye. Vaati's attacks at this point consist of sending dark orbs out that leave dark spike traps on the ground (just slash them away), pounding the ground to make rocks fall, and fire out lightning balls. To get to damage Vaati, arrow his eyes that surround him. Four won't open and will turn blue when hit, while the other four will open. Once the four eyes are open, split yourself accordingly and damage each eye at once. Once they're destroyed, go and slash Vaati himself until he closes his eye. Repeat the process. Vaati doesn't really change much on this form, he just usually becomes faster with the more damage dealt to him, thus he gets more annoying to hit. If you get low on arrows, slash the dark spikes he sends out, as those have a high chance of dropping arrows.

~~~~~  
After enough damage is dealt, Vaati seems to be defeated. Head up to Zelda, and

use your Four Sword (charged sword beam) to restore Zelda back to normal. Suddenly, the castle starts collapsing in on itself! You're automatically taken to the front door, but you can't exit that way! We need to head to the sanctuary! Head downstairs from the west side, follow the hall north, go down the stairs, and head towards the Elemental Sanctuary. Before you're allowed in, sudden lightning comes up...it's Vaati! He teleports you to an arena, and shows you his even more gruesome form...alright Vaati, you want a piece of this!?

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FINAL BOSS: Vaati's Wrath

A giant demonic eye with arms...he attacks by moving around and swiping his arms, shooting electric energy balls, and can stick one of its arms into the ground and come up where you are, swiping its arms around, shooting quick yellow energy balls at you, and being a general annoyance. However, if you swing the Cane of Pacci at it and let the magic hit it, it will detach from Vaati and stay still, revealing a small hole. Shrink using the nearby pedestal and enter that arm. Inside are a bunch of small eyes floating around. What you have to do is find the one that is glowing slightly more from the rest of them and attack it. Once that's done, quickly exit, as the arm will explode. Turn back to normal size.

Now to do that to the other arm. Wait for him to get his other arm to attack, swing the Cane of Pacci towards it, then head over to the pedestal to shrink. Be careful, as with both arms, Vaati will try to ram into you to keep you from doing anything. Enter the arm and you'll find out it's dark. Use the Flame Lantern, find the right eye, and slash it until it's gone. Turn back to normal size.

Now that both arms are gone, the four small eyes in front of Vaati will open up. Split yourself with the Four Sword and wait until the eyes start glowing, and when they shoot energy balls, reflect them back with a slash. If all four are gone (will happen when you're lined up properly), Vaati will be stunned, so go over and slash him. This is kinda hard to do, as he can disrupt your clones with the electrical attacks if he hits any of them and causes damage to you in the process. If at all possible, try to not go with the split entirely until you're sure you'll have a clear shot at the eyes.

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Once enough damage is dealt, Vaati will finally be defeated. The magical cap will disperse from him, and he will disappear. Where may he be? Who knows. Either way, Ezlo returns to normal, and Zelda uses the cap one last time to grant her wish, and bring everything back to normal...Ezlo then returns back to his own world, but not after giving Link a cap...enjoy the credits sequence. You beat the game! ...But wait, aren't we missing some stuff?

+++++
ITEM SUMMARY

- Inventory:
- Four Sword
 - Small Shield
 - Pegasus Boots
 - Gust Jar
 - Mole Mitts
 - Roc's Cape
 - Cane of Pacci
 - Flame Lantern
 - Ocarina of Wind
 - Magical Boomerang

- (Remote) Bombs (99)
- Bow w/ Light Arrow (99)
- Empty Bottle (3)

Quest Status:

- Earth Element
- Fire Element
- Water Element
- Wind Element
- Grip Ring
- Power Bracelets
- Flippers
- Kinstone Bag
- Big Wallet (999 Rupees)
- Tiger Scroll #1
- Tiger Scroll #2
- Tiger Scroll #3
- Tiger Scroll #4
- Tiger Scroll #5
- Tiger Scroll #6
- 16 Heart Containers
- 33 Heart Pieces (1/4)

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| ITEM CLEAN-UP
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=====
/ [WALK_7]

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After beating the game, you'll be prompted to save. Do so, because the next time you boot up the game and look at your file, you'll notice a golden triangle in the corner. This signifies you've beaten the game, and by having beaten the game, a few new things open up that you can do. This is why I decided to save getting everything for after beating the game once, as you really can't get everything in the game otherwise. I'll mention those as we get to them, but for now, reboot the game and exit Dark Hyrule Castle. Return to Hyrule Town.

Hyrule Town

First off, go visit Swiftblade. Unfortunately Hyrule Town looks a bit empty, but mostly everyone's actually indoors. Every mini-game still works. ANYWAY, at Swiftblade's, now that you have Roc's Cape, you can learn one final technique from him: the Down Thrust. Jump with the Cape, then at the peak of your jump, use the sword. Link will drop down to the ground, sword first. This mighty

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_____ attack pierces an enemy's skull, where he likely doesn't
| | / | defend! You'll get a Tiger Scroll to review it! Exit.
| TIGER SCROLL #7 | Now to do Heart Piece clean-up. First, enter the
| FOUND | carpenters' house, shrink using the pot there, and exit.
'\ | Enter Dr. Left's home, exit through the fireplace, follow
_____ the path to Stranger's home, exit to the north, make your
way through where the cats were, over to inside the
fountain cave where you found the Power Bracelets before. | | / |
Swim or jump across to the left for a Piece of Heart! | HEART PIECE #34 |
Backtrack and turn to normal size. Next, head toward the | FOUND |
north side of Hyrule Town, by the '\ |
| | / | bazaar. See the bell hanging off the
| HEART PIECE #35 | arch? Jump into it to knock out a Piece of Heart! Next,
| FOUND | enter the school. Shrink using the pot in the classroom,
'\ | and exit out the right hole. Once _____

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in the playground, head into the
 Minish road on the north side. Here, run to the end to
 find a large block. Split into four and move it aside to
 grab the Piece of Heart. Return to inside the school and
 turn back to normal. Finally, the Figurine Lottery. For
 getting 130 Figurines and talking to the guy sitting outside the cafe, you'll
 get access to a special house, which contains not only a Piece of Heart, but
 also a couple chests containing 200 Rupees each and access to a sound test via
 the record player there. By beating the game, six new figurines are added, and
 if you get 136 Figurines, you'll be rewarded with the Carlov Medal. It replaces
 the spot where your Mysterious Shells would be counted, since you don't need
 to collect them anymore!

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	HEART	PIECE #44			CARLOV MEDAL
		FOUND			FOUND
'\				'\	

One final thing. Tina, the purple-dressed schoolteacher here in Town, has a
 Kinestone Fusion available. However, she's fickle about it and she doesn't
 always want to fuse. So if you come up to see her and she doesn't want to fuse,
 exit the school and re-enter it until she does. This Kinestone Fusion will make
 a chest appear in Trilby Highlands! Exit the school, then exit town south.

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| KINSTONE FUSION #39 PERFORMED |
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South Hyrule Field

Down here, remember Tingle? Well, now that
 you've gotten the special Tingle brother
 prize (Magical Boomerang), he'll want to do
 another Kinestone Fusion. Do so, and a Golden
 Tektite will appear at Mt. Crenel. With that
 done, warp to Lake Hylia.

Lake Hylia

Head north from the wind crest and go meet
 David Jr. He wants to do another Kinestone
 Fusion, so do that. A chest will appear on
 the Minish road to Melari's Mines at Mt.

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| KINSTONE FUSION #61 PERFORMED |
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Crenel. Now, use the
 Roc's Cape to jump along the islands just east of here to
 grab a Piece of Heart! Continue jumping north to the wall
 you can dig through...do so. Once in here, take a right
 and start digging. Uncover the chest and open it for a
 Kinestone piece, and climb the ladder. Back up at the
 surface, climb down the other ladder, dig along, and
 climb up the next ladder. Climb up the beanstalk here to
 the clouds, and get the Piece of Heart, as well as the
 200 Rupees and 200 Mysterious Shells in the chests. Climb
 back down, and make your way back through the tunnel 'til
 you get to where you started. Take a left, then south.

	/	
	HEART	PIECE #38
		FOUND
'\		

Unveil the three chests right here and open them all for two Kinestone pieces
 and 50 Mysterious Shells. Continue and dig out the dirt in the corner to reveal
 a Mysterious Wall. Fuse Kinestones with it and one last Goron will help the
 group punching through a Lon Lon Ranch tunnel. We can go see what they did!


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| KINSTONE FUSION #62 PERFORMED |
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Return back and take a complete left this time, digging through the thin passage. You'll come to a south exit and a north way. Head north first. Dig through to the end while uncovering two chests. Open the three chests altogether for two Kinstone pieces and 50 Mysterious Shells. Head back and go out that south exit to end up in a secluded river ledge in Lon Lon Ranch. Pick up the Piece of Heart, then head back in and exit out at Lake Hylia. Head west to Lon Lon Ranch next.

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| HEART PIECE #39 |
|         FOUND         |
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Lon Lon Ranch

Head over to the southwest corner and enter the cave that the Gorons have spent their time punching through. Head through, open the chest for 200 Rupees, and just up ahead are the six Gorons. The sixth one...the one on the far right, wants to do a Kinstone Fusion, so go ahead and do that. This makes a gigantic Goron wake up and show himself at Veil Falls.

With that done, open the large chest behind them for the game's last Empty Bottle! Been a long time coming, hasn't it? Anyway, exit the cave, then, for a little detour, warp to Castor Wilds.

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| EMPTY BOTTLE #4 |
|         FOUND         |
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Castor Wilds

Dash west across the muck from the wind crest, then north a bit to the large gravestone where Swiftblade the First's resting place is. Head down and speak with his ghost. Now that you have all Tiger Scrolls, he will teach you the ultimate technique: the Great Spin Attack! Basically, just charge up a spin attack, unleash it, and press the button repeatedly! You'll continue spinning and will be able to move around during it! You'll be given a Tiger Scroll to review the move! Now head to North Hyrule Field.

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|         | /         |
| TIGER SCROLL #8 |
|         FOUND         |
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North Hyrule Field

Head over to the open waterfall at the river. Inside, speak with Greatblade and train with him. He will lengthen the Great Spin Attack by making you spin for longer! Really nice. Now...

Castor Wilds Trio Fusion

There are three Kinstone Fusions that are shared among three specific people throughout the world, and each one makes a Minish-sized lilypad appear in

specific areas of Castor Wilds so you can explore around as Minish size to find some goods. Once you do a Fusion with one of these people, you must move on to the next person to do the next Fusion. At any rate, these three people to do the Kinstone Fusions are below and how to find them.

- The Town Minish in the mushroom house at Hyrule Town on the west side. Or, in the new house that's built in place of it. You can reach it by shrinking from the carpenters' house and cutting through Dr. Left's fireplace. However, in order to reach that Minish when the house is built, you must first slash the pots that are inside as normal size before going in as a Minish and pushing the shelves west. Climb up and enter the hole to find the Minish.

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| KINSTONE FUSION #74 PERFORMED |
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- Zill. This kid is in Hyrule Town, and he's the one with snot dripping from his nose. At this point, he's in the upper floor of the inn.

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| KINSTONE FUSION #75 PERFORMED |
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- The Forest Minish who lives in a vase house. He's actually at the village in Minish Woods, west side. Should be easy to spot.

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| KINSTONE FUSION #76 PERFORMED |
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With those Fusions taken care of, warp to Veil Falls.

Veil Falls

From this wind crest, defeat the Golden Tektite for some cash (100 Rupees) and open the chest for a Kinstone piece. Drop off the west side, swim north, and enter the waterfall's opening. Pick up the Piece of Heart inside! Exit, then enter the cave nearby. Go upstairs, then south, up the ladder, into the next cave, and exit through the east side. Climb up to find the massive Biggoron. He sees your shield and begs you to give it to him so he can have a nibble. He promises to give it back! So, go ahead and give your shield to him. We'll come back for it later. For now, warp to Hyrule Town, head to North Hyrule Field, and then to Royal Valley from there. You should know how.

Royal Valley

Just clearing out the results of Kinstone Fusions before I have you work on the last few ones. Head through the Royal Valley's haunted lost woods, then over to the graveyard. Open the two treasure chests there in the northern corners for Kinstone pieces. Now warp to Hyrule Town and head west.

Trilby Highlands

Open the chest nearby once you exit Hyrule Town to get a Kinstone piece. Head south to Western Wood.

Western Wood

Follow the path until you reach the center of the area, then head northwest. You'll find a restored tree leading to an alcove next to the Castor Wilds entrance! Dig all around in that alcove to find 300 Rupees total! Now enter Castor Wilds.

Castor Wilds

Dash west, south, west to main land. Climb up the vine here and follow the bridges until you meet a Golden Rope. Kill it for 100 Rupees. Now climb down and dash west over to the northwest corner of this area. Shrink using the stump, get on the north small lilypad, and ride it to that hole in the upper right. Fall in and open the chest for a Kinstone piece. Ride the lilypad back, then ride the southern lilypad. Drop into the hole and open the chest for a Kinstone piece, then climb back up and go through the small hollow log. Head south until you get to the end, and ride the other lilypad to a hole. Drop down and open the chest for a Kinstone piece, then exit and ride the lilypad back.

Head north a bit until you see a small hollow log leading east. Head through it and walk through the area southeast until you get to some water. Dive in and swim east to find a small hole. Enter it. Inside, swim north to get to four passageways. Take the left one for a Kinstone piece in a chest, and the second-from-right one. At the next room, kill the Scissors Beetles, then push the leftmost block (not against the wall) up, then the one to the right after skipping a block up, then the one that you skipped to the right. Kill the Mulldozers, then at the top, see the middle three blocks? (Middle being even with the Piece of Heart.) Push the left block from the middle up, then the right from the middle up, and then the middle left. Grab the Piece of Heart and exit. Return all the way back to the stump to turn back to normal. Now warp to Mt. Crenel next.

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|           |/  
| HEART  PIECE #41 |  
|           FOUND  |  
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Mt. Crenel

Drop south here, and defeat the Golden Tektite for 200 Rupees. Now get back up by using the Cane of Pacci on the hole, shrink yourself, and enter Melari's Mines. Climb up and exit off the north side. Open the chest nearby for 200 Mysterious Shells! Head back and turn back to normal size. Now warp to Veil Falls.

Veil Falls

Enter the cave, go up the ladder, enter the other cave, exit off the east side, and climb up to Biggoron. He's satisfied and finally knows the taste of a legendary shield. He fulfills his promise and spits the shield back out...and it looks...shinier. It's the Mirror Shield! This mighty shield shines like a mirror and actually reflects projectiles! Nice! As a note, getting the Mirror Shield (which means being able to give your old one to the Biggoron) is NOT available until after you've beaten the game. Why, I have no idea, since you'd pretty much have no use for it, but...hey, it's there. Up next, shared Fusions.

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| MIRROR  SHIELD  |  
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Shared Kinstone Fusions

There's a number of Kinstone Fusions in the game that are activated by different people. In other words, the Fusion can be done by more than one person and the result will end up the same. After doing one of these shared Fusions with someone, they will no longer be able to Fuse with you with the Shared Fusions, unless otherwise specified. So with that said, I will give a list of people you can do Shared Fusions with, along with checkmarks beside them to keep track, and then detail the results of each of the 18 Shared Fusions. As there are more than 18 people to do these Shared Fusions with, you can choose whoever you want to do these in. (Yes, I got the list from Silktail's Kinstone Fusions guide, which explains the exact same order of listing. Give him props for making that.)

/_____
\ Shared Fusers:

- [] - Crenel Hermit: He lives in the cave near the top of Mt. Crenel on the west side. He can do FIVE Shared Kinstone Fusions.
- [] - Business Scrub: This one is in a cave at the bottom west side of Mt. Crenel's Base. He sells you Bombs.
- [] - Gina: This is the pink ghost inside the northeast grave in Royal Valley. You've done two unique Kinstone Fusions with her previously before.
- [] - Percy: The poet who lives in his home at Western Wood. You've done a unique Kinstone Fusion with him once in order to get him back home.
- [] - Minister Potho: The minister whom you rescued from his stoned curse at Dark Hyrule Castle. He should be with the King at the cells in the lowest basement floor.
- [] - Town Minish: He's living in the carpenters' house in Hyrule Town, west side. Just enter the house, shrink using the pot, and climb up to the hole in the west wall. A bit fickle is this one though.
- [] - Mutoh: He's the boss of the carpenters in their house at Hyrule Town. He stands there with his arms crossed. He's a bit fickle with a Fusion though, you may have to re-enter the house multiple times until he wants to do it.
- [] - Mack: The sawing carpenter at their house. He has an afro. He's a bit fickle with his Fusion though...perhaps he's busy.
- [] - Doyle: The sawing carpenter at their house. He has a flat-top haircut. Again, he's fickle, so keep trying.
- [] - Brent: The carpenter at their house who holds a piece of lumber. He's fickle, so try bugging him if need be.
- [] - Malon: She's the ranch girl selling milk over by the north entrance to Hyrule Town. Due to her trying to sell milk, she's a bit side-tracked, and fickle with her Fusion. Keep bugging her.
- [] Epona: Oddly enough, the horse for Malon's milk carriage wants to fuse at any time. You'll need to be Minish-sized first, though. To reach her, just

shrink at the carpenters' house and head north, cutting through Dr. Left's and Stranger's homes...

[] - Leila: She's the girl in the Simon's Simulations building in Hyrule Town. She's a bit fickle with her Fusion for some reason.

[] - Herb: He's the man sitting outside the cafe at Hyrule Town. He's a bit fickle.

[] - Town Minish: He's sitting up in the rafters of the cafe, and is hungry. He's fickle.

[] - Town Minish: He's sitting up in the cafe's rafters, wanting a red hat like the Forest Minish do. He's fickle.

[] - Forest Minish: He's sitting up in the cafe's rafters, feeling more refined. Like the others, he's a bit fickle.

[] - Hurdy-Gurdy Man: The goofy-looking guy at the beginning of the game who taught you about Kinstone Fusions is sitting inside the cafe, always waiting to do a Shared Fusion.

[] - Baris: He's the man sitting at the cafe, enjoying himself. He's kinda fickle though.

[] - Chai: She's the lady drinking something at the cafe. She's kinda fickle.

[] - Breve: The old woman wandering about in the cafe. Kinda fickle.

[] - Harrison: One of the two identical-looking kids in school. He doesn't want to go home...and he's fickle.

[] - Erik: The other of the identical kids in school. He LOVES school! Though he's also fickle.

[] - Joel: He's the kid in the blue shirt in the second floor of the inn. He's a bit fickle though.

[] - Satchel: He's the man sitting by a table in the second floor of the inn. He's fickle.

[] - Lolly: He's the kid wandering around the first floor of the inn. He's looking forward to fuse!

[] - Bindle: He's the guy on the first floor of the inn. A bit fickle though.

[] - Romio: He's the man in the house just above the rented house in the southeast corner of town.

[] - Berry: She's Romio's little sister, living in the same house with him. She's fickle too.

[] - Rolf: Romio's dog. In order to fuse with him, you'll have to be Minish-sized. He's willing to do a Fusion.

[] - Julietta: The girl living in the house next door to Romio. She's fickle.

[] - Verona: She's the mother of Julietta, in the same house as her. Her Fusion is fickle.

[] - Jim: He's Julietta's little brother, living in the same house. He's fickle.

[] - Scratcher: Julietta's cat. You'll have to be Minish-sized, but be careful. Cats like to swipe at things smaller than them, you know. Other than that, Scratcher's willing to do a Fusion. If you're wondering how to get to the cat, shrink at Romio's house and enter the right fireplace, assuming it's put out with some water.

[] - Anju: She's the Cucco lady at the southeast corner of town, always gets you to catch her Cuccos for her. Her Fusion's fickle though.

[] - Talon: Malon's dad, he stays to work at the ranch in Lon Lon Ranch east of Hyrule Town. He's a bit fickle though.

[] - Elsie: The cow inside the ranch. To reach her, shrink on the tree outside and follow the winding path around the tall grass into the east side of the ranch house.

[] - Forest Minish: He's inside the green mushroom house in Minish Village. He's a bit fickle with fusing though.

[] - Festari: He's the Minish Village priest, living in that (what appears to be) crystalline house.

[] - Forest Minish: He's the researcher for Pico Blooms in the barrel house in Minish Village. A bit fickle.

[] - Forest Minish: He's the other Minish in the barrel house, fickle as well.

[] - Forest Minish: He's in the house in Minish Village, within the lake in the north-east corner. Just swim to it.

[] - Gregal: The guy you saved from certain death up at Cloud Tops. He's up for a Shared Fusion if you're willing.

So with those done, time to cover the Fusions. These are by no means in particular order.

\ The Fusions:

[] - This Shared Kinstone Fusion makes a Golden Rope appear at the east side of Hyrule Castle Garden. Just enter the area and slay it for 100 Rupees.

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| KINSTONE FUSION #77 PERFORMED |
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[] - This Shared Kinstone Fusion makes the fountain in the northwest area of Hyrule Castle Garden dry up, revealing a way down. Get there by getting past all the guards in the west hedges, then go down that drained fountain to spot a Fairy Fountain!

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+-----+
| KINSTONE FUSION #78 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes the fountain in the northeast area of Hyrule Castle Garden dry up, revealing a way down. Just head over there, head down, and pick up the Piece of Heart inside!

+-----+		/	
KINSTONE FUSION #79 PERFORMED		HEART PIECE #42	
+-----+		FOUND	
		'\	

[] - This Shared Kinstone Fusion makes a chest appear at North Hyrule Field. To reach it, go down the ladder just west of the four central trees, split and push aside the block, and go up the other ladder. The chest should be just north near the Royal Valley. Open the chest for 200 Mysterious Shells.

