

# The Legend of Zelda: The Minish Cap FAQ/Walkthrough

by grawl

Updated to v1.3 on May 20, 2007

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## Donations

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It seems thousands of players enjoy my guide, seeing the countless mails I receive. This makes me very happy, since it means my guide actually has some use ;p So I'm asking you, if you're enjoying this guide, could you perhaps donate some money? Heck, I'll be happy with your 2 bucks you were going to spent on a cheeseburger later ;p Thank you!

<http://www.donategrawl.cjb.net>

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## Introduction

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Every question, feedback, comment etc. can be mailed. Put "Minish Cap Guide" in the Subject, so I can pick out the mails easily. Thanks! Also add where you found the guide, if possible, so I know what places attract the mainstream.

Don't mail me with:

- \* Stuff that is covered in this FAQ
- \* Complaining how bad the game is according to you

If I get any of these mails, I'll ignore them, no matter how harsh it sounds.

Do mail me with:

- \* Stuff that is not covered in this FAQ

- \* Comment, questions, feedback and fan mail
- \* Asking if you can put this guide on your site

I'm not related to Nintendo. This FAQ has been made for fun, not to make any money out of it. Don't use this FAQ on your site/magazine etc. without my permission. Copyright (c) 2004-2005 by Grawl. I keep my own list of sites that are allowed to publish this guide. If the site isn't in the list, I'll go after it and get it removed one way or another.

To make searching easier, I added search-codes in the TOC. Just press CTRL + F and enter the code to jump to that part immediately.

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History & Next Version [MC.01.01]  
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- Version 0.1 (11/03/04) - First version, everything is new ;p (78,6KB)
- Version 0.2 (11/04/04) - Updated quite a lot of stuff. Mainly the walkthrough though. Next version I'll have the walkthrough finished. (104KB)
- Version 1.0 (11/06/04) - Finished the walkthrough. (112KB)
- Version 1.1 (11/07/04) - Finished most of the guide. (133KB)

Version 1.2a (12/11/04) - Finished the rest of the guide. The only thing missing is one piece of heart. (153KB)

Version 1.2b (07/31/05) - Decided to remove the name "Final Guide" from the guide, because it's misleading. I'm still missing one piece of heart, after all. (153KB)

Version 1.3 (05/20/07) - Fixed some things, added some things. Just the usual mainly. Hopefully I now also cover all pieces of heart. (154KB)

=====  
Introduction [MC.02.01]  
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Yes, another new Zelda game by Nintendo and Capcom. And can you name one Zelda game that's bad? Alright, don't mention the CD-I ones. You can't? Good, because Zelda games are just great. And this game is great too. It comes with new features, like mini-Link, a vacuum-cleaning weapon, a flip-over staff and other fun things.

However, Zelda games aren't always as easy as people want them to be. And that's why I made this guide, to help you all out. So I'll stop this silly introduction, and get the story going.

=====  
Walkthrough [MC.03.01]  
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Before we start, let me tell you a few things;

- \* South means down, north means up, east means right, west means left.
- \* Throughout the game, you'll find various stones and shells. Most are just random, so if you find one of those, don't be surprised. I'll explain more about the items when needed though, so don't worry too much about them.
- \* Cut all the grass, kill all the enemies, remove all the dust. Just do everything that I don't tell you to. It'll be boring for both of us, if I have to tell you to cut the grass, to \*possibly\* find a rupee or something.
- \* I made this walkthrough using the Japanese game, so some names may be different. When I get my hands on the English version, I'll play it again and re-do the names when needed.
- \* The controls are easy, but just in case you ever get stuck, I'm pretty sure it's because of the fact you didn't know the left shoulder button is used to give away stones. The right shoulder button is used for rolling and it's a new action button. Rolling still is the most fast way to move around, just like any other Zelda game (until you get Pegasus Boots). Any other move can be found in the walkthrough.
- \* Some things don't need to be done in order to finish the game. However, having the best weapons, and a full health bar makes it more easy to kill bosses and enemies, so I recommend following this guide step by step to get the most out of the game.

Now we'll really get on with the show.

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Vaati Attacks [MC.03.02]  
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Create a new game and start it. The intro will show you how a hero (bet his name was Link) sealed away the evil with his sword. Zelda now shows up, and walks into a house. The old man has a quick chat with Zelda, and you, the hero of the game, wakes up. Funny how all the heroes sleep with their clothes on. Bet it's the latest fashion. Anyway, walk downstairs and go easy, into the room where Zelda is. You'll get a sword, but you can't use it for now. Zelda goes outside and you are able to control Link (or, if you named your character Charly, it's Charly). Open the chest for 20 rupees and go outside.

Zelda seems happy to see you. She should be. She run away, but just go after her and you'll end up in town. Once again, follow Zelda around, and talk to her when you find her. Eventually, you'll end up at a place where a woman stands. Zelda picks a Shield for you, and gives it to you. After he's doing playing Mr. Cool-guy, you are able to control him again, and Zelda will follow YOU around, this time. Talk to the various people here if you want, but your goal is to go north, to the castle.

Before you are at the castle, you'll find a Deku Scrub that's blocking the way. Reflect his shots with your shield, to defeat it. Go north, and enter the castle. Keep going north and a new cutscene will start. In this cutscene, you'll see how Vaati (Gufuh in Japanese) attacks, and turns Zelda into stone. Sure, she's a beautiful statue, but not something we should be happy about. When you wake up, go west, and the king will ask you to fix the sword and to turn Princess Zelda back to normal. Not only that, but you'll also get to use your sword, and you'll get the map. From here, you can view the whole country and such. You'll also get a small check on your map, and that's where you'll have to go. Go south, and leave the castle, until you are at the part where you "met" the Deku Scrub.

You can't go south, because the path is blocked by people who seems to be sawing pieces of wood. The west part can't be entered, because the bridge is broken, the northeastern part is blocked by rocks, so the only way to go, is by going southeast. So go there, and enter the new screen.

There isn't much you can do here for now. You can't use the hole, you can't push the rock. Life isn't fair, now is it? The only thing you can do is going south until you hit a new screen. From here, go south again, and cross the bridge that leads east.

See the heart container? You can't get it until you finished the second dungeon, so be patient ;p Go east all the way, then south, and when you can't go any further, go west, and follow the path, until you see a cutscene, where the Minish Cap gets attacked by Deku Scrubs. Go back, until you find the Minish Cap and kill the 2 Deku Scrubs. Now walk away from it, until it gets angry and decides to stick with you. Yes, you are not officially a Link, because you're wearing a green cap. Hooray! Go back south, until you find a stump. Stand on it, and press the right shoulder button. You'll now shrink and become mini-Link.

Go left, through the tree, and use the lilies to go north. When you enter a new screen, keep going north, until you reach a new (small) city.

These creatures don't seem to like you... yet. Go to the most northeastern part of the city for Heart Container #1. Go back west, and go inside the building with the blue roof. Talk to the guy here, and leave the building. Now find a bridge, that leads to a ladder. There are 2 creatures blocking the way earlier, but now it's clear. When you find it (it's in the east), climb down the ladder. Go north, push the crate out of the way, and grab the seed. Suddenly, everyone is friendly towards you. Yes, the seed did the trick. Go to the northwestern part, enter the house and talk to the mayor of the little city. Now go back to the building with the blue roof and the guy will let you pass. Go through the hole and... hey! Another heart container. Go back to the stump, grow again, get Heart Container #2, and then go back, enter the other hole and step into the first dungeon.

If you need your health back, break the bottles for pieces of heart. After that, push the statue north away, and enter the room north. You'll