```
+-----+
| KINSTONE FUSION #80 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a tree open up around the east side of North Hyrule Field. It should be simple to find, just head east from the four central trees. Inside, you'll find a Fairy Fountain.

```
+-----+
| KINSTONE FUSION #81 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear at the Minish road of the playground in Hyrule Town. Enter the school, shrink using the pot, and exit out the right-side hole. Head into the Minish road and open the chest to get a Kinstone piece.

```
+-----+
| KINSTONE FUSION #82 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear just east of Smith's house in South Hyrule Field. Open it for 200 Mysterious Shells.

```
+-----+
| KINSTONE FUSION #83 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a puddle of water dry up in South Hyrule Field, revealing a way down below. Head to the northwest corner of the area and climb down to find a bunch of Blue Rupees!

```
+-----+
| KINSTONE FUSION #84 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear at Lon Lon Ranch. To reach it, go to the northwest corner of the area, use the Cane of Pacci on the hole to get up to the ledge, and enter Veil Falls. Exit out of Veil Falls via the path below just to the right. Open the chest for 200 Rupees.

```
+-----+
| KINSTONE FUSION #85 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear at the Minish road of Lon Lon Ranch. Shrink at the stump where the cows are and head into the Minish road. Open the chest there for a Kinstone piece.

```
+-----+
| KINSTONE FUSION #86 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a Golden Rope appear at Eastern Hills.

Slay it for 100 Rupees.

```
+-----+
| KINSTONE FUSION #87 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear on the east side of Minish Woods. Just head east from the middle Eastern Hills entrance, then south. Open the chest for a Kinstone piece.

```
+-----+
| KINSTONE FUSION #88 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear on the west side of Minish Woods, by the pool. Just enter the Woods straight from the middle Eastern Woods entrance. Open the chest for 200 Rupees.

```
+-----+
| KINSTONE FUSION #89 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a Golden Octorok appear at the north side of Minish Woods. Get there through swimming through that small western pond or through the southwest side of Lake Hylia. Kill it for 100 Rupees.

```
+-----+
| KINSTONE FUSION #90 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear at the north side of Minish Woods. Get there through swimming across the small western pond or through Lake Hylia. Open it for a Kinstone piece.

```
+-----+
| KINSTONE FUSION #91 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a Minish-sized hole appear at the very south of Minish Woods. It's beside the pool just south of Minish Village. Drop in and open the chest inside for a Kinstone piece.

```
+-----+
| KINSTONE FUSION #92 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear on the Minish road leading to Minish Village, south from it. You know where to go. Open this chest for 200 Rupees.

```
+-----+
| KINSTONE FUSION #93 PERFORMED |
+-----+
```

[] - This Shared Kinstone Fusion makes a chest appear a bit east of Deepwood Shrine in Minish Woods. Go over and open it for a Kinstone piece.

```
+-----+
| KINSTONE FUSION #94 PERFORMED |
+-----+
```

_____ /

And that's all the Shared Kinstone Fusions! Go and grab the results from them. The rest of the people in the Shared Fusers list that you didn't fuse with will no longer want to fuse. So with that, that leaves...two Kinstone Fusions left to do in the entire game. Boy have we gone far...so where are those two last Kinstone Fusions?

Minish Woods

Head over to Minish Village, over to the Minish in his house amidst the lake in the northeast corner. The last two Kinstone Fusions are from this Minish here. Do both of these Fusions (fuse, then leave and re-enter his home) to make a platform appear in Veil Falls so you can access a dig spot, and a Minish hole will appear at Lake Hylia as well. So with every Kinstone Fusion done, let's go and collect our spoils, shall we?

```
+-----+ +-----+
| KINSTONE FUSION #72 PERFORMED | | KINSTONE FUSION #73 PERFORMED |
+-----+ +-----+
```

Veil Falls

Enter here through the northeast entrance from North Hyrule Field. Drop down into the water and swim to the new ledge. Dig in, then dig through the dirt to eventually find...the last Piece of Heart in the game! That leaves 19 Heart Containers though...that doesn't seem right. Well, we still have that other Kinstone Fusion result to look into...but first, dig through the rest of the tunnel to find a chest that contains 50 Mysterious Shells.

```
-----
|           | /           |
| HEART PIECE #43 |
|           FOUND           |
| \           |
|-----|
```

Lake Hylia

Warp to Lake Hylia and you'll be directly where you need to be. Shrink using the stump and fall into the hole. Follow the path in the cave, diving into the holes to let the spiked logs pass over you without damaging you, eventually reaching the end. Go up the ladder to end up on an island. Enter the mushroom house and speak to the Minish there. He congratulates you for finding him, and gives you a Heart Container! Nice! Now, there's one last thing to do.

```
-----
|           | /           |
| HEART CONTAINER |
|           FOUND           |
| \           |
|-----|
```

South Hyrule Field

With all Kinstone Fusions done, head over to Tingle in this area and speak with him. Might have to speak twice. As a reward for doing all Kinstone Fusions, he gives you the Tingle Trophy, signifying you've done all the Kinstone Fusions in the game. This takes the place of your Kinstone Bag in the Quest Status screen, but for some reason, this statue can hold Kinstone pieces. But there's no point in collecting Kinstone pieces anymore since there's no more Fusions.

```
-----
|           | /           |
| TINGLE TROPHY   |
|           FOUND           |
| \           |
|-----|
```

And that's it for everything in the game, pretty much! You can go back and beat Vaati again if you wish, and generally just play around now. But for now, that

marks the end of this walkthrough, so I hope you enjoyed it! I know this is a weird setup since I usually have you get everything before the final boss and I end it there, but this game had a special way of getting everything in it, so I figured I'd do this differently. Anyway, see ya on the next walkthrough!

+++++

ITEM SUMMARY

Inventory: *ALL*

- Four Sword
- Mirror Shield
- Pegasus Boots
- Gust Jar
- Mole Mitts
- Roc's Cape
- Cane of Pacci
- Flame Lantern
- Ocarina of Wind
- Magical Boomerang
- (Remote) Bombs (99)
- Bow w/ Light Arrow (99)
- Empty Bottle (4)

Quest Status: *ALL*

- Earth Element
- Fire Element
- Water Element
- Wind Element
- Grip Ring
- Power Bracelets
- Flippers
- Tingle Trophy
- Carlov Medal
- Big Wallet (999 Rupees)
- Tiger Scroll #1
- Tiger Scroll #2
- Tiger Scroll #3
- Tiger Scroll #4
- Tiger Scroll #5
- Tiger Scroll #6
- Tiger Scroll #7
- Tiger Scroll #8
- 20 Heart Containers
- 44 Heart Pieces (0/4)

```

|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|
/   ~~~~~~                                               \
\   (      S P O I L E R - F R E E      )   /
=====|   )   W A L K T H R O U G H   (   |=====
/   (                                               )   \ [SPOIL]
\   ~~~~~~                                               /
|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|\\|
```

Want to go through the game while only being given general hints on where to go? Want to know what you can do in an area but don't want it spelled out for you? Well, this is the place for you. Here, I'll be giving a barebones, step-by-step guide through the game, set in somewhat the same pace as the original walkthrough. Hope you like it!

/ Festival and Tragedy \ _____ - - - -

- [] - Grab the Red Rupee at Smith's room, escort Zelda to Hyrule Castle, getting Small Shield as a prize from her along the way.
- [] - After the cutscenes from arriving at the castle, head out to Minish Woods.
- [] - Wander through Minish Woods until you a cutscene occurs. Grab Heart Piece #1 nearby and go meet Ezlo.
- [] - Enter Minish Village, collect Heart Piece #2, make way to Deepwood Shrine.
- [] - Clear Deepwood Shrine while also getting Heart Pieces #3 and #4.

\ _____ / _____ - - - -

/ Climbing Mountains \ _____ - - - -

- [] - Head back to Minish Village, find western exit out of village. Get Bombs after leaving village.
- [] - Enter Hyrule Town and do Kinstone Fusion #01. Also purchase wallet & Boomerang through cucco game.
- [] - Learn new technique, go get Heart Piece #5 at South Hyrule Field.
- [] - Get Empty Bottle #1 at Trilby Highlands, enter Mt. Crenel.
- [] - Work on climbing up while getting Heart Piece #6 and #7.
- [] - Grab Grip Ring and climb up Crenel Wall. Get Big Bomb Bag #1 along the way.
- [] - Make way to Melari's Mines from the tops, and drop off Picori Blade.
- [] - Clear Cave of Flames, getting Heart Piece #8 in the process.

\ _____ / _____ - - - -

/ Traversing Swamps \ _____ - - - -

- [] - Get White Sword from Melari, head to Elemental Sanctuary beneath Hyrule Castle to get it infused.
- [] - Head to town.
- [] - Get Minish-sized self to west side of town to move the dog.
- [] - Learn new technique in town, get Heart Piece #9 from inn as Minish-size.
- [] - Get Big Wallet #2 from Minish Woods through Eastern Hills.
- [] - Get Heart Piece #10 from Veil Falls through Lon Lon Ranch.
- [] - Get Heart Piece #11 from North Hyrule Field.

- [] - Get Heart Piece #12 and new technique at right side of Mt. Crenel.
- [] - Make way to Castor Wilds, find out you need Pegasus Boots, return to Hyrule Town and visit Rem's Shoe Shop twice.
- [] - On second visit, shrink and have Minish tell you where to go. Head to Lon Lon Ranch, get through it, and make way to destination while getting Heart Piece #13.
- [] - Get Mushroom and wake up Rem to get Pegasus Boots. Along the way, get to Goron in Lon Lon Ranch and do Kinstone Fusion #47.
- [] - Return to Castor Wilds, explore it for three Golden Kinstone Pieces with which to fuse to get to Wind Ruins, Heart Piece #14, and the Bow.
- [] - Get through Wind Ruins, get Heart Piece #15.
- [] - Clear the Fortress of Winds, getting Heart Piece #16 in the process.

\ _____ / _____ - - - -

/ Fusions and Wetness \ _____ - - - -

- [] - Explore digging spot in Castor Wilds if you want, but warp to Hyrule Town either way.
- [] - Get bottle from Stockwell's storage.
- [] - Perform Kinstone Fusions #35, #36, and #37 with Candy, Hagen, and the Postman.
- [] - Get Heart Piece #17 from Simon's Simulations.
- [] - Perform Kinstone Fusions #29, #30, and #31 from Stranger, one of the Oracles, and Bremor.
- [] - Take portal from Stranger's Fusion, cure Gregal from his ghost.
- [] - Do Kinstone Fusions #41, #43, and #44 with Smith, Forest Minish, and Tingle from South Hyrule Field.
- [] - Do Kinstone Fusion #25 with Forest Minish at Western Wood.
- [] - Do Kinstone Fusion #13 with Business Scrub at Castor Wilds.
- [] - Do Kinstone Fusion #14 with Forest Minish at Wind Ruins to get Large Quiver #1.
- [] - Get Big Wallet #3 from Lon Lon Ranch.
- [] - Perform Kinstone Fusions #49 and #50 with Eenie and Meenie, get Empty Bottle #2 at Eastern Hills.
- [] - Perform Kinstone Fusion #68 with Business Scrub at Minish Woods.
- [] - Get Heart Piece #18 from Lon Lon Ranch.
- [] - Make Empty Bottle #3 out of the dog food bottle at Lake Hylia, and

perform Kinstone Fusions #60 and #63 from David Jr. and a Forest Minish by the wind crest.

[] - Visit the Hyrule Town library and return all three books to meet Librari, getting the Power Bracelets and Flippers in the process. Kinstone Fusion #67 from a Minish Woods Mysterious Wall and Kinstone Fusion #40 from Librari are also in the mix.

[] - Grab three Heart Pieces at Lake Hylia as well as a new Tiger Scroll.

[] - Clear Temple of Droplets.

\

/ Journey to the Skies \

[] - Make way to Hyrule Castle Garden to upgrade sword, get Heart Piece #22, Tiger Scroll #2, and perform Kinstone Fusion #26 with a Forest Minish.

[] - Reach Royal Valley through North Hyrule Field, and get Big Quiver #2, Heart Piece #23, and perform Kinstone Fusion #15 from Spookter.

[] - Make way through the Royal Crypt.

[] - Perform Kinstone Fusions #16, #17, and #19 from Spookter, Dampé, and Gina.

[] - Get Heart Piece #24, Big Quiver #3, and Big Bomb Bag #2 from Hyrule Town.

[] - Perform Kinstone Fusions #32, #33, and #34 with the Oracles, grab the Joy Butterflies from the results.

[] - Perform Kinstone Fusion #38 with Mama at Hyrule Town, explore the underground of Hyrule Town.

[] - Perform Kinstone Fusion #42 with Smith, and get Heart Piece #25 at South Hyrule Field.

[] - Perform Kinstone Fusions #51 and #52 from Mysterious Wall and Forest Minish at Eastern Hills. Get Heart Piece #26 as a result.

[] - At Minish Woods, perform Kinstone Fusions #69, #70, and #71 with Business Scrub, Gentari, and bomb Minish. Get Heart Piece #27.

[] - Use Lake Hylia to reach northeast corner of Minish Woods as Lake Hylia. At Lake Hylia, perform Kinstone Fusions #64, #65, and #66 with a Forest Minish, Waveblade, and Fifi/Borken.

[] - Perform Kinstone Fusion #46 with Ankle at Lon Lon Ranch, and Kinstone Fusion #28 with Forest Minish at North Hyrule Field.

[] - Perform Kinstone Fusions #18 and #20 with Dampé and Gina at Royal Valley.

[] - Perform Kinstone Fusions #21, #22, #23, and #24 with Knuckle, Forest Minish, Mysterious Wall, and Percy at Trilby Highlands.

[] - Get Heart Piece #28 and help Percy back into his house at Western Wood.

[] - Perform Kinstone Fusion #12 with Minish at Mt. Crenel's Base.

- [] - Perform Kinstone Fusions #05-#09 at Melari's Mines in Mt. Crenel. Do Kinstone Fusions #10 and #11 with Grayblade and Mysterious Wall, and get Heart Pieces #29 and #30.
- [] - Get Heart Piece #31 and decreased charge time at Castor Wilds.
- [] - Clean up at Wind Ruins and end up getting Big Bomb Bag #3.
- [] - Get Magical Boomerang at North Hyrule Field, and do Kinstone Fusion #27 with Grimblade at Hyrule Castle Garden.
- [] - Get Heart Piece #32 at Veil Falls, perform Kinstone Fusion #03. Climb up the Falls to the sky.
- [] - Perform Kinstone Fusions #53 and #54 at Cloud Tops with the Wind Tribe, and explore around Cloud Tops for Golden Kinstone Pieces to fuse with.
- [] - At Wind Tribe home, get Light Arrows and perform Kinstone Fusions #55, #56, and #58, get up to roof.
- [] - Clear Palace of Winds, get Heart Piece #33 in the process.

\ _____ / _____ - - - - -

/ Vaati's Destruction \ _____ - - - - -

- [] - Perform Kinstone Fusions #57 and #59 at the Cloud Tops Wind Tribe home.
- [] - Head to Elemental Sanctuary to forge the Four Sword.
- [] - Clear Dark Hyrule Castle and defeat the final boss.

\ _____ / _____ - - - - -

/ Item Clean-Up \ _____ - - - - -

- [] - Get Tiger Scroll #5 and Heart Pieces #34, #35, and #36 at Hyrule Town. Perform Kinstone Fusion #39 with Tina.
- [] - Perform Kinstone Fusion #45 with Tingle at South Hyrule Field.
- [] - Perform Kinstone Fusions #61 and #62 with David Jr. and Mysterious Wall at Lake Hylia, get Heart Pieces #37, #38, and #39.
- [] - Perform Kinstone Fusion #48 with Goron and get Empty Bottle #4 at Lon Lon Ranch.
- [] - Get Tiger Scroll #8 at Castor Wilds.
- [] - Perform Kinstone Fusions #74, #75, and #76 with Town Minish at west Hyrule Town, Zill, and Forest Minish at a vase house.
- [] - Get Heart Piece #40 at Veil Falls.
- [] - Get Heart Piece #41 at Castor Wilds using the new lilypads.
- [] - Obtain the Mirror Shield from Biggoron.

[] - Perform (Shared) Kinstone Fusions #77 through #94, grab Heart Piece #42 from one of the results.

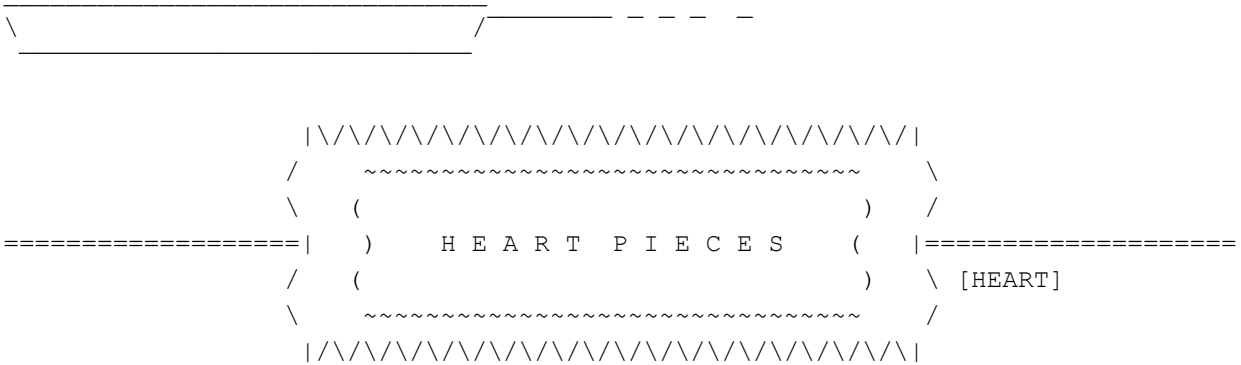
[] - Perform Kinstone Fusions #72 and #73 with Forest Minish at Minish Woods.

[] - Get Heart Piece #43 at Veil Falls.

[] - Get Heart Container at Lake Hylia.

[] - Clean up all the results from the Kinstone Fusions, and pick up the Tingle Trophy.

[] - Gather up all 136 Figurines for Heart Piece #44 and the Carlov Medal.



This is a list of Heart Pieces, listed in chronological order that I get them in the walkthrough...which is usually whenever they're available. Four Heart Pieces make up a Heart Container, which adds one heart to your health. Combining all those with the Heart Containers you find by defeating bosses, it comes up to 19 Heart Containers. But wait, you say, that sounds odd. Indeed it does. However, there's a hidden Heart Container that can be found in the game. The list of Heart Pieces is down below, but I will mention this special Heart Container here.

Heart Container: []

Location: Lake Hylia
Requirements: N/A

How to get: After a certain Kinstone Fusion, a Minish-sized hole will appear at Lake Hylia, nearby the wind crest. Warp to Lake Hylia, shrink on the stump, and drop in. Follow the cave while dodging the spiked logs until you get to the end, and climb up the ladder. Back outside, enter the mushroom home to find an elder Minish. Talk to him, and as a prize for finding him, he gives you this special Heart Container!

Piece of Heart #01: []

Location: Minish Woods
Requirements: N/A

How to get: Found in plain sight in front of Deepwood Shrine. From the entrance to Minish Woods from Eastern Hills, head east until you can't, then south. Follow the path as normal-sized Link until you find Deepwood Shrine where this Piece lies.

Piece of Heart #02: []

Location: Minish Village

Requirements: N/A

How to get: To enter Minish Village, shrink yourself on the stump in the southeast corner of Minish Woods, then head west through the small hollow log. Once you enter the village, head right then north, follow it to a blue building above water. Get on the east pier and head east to find this Piece.

Piece of Heart #03: []

Location: Deepwood Shrine

Requirements: Gust Jar

How to get: After defeating the Madderpillar mini-boss on the first floor, get the Gust Jar and suck away the webbing on the south wall to reveal an entry. Head in to see this Piece.

Piece of Heart #04: []

Location: Deepwood Shrine

Requirements: Gust Jar

How to get: First, at the north room of the dungeon where the great majority of dust is, get rid of the dust to find some floor switches. One of them makes a blue portal appear up where this Piece is. Now to reach that, head back to the entrance of the dungeon to find another blue portal. Step in to get transported to this Piece.

Piece of Heart #05: []

Location: South Hyrule Field

Requirements: Kinstone Fusion

How to get: Fuse Kinstones with Hurdy-Gurdy Man at Hyrule Town (required to advance), and a tree will open up in South Hyrule Field, southeast of Master Smith's house. Enter to find this Piece.

Piece of Heart #06: []

Location: Mt. Crenel

Requirements: Bombs

How to get: At Mt. Crenel's Base, make your way to the west side, at one point having to glide across using the help of whirlwinds. Once there, at the complete west side, head north to Mt. Crenel. Bomb the wall between the two trees and head inside. You'll see a Piece of Heart! Just bomb the cracked block in the way.

Piece of Heart #07: []

Location: Mt. Crenel

Requirements: Bombs

How to get: After climbing up a vine created from a green Crenel Bean at the mountain's base, go up the ladder and bomb the cliff wall between the rocks to the right of the sign. Inside is this Piece sitting in the middle of a Fairy Fountain.

Piece of Heart #08: []

Location: Cave of Flames
Requirements: Bombs

How to get: After changing the tracks in floor B1 and taking the minecart, head west and north to the next room where a hole is in front of you. Hop in and then out, then walk across the track to the east. Bomb the cracked wall to find this.

Piece of Heart #09: []

Location: Hyrule Town
Requirements: Cane of Pacci

How to get: Enter the home to the right of Stockwell's shop. Inside is a large blue pot. Flip it over with the Cane of Pacci, then hop on it to shrink to Minish-size. Exit the house through the hole near the dog bowl. From here, head northeast to the hotel, climb the small vine next to the steps, and get behind the hotel to find two rows of small flowers. Walk between them into the building to find this. Return to normal size so you can grab it.

Piece of Heart #10: []

Location: Veil Falls
Requirements: Cane of Pacci

How to get: To enter Veil Falls, go to the northwest side of the Lon Lon Ranch area, where you'll find a hole near the way to North Hyrule Field. Use the Cane of Pacci on the hole and jump in to jump up to the high ledge leading to Veil Falls. From there, just follow the short path and you will find this.

Piece of Heart #11: []

Location: North Hyrule Field
Requirements: Bombs

How to get: On the northwest side of North Hyrule Field, there's a sign that tells you that this is the way to the Royal Valley. Can't quite get there yet, though still, bomb the block in the way and climb down the ladder. In the cave, go down the stairs and you'll find this.

Piece of Heart #12: []

Location: Mt. Crenel
Requirements: Grip Ring, White Sword (Two Elements)

How to get: Grip Ring should be needed, and you need the White Sword infused with the Earth and Fire Elements. After doing that, return to Mt. Crenel's Base and climb up Mt. Crenel on the east side, up the walls. You will

eventually reach a cave entrance, where inside is a large patch of glowing tiles. Stand on one corner, fully charge the sword, and then walk to the other corner on the same level, then walk past the obstacle and stand on the two switches to open Grayblade's dojo. Inside is this Piece.

Piece of Heart #13: []

Location: Minish Woods
Requirements: N/A

How to get: Enter Lake Hylia from Lon Lon Ranch, using the whirlwinds. Enter Minish Woods from there, and head south to find this next to a deep pond of water. You actually can see this at the very beginning of the game.

Piece of Heart #14: []

Location: Castor Wilds
Requirements: N/A

How to get: On the southwest corner of Castor Wilds, there is a giant gravestone. Push the stone aside to find a staircase! Climb down to find the dojo of the spirit of Swiftblade the first! Inside is a Piece of Heart.

Piece of Heart #15: []

Location: Wind Ruins
Requirements: N/A

How to get: At the second stump you can shrink from, backtrack after shrinking. Climb down the small vines until you get to a choice among three vines to the bottom. Take the middle one and enter the hole. In the cave, go through the winding path while taking care of Pestos to find this.

Piece of Heart #16: []

Location: Fortress of Winds
Requirements: N/A

How to get: From the entrance, enter the door second from the right and climb all the way to the third floor. In there, get rid of the skulls and the active Armos, and split yourself into two in such a way so that you can step on both floor switches to open the door. In there, shrink using the pedestal, then return to the glowing tiles and drop down the hole to the 1st floor. Head through the small hole on the east wall, then turn back to normal to grab it.

Piece of Heart #17: []

Location: Hyrule Town
Requirements: Third dungeon beaten

How to get: As the requirements say, beat the third dungeon, which is the Fortress of Winds. After that, a new mini-game will open up at Hyrule Town called Simon's Simulations. It's held in the bazaar building that has a purple ghost sign on top of it. Play it for 10 Rupees and defeat all the enemies to get this as a prize!

Piece of Heart #18: []

Location: Lon Lon Ranch

Requirements: Pegasus Boots

How to get: Once in the garden of the ranch, you will see a tree on the north side that sparkles when you get close. Dash into it with the Pegasus Boots to knock the leafy cover off, revealing a stump. Shrink with it, then enter the enclosure just to the east. Head through there to the end to find this.

Piece of Heart #19: []

Location: Lake Hylia

Requirements: Flippers

How to get: Over at the north side of Lake Hylia is Stockwell's house, and a pool next to it. Dive into the center of the pool to grab this Piece of Heart!

Piece of Heart #20: []

Location: Lake Hylia

Requirements: Flippers

How to get: This is simple to find. Just use the Flippers to swim to the south edge of Lake Hylia. You'll find this on a small ledge, so just use the ladder to climb up on it.

Piece of Heart #21: []

Location: Lake Hylia

Requirements: Flippers

How to get: Using the Flippers, swim to the southwest side of Lake Hylia and climb the steps to shore. The nearby tree contains Waveblade's dojo, and this Piece of Heart rests there.

Piece of Heart #22: []

Location: Hyrule Castle Garden

Requirements: N/A

How to get: Once you can do so (once the guards aren't blocking the way), head to the southeast corner of the garden and slash the bushes to find a ladder. Climb down and head in to find Grimblade's dojo. The Piece is just there.

Piece of Heart #23: []

Location: Royal Valley

Requirements: N/A

How to get: Once you enter the graveyard on the north side of the valley (after going through the haunted lost woods and getting the key from a Takkuri), push the northwest grave and step inside. Split into three to move the block, and

be able to collect this.

Piece of Heart #24: []

Location: Hyrule Town

Requirements: N/A (might need Flippers to finish though)

How to get: Anju, the Cucco lady at the southeast corner of town, constantly has her Cuccos missing. Keep retrieving Cuccos for her, and eventually you will get this Piece...as well as a bunch of rewards along the way.

Piece of Heart #25: []

Location: South Hyrule Field

Requirements: Pegasus Boots, Flippers

How to get: Head over to the southwest corner of South Hyrule Field to find a tree that sparkles when near it. Ram into it with the Pegasus Boots, then hop on the stump to shrink. Jump into the river, and swim north. Head east from as far as you can go and enter the small hole in the wall. Inside is this Piece.

Piece of Heart #26: []

Location: Eastern Hills

Requirements: Kinestone Fusion

How to get: Do a Kinestone Fusion with the Minish inside his house on the south part of Eastern Hills and a bean will grow. Climb up the beanstalk to the clouds and simply grab this Piece.

Piece of Heart #27: []

Location: Minish Woods

Requirements: Flippers

How to get: Shrink using the stump just on the west side of Minish Village, and swim north across the shallow water and cross the bridge. Go north from the other side and enter the left hole. Follow the icy path to this Piece.

Piece of Heart #28: []

Location: Western Woods

Requirements: Kinestone Fusion

How to get: Do a Kinestone Fusion with a Forest Minish at Lake Hylia, and a tree in Western Woods will open up. Step inside it to get this Piece!

Piece of Heart #29: []

Location: Mt. Crenel

Requirements: Kinestone Fusion

How to get: Fuse Kinestones with Melari at the Minish Mines in Mt. Crenel, and a

beanstalk will grow at the peak of the mountain. Climb the beanstalk to the clouds to find this Piece of Heart.

Piece of Heart #30: []

Location: Mt. Crenel

Requirements: Mole Mitts

How to get: Climb to the top of Mt. Crenel by going up Crenel Wall. Once there, find a ladder and climb down it to a ledge with a Crenel Hermit's house. Dig through the grey spot, and then take a left once inside. You'll find this Piece guarded by a Moldorm.

Piece of Heart #31: []

Location: Castor Wilds

Requirements: Pegasus Boots, Flippers

How to get: On the northeast corner of Castor Wilds, reachable by dashing then swimming, enter the cave by the waterfall. Inside, push the top-right block left, then the second-from-bottom right block, then the middle right block up. Grab the Piece of Heart.

Piece of Heart #32: []

Location: Veil Falls

Requirements: Flippers

How to get: Enter Veil Falls through the northeast exit from North Hyrule Field, and you will immediately see this on-screen. Just climb down to the water and swim over to it.

Piece of Heart #33: []

Location: Palace of Winds

Requirements: Roc's Cape

How to get: After getting the Big Key and fighting against the Red Dark Nut, continue through the dungeon until you reach the fourth floor. From the staircase you climbed up, go northwest, and push the blocks off the edge. Jump across with Roc's Cape and enter the doorway to find this Piece.

Piece of Heart #34: []

Location: Hyrule Town

Requirements: Flippers OR Roc's Cape

How to get: In the Minish-sized fountain cavern where you get the Power Bracelets (as a hint, start from the carpenter's house and heading north through town), is this Piece of Heart lying across the water. Either jump from the bridge's end or swim to it to reach it.

Piece of Heart #35: []

Location: Hyrule Town

Requirements: Roc's Cape

How to get: Jump into the bell hanging from the archway that's just north of the centre to knock down a Piece of Heart.

Piece of Heart #36: []

Location: Hyrule Town

Requirements: Four Sword

How to get: Enter the town's school, and shrink using the pot in the classroom. Exit out the right hole to the playground, and enter the Minish road. Follow it to the end, split into four to push aside the large block, and grab this.

Piece of Heart #37: []

Location: Lake Hylia

Requirements: Roc's Cape

How to get: Just east of David Jr., on the north side of the lake, is a series of small islands. From where David Jr. is, jump east along the islands using the Roc's Cape to reach this Piece.

Piece of Heart #38: []

Location: Lake Hylia

Requirements: Roc's Cape, Mole Mitts

How to get: First, do a certain Kinstone Fusion at Lake Hylia to make a beanstalk grow here at the Lake, then use the Roc's Cape to reach the north ledge where a wall you can dig through with the Mole Mitts is. Enter, then take a right. Follow the path there to the beanstalk, and climb it.

Piece of Heart #39: []

Location: Lon Lon Ranch

Requirements: Roc's Cape, Mole Mitts

How to get: This Piece is at Lon Lon Ranch, but all the work is pretty much done at Lake Hylia. At the north side of the lake, by David Jr., use Roc's Cape to jump along small islands to the dig spot on the wall that's on the ledge. Dig through, then take a complete left until you reach the west edge. Exit out south to end up on a river ledge at Lon Lon Ranch! Pick up the Piece.

Piece of Heart #40: []

Location: Veil Falls

Requirements: Flippers

How to get: After a certain Kinstone Fusion, the topmost waterfall at Veil Falls will open up. Head inside to find this Piece!

Piece of Heart #41: []

Location: Castor Wilds
Requirements: Flippers

How to get: After fusing Kinstone pieces with three people to make Minish-sized lily pads appear in Castor Wilds, shrink yourself using the stump on the north-west corner. Ride the south lily pad, then walk south until you find a hollow log to the east. Head through there, then walk southeast across the area to a pond of water. Swim east and enter the small hole underneath the whirlwind. Go through the rooms inside, finding the right passage and pushing aside blocks to find this Piece of Heart.

Piece of Heart #42: []

Location: Hyrule Castle Garden
Requirements: N/A

How to get: After a certain Shared Kinstone Fusion, the northeast fountain of Hyrule Castle Garden will dry up, revealing a staircase. Head down it to find this Piece!

Piece of Heart #43: []

Location: Veil Falls
Requirements: Mole Mitts

How to get: After a certain Kinstone Fusion, a platform will appear at Veil Falls, letting you gain access to a dig spot in the wall. Head over there, dig in, and dig through the dirt to find this Piece of Heart.

Piece of Heart #44: []

Location: Hyrule Town
Requirements: Lots of patience

How to get: After getting 130 Figurines, talk to the guy sitting outside the cafe in Hyrule Town. He will unlock his home, which is the one right above the cafe, with the golden statue sign. Inside is a bunch of Rupees, a Sound Test, and this last Piece of Heart.

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Kinstones are special items that can help make the world a better place. If you happen to find a Kinstone piece, please keep it! As you wander the world, you may occasionally find a person who has a yearning to fuse his Kinstone piece with someone else's. This yearning is displayed with a thought bubble, with an icon inside. Approach this person and press L to bring up a list of Kinstone pieces you have. Cycle through them until you find one that looks like it will fit the person's piece (has to be the same color as well), and press A. If it fuses, something good will happen! You don't get the ability to do this until

after finishing Deepwood Shrine and returning to Hyrule Town. You can gain these Kinstone pieces through treasure chests; by random drops from slashed grass, bushes, broken rocks and pots, or killed enemies; or from some mini-games or shops.

I will show a list of Kinstone Fusions, including ones relating to the plot that you HAVE to do, and show the rewards you get for doing them as well. Some Fusions are fickle and aren't available always when they're supposed to, and some are shared with others. So keep that in mind when looking for people to fuse with. There's a number of shared Fusions, and those are activated by a number of different people. However, this is randomized, and when you fuse with a shared fuser, he won't want to fuse anymore. As such, I will make note of the fusions that are shared, and have a list of shared fusers below so you can mark them off. The shared fusers listed are only the ones available at the end of the game, as some people in town disappear as you go through the game. Aside from the fusers on shared fusions though, you don't really have to worry about missing anything, except for a couple...but those will be noted.

Shared Fusers:

(Thanks to Jamie Caie, "Silktail" for this list.)

Crenel Hermit []

Location - High cave at Mt. Crenel, on Crenel Wall. *HAS FIVE SHARED FUSIONS*

Business Scrub []

Location - Cave in Mt. Crenel's Base.

Gina []

Location - Pink Ghini in Royal Valley.

Percy []

Location - By his house in WesternWood.

Potho []

Location - With the King at (Dark) Hyrule Castle.

Town Minish []

Location - At carpenters' house in Hyrule Town. *FICKLE*

Mutoh []

Location - Carpenter boss at Hyrule Town. *FICKLE*

Mack []

Location - Carpenter with afro haircut at Hyrule Town. *FICKLE*

Doyle []

Location - Carpenter with flat-top haircut at Hyrule Town. *FICKLE*

Brent []

Location - Carpenter holding lumber at Hyrule Town. *FICKLE*

Malon []

Location - Ranch girl at Hyrule Town. *FICKLE*

Epona []

Location: Malon's horse at Hyrule Town.

Leila []

Location: Girl in Simon's Simulations building at Hyrule Town. *FICKLE*

Herb []

Location: Rich man outside of Hyrule Town cafe. *FICKLE*

Town Minish []

Location: Hungry Minish in cafe's rafters. *FICKLE*

Town Minish []

Location: Minish who wants a red cap in cafe's rafters. *FICKLE*

Forest Minish []

Location: Refined Minish in cafe's rafters. *FICKLE*

Hurdy-Gurdy Man []

Location: Inside cafe.

Baris []

Location: Sitting man in cafe. *FICKLE*

Chai []

Location: Sitting woman in cafe. *FICKLE*

Breve []

Location: Old woman in cafe. *FICKLE*

Harrison []

Location: Kid in Hyrule Town's school, doesn't want to go home. *FICKLE*

Erik []

Location: Kid in school who loves school. *FICKLE*

Joel []

Location: Kid in blue shirt at Hyrule Town's inn, upstairs. *FICKLE*

Satchel []

Location: Sitting man at inn, upstairs. *FICKLE*

Lolly []

Location: Brown-haired kid, at inn downstairs.

Bindle []

Location: Man at inn, downstairs. *FICKLE*

Romio []

Location: One of the lovers at Hyrule Town. *FICKLE*

Berry []

Location: Romio's sister at Hyrule Town. *FICKLE*

Rolf []

Location: Romio's dog at Hyrule Town.

Julietta []

Location: One of the lovers at Hyrule Town. *FICKLE*

Verona []

Location: Julietta's mother at Hyrule Town. *FICKLE*

Jim []

Location: Julietta's brother at Hyrule Town. *FICKLE*

Scratcher []

Location: Julietta's cat at Hyrule Town.

Anju []

Location: Cucco lady at Hyrule Town. *FICKLE*

Talon []

Location: Ranch owner at Lon Lon Ranch. *FICKLE*

Elsie []

Location: Cow inside the ranch.

Forest Minish []

Location: Inside green mushroom house in Minish Woods' village. *FICKLE*

Festari []

Location: Minish priest at Minish Village.

Forest Minish []

Location: Researcher in Minish Village's barrel house. *FICKLE*

Forest Minish []

Location: Inside barrel house. *FICKLE*

Forest Minish []

Location: Inside village's lakeside mushroom house.

Gregal []

Location: The elderly man at the Wind Tribe home. *NOTE: Is only available if you saved him earlier. Otherwise, he kicks the bucket.*

Kinstone Fusion #01: []

Person: Hurdy-Gurdy Man (Hyrule Town)
Piece Needed: Blue
Effect: Tree Opened (South Hyrule Field)

Details: This is necessary to advance through the game. Just enter Hyrule Town from South Hyrule Field after clearing Deepwood Shrine, and you will automatically encounter this guy. He will teach you all about Kinstones and how to fuse with others, and gives you a Kinstone bag to carry Kinstones as well as the piece you need to fuse with him. Fusing with him opens something in South Hyrule Field...go investigate the tree that just opened.

Kinstone Fusion #02: []

Person: Mysterious Statue (Castor Wilds)
Piece Needed: Gold pieces
Effect: Open the way to Wind Ruins

Details: Southwest of Castor Wilds are three Mysterious Statues. They each want to fuse gold Kinstones that you can find by exploring Castor Wilds, and these are required fusions to proceed through the game. After all three statues have fused golden Kinstone pieces, the way to the Wind Ruins opens up. I'm counting the three as one Fusion for simplicity. The pieces you need are all found in Castor Wilds.

Kinstone Fusion #03: []

Person: Source of the Flow (Veil Falls)
Piece Needed: Gold
Effect: Open the way up Veil Falls

Details: After clearing the Temple of Droplets, the ghost of Gustaf, a previous king of Hyrule, will beckon you towards the Royal Valley. After infusing the sword with the Water Element and finding Gustaf in the Royal Crypt he's kept in, you will get a golden Kinstone piece. To use this, enter Veil Falls through the northeast corner of North Hyrule Field. Approach the grey wall on the bridge to fuse Kinstones, allowing you to proceed.

Kinstone Fusion #04: []

Person: Mysterious Clouds (Cloud Tops)
Piece Needed: Gold pieces
Effect: Open the way to Wind Tribe home

Details: Throughout the lower section of Cloud Tops are certain clouds that hold golden Kinstone pieces. These can't be collected, but you CAN do Fusions with them. To do so, you must explore both sections of Cloud Tops and find the golden Kinstone pieces in chests and hidden within clouds that you have to dig through. Each Fusion makes a windmill start turning near where you entered Cloud Tops. With all the windmills started, a large whirlwind appears that will help you proceed to the large home of the Wind Tribe. As with the Castor Wilds Fusions, I count all these as one.

Kinstone Fusion #05: []

Person: Melari (Mt. Crenel)
Piece Needed: Red
Effect: Beanstalk grown (Mt. Crenel)

Details: The Minish blacksmith at the mines nearby Cave of Flames. Do a Kinstone Fusion with him to make a bean grow on the peak of Mt. Crenel. Climb it...

Kinstone Fusion #06: []

Person: Mountain Minish (Mt. Crenel)
Piece Needed: Green
Effect: Chest appears (Minish Woods)

Details: This Minish can be found at Melari's Mines. West side in front of the exit toward Cave of Flames. This Fusion makes a chest appear in Minish Woods...

Kinstone Fusion #07: []

Person: Mountain Minish (Mt. Crenel)
Piece Needed: Green
Effect: Golden Tektite (Mt. Crenel)

Details: This Minish can be found at Melari's Mines, in the kitchen...which is the southeast room. This Kinstone Fusion makes a Golden Tektite appear at Mt. Crenel...

Kinstone Fusion #08: []

Person: Mountain Minish (Mt. Crenel)
Piece Needed: Green
Effect: Chest appears (Mt. Crenel)

Details: This Minish can be found at Melari's Mines, in front of the eastern room...the bedroom. This Kinstone Fusion makes a chest appear at the Minish road on the right side peak of Mt. Crenel, amidst the large raindrops...

Kinstone Fusion #09: []

Person: Mountain Minish (Mt. Crenel)
Piece Needed: Green
Effect: Chest appears (Mt. Crenel's Base)

Details: This Minish can be found at Melari's Mines, and is the left-most miner on the north side of the mines. This Kinstone Fusion makes a chest appear on the Minish road to the Spring Water at the mountain base...

Kinstone Fusion #10: []

Person: Grayblade (Mt. Crenel)
Piece Needed: Red
Effect: Waterfall opens (Castor Wilds)

Details: On the east side of Mt. Crenel, climb up to him and do a Kinstone

Fusion! This is an important one. This makes a waterfall open up on the northeast corner of Castor Wilds. Head in to learn how to charge your sword quicker...

Kinstone Fusion #11: []

Person: Mysterious Wall (Mt. Crenel)

Piece Needed: Blue

Effect: Added Goron help [See Fusion #49] (Lon Lon Ranch)

Details: After fusing with Eenie, go to Mt. Crenel and climb to the top via the large west-side Crenel Wall. Once at the top, climb down the ladder and dig through the wall. Inside, take a right, and at the end of the path, behind dirt, is a Mysterious Wall. Do this Fusion and a Goron will help the one who's punching through walls...

Kinstone Fusion #12: []

Person: Forest Minish (Mt. Crenel's Base)

Piece Needed: Green

Effect: Chest appears (Mt. Crenel's Base)

Details: On the west side of Mt. Crenel's Base, where you found a green Crenel Bean, is a small hole hidden under the...webbing? Suck it all up with the Gust Jar, then use the nearby rock to shrink so you can drop down the hole. Do this Fusion with the Minish to make a chest appear nearby...

Kinstone Fusion #13: []

Person: Business Scrub (Castor Wilds)

Piece Needed: Blue

Effect: Tree opened (Minish Woods)

Details: On the north side of Castor Wilds are two cave entrances. Taking the left one, you'll find a Business Scrub. If you haven't encountered him already, deflect his nut back at him with your shield, and then fuse. This makes a tree open up in Minish Woods...

Kinstone Fusion #14: []

Person: Forest Minish (Wind Ruins)

Piece Needed: Red

Effect: Beanstalk grown (Wind Ruins)

Details: A Minish can be found in his home under a small hole pretty close to the Castor Wilds entrance to the Wind Ruins area. Just shrink with the nearby tree stump and drop in. Fuse Kinstones and the planted bean in the area will grow into a magnificent beanstalk. Climb to the skies to get a wonderful prize...

Kinstone Fusion #15: []

Person: Spookter (Royal Valley)

Piece Needed: Blue

Effect: Hard mode on Chest Mini-Game Shop (Hyrule Town)

Details: At the graveyard in Royal Valley, you'll find a pink-ish ghost there. Fuse with him and the person at the Chest Mini-Game Shop will add a hard mode to his game. More risk, more reward!

Kinstone Fusion #16: []

Person: Spookter (Royal Valley)
Piece Needed: Blue
Effect: Spookter disappears (Hyrule Town)

Details: You can do another fusion with the same Spookter at Royal Valley. Do this fusion and the Spookter next to Anju's house in Hyrule Town will disappear, leaving a Minish-sized entrance...

Kinstone Fusion #17: []

Person: Dampé (Royal Valley)
Piece Needed: Blue
Effect: Grave opens (Royal Valley)

Details: Dampé, the gravekeeper at Royal Valley, will want to fuse. Do the fusion and the grave on the northeast corner of the graveyard will open up...

Kinstone Fusion #18: []

Person: Dampé (Royal Valley)
Piece Needed: Green
Effect: Minish hole opened (Wind Ruins)

Details: Dampé will want to do another Kinstone Fusion. This one makes a hole form up in the Wind Ruins...shrink and enter...

Kinstone Fusion #19: []

Person: Gina (Royal Valley)
Piece Needed: Green
Effect: Waterfall opens (Hyrule Town)

Details: After doing Fusion #17 above, enter the tomb under that gravestone that moved to find Gina, a pink Ghini. At first, she will want to do this fusion, but you can come back to her to do a shared fusion. By doing this one, a small waterfall in Hyrule Town will open up. Head inside...

Kinstone Fusion #20: []

Person: Gina (Royal Valley)
Piece Needed: Green
Effect: Fallen Tree restored (Western Wood)

Details: Gina will want to do a second Kinstone Fusion unique to her. Doing this Fusion makes a tree repair itself in Western Wood...

Kinstone Fusion #21: []

Person: Knuckle (Trilby Highlands)
Piece Needed: Green
Effect: Tree opened (North Hyrule Field)

Details: Knuckle, Tingle's brother who's dressed in blue, can be found at Trilby Highlands. To reach him, you must dig through the left spot in the wall below him by using your Mole Mitts and then climbing up the ladder. Fusing with him opens a tree in North Hyrule Field, which is one of the four central trees. Fuse with all of Tingle's brothers for a neat prize...

Kinstone Fusion #22: []

Person: Mysterious Wall (Trilby Highlands)
Piece Needed: Blue
Effect: Added Goron help [See Fusion #49] (Lon Lon Ranch)

Details: After fusing with Eenie, go to Trilby Highlands. Right before walking to Mt. Crenel's Base, go north and dig through the wall there. Take a right and find the Mysterious Wall behind some dirt. Fuse with it and a Goron will help the one who's punching through walls...

Kinstone Fusion #23: []

Person: Forest Minish (Trilby Highlands)
Piece Needed: Green
Effect: Pond dried (Trilby Highlands)

Details: To reach this Minish in his mushroom house, dig through the northwest dig spot in the wall by the river by using the Mole Mitts, then dig to the ladder and climb up. Shrink using the stump, and then climb the small vine to the home. This Kinstone Fusion will make a pond dry up in Trilby Highlands, revealing a staircase going down...

Kinstone Fusion #24: []

Person: Percy (Trilby Highlands)
Piece Needed: Red
Effect: Fallen tree restored (Western Wood)

Details: Percy is the poet who is inside a tree by the grassy enclosed field of Trilby Highlands. This Kinstone Fusion will cause a fallen tree to restore itself in Western Wood letting Percy gain access to his house...

Kinstone Fusion #25: []

Person: Forest Minish (Western Wood)
Piece Needed: Blue
Effect: Beanstalk grown (Western Wood)

Details: On the southwest corner of Western Wood is a small area with a Minish mushroom house. Shrink using the nearby stump and enter the house. Fuse with the Minish and the bean he said he planted will suddenly sprout. Climb it...

Kinstone Fusion #26: []

Person: Forest Minish (Hyrule Castle Garden)
Piece Needed: Green
Effect: Fallen Tree restored (Western Wood)

Details: At the garden, head to the east side to find a tree that sparkles when you're near it. Dash into it with the Pegasus Boots to reveal a stump. Shrink on it, then head to the north-east through a hole in the hedge and down a hole. Fuse with the Minish there and a fallen tree in Western Wood will repair itself, leading to a curious alcove...maybe if you dug there...

Kinstone Fusion #27: []

Person: Grimblade (Hyrule Castle Garden)
Piece Needed: Red
Effect: Waterfall opens (Veil Falls)

Details: Grimblade, the swordsman trainer, can be found at the southeast corner of Hyrule Castle Garden. Slash the bushes to reveal a ladder, and climb down. Inside, perform this Kinstone Fusion and a waterfall will open at Veil Falls. Head inside to learn how to decrease the split gauge's time for charging...

Kinstone Fusion #28: []

Person: Forest Minish (North Hyrule Field)
Piece Needed: Green
Effect: Chest appears (Wind Ruins)

Details: On the east side of the area, you'll find a small vine connecting a lower part of ground to a higher part. On the higher part, destroy the lone block there to reveal a hole. Drop down the ledge, ram into the nearby tree that sparkles, shrink on the remaining stump, and climb the vine to drop into the hole. This Fusion with the Minish inside makes a chest appear in Wind Ruins...

Kinstone Fusion #29: []

Person: Stranger (Hyrule Town)
Piece Needed: Red
Effect: Teleport opens (South Hyrule Field)

Details: Stranger, the guy in Hyrule Town that lives in the yellow-roofed house south of the Post Office wants to fuse. By doing so, a teleport appears at South Hyrule Field... I recommend doing this as early as possible.

Kinstone Fusion #30: []

Person: Farore, Din, or Nayru (Hyrule Town)
Piece Needed: Red
Effect: Give an Oracle a home (Hyrule Town)

Details: The three Oracles, hailing from distant lands, have come to Hyrule to find a place to live. When either are fused with, a home will be available in Hyrule Town. Speak with Gorman that appears in front of that house, then talk to either of the three Oracles to give one of them a home...

Kinstone Fusion #31: []

Person: Bremor (Hyrule Town)
Piece Needed: Red
Effect: Second house for rent (Hyrule Town)

Details: After fusing with either of the three Oracles at the inn to make the first house available for rent and moving one of them in, Bremor will appear, wanting to fuse Kinstones. He should be by the Post Office. Do so, and Mutoh will be motivated to build an entirely new house. Gorman will make an appearance a bit south of the Post Office. He will want to build the house there. Over time (or, just exit and re-enter Hyrule Town a couple of times), the house will be built. Speak with Gorman, and then talk to either of the two Oracles you haven't given a house to. Unfortunately, there's no third house for the third Oracle...

Kinstone Fusion #32: []

Person: Farore (Hyrule Town)
Piece Needed: Red
Effect: Joy Butterfly (Castor Wilds)

Details: Fuse Kinstones with Farore after giving two of the Oracles homes, and this will make a Joy Butterfly appear in Castor Wilds. Collect the Joy Butterfly to increase your abilities...

Kinstone Fusion #33: []

Person: Din (Hyrule Town)
Piece Needed: Red
Effect: Joy Butterfly (Wind Ruins)

Details: Fuse Kinstones with Din after giving two of the Oracles homes, and this will make a Joy Butterfly appear in Wind Ruins. Collect the Joy Butterfly to increase your abilities...

Kinstone Fusion #34: []

Person: Nayru (Hyrule Town)
Piece Needed: Red
Effect: Joy Butterfly (Royal Valley)

Details: Fuse Kinstones with Nayru after giving two of the Oracles homes, and this will make a Joy Butterfly appear in Royal Valley. Collect the Joy Butterfly to increase your abilities...

Kinstone Fusion #35: []

Person: Postman (Hyrule Town)
Piece Needed: Blue
Effect: Swiftblade's Newsletter available (Hyrule Town)

Details: The Postman moves around Hyrule Town constantly, so in order to catch him, you'll have to be in his path to stop him briefly. Fusing with him causes the Postmaster to come up with an idea...to ask Swiftblade to make a

newsletter for adventurers! Coming back to the Post Office, you'll find a new employee there, Marcy. Speaking to this cute gal, you'll be able to purchase new issues of that newsletter. Hefty prices though. These issues aren't in your inventory though, you'll have to visit the Post Office whenever you want to read them.

Kinstone Fusion #36: []

Person: Candy (Hyrule Town)
Piece Needed: Blue
Effect: Access to Mole Mitt spot (Trilby Highlands)

Details: Fuse with Candy, the little blonde girl at Hyrule Town. She usually seems to be found with the little boy Lolly, with both of them appearing in various places over time. Fusing with her creates a ledge in front of the Mole Mitt digging spot in the river of Trilby Highlands, letting you swim to it and find whatever's inside...

Kinstone Fusion #37: []

Person: Hagen (Hyrule Town)
Piece Needed: Red
Effect: Staircase hole (Lon Lon Ranch)

Details: Hagen is the mayor of Hyrule Town, usually found at his own home just next to the inn and school. Fusing with him makes a pond dry up in Lon Lon Ranch, revealing a staircase leading down...

Kinstone Fusion #38: []

Person: Mama (Hyrule Town)
Piece Needed: Green
Effect: Platform appears (Lake Hylia)

Details: Mama, the blonde-haired woman who loves to stay at the cafe, will want to do a Kinstone Fusion. By doing so, a platform appears at Lake Hylia, allowing you to be able to swim to and dig through a Mole Mitt digging spot...

Kinstone Fusion #39: []

Person: Tina *FICKLE* (Hyrule Town)
Piece Needed: Green
Effect: Chest appears (Trilby Highlands)

Details: Tina, the purple-dressed schoolteacher of Hyrule Town's school, has a Kinstone Fusion, but only when she feels like it. Come up and meet her until she wants to do this fusion. Once performed, a chest appears in Trilby Highlands...

Kinstone Fusion #40: []

Person: Librari (Hyrule Town/Lake Hylia)
Piece Needed: Green
Effect: Golden Octorok (Wind Ruins)

Details: Fuse with Librari (first found at Hyrule Town's library, but later moves to a mushroom house in Lake Hylia that requires Fusion #73 to reach.) to make a Golden Octorok appear in Wind Ruins. Defeat it for something neat...

Kinstone Fusion #41: []

Person: Smith (South Hyrule Field)
Piece Needed: Red
Effect: Chest appears (Eastern Hills)

Details: Link's grandfather Smith will eventually want to fuse Kinstones. By doing so, a chest appears in Eastern Hills. The chest contains...

Kinstone Fusion #42: []

Person: Smith (South Hyrule Field)
Piece Needed: Green
Effect: Chest appears (Trilby Highlands)

Details: Smith will want to do another Kinstone Fusion sometime after the first one. Do this fusion to make a chest appear at Trilby Highlands...

Kinstone Fusion #43: []

Person: Forest Minish (South Hyrule Field)
Piece Needed: Red
Effect: Red Potion available at Syrup's Hut (Minish Woods)

Details: To reach this Forest Minish's home, you need the Pegasus Boots. Once you have those, head over to the south-west corner of South Hyrule Field. You will see the Minish mushroom house and a nearby tree that sparkles. Dash into the tree to reveal a stump with which to shrink. Do so and enter, then fuse. The result, Syrup in Minish Woods mixes up a new potion...

Kinstone Fusion #44: []

Person: Tingle (South Hyrule Field)
Piece Needed: Green
Effect: Tree opened (North Hyrule Field)

Details: After a while, Tingle waits at a ledge in South Hyrule Field, reachable by using the Cane of Pacci on the nearby hole. Fuse with him to open one of the four central trees in North Hyrule Field. Fuse with all of Tingle's brothers for a neat prize...

Kinstone Fusion #45: []

Person: Tingle (South Hyrule Field)
Piece Needed: Red
Effect: Golden Tektite (Mt. Crenel)

Details: After doing the first fusion with him, he'll want to do another Kinstone Fusion! This one makes a Golden Tektite appear at Mt. Crenel...

Kinstone Fusion #46: []

Person: Ankle (Lon Lon Ranch)
Piece Needed: Green
Effect: Tree opened (North Hyrule Field)

Details: Ankle, Tingle's brother, can be found on top of a ledge in Lon Lon Ranch. To reach it, just enter the cave below, split to push the block aside, and climb the ladder. Do a Kinstone Fusion with him and one of the four central trees will open up. Fuse with all of Tingle's brothers for a neat prize...

Kinstone Fusion #47: []

Person: Goron (Lon Lon Ranch)
Piece Needed: Blue
Effect: Goron Merchant (Hyrule Town)

Details: There's a Goron punching a wall in a secluded alcove of Lon Lon Ranch. To get there, cut through the ranch, move around and use the whirlwinds to get to another entrance to Lake Hylia. Briefly enter, then exit off the south-west side back to Lon Lon Ranch. Use the whirlwinds HERE to glide over to the Goron and fuse with him. This makes a Goron Merchant show up at Hyrule Town that sells Kinstones!

Kinstone Fusion #48: []

Person: Goron (Lon Lon Ranch)
Piece Needed: Red
Effect: Biggoron wakes up (Veil Falls)

Details: After fusing with Eenie and all the Mysterious Walls around Hyrule, enter the Goron cave and fuse with the right-most Goron at the end of the cave. This makes Biggoron appear at Veil Falls...

Kinstone Fusion #49: []

Person: Eenie (Eastern Hills)
Piece Needed: Blue
Effect: Goron punches hole in wall (Lon Lon Ranch)

Details: The farmer with the tan-colored hat over at the farm in Eastern Hills wants to fuse Kinstones. By doing so, the Goron at Lon Lon Ranch that was punching the wall in an attempt to make a hole will suddenly have enough strength to do just that. Follow the Goron in...

*NOTE: Due to a glitch which I'm unsure has been fixed in subsequent releases or not, I advise you to only attempt to do this Fusion when you have the proper piece to do so. Eenie might not want to fuse any more if you leave in the middle of trying to do the Fusion.

Kinstone Fusion #50: []

Person: Meenie (Eastern Hills)
Piece Needed: Green
Effect: Chest appears (Mt. Crenel)

Details: The farmer with the brown-colored hat over at the farm in Eastern Hills wants to fuse Kinstones. By doing so, a chest appears on a ledge on Mt. Crenel. Climb up Crenel Wall to open it...

Kinstone Fusion #51: []

Person: Mysterious Wall (Eastern Hills)
Piece Needed: Blue
Effect: Added Goron help [See Fusion #49] (Lon Lon Ranch)

Details: After fusing with Eenie, dig through the spot in the wall right near him and uncover the Mysterious Wall on the northeast corner. Do a Fusion and a Goron will come help the one who's punching through walls...

Kinstone Fusion #52: []

Person: Forest Minish (Eastern Hills)
Piece Needed: Blue
Effect: Beanstalk grown (Eastern Hills)

Details: Head to the southwest corner of Eastern Hills. Over there, shrink using the stump and enter the mushroom house. Fuse with the Minish inside and the nearby bean will grow into a tall beanstalk. Climb it for a prize...

Kinstone Fusion #53: []

Person: Hailey (Cloud Tops)
Piece Needed: Green
Effect: Golden Tektite (Veil Falls)

Details: Up at Cloud Tops, the Wind Tribe girl named Hailey (is right by the entrance from Veil Falls when you arrive, later is at the Wind Tribe home) wants to fuse Kinstones. Do so and a Golden Tektite will appear on Veil Falls...

Kinstone Fusion #54: []

Person: Gale (Cloud Tops)
Piece Needed: Red
Effect: Waterfall opens (Veil Falls)

Details: The Wind Tribe woman named Gale, who lives up in the clouds, wants to fuse Kinstones. This fusion makes a waterfall open up at Veil Falls...

Kinstone Fusion #55: []

Person: Caprice (Cloud Tops)
Piece Needed: Green
Effect: Chest appears (Veil Falls)

Details: The Wind Tribe woman who is in the same room with Gregal wants to do a Kinstone Fusion. Do so and a chest will appear at Veil Falls...

Kinstone Fusion #56: []

Person: Flurris (Cloud Tops)

Piece Needed: Green

Effect: Golden Rope (Castor Wilds)

Details: Flurris, the rather plump-looking Wind Tribe woman, wants to do a Kinstone Fusion. This one will make a Golden Rope appear at Castor Wilds...

Kinstone Fusion #57: []

Person: Flurris (Cloud Tops)

Piece Needed: Green

Effect: Tree restored (Western Wood)

Details: Flurris has a second Kinstone Fusion. This one makes a tree restore itself in Western Wood...

Kinstone Fusion #58: []

Person: Siroc (Cloud Tops)

Piece Needed: Green

Effect: Chest appears (Royal Valley)

Details: Siroc, the elder who is at the top floor of the Wind Tribe home, has a Kinstone Fusion ready. Perform it and a chest will appear at Royal Valley...

Kinstone Fusion #59: []

Person: Siroc (Cloud Tops)

Piece Needed: Green

Effect: Chest appears (Royal Valley)

Details: Siroc has another Kinstone Fusion, and this one makes another chest available at Royal Valley...

Kinstone Fusion #60: []

Person: David Jr. (Lake Hylia)

Piece Needed: Green

Effect: Tree opened (North Hyrule Field)

Details: David Jr., a supposed brother to Tingle, can be found up at Lake Hylia on the north side, nearby Stockwell's house. Do a Kinstone Fusion with him and a tree will open at North Hyrule Field. It's one of those four central trees. Fuse with all of Tingle's brothers for a neat prize...

Kinstone Fusion #61: []

Person: David Jr. (Lake Hylia)

Piece Needed: Green

Effect: Chest appears (Mt. Crenel)

Details: After his first Fusion, he will be available for this other Kinstone Fusion! This one, when performed, makes a chest appear at Mt. Crenel, on the

Minish road to Melari's Mines...

Kinstone Fusion #62: []

Person: Mysterious Wall (Lake Hylia)
Piece Needed: Blue
Effect: Added Goron help [See Fusion #49] (Lon Lon Ranch)

Details: After fusing with Eenie, go to Lake Hylia and use the Roc's Cape to jump across islands from where David Jr. is, to the dig spot in the wall on the north side of the lake. Dig in, then head left, and south. At the end of this passage is this wall. Fuse Kinstones and a Goron will help the one who's punching through walls...

Kinstone Fusion #63: []

Person: Forest Minish (Lake Hylia)
Piece Needed: Red
Effect: Tree opened (Western Wood)

Details: This Forest Minish is found on a ledge in Lake Hylia. Only way to access it is to warp to Lake Hylia with the Ocarina of Wind. Once done so, shrink using the stump and enter the house. The Fusion with him will make a tree open up in Western Wood...

Kinstone Fusion #64: []

Person: Forest Minish (Lake Hylia)
Piece Needed: Blue
Effect: Beanstalk grown (Lake Hylia)

Details: On the southeast corner of Lake Hylia is a tree that you can ram into and reveal a stump. Shrink, then swim north using the Flippers. Climb up the small vine you come across, and then drop down the hole. Fuse with the Minish there and a beanstalk will grow at the lake. How to reach it? Maybe dig through the wall on the north side of Lake Hylia...

Kinstone Fusion #65: []

Person: Waveblade (Lake Hylia)
Piece Needed: Red
Effect: Waterfall opens (North Hyrule Field)

Details: Waveblade at his under-tree dojo on the southwest corner of Lake Hylia wants to fuse. Do so and a waterfall will open up at North Hyrule Field. Head in to learn how to lengthen your Great Spin Attack...

Kinstone Fusion #66: []

Person: Fifi [Borken in PAL ver.] (Lake Hylia)
Piece Needed: Green
Effect: Chest appears (Lake Hylia)

Details: Stockwell has his own home on the north side of Lake Hylia. Inside is his dog. To fuse, shrink using the pot inside before speaking with her. This

Fusion makes a chest appear in the Minish road to the mayor's cabin on the southeast corner of the lake...

Kinstone Fusion #67: []

Person: Mysterious Wall (Minish Woods)

Piece Needed: Blue

Effect: Added Goron help [See Fusion #49] (Lon Lon Ranch)

Details: After fusing with Eenie, enter Lake Hylia through the southeastern exit from Lon Lon Ranch, and go down into Minish Woods. Below the hill where Syrup's hut rests is a digging spot. Dig in with the Mole Mitts and dig through the dirt until you're at the north-east corner of the cave to find a Mysterious Wall. Fuse with it and a Goron will come help the one who's punching through walls...

Kinstone Fusion #68: []

Person: Business Scrub (Minish Woods)

Piece Needed: Green

Effect: Golden Octorok (Western Wood)

Details: This Business Scrub is inside a tree in Minish Woods, but in order to open that tree, you will have to do Fusion #13. Once done, walk in, deflect the Scrub's nut, then fuse. This makes a Golden Octorok appear in Western Wood. Defeat it for a prize...

Kinstone Fusion #69: []

Person: Business Scrub (Minish Woods)

Piece Needed: Green

Effect: Hole opened (Castor Wilds)

Details: After doing Fusion #13, a tree will open up in Minish Woods. Enter it to find a Business Scrub. Deflect its nut so you can talk to it, and do this Kinstone Fusion to make a hole form on the northwest corner of Castor Wilds...

Kinstone Fusion #70: []

Person: Belari (Minish Woods)

Piece Needed: Red

Effect: Chest appears (Wind Ruins)

Details: Belari, the Minish who gave you bombs, living in the mushroom house just outside Minish Village, will want to do a fusion. Doing this will make a chest appear in Wind Ruins...

Kinstone Fusion #71: []

Person: Gentari (Minish Woods)

Piece Needed: Red

Effect: Remote Bombs available (Minish Woods)

Details: Gentari, the elder of Minish Woods, will eventually want to fuse Kinstones. Do so, and Belari just outside of will think of a new bomb type. Go

see him to test it out...

Kinstone Fusion #72: []

Person: Forest Minish (Minish Woods)
Piece Needed: Red
Effect: Platform appears (Veil Falls)

Details: This Forest Minish lives in the northeastern house in Minish Village, in the middle of the lake. Just swim to him from Festari's place. Do this Fusion with him and a platform will appear at Veil Falls, giving access to a dig spot on the wall...

*NOTE: He may want to do a Shared Kinstone Fusion first before doing this one.

Kinstone Fusion #73: []

Person: Forest Minish (Minish Woods)
Piece Needed: Red
Effect: Minish hole appears (Lake Hylia)

Details: The same Forest Minish for the Fusion above wants to do another Kinstone Fusion. This one makes a Minish hole appear in Lake Hylia. Drop into it and follow its inner workings for a special prize...

*NOTE: He may want to do a Shared Kinstone Fusion first before doing this one.

Kinstone Fusion #74: []

Person: Town Minish (Hyrule Town), Zill (Hyrule Town), or Forest Minish (Minish Woods)
Piece Needed: Green
Effect: Minish lilypad appears (Castor Wilds)

Details: This is a shared fusion between three people. They can be fused with in any order. The Town Minish is found in a mushroom house on the west side of Hyrule Town (or in a building after a certain Fusion, which you'll need to head inside, break pots, then enter as Minish-sized to push the furniture west), Zill is the snot-nosed boy, and the Forest Minish is in the vase house in Minish Village. Once this Fusion is done, a small lilypad appears on the northwest corner of Castor Wilds...

Kinstone Fusion #75: []

Person: Town Minish (Hyrule Town), Zill (Hyrule Town), or Forest Minish (Minish Woods)
Piece Needed: Green
Effect: Minish lilypad appears (Castor Wilds)

Details: This is a shared fusion between three people. They can be fused with in any order. The Town Minish is found in a mushroom house on the west side of Hyrule Town (or in a building after a certain Fusion, which you'll need to head inside, break pots, then enter as Minish-sized to push the furniture west), Zill is the snot-nosed boy, and the Forest Minish is in the vase house in Minish Village. Once this Fusion is done, a small lilypad appears around the northwest corner of Castor Wilds...

Kinstone Fusion #76: []

Person: Town Minish (Hyrule Town), Zill (Hyrule Town), or Forest Minish (Minish Woods)

Piece Needed: Green

Effect: Minish lilypad appears (Castor Wilds)

Details: This is a shared fusion between three people. They can be fused with in any order. The Town Minish is found in a mushroom house on the west side of Hyrule Town (or in a building after a certain Fusion, which you'll need to head inside, break pots, then enter as Minish-sized to push the furniture west), Zill is the snot-nosed boy, and the Forest Minish is in the vase house in Minish Village. Once this Fusion is done, a small lilypad appears at around the southwest corner of Castor Wilds...

Kinstone Fusion #77: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Golden Rope (Hyrule Castle Garden)

Details: After doing this Shared Fusion with someone, this will make a Golden Rope appear at Hyrule Castle Garden...

Kinstone Fusion #78: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Fountain dries (Hyrule Castle Garden)

Details: After doing this Shared Fusion with someone, a pond dries up in Hyrule Castle Garden, revealing a staircase...

Kinstone Fusion #79: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Red

Effect: Fountain dries (Hyrule Castle Garden)

Details: After doing this Shared Fusion with someone, a pond dries up in Hyrule Castle Garden, revealing a way down...

Kinstone Fusion #80: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Chest appears (North Hyrule Field)

Details: After doing this Shared Fusion with someone, a chest appears in North Hyrule Field...

Kinstone Fusion #81: []

Person: !!SHARED!! (See List of Shared Fusers)
Piece Needed: Blue
Effect: Tree opens (North Hyrule Field)

Details: After doing this Shared Fusion with someone, a tree opens up at North Hyrule Field...

Kinstone Fusion #82: []

Person: !!SHARED!! (See List of Shared Fusers)
Piece Needed: Green
Effect: Chest appears (Hyrule Town)

Details: After doing this Shared Fusion with someone, a chest appears on the Minish road of the playground in Hyrule Town...

Kinstone Fusion #83: []

Person: !!SHARED!! (See List of Shared Fusers)
Piece Needed: Green
Effect: Chest appears (South Hyrule Field)

Details: After doing this Shared Fusion with someone, a chest appears at South Hyrule Field...

Kinstone Fusion #84: []

Person: !!SHARED!! (See List of Shared Fusers)
Piece Needed: Green
Effect: Pond dries (South Hyrule Field)

Details: After doing this Shared Fusion with someone, a pond dries up at South Hyrule Field, revealing a way down...

Kinstone Fusion #85: []

Person: !!SHARED!! (See List of Shared Fusers)
Piece Needed: Green
Effect: Chest appears (Lon Lon Ranch)

Details: After doing this Shared Fusion with someone, a chest will appear at Lon Lon Ranch. In order to reach it, you must exit out somewhere at Veil Falls...

Kinstone Fusion #86: []

Person: !!SHARED!! (See List of Shared Fusers)
Piece Needed: Green
Effect: Chest appears (Lon Lon Ranch)

Details: After doing this Shared Fusion with someone, a chest appears at the Minish road in Lon Lon Ranch...

Kinstone Fusion #87: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Golden Rope (Eastern Hills)

Details: After doing this Shared Fusion with someone, a Golden Rope will appear at Eastern Hills...

Kinstone Fusion #88: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Chest appears (Minish Woods)

Details: After doing this Shared Fusion with someone, this will make a chest appear in Minish Woods...

Kinstone Fusion #89: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Chest appears (Minish Woods)

Details: After doing this Shared Fusion with someone, this will make a chest appear in Minish Woods...

Kinstone Fusion #90: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Golden Octorok (Minish Woods)

Details: After doing this Shared Fusion with someone, a Golden Octorok will appear in Minish Woods...

Kinstone Fusion #91: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Chest appears (Minish Woods)

Details: After doing this Shared Fusion with someone, a chest appears in Minish Woods...

Kinstone Fusion #92: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Minish-hole appears (Minish Woods)

Details: After doing this Shared Fusion with someone, a Minish-sized hole appears in Minish Woods...

Kinstone Fusion #93: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Chest appears (Minish Woods)

Details: After doing this Shared Fusion with someone, a chest appears at the Minish road to Minish Village...

Kinstone Fusion #94: []

Person: !!SHARED!! (See List of Shared Fusers)

Piece Needed: Green

Effect: Chest appears (Minish Woods)

Details: After doing this Shared Fusion with someone, a chest appears in Minish Woods...

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This section details all sorts of items you can get in the game, from usable items, to equipment, to quest items...it's all here.

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| INVENTORY |=====

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This is a list of items you can equip to use with the A and B buttons. Pretty simple, really. Listed by column starting from the left.

Smith's Sword

Description: A sword made by Master Smith specifically for the award ceremony. Due to unfortunate circumstances though, it has to be used as a weapon...

White Sword

Description: Melari reforged the broken Picori Blade during your visit to the Cave of Flames to grab the Fire Element. This new, more powerful blade replaces the Smith's Sword and can be infused with the four elements to further increase its power, allowing Link to split up his body into more and more doppelgangers...

Four Sword

Description: The old Picori Blade forged into a new sword, and infused with the four sacred elements. Anyone who bears it can split into four doppelgangers, and it possesses the ability to remove curses set upon anyone!

Small Shield

Description: A tiny shield that you can use to protect yourself from minor attacks and projectiles. Zelda gives this to you during the Picori Festival at the beginning of the game. Hold the button to hold the shield in front of you. You can move around while facing the one direction as well.

Mirror Shield

Description: A reflective shield that actually bounces back projectiles when you block with it! To get this, you first must do the special Goron/Mysterious Wall Kinestone Fusion sidequest (see the Kinestones section for more details), then fuse with the only Goron that will want to afterwards. This makes Biggoron appear at Veil Falls. Now beat the game, and head to Biggoron. He will want to nibble on your shield to see how it tastes, so let him. Return later and he will have finished, his chewing having transformed your shield into this awesome one! Wear it with pride!

Pegasus Boots

Description: Shoes that let you run REALLY fast! Very helpful to get around. To get it, first attempt to traverse Castor Wilds, then enter Rem's place to find out he fell asleep. Shrink down to size and speak with the Minish on his counter, then head through Lon Lon Ranch, toward Lake Hylia/Syrup's hut, grab the Wake-Up Mushroom, then use it on Rem.

Gust Jar

Description: A weapon that utilizes the power of air. Hold the button to have it suck in air and other items, and release to have it blow a gust of air. Of course, you can just tap the button to make it repeatedly blow air. The longer you suck in air, the larger the gust is when it blows out. This is found for defeating the Madderpillar in Deepwood Shrine.

Mole Mitts

Description: An item that lets you dig through dirt walls like a mole! Just face something diggable and press the button to dig it away! You can also dig on any ground (that isn't a hard ground) like a shovel to sometimes uncover some items! This is found in the middle of the Fortress of Winds dungeon.

Roc's Cape

Description: An item that allows Link to jump when the button is pressed! Hold the button to jump higher and farther. This item is gotten at the Palace of Winds dungeon.

Cane of Pacci

Description: An item that throws out special energy when swung. Whatever it comes into contact with, it flips over. Can be pretty helpful in some spots, especially if you cast the Cane's magic into a hole. It stays in the hole, and when Link jumps in, the magic causes him to jump really high! This is found as

the dungeon item in the Cave of Flames.

Flame Lantern

Description: An item found in the Temple of Droplets, home of the Water Element. This lets you burn enemies and melt ice whenever you take it out and light it, and also keeps dark caves well lit when you keep it out! Pretty basic item.

Ocarina of Wind

Description: A special ocarina made by the Tribe of Winds. Playing it calls Zeffa to your side and carries you into the sky. From there, choose a place to land on any wind crest you have revealed. You get this for beating the boss of the Fortress of Winds.

Boomerang

Description: Throw in any direction and it will come back to Link! Pretty short range, but briefly stuns any enemy it hits. Purchased at Stockwell's shop in Hyrule Town for 300 Rupees.

Magical Boomerang

Description: Doing Kinstone Fusions with Tingle and his brothers all throughout Hyrule will open up trees at North Hyrule Field. Enter all four trees when the fusions are done and step on each of the four switches to make an entrance to a large treasure chest in the middle of those trees. The Magical Boomerang sits inside that chest. This has increased range from the regular Boomerang, plus you can control it if you hold the button you threw it with and use the D-Pad.

Bombs

Description: Explosive devices that you can use to clear out blockages and small rocks you can't pick up. The Minish, Belari, in the house just outside the elder's exit from Minish Village will give you a Bomb Bag to use these after finishing the Deepwood Shrine and getting the Earth Element.

Remote Bombs

Description: Explosive devices that can clear out blockages and small rocks that can't be picked up. Just set, and press the button it's assigned to again to detonate. Can be useful so you don't have to stress about a Bomb blowing up on you if you need to carry one, and can be more of a viable attack strategy against enemies by throwing them and detonating. The downside is that you can't place multiple Bombs at once like with the normal Bombs. You can get these from Belari after doing a Kinstone Fusion with Gentari, the elder.

Bow

Description: An item that lets you shoot arrows! Unfortunately it has limited ammunition, but it can always be upgraded. This is found at the north-west

area of Castor Wilds. It's down a Minish-sized hole.

Light Arrow

Description: A special Bow that can fire sacred arrows filled with light. To fire them once you have them, press and hold the button to keep the arrow nocked, and it will charge. Once it's fully charged, unleash it, and any enemy it hits will either take major damage or will be instantly killed! This precious item can be missable, however. So how to get it? Early on in the game, do a Kinstone Fusion with Stranger, the guy who lives in the yellow-roofed home near the Post Office in Hyrule Town. This makes a portal appear in South Hyrule Field. Take it to get transported to a strange home. Climb to the second floor to meet Gregal. Use the Gust Jar to suck up the ghost surrounding him. This will save him from certain death. When you come back to the house through the Cloud Tops late in the game and visit him, he will give you this.

Empty Bottle #1 []

Description: A handy item that lets you carry a lot of things inside! To get this, exit out to Trilby Highlands that's west of Hyrule Town. Look around nearby without heading north to find a ladder going into the earth. Climb down into the cave, and bomb the wall where the two torches are. Inside is a Business Scrub. Reflect its nut back at it and purchase this for 20 Rupees.

Empty Bottle #2 []

Description: A handy item that lets you carry a lot of things inside! To get this one, fuse Kinstones with Smith, Link's grandfather. This will make a chest appear in Eastern Hills, so just simply head over there and open the chest to pick it up.

Empty Bottle #3 []

Description: A handy item that lets you carry a lot of things inside! This one is at Stockwell's shop, but isn't purchasable. To get it, enter the cafe and push the bookcase aside to find a Minish ladder. Shrink using the pot, and climb up to enter the hole, which leads to the cafe's rafters. Head east to the outside, and walk along the plank to Stockwell's. Turn back to normal and grab the bottle. Stockwell will want you to deposit the dog food inside it to his dog before using it, so head to Lake Hylia through Lon Lon Ranch, enter the north house, and press R when next to the dog bowl.

Empty Bottle #4 []

Description: A handy item that lets you carry a lot of things inside! This one has to be gotten purely through Kinstone Fusions. You'll have to fuse with Eenie, the farmer at Eastern Hills, then go and do Kinstone Fusions on five Mysterious Walls all around Hyrule, to open up a cave in Lon Lon Ranch and find this in a large chest. The Mysterious Walls are in specific dig-through caves in Mt. Crenel, Trilby Highlands, Eastern Hills, Lake Hylia, and Minish Woods.

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This is stuff that you can't necessarily equip or use. These are moreso plot items or some equipment that gives you permanent abilities. That said...

Smith's Blade

Description: A blade made by Master Smithy specifically for the Picori Festival. Give this to the minister.

Broken Picori Sword

Description: The legendary Picori Sword broken apart by Vaati's magic. Send it to the Picori to get it fixed!

Lon Lon Ranch Key

Description: The key to the ranch. It's found inside the home. Yeah. You'll be able to get it after first visiting Castor Wilds and talking to the Minish in Rem's shoemaking place in Hyrule Town. Shrink yourself and enter the ranch.

Wake-Up Mushroom

Description: A special mushroom that can wake up anyone, no matter how deep in sleep he is. That's a pretty powerful scent...Syrup the witch sells this to you for 60 Rupees. Needed to get the Pegasus Boots.

Bottle of Dog Food

Description: A glass bottle filled with dog food. You found this at Stockwell's and attempted to take it by sneaking in, but he decided to let you have it. You'll have to deliver the dog food to his dog at Lake Hylia first before you can actually use it as an Empty Bottle, though...

Library Book: A Hyrulean Bestiary

Description: A long overdue library book. After speaking with the Minish by the wind crest in Lake Hylia and investigating the library, it's found at the house with the cat in the southeast corner of Hyrule Town. To get it, douse the fire in the fireplace in the adjacent house, shrink and enter the fireplace, enter the house with the cat, and push the book off so you can pick it up as normal sized Link.

Library Book: Legend of the Picori

Description: A long overdue library book. Dr. Left has been keeping it for quite a while, but due to his absentmindedness, has no idea where it might be. To reach it, one must go on a Minish-sized adventure in Hyrule Town, grab the Power Bracelets in a fountain cave, and use those bracelets to push aside Dr. Left's furniture to the left, and climb up to the rafters. Splitting up is a clue to knocking down the book...

Library Book: A History of Masks

Description: A long overdue library book, oddly enough kept by the mayor of Hyrule Town. Inside his lakeside cabin, can only be reached at the moment by digging through the spot in north side Minish Woods where Syrup's hut is. Do some shrinking to push the book down...

Graveyard Key

Description: A key to the graveyard given by Dampé, the gravekeeper of Royal Valley. You'll need this to find Gustaf's royal grave and speak with his ghost about where to go...

Kinstone Bag

Description: This is a bag given from Hurdy-Gurdy Man, it lets you carry Kinstone pieces. For more information, see the Kinstones section.

Tingle Trophy

Description: A valuable trophy given by Tingle himself as a reward for performing every Kinstone Fusion in the game. Keep it with pride!

Pieces of Heart

Description: This keeps track of how many Heart Pieces you need until you make a full Heart Container. To see a list of them, check the Heart Pieces section.

Tiger Scrolls

Description: This keeps track of the Tiger Scrolls you have collected. In other words, you can review your learned techniques here in case you forgot them. A list of them...

- Tiger Scroll #1 is obtained from Swiftblade in Hyrule Town. Just visit his home after clearing Deepwood Shrine.
- Tiger Scroll #2 is obtained from Grimblade at Hyrule Castle Garden. After getting the Flame Lantern, head to the south-east corner of the garden and slash the bushes to reveal a ladder. Climb down, enter, and light the torches so you can learn this ability.
- Tiger Scroll #3 is obtained from Swiftblade in Hyrule Town. Visit him when you get the Pegasus Boots.
- Tiger Scroll #4 is obtained from Waveblade in Lake Hylia. Use the Flippers to swim over to the southwest area of the lake and enter the tree.
- Tiger Scroll #5 is obtained from Swiftblade in Hyrule Town. Visit his home when you have the White Sword.
- Tiger Scroll #6 is obtained from Grayblade in Mt. Crenel. To open it, first get the White Sword and infuse it with the Earth Element and Fire Element, then climb up the east side of Mt. Crenel until you can't and enter a cave. Solve the splitting puzzle to open his dojo.

- Tiger Scroll #7 is obtained from Swiftblade in Hyrule Town. Visit his home when you have the Roc's Cape.

- Tiger Scroll #8 is obtained from Swiftblade the First at Castor Wilds. On the west side of the Wilds is a large gravestone. Push it aside and head into the tomb to find Swiftblade the First's ghost. You will learn this final technique after having all previous Tiger Scrolls.

Mysterious Shells

Description: This keeps track of how many Mysterious Shells you're carrying. Collect them to get a better chance at scoring new figurines!

Carlov Medal

Description: The ultimate gift. It shows proof that you have collected all 136 Figurines in the game. Keep it proudly!

Big Bomb Bag #1 []

Description: A bigger bomb bag that allows you to carry more Bombs. To get this capacity upgrade, climb up Crenel Wall on Mt. Crenel. Along the way, you will see a ledge on the right-hand side. The sign on it says, "No bomb throwing!" Bomb the cliff wall to the right of the sign and head inside. Toss a bomb into the pond and the Great Mayfly Fairy will come out and test your honesty. Answer "neither" to her question.

Big Bomb Bag #2 []

Description: A bigger bomb bag that allows you to carry more Bombs. This one is purchaseable at Stockwell's shop in Hyrule Town for 600 Rupees. This is not available on the PAL version of the game.

Big Bomb Bag #3 []

Description: A bigger bomb bag that allows you to carry more Bombs. After a certain Kinestone Fusion is made, a chest will appear on the east side of Wind Ruins. Open it to get this.

Big Wallet #1 []

Description: Not really shown on the game's Quest Status screen like these, you can buy this at Stockwell's shop in Hyrule Town for 80 Rupees. This increases your Rupee capacity!

Big Wallet #2 []

Description: Not really shown on the game's Quest Status screen, the Great Butterfly Fairy from Minish Woods rewards you this after saying you will give her all your Rupees. (You don't, in actuality. 'Tis a test.) To reach her, go to the north side of Eastern Hills. There is a hole next to the steps leading to Lon Lon Ranch. Use the Cane of Pacci on the hole and jump in to get sprung

up to a secluded ledge. Follow it to Minish Woods and enter the tree.

Big Wallet #3 []

Description: A wallet that lets you store more Rupees. The more you collect, the more you can carry. This one can be gotten by fusing Kinstones with Hagen, the mayor of Hyrule Town. By doing so, a pond at Lon Lon Ranch dries up, revealing a staircase leading down to a cave. Head down there and open the big treasure chest.

Large Quiver #1 []

Description: A bigger quiver that allows you to carry more arrows. To get this one, you must fuse Kinstones with a Forest Minish in Wind Ruins. He's found in a hole, next to a stump to shrink with, near the Castor Wilds entrance. Doing so causes a beanstalk to grow a bit northeast from the Minish. Climb up the stalk and open the large treasure chest.

Large Quiver #2 []

Description: A bigger quiver that allows you to carry more arrows. Right as you enter the haunted Royal Valley from North Hyrule Field, climb down and place a bomb between the posts to reveal a cave entrance. Head inside and the Great Dragonfly Fairy will appear and ask you questions regarding what you've seen on your adventure... No, no, yes, no, no. Do you follow?

Large Quiver #3 []

Description: A bigger quiver that allows you to carry more arrows. This one is available for purchase at Stockwell's shop in Hyrule Town for 600 Rupees...so you'll need all the wallet upgrades to get this one.

Earth Element

Description: One of four crystalline elements of the world needed to forge a new Picori Blade. The guardian of this element was a regular Green ChuChu, turned giant because of your Minish form.

Fire Element

Description: One of four crystalline elements of the world needed to forge a new Picori Blade. The guardian of this element was Glerok, a fire dragon that rested deep in the Cave of Flames.

Water Element

Description: One of four crystalline elements of the world needed to forge a new Picori Blade. The guardian of this element was Big Octorok, a normal Octorok that made its home in the Minish-sized Temple of Droplets.

Water Element

Description: One of four crystalline elements of the world needed to forge a new Picori Blade. The guardian of this element was Gyorg Pair, flying manta-ray creatures that flew around near the Palace of Winds.

Grip Ring

Description: A special item that lets you climb up walls where-ever you can get a grip on. A Business Scrub halfway up Mt. Crenel offers to sell you this for 40 Rupees. Is inside a cave marked by a cracked wall.

Power Bracelets

Description: An item that gives you incredible strength to push and pull large things, even when Minish-sized! To get these, one must put out the fires of Dr. Left's fireplace in Hyrule Town and go through a Minish-sized adventure to a fountain cave...

Flippers

Description: Items that let you swim! Just hop in and move around. Press A to swim faster a little, and B to dive temporarily. To get these, first return all the overdue books at the Hyrule Town library, then go see Librari, the Minish who lives in the library.

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| BOTTLE ITEMS |=====
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This talks about the items you can store in your bottle. Might be useful.

Blue Picolyte

Description: After cleaning off one of the rugs with the Gust Jar at Hyrule Town's bazaar, Beedle will appear there some time afterwards selling Picolyte. For this type to be available, you must give whatever bottled item the Minish at the barrel house in Minish Woods' Minish Village so he can research new Pico Blooms. For 200 Rupees, you can buy this Picolyte. When used, this temporarily makes arrow and bomb refill pickups drop much more frequently from cut grass and destroyed rocks.

Blue Potion

Description: A special rejuvenating potion. Drink it to restore your life! Syrup the witch sells this.

Din's Charm

Description: Give Din a home in Hyrule Town (see Kinestone Fusions section for details), and whenever you visit her, she will give you this charm. When used, Link's tunic turns red for about a minute, signifying that he has temporarily increased attack power.

Fairy

Description: A healing Fairy that can restore hearts when used. When bottled, if your hearts get fully depleted, it will revive you! Pretty useful.

Farore's Charm

Description: Give Farore a home in Hyrule Town (see Kinstone Fusions section for details), and whenever you visit her, she will give you this charm. When used, Link's tunic turns purple for about a minute, signifying that he has temporarily increased attack and defense.

Green Picolyte

Description: After cleaning off one of the rugs with the Gust Jar at Hyrule Town's bazaar, Beedle will appear there some time afterwards selling Picolyte. This is one of his starting ones. For 200 Rupees, you can get this Picolyte. When used, Mysterious Shells drop from cut grass and broken rocks much more frequently for a short time.

Lon Lon Milk

Description: The best milk in Hyrule. Sold by Malon at Hyrule Town for 100 Rupees. Restores health when drank.

Mt. Crenel Mineral Water

Description: Piping hot mineral water fresh from a Mt. Crenel spring. Only green Crenel Beans can grow with this special water.

Nayru's Charm

Description: Give Nayru a home in Hyrule Town (see Kinstone Fusions section for details), and whenever you visit her, she will give you this charm. When used, Link's tunic turns blue for about a minute, signifying that he has temporarily increased defense.

Orange Picolyte

Description: After cleaning off one of the rugs with the Gust Jar at Hyrule Town's bazaar, Beedle will appear there some time afterwards selling Picolyte. For this type to be available, you must give whatever bottled item the Minish at the barrel house in Minish Woods' Minish Village so he can research new Pico Blooms. For 200 Rupees, you can buy this Picolyte. When used, this makes Fairies appear more often temporarily from cut grass and broken rocks.

Red Picolyte

Description: After cleaning off one of the rugs with the Gust Jar at Hyrule Town's bazaar, Beedle will appear there some time afterwards selling Picolyte. This is one of his starting ones. For 200 Rupees, you can get this Picolyte. When used, hearts drop more often from cut grass and broken rocks temporarily.

Red Potion

Description: After doing a Kinstone Fusion with a certain Minish, Syrup will have this available for 150 Rupees. It's really worth it though, as it restores ALL your health when drank.

Water

Description: Just plain water. Can be used to water plants or other things. Just swipe a bottle near deep water.

White Picolyte

Description: After cleaning off one of the rugs with the Gust Jar at Hyrule Town's bazaar, Beedle will appear there some time afterwards selling Picolyte. This is one of his starting ones. For 200 Rupees, you can get this Picolyte. When used, Kinstone pieces (not just green, but blue and red ones too) start appearing more frequently for a short time from cut grass and broken rocks.

Yellow Picolyte

Description: After cleaning off one of the rugs with the Gust Jar at Hyrule Town's bazaar, Beedle will appear there some time afterwards selling Picolyte. For this type to be available, you must give whatever bottled item the Minish at the barrel house in Minish Woods' Minish Village so he can research new Pico Blooms. For 200 Rupees, you can buy this Picolyte. When used, Rupees drop from cut grass and broken rocks much more frequently for a short time.

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| DUNGEON ITEMS   =====  
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Pretty simple...just unique items usually found only in dungeons. Usually the items you find in the dungeons can only be used in those dungeons, so you'll have to find multiple dungeon maps, multiple compasses...etc.

Big Key

Description: This key lets you open big doors...usually ones leading to the boss of the dungeon.

Compass

Description: This item shows the locations of treasure chests in the dungeon!

Dungeon Map

Description: A map that shows the entire layout of the dungeon. Dark rooms are ones you haven't explored, blue ones are explored rooms, and the flashing room is your current location.

Small Key

Description: A basic key that can unlock locked doors.

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| COMMON PICK-UPS          =====
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These are pick-ups you can find from slashing grass and short trees, as well as breaking pots and killing enemies.

Arrows

Description: Pick-ups that restore your arrow count. Whatever number is on the arrow icon indicates how many you'll gain.

Bombs

Description: Pick-ups that restore your bomb count. Whatever number is on the bomb icon indicates how many you'll gain.

Kinstone Pieces

Description: Pieces of Kinstone that you can use to fuse with others. Mostly drop from cut grass, and come in a variety of colors and shapes.

Mysterious Shells

Description: These can be used to increase the chances of getting a new figurine at the Figurine Gallery in Hyrule Town. The majority of them are found in chests, but you can randomly find them dropped from slashed grass and broken pots.

Recovery Hearts

Description: These restore your health. One heart = one heart for your health bar, obviously.

Rupees

Description: This is the currency of the game. The color determines the value. Green Rupees are worth 1, Blue are worth 5, Red are worth 20, Big Green are worth 50, Big Blue are worth 100, and Big Red are worth 200. Usually the big ones are found in chests, but can also be dug up.

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In the southwest corner of Hyrule Town is a tree. Inside is Carlov, the figurine maker. He makes figurines of basically any person or enemy in the game, and you can gain figurines by trading Mysterious Shells. Getting all the figurines is recommended, as you get some special prizes for doing so. The more shells you trade, the better the chance at getting a new figurine. You can raise the chance to get a new one all the way to 100%, so if you want a surefire way to keep getting figurines, you can do that. Just beware that either way you approach this, you're most likely gonna have to end up grinding Mysterious Shells on those last few figurines. Anyway, here's a list of figurines as well as their descriptions. This is based on the US version, so if you're playing the PAL version, there may be some description differences.

Note that some figurines will not show up unless you've seen the person or killed the enemy, or until you've done Kinestone Fusions with certain people. For getting all 130 figurines, you will be able to gain access to a guy's house that contains some chests containing 200 Rupees each, a Heart Piece, and the Sound Test option...just talk to the guy sitting outside the cafe. After beating the game, six more figurines become available, and if you get all 136, Mysterious Shells will stop appearing in the game and you will get the Carlov Medal.

#001: Capless Link

Description: A young boy who lives in Hyrule. He is close friends with Princess Zelda.

#002: Ezlo and Link

Description: A young boy on a quest with Ezlo to restore the Four Sword. With the sword's power, he hopes to remove the curse on Princess Zelda.

#003: Princess Zelda

Description: A bright and cheery princess from Hyrule's royal family. She loves to sneak out of the castle to visit her good friend, Link.

#004: Ezlo (Cap)

Description: A strange creature that looks at first like a cap. He speaks roughly and treats Link like a child, but he actually really likes Link.

#005: Sorcerer Vaati

Description: When the young Minish donned Ezlo's magic cap, he took this evil form. Now, he searches for the light force in his quest to become all-powerful.

#006: King Daltus

Description: The king of Hyrule. Reported to have been a fine swordsman, he appeared in the Picori Festival tournament as a youth and fought to a draw with Smith.

#007: Minister Potho

Description: The supporting pillar of Hyrule. He is also in charge of Princess Zelda's education, so when she goes missing, he gets frustrated.

#008: Smith

Description: The finest swordsmith in Hyrule. As a young man, he was a great swordsman. He and King Daltus are friends and enjoyed a pleasant rivalry as youths.

#009: Mayor Hagen

Description: The mayor of the town of Hyrule. He's a big collector of odd masks. He's built a shelter into his garden just in case monsters ever attack Hyrule.

#010: Marcy

Description: Second in command at Hyrule's post office. She's mellow and laid-back, entirely unlike the high-strung and easily excitable Stamp.

#011: Stamp

Description: A busy, hardworking postal employee, although he can be a touch edgy. The stamp he uses is his own personal one, so please don't borrow it. Thanks.

#012: Rem

Description: The proprietor of Rem's Shoe Store. Using his "secret technique," he makes shoes in his sleep. Princess Zelda is his single biggest source of income.

#013: Dr. Left

Description: A gruff-talking academic type who is obsessed with studying the Picori. He doesn't seem to be aware that they are actually living in his own house.

#014: Carlov

Description: A sculptor of finely crafted figurines. Many consider him the best sculptor in all of Hyrule. He enjoys collecting Mysterious Shells.

#015: Borlov

Description: Owner of the Chest Mini-Game Shop. Carlov's younger brother. He detests gambling, but he has made the biggest gamble of all: entrepreneurship.

#016: Stockwell

Description: The handy neighborhood gear seller, also called Stockwell the Well-Stocked. He complains that he's been too busy lately to see his dog, Fifi.

#017: Simon

Description: His mysterious dungeon-simulation game is very popular in Hyrule. It gives players the illusion of fighting real monsters in real dungeons.

#018: Gorman

Description: He wants to rent out his house in town, but he's too overbearing to attract a tenant. He doesn't even seem to realize what the problem is...

#019: Anju

Description: This young woman tends to her cuccos in Hyrule Town. If you help her father her loose cuccos, she'll give you a reward.

#020: Brocco

Description: Hyrule's vegetable vendor. He sells fine produce. He also argues constantly with the fruit vendor, Pina, over the health benefits of vegetables.

#021: Pina

Description: Hyrule's fruit vendor. She hates vegetables, so she won't even sell tomatoes, even though they technically ARE fruits. Freak.

#022: Beedle

Description: Though he is an adult, he is very good at finding Picolyte made by the Minish. And he is very, VERY convincing about their healthful properties.

#023: Postman

Description: A very serious mail deliveryman. He continues to make every delivery right on time every day.

#024: Crenel Hermit

Description: A hermit who lives on Mount Crenel. He has lots of Kinstone pieces. He brags that he won the festival tournament when he was younger.

#025: Monster Lady

Description: A weird old lady living in Percy's house without his permission. She doesn't want you to turn on the lights. She might actually be a...

#026: Dampé

Description: The gravedigger at the cemetery. They say he has the power to speak with the dead. He fuses the Kinstones he digs up with the local ghosts.

#027: Gustaf, Royal Spirit

Description: The spirit of an ancient king of Hyrule who wishes to secure peace in his land from beyond the grave. He was very fond of the people of the Wind Tribe.

#028: Syrup

Description: A wizard who lives in the Minish Woods. She sells magic items with odd powers. She's looking for an apprentice to whom she can teach her mystic spells.

#029: Great Butterfly Fairy

Description: The Great Butterfly Fairy of Minish Woods. She provides you with a larger wallet, allowing you to carry more Rupees with you.

#030: Great Mayfly Fairy

Description: The Great Mayfly Fairy of Mount Crenel. She provides you with a larger bomb bag, allowing you to carry more bombs with you.

#031: Great Dragonfly Fairy

Description: The Great Dragonfly Fairy of Royal Valley. She gives you a larger quiver, allowing you to carry more arrows with you.

#032: Percy

Description: A poet who lives in Western Wood. He comes home from a long journey to find his house occupied by an unwanted guest. Poor guy...

#033: Nayru

Description: She's looking for a house in Hyrule to move into. She is descended from a line of oracles in the land of Labyrnna.

#034: Farore

Description: She's looking for a house in Hyrule to move into. She's a very helpful person, but people take advantage of her kind nature. This really bothers her.

#035: Din

Description: She's looking for a house in Hyrule to move into. She is a famous dancer from the land of Holodrum.

#036: Joy Butterfly

Description: A rare butterfly said to bring happiness to those who catch it. If you see one on your journeys, try to grab it!

#037: Gina

Description: A strange Ghini who wants to fuse Kinstone pieces, which is somewhat peculiar for a monster. She has a lot of pieces, so keep on fusing!

#038: Festari

Description: A Minish living in Minish Village. He speaks some human languages. He sees that Link is a human with one look. He's a bit of a human enthusiast.

#039: Gentari

Description: The elder of the Forest Minish. He has lived among humans for a long time. He knows where the four elements are. He has a twin brother in Hyrule's library.

#040: Forest Picori

Description: Not visible to the eyes of adults, they delight in making humans happy by hiding helpful items and Rupees under grass and rocks all over the world.

#041: Librari

Description: This Town Minish elder is Gentari's twin brother. Those large wings that he is so proud of are trophies from a duel with a cucco as a young Minish.

#042: Town Picori

Description: These Minish like humans so much that they moved from Minish Village into Hyrule itself! They try to make humans happy, but it sometimes backfires.

#043: Melari

Description: He lives with his seven apprentices in Mount Crenel, which contains all the mineral riches they will ever need. He seems gruff, but he's trustworthy.

#044: Mountain Picori

Description: These seven students followed Melari from Minish Village to Mount Crenel. Their song is actually a sign that they are full-fledged Mountain Minish now.

#045: Goron

Description: These rock- and iron-eaters once lived on Mount Crenel in Western Hyrule. Now their numbers are few, and they live quietly in a cave.

#046: Minish Vaati

Description: Before he became a sorceror, he was a simple Minish. He had always been entranced by the evil that lives in the hearts of men...

#047: Vassals

Description: These vassals serve the king of Hyrule. They are loyal and diligent. Like the king himself, they are courteous yet frank.

#048: Library

Description: The Royal Hyrule Library. Although the library is well loved, many forget to return their books, causing no end of trouble for the librarians.

#049: Blade Brothers

Description: All of these self-trained swordsmen have won the fighting tournament at the Picori Festival before. They see great potential in Link.

#050: Wheaton & Pita

Description: This couple bakes bread in Hyrule. Their tasty pastries hold a secret... If you're extra lucky, there'll be a helpful item hidden inside!

#051: Funday School

Description: This is where all the children of Hyrule learn. Link and Princess Zelda studied here, too. The two teachers are twins named Tina and Dina.

#052: Mama's Cafe

Description: This is the best place in town to relax. You can also pick up some good tips, from the latest gossip to observations about the world.

#053: Happy Hearth Inn

Description: This generous inn gives a gift to every guest who stays the night. Guests can unwind in the lobby on the second floor.

#054: Zill and Friends

Description: Zill's the one with the drippy nose. He likes to wander around town with his friends. He knows a lot about Hyrule, and he might even give you some tips!

#055: The Carpenters

Description: These carpenters may be rough around the edges, but they do good work. They may seem tough, but they're in touch with their feminine side.

#056: Young Couple

Description: Romio and Julietta grew up next door to one another. They're dating now, but they plan to marry once they get their pets' approval.

#057: Peaceful Hyrule 1

Description: Carlov's Peaceful Hyrule
Scenery Series No. 1

#058: Peaceful Hyrule 2

Description: Carlov's Peaceful Hyrule
Scenery Series No. 2

#059: Peaceful Hyrule 3

Description: Carlov's Peaceful Hyrule
Scenery Series No. 3

#060: Cucco!

Description: With a boisterous crow and a cute crest, these feathered friends are the most popular pets in Hyrule. The baby chicks like small bugs.

#061: At Lon Lon Ranch

Description: This small ranch lies just outside Hyrule Town. Father-and-daughter team Talon and Malon run it, and they sell the finest milk in Hyrule!

#062: The Wind Tribe

Description: The people who built the Wind Ruins. They now live above the clouds, suspended by their own magic ability to control the wind.

#063: Gregal & the Ghost

Description: An old man plagued by an evil spirit. Coming to his aid will bring you benefit in the end, so if you meet him, you must find a way to help him.

#064: Tingle Siblings?

Description: Tingle (in green) and his twin younger brothers Ankle (in purple) and Knuckle (in blue). They believe fusing Kinstones will help them meet fairies, so they are recording Kinstone data on their maps. David Jr. is not technically a relative.

#065: Eenie & Meenie

Description: The Hyrulean vegetables grown in their fields are exquisitely delicious. Apparently, Brocco sells the best of their crops.

#066: Goron Merchant

Description: This Goron appears when you successfully fuse certain Kinstone pieces. He will sell you expensive, but rare, Kinstone pieces.

#067: Spookter & Spekter

Description: Ghosts from the Royal Valley. The one in the blue cap is Spookter, and the one in the red cap is Spekter. Spookter tries to be scary, but he's just not.

#068: Sluggula

Description: Appears in Minish dungeons. They drop from the ceiling unexpectedly. They are slow, so take your time, and defeat them one by one.

#069: Scissors Beetle

Description: Appears in Minish roads & dungeons. These monsters have sharp mandibles. Hit them when they shoot these away. Avoid their attacks to get in close.

#070: Moldworm

Description: Appears in Minish roads. They come out of the ground when they sense prey. If you get swallowed, you'll take damage and get all dirty! Watch out, because when you're all dirty, Pestos will come after you.

#071: Spiked Beetle

Description: Appears in dungeons. Covered in hard, spiny shells. Few attacks work on them. You have to flip them over to hurt them.

#072: Eyegore Statue

Description: Appears in Castor Wilds. They move when you put an arrow in their eye. No other attacks work. You can always just let them pass...

#073: Business Scrub

Description: Appears in caves, etc. Normally stay underground. They'll pop out and spit seeds at you, but if you get to know 'em, they're not so bad.

#074: Armos

Description: Appears in the Wind Ruins. Built by the Minish for the Wind Tribe long ago. They look like stone statues, but if you get too close, they move!

#075: Keese

Description: Appears in various areas. These bats live in dungeons and caves. Their movement is unpredictable, so use ranged weapons from a safe distance.

#076: Keaton

Description: Appears in various areas. This thieving fox preys upon travelers and merchants. He may not be strong, but he will attack very quickly, so be careful.

#077: Ghini

Description: Appears in the Royal Valley, etc. These dark beasties are attracted to light, and if they attack you, they may suck your life away!

#078: Gibdo

Description: Appears in the Palace of Winds. These mummies keep coming at you when you attack. It's better to fight from a distance if you want to avoid damage.

#079: Rollobite

Description: Appears in dungeons. His hard shell protects him from swords, but once he rolls into a ball, you can use the Gust Jar to draw him in.

#080: Spark

Description: Appears in dungeons. They cling to walls and move quickly. Normal attacks may not work, but the boomerang is pretty effective.

#081: Dark Nut

Description: Appears in Castor Wilds. These armor-clad soldiers are tough. Use your shield and rolling skills to find an opening in their defenses...

#082: Red Dark Nut

Description: Appears in the Palace of Winds. These Dark Nut commanders are strong, but if you relax and wait for your opening, you can still defeat them.

#083: Chaser

Description: Appears in dungeons. They move quickly to chase you once they spot you. Your shield will block them, but keep on your toes!

#084: Rock Chuchu

Description: Appears in Veil Falls. These tough Chuchus wear rocks on their heads. The rocks protect them from damage, so you'll have to find a way to knock the rocks off before you'll be able to destroy them.

#085: Moldorm

Description: Appears in various areas. These guys move quickly and randomly. Trap them in a corner and take them out quickly.

#086: Door Mimic

Description: Appears in the Royal Crypt. They look like doors, but they're really traps! If you get too close to one, it will fall down on you!

#087: Peahat

Description: Appears on Mount Crenel, etc. These strange beasts hover on propeller-like leaves. You can pull them out of the sky with your Gust Jar.

#088: Helmasaur

Description: Appears in various areas. Their fronts are protected with metal masks, but their backsides aren't! Pop off that mask for an easy battle.

#089: Wall Master

Description: Appears in dungeons. If these guys grab you, they'll send you back to the start of the dungeon. Dodge them as they fall, then attack.

#090: Floor Master

Description: Appears in dungeons. If these guys grab you, they'll send you back to the start of the dungeon. Watch out when he attacks with others.

#091: Acro-Bandits

Description: Appears in the Eastern Hills, etc. Five of them pop out at once. If you smack each one as they pop out of the ground, they're a piece of cake.

#092: Bob-omb

Description: Appears in dungeons. They often gather in groups in narrow areas. Once activated, they go a little crazy. Take them out with arrows.

#093: Bombarossa

Description: Appears in dungeons. They float in the air and explode when touched. Walk carefully, and you may escape unhurt...

#094: Like Like

Description: Appears in caves, dungeons, etc. Don't let them grab you: they'll eat your shield if they hold you long enough. Swing your sword to escape.

#095: Rupee Like

Description: Appears in caves, dungeons, etc. This Rupee Like has a Rupee dangling from its head stalk. This clever lure attracts greedy and delicious heroes.

#096: Rope

Description: Appears in various areas. They'll come straight for you if they spot you. Just swing your sword when they charge at you.

#097: Boulder

Description: Appears on Mount Crenel, etc. These huge boulders come crashing down from cliff walls. They fall in a random pattern, so watch your step!

#098: Ball & Chain Soldier

Description: Appears in the Palace of Winds. They're not fast, but that iron ball is a bruise! Try to hit them after they swing the ball.

#099: Spiny Beetle

Description: Appears in various areas. They hide under common rocks and grass. Be careful, because they can pop out when you least expect it!

#100: Spear Moblin

Description: Appears in Minish Woods, etc. They rush you on sight. They also block head-on attacks with their spears, so circle around to attack.

#101: Bow Moblin

Description: Appears in various areas. They fire arrows at you on sight. Block these with your shield and then close in to attack.

#102: Cloud Piranha

Description: Appears in the sky. They swim through clouds like fish in water.

Attack them in that brief moment when they pop out!

#103: Mulldozer

Description: Appears in Minish roads, dungeons, etc. There are red and blue ones. They may look small and weak, but their hard shells make them formidable.

#104: Pesto

Description: Appears in Minish roads, dungeons, etc. There are red and blue ones. The blue ones are stronger and throw things down on your head.

#105: Puffstool

Description: Appears in Deepwood Shrine. These mushroom beasties scatter spores all over dungeons. When their caps are red, they are invincible.

#106: Wizzrobe

Description: Appears in the Palace of Winds, etc. They fire magic bolts from afar. Hit them when they appear so they don't cast another spell!

#107: Fire Wizzrobe

Description: Appears in the Palace of Winds. They wield fire magic. Hit them when they appear so they don't cast another spell!

#108: Ice Wizzrobe

Description: Appears in the Palace of Winds. They wield ice magic. They're weak against fire, so attack with fire for a quick battle!

#109: Wisp

Description: Appears in dungeons. They float in midair. They won't hurt you, but if you touch them, you won't be able to use your sword for a while.

#110: Octorok

Description: Appears in various areas. There are red and blue ones. They've appeared in every Zelda game to date. They spit rocks, so be careful!

#111: Golden Octorok

Description: Appears in... Well, we're not sure! The legendary Golden Octorok. It can't be confirmed, but they are said to shoot chunks of pure gold...

#112: Golden Tektite

Description: Appears in... Well, we're not sure! The legendary Golden Tektite.
Its basic attack is the same, but it has much more power.

#113: Golden Rope

Description: Appears in... Well, we're not sure! The legendary Golden Rope.
It's much more aggressive than the normal ones: it will attack you on sight.

#114: Crow & Takkuri

Description: Appears in various areas. The black one is Crow. If you touch
Takkuri, he will steal Rupees from you, so be careful!

#115: Lakitu

Description: Appears in the sky. They float on clouds. They don't move, but
they do throw lightning bolts. Steal their clouds with the Gust Jar.

#116: Stalfos

Description: Appears in dungeons. Blue ones jump, and red ones throw bones. See
what happens when you remove their heads with the Gust Jar.

#117: Beetle

Description: Appears in various areas. They appear under rocks and grass. If
they grab you, you won't be able to move. Swing your sword to get away.

#118: Chuchu

Description: Appears in various areas. Chuchus come in many colors. Each color
is a little different, but ranged weapons work well against all.

#119: Tektite

Description: Appears on Mount Crenel, etc. They move by jumping long distances.
Their movement can be unpredictable, so attack them when they are still.

#120: Trap

Description: Appears in various areas. A trap with sharp blades. Some are
triggered by nearby intruders, while others follow a set path.

#121: Leever

Description: Appears in Wind Ruins, Veil Falls. These baddies move freely
underground when attacking. You never know where they will pop up, so keep
your shield raised and at the ready!

#122: Madderpillar

Description: Appears in Deepwood Shrine, etc. This caterpillar moves in a zigzag pattern. If you hit him on the nose, he gets upset and starts running around.

#123: Spiny Chuchu

Description: Appears in various areas. These Chuchus project spikes from their bodies at the first sign of danger. Try a well-placed bomb.

#124: Big Octorok

Description: Appears in the Temple of Droplets. Frozen solid by the power of the Water Element. He's been frozen so long that his hunger is unbearable.

#125: Gyorg Pair

Description: Appears in Palace of Winds. Females are larger than males. They fly around the Palace of Winds, preying on adventurers.

#126: Biggoron

Description: This is a legendary Goron with a body bigger than a mountain. This Goron is so big, in fact, that no one has ever seen all of it at once.

#127: Big Green Chuchu

Description: Appears in Deepwood Shrine. A perfectly ordinary Chuchu. Though not much of an enemy usually, they are terrifying to anyone Minish-sized.

#128: Gleerok

Description: Appears in the Cave of Flames. A Gleerok with a hard, rocky shell found in Mount Crenel. Hiding in lava, this beast spews fire on everything it sees.

#129: Mazaal

Description: Appears in the Wind Ruins. Constructed by the Wind Tribe to repel intruders, this sturdy machine cannot be destroyed by any external force.

#130: Big Blue Chuchu

Description: Appears in the Temple of Droplets. An ordinary blue Chuchu. Fighting him while Minish-sized is daunting, but just try to avoid that electric attack.

#131: Zelda & Link

Description: These two became fast friends because of Smith and the king of Hyrule. Zelda wishes that the sometimes unreliable Link were just a wee bit

stronger.

#132: Minish Ezlo

Description: The Minish Ezlo, before he was cursed by Vaati. He is a famous Minish sage. Even among Minish inventors, he was renowned for his amazing creations.

#133: Black Knight

Description: Appears in Dark Hyrule Castle. This is the strongest Dark Nut, with a good balance of attack and defense. They will do anything to stop you.

#134: Vaati Reborn

Description: The sorcerer Vaati took this form after draining the power of the light force from Princess Zelda. The evil beams from his eyes are devastating.

#135: Vaati Transfigured

Description: Once Vaati's body has been shattered, this dark form rises up, all that remains of the evil sorcerer. Only the sacred Four Sword can defeat him.

#136: Vaati's Wrath

Description: This is the embodiment of purest evil, the final form of the power-mad Vaati. Its mind is consumed with a hunger for destruction. Find its weakness.

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This is a list of enemies in the game. Pretty basic. Seems kinda redundant having this when there's a list of figurines that has covers enemies, but...eh.

Acro-Bandits

Description: Odd enemies that hide underground. When one spots Link, a whole stack of them pop up and walk around. It doesn't take much to kill them, though if you slash the one looking around before he spots you, the others won't appear.

Armos

Description: A bi-pedal statue with a small-ridged shield and spear, stays immobile until touched, in which case it awakens and pursues after Link. Several slashes with the sword can destroy it, but at some points, Link as

Minish size can climb their shields and into their heads, being able to activate or de-activate them.

Ball and Chain Soldier

Description: A yellow-armored soldier that swings around a large spiked ball attached to a chain. It swings the ball around in a circle, preventing you from being able to approach it, and then occasionally throws the ball toward you. At this point, it's vulnerable, so rush in and slash him dead.

Beetle

Description: A small, four-legged insect found under grass and rocks, mostly in caves. They don't cause harm to Link, but can latch on and prevent him from moving quickly. A single slash can kill them, and pressing directions on the D-Pad rapidly can knock them off if they latch on.

Big Blue ChuChu

Description: Appears as the mini-boss of the Temple of Droplets, is defeated in basically the same manner as the Big Green ChuChu, the boss of Deepwood Shrine. Wait until its electricity goes away, and then use the Gust Jar to suck away its base until it loses balance, then slashing its head. Repeat the process until it's dead.

Bob-omb

Description: What's a Mario enemy doing here? This black bomb with feet, a fuse, and red eyes walks around. When threatened, it lights its own fuse dashes around quickly. If hit again, it just sits still, waiting to blow itself up. It can be picked up and thrown at this point.

Bombarossa

Description: A red, spiked, enemy that floats around either stationary or in a designated patrol route. If touched or attacked, they detonate. They're used either as obstacles or as parts of a puzzle. Either way, be careful with them.

Business Scrub

Description: A Deku Scrub that pops out of the ground and unintentionally spits out nuts from their mouths. If the nut is reflected back at them with a shield, they'll be able to sell various items for Link.

Chaser

Description: A special blade trap that chases after Link in any direction, only changing direction when it hits an end. Can be blocked with the shield, but it is best to just take things slow around these things.

Chuchu

Description: Jelly blobs that form from the ground and attempt to approach Link. They come in many colors. Green is the most common and is pretty non-threatening. Red ones are a bit stronger and stay hidden in the ground more. Blue ones are even stronger and occasionally electrify themselves. Be careful with those. Grey Chuchus become spiny when Link approaches, preventing you from attacking and harmful to the touch. Wait until their spines retract before attacking. Some Red Chuchus have taken to putting rocks on their heads, preventing them from being attacked. However, bombs can take care of their rock helmets.

Cloud Piranha

Description: A fish that lives in the sky. It moves around within the clouds, with only its top fin exposed. It can't be damaged at this point. Every once in a while, the Cloud Piranha jumps from the cloud over toward Link. Strike it at this brief moment to damage it!

Crow

Description: A black bird that hides up in trees, and rushes toward Link when he approaches, attempting to cause him damage. Red versions of this bird are called Takkuri, and can steal Rupees if you let it hit Link! Be careful!

Dark Nut

Description: An armored knight that won't go down easily. He blocks your attacks with his shield and sword, and always keeps himself within attacking range, so you can't run away! To hit him, block one of his attacks with your shield, then quickly move to his side and slash. Red Dark Nuts are stronger and faster, and have a charged sword attack that can send Link flying pretty far if it. Black Knights are the strongest and fastest Dark Nut, so be extra cautious.

Door Mimic

Description: A trap that looks like a normal locked door, but when approached, moves a bit. Quickly move out of the way, or it will smash Link into the ground, causing damage. Bombs can destroy them, but there's no real point in doing so since once you know about them, you can just avoid them.

Eyegore Statue

Description: A stationary statue with a single eye. It does nothing until an arrow is shot in its eye, then it will start hopping toward Link to attack him. A few more arrows in its eye will destroy it.

Floor Master

Description: Blue, disembodied hands that roam around on the floor. They come after Link when he's near, and if they grab Link, he gets sent to the start of a dungeon. It is weak against the Bow; it dies in one shot.

Ghini

Description: A fearsome ghost that hides in dark places. When it spots Link, it heads straight for him. If it touches Link, it will ensnare him and lick his life away. Mash buttons to escape. The Ghini are pretty dangerous and take a few hits before they're sent out of commission...

Gibdo

Description: A large wrap-encased mummy that walks around slowly. They try to walk up to you and grab you, and take many hits to kill. However, if you use the Flame Lantern on them, their wrapping burns off, revealing that they are mere Stalfos.

Helmasaur

Description: A red, two-legged monster that has a spike helmet sticking out. When it sees you, it attempts to ram straight into you in a straight line. It is invulnerable with its helmet, so remove it first. You can use the Gust Jar.

Keaton

Description: A fox-like enemy that attacks swiftly and steals Rupees from Link if they land a hit. Be careful! They come in the basic yellow color, but also appear in blue.

Keese

Description: Bat enemies that like to live in caves. They fly in an erratic pattern, so it's best to avoid them or take them down at range.

Lakitu

Description: A turtle that lives on a cloud. It seems to like blocking pathways and generating electricity to throw at you. To get rid of them, use the Gust Jar to suck away their cloud or shoot them with the Bow.

Leever

Description: An odd, spiked, round creature that shows up from beneath the ground, spinning towards Link, attempting to hit him. It comes in red and blue, with the blue Leever being stronger.

Like Like

Description: An odd, brown, tube-like creature that emerges from the ground when Link gets close, and moves toward him. If the Like Like grabs onto Link, it can eat Link's shield as well as cause damage! The best thing to do is to stun it or get behind something and slash it until it's gone. Or avoid it, as it's a slow enemy.

Madderpillar

Description: A multi-segmented, Minish-sized caterpillar. Their lairs are usually surrounded in spiderwebs. Hitting them on their big noses angers them, turning them red and making them go faster. Hitting them on the tail when they are angry damages them.

Moblin

Description: Pig-nosed brutes that wield either spears or bows to shoot arrows. They can do a bit of damage, but the spear Moblins are slow and the bow Moblins can have their arrows blocked with your shield. It takes a few hits to kill one, though for the spears, you have to attack from the side, as their spears can block your attacks.

Moldorm

Description: A segmented worm creature that moves in a fast, erratic, random fashion. Is pretty durable, so it's best to corner it and attack it relentlessly until it dies.

Moldworm

Description: A Minish-sized enemy that emerges from the ground and crawls toward Link. If it swallows Link, he gets all dirty, making nearby Pestos swarm around and attack more rapidly. Take down the Moldworms (takes a lot of hits) or just avoid them since they're slow.

Mulldozer

Description: A ladybug-like enemy that only appears in Minish-sized dungeons and caves. Red ones rush right toward Link when he approaches, while blue ones move around in a frantic circling pattern.

Octorok

Description: A round, octopus-like creature that walks around the ground, spitting rocks from their mouths. Simple to kill, and come in three colors. The red ones are the weakest, the blue ones are stronger. The Gold Octorok appears through certain Kinestone Fusions, and is many times stronger than the red and blue ones combined. It also spits rocks much more rapidly.

Peahat

Description: Invulnerable, flying, plant enemies. Red ones fly around and occasionally fly straight towards Link without rest, while green ones carry bombs. Either way, the Gust Jar or Boomerang can make them vulnerable, or the Bow can actually kill them.

Pesto

Description: A flying bug enemy that appears in Minish-sized dungeons and other areas like that. Red ones fly directly at Link in an attempt to harm him, while blue ones drop dirt balls onto Link, which you'll have to shake off before Moldworms can come up.

Puffstool

Description: A red-capped mushroom enemy that walks around in Minish-sized dungeons. They're normally invulnerable to damage, but if their spores are all sucked up, they dry out and are helpless.

Rollobite

Description: A pillbug-like enemy that, when attacked, curls into a ball. From here, they can be messed around with. Pick them up and throw them, use the Gust Jar to suck them in and shoot them out...they can also be used to fill in round holes. They won't be able to uncurl that way though...

Rope

Description: A green snake-like enemy. They usually just slither around, but immediately start heading toward Link when they spot him. Slash it down! Rare Golden Ropes appear through certain Kinestone Fusions, and move around at a quick pace all the time!

Rupee Like

Description: A small Like Like with a Rupee attached to its stalk. It hides underground, using this Rupee as a lure. If caught, it will eat away Link's Rupees but does no damage. The color of its Rupee on the stalk indicates how many Rupees it eats away each second...so be very careful of the Red Rupee Likes...if you get caught, mash buttons to escape.

Scissors Beetle

Description: Minish-sized beetles that use their hard pincers to not only shield from attacks, but to also attack by throwing them like a boomerang. As such, hit them from the side or wait until they throw their pincers, as they are vulnerable and don't move while their pincers are thrown.

Sluggula

Description: A yellow slug with blue stripes, only found in Minish-sized dungeons and caves. They usually slime their way around the ground, but some drop from the ceiling. Avoid them then slash their underbellies for an instant kill.

Spark

Description: A red electric ball with an evil face. It clings to any surface and moves quickly along them. For the most part, they are invulnerable and shock Link whenever he touches them, but hit them with the Boomerang and they will disperse immediately and turn into a Fairy. Very helpful!

Spiked Beetle

Description: Totally different from the Spiny Beetle below. This is a blue-shelled beetle that has spikes on top. It is invulnerable except for its underbelly, so it has to be flipped over. You can do that by having it run into your shield, or use the Cane of Pacci on it. You may also use Bombs or a well-placed Down Thrust!

Spiny Beetle

Description: A red beetle that diguises itself under normal grass or rocks. It will emerge when Link gets close, so be careful! Getting rid of its protection makes it cower away, however. Unlike regular Beetles, these are pretty big and cause damage.

Stalfos

Description: A live skeleton. It comes in blue and red, with red being stronger. Stalfos sometimes jump away when you attack, so you have to be pretty near them. Boomerang works well to keep them from moving, but the Gust Jar can be used to remove their heads, making them wander aimlessly. Blue Stalfos attack by jumping on you, while red Stalfos attack by throwing their own bones at you.

Tektite

Description: A spider-like, one-eyed creature that lives in the mountains. It hops around, usually toward you whenever you're around. Be careful against them, their movement is a bit sporadic. Blue ones are a bit quicker, while Golden Tektites (only appearing through certain Kinestone Fusions) hop around crazy fast.

Trap

Description: A bladed mechanism that rushes toward Link whenever he walks in line of sight. Quick movement can avoid these, however. Other traps simply move by themselves in a set path that you'll have to avoid.

Wall Master

Description: An evil, disembodied hand that emerges from the ceiling in an attempt to grab Link. If it is successful, it drags Link back to the beginning of a dungeon. Don't let that happen! You can see a Wall Master before it comes down by seeing a giant shadow where you once stood. To easily kill a Wall Master, stun it with the Boomerang and whack it with the sword until it is dead. It won't come back.

Winder

Description: A line of fireballs that moves rapidly along the contours of a room, following its walls and other various sides. If it runs into Link, he catches on fire and runs around unstopably fast for a few seconds. Try not to get stuck in a rut, they can hurt you a lot if they happen to trap you!

Wisp

room, thinning your walking space. Eventually, it will die.

Mazaal

FOUGHT IN: Fortress of Winds

A head boss with hands. Certainly seen a lot of those in Nintendo games. Anyway, this guardian boss floats around and uses its hands to pound on you, push you towards walls, or grab you to do major damage. Avoid them and shoot arrows into the eyes on the palms of the hands. After shooting the eyes, go and slash them to disable the hands. Once both hands are disabled, the head will drop. Move to one of the pedestals, shrink yourself, and walk into the head. Inside are six pillars that seem to be power nodes. One of them is glowing around the ground. Slash that until it's destroyed, and you'll be carried out. Return to normal size and repeat the process.

It will get faster and harder to hit the eye-palms the more damage is done, and it can also pound the ground to make red Beetles drop that can do damage if they latch on. Subsequent times you enter the head, there will be a lot of dirt, so you have to dig through as well to find the right pillar. After three of the pillar power nodes are destroyed, Mazaal will finally be fully destroyed.

Big Octorok

FOUGHT IN: Temple of Droplets

A normal Octorok, but turned deadly when Minish-sized. This Octorok starts attacking by spitting rocks at you. To deal damage, shield the rocks to make them somehow bounce back to the Octorok and hit him. Careful with stray rocks, they can leave spiky remnants after shattering. After a few hits, the Octorok will freeze itself and the arena, and its flower on its head will droop down to the ground. Dash over behind it with the Pegasus Boots and use the Flame Lantern on the plant to set it on fire. It will attempt to move around and suck you in to deal damage though, so it's not that easy. After lighting it on fire, the Octorok will flail around a bit, ramming into the walls and causing debris to drop around (avoid that) and the ice will melt.

Repeat the process with deflecting its rocks then dashing behind it to light its flower a few more times and it will go down. A few changes to the fight is that now the Octorok, when un-frozen, will walk toward you as well and attempt to suck you in as well as shoot rocks. Third time around, it will spit out dark fog to make the room pitch black. Keep your Lantern out to see and dodge the Octorok as it tries to ram into you. It will also randomly ram into the wall in an attempt to damage you with the debris.

Gyorg Pair

FOUGHT IN: Palace of Winds

You'll get dropped onto a male (blue) Gyorg, and the female (red) will come up. Jump on her. Some of her eyes will open, so split yourself so that you are lined up with the eyes and go slash them. Once done, a male Gyorg will come along. Hop on him. During this ride, avoid the tail by jumping as it swings it around, and slash any of the eyes that open up. Once it's damaged enough, it will ram into the female Gyorg, so jump on her. Repeat the process of splitting the right way to hit all her eyes that open up, though this time you have to

dodge shots from a male Gyorg. Once the female's taken enough damage, hop on the male. Repeat the process with him, only this time having to deal with baby green Gyorgs flying at you.

You'll get back on the female, so attack her eyes while dodging the shots from the male, then hop on the male once you've got her down. Slash his eyes while dodging the green baby Gyorgs (they can be defeated by slashing though) and the male will go down. Quickly hop on the female. Split and slash her eyes one final time to defeat the entire pair...

Vaati Reborn

FOUGHT IN: Dark Hyrule Castle

Vaati transforms into a tall, demonic sorcerer, with mini eyes circling around him, similar to a Patra. He has various attacks, such as throwing fireballs everywhere, sending a homing dark shot at you that locks you in place and damages you if it touches, and his eyes can shoot laser beams. He can also teleport around. To damage him, attack the circling eyes to destroy them. When all are gone, Vaati is stunned, with the gigantic eye on his body opened. Go and slash that eye! Eventually, after enough damage is dealt, he will spawn those dark orbs to circle around him instead of eyes, and do the same kinds of attacks, just harder to avoid. Like the laser ones, he'll move along the whole room. Either get behind him or hug a wall and hope he doesn't hit you. To deal damage, use the Gust Jar on the dark orbs to reveal them as eyes, and then slash them. Repeat the process, though he'll try to warp around to avoid getting hit, so be faster than him.

Vaati Transfigured

FOUGHT IN: Dark Hyrule Castle

Vaati is no longer recognizable...he's now a giant, dark, demonic eye. Vaati's attacks at this point consist of sending dark orbs out that leave dark spike traps on the ground (just slash them away), pounding the ground to make rocks fall, and fire out lightning balls. To get to damage Vaati, arrow his eyes that surround him. Four won't open and will turn blue when hit, while the other four will open. Once the four eyes are open, split yourself accordingly and damage each eye at once. Once they're destroyed, go and slash Vaati himself until he closes his eye. Repeat the process. Vaati doesn't really change much on this form, he just usually becomes faster with the more damage dealt to him, thus he gets more annoying to hit. If you get low on arrows, slash the dark spikes he sends out, as those have a high chance of dropping arrows.

Vaati's Wrath

[[FINAL BOSS]]

A giant demonic eye with arms...he attacks by moving around and swiping his arms, shooting electric energy balls, and can stick one of its arms into the ground and come up where you are, swiping its arms around, shooting quick yellow energy balls at you, and being a general annoyance. However, if you swing the Cane of Pacci at it and let the magic hit it, it will detach from Vaati and stay still, revealing a small hole. Shrink using the nearby pedestal and enter that arm. Inside are a bunch of small eyes floating around. What you have to do is find the one that is glowing slightly more from the rest of them and attack it. Once that's done, quickly exit, as the arm will explode. Turn

back to normal size.

Now to do that to the other arm. Wait for him to get his other arm to attack, swing the Cane of Pacci towards it, then head over to the pedestal to shrink. Be careful, as with both arms, Vaati will try to ram into you to keep you from doing anything. Enter the arm and you'll find out it's dark. Use the Flame Lantern, find the right eye, and slash it until it's gone. Turn back to normal size.

Now that both arms are gone, the four small eyes in front of Vaati will open up. Split yourself with the Four Sword and wait until the eyes start glowing, and when they shoot energy balls, reflect them back with a slash. If all four are gone (will happen when you're lined up properly), Vaati will be stunned, so go over and slash him. This is kinda hard to do, as he can disrupt your clones with the electrical attacks if he hits any of them and causes damage to you in the process. If at all possible, try to not go with the split entirely until you're sure you'll have a clear shot at the eyes.

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Nintendo - For creating a wonderful series and making this nice addition to the series. This may be up there as far as favorite 2D Zeldas are concerned.

Zelda Wiki - For helping me with various info on enemies and bosses.

You - For reading these and sending your support. It encourages me to make these guides!

Short credits, but eh. I will put people in the credits as time goes on. Hope you enjoyed this guide, I worked hard on it considering how much there is to cover despite being a handheld title! See ya on the next guide I make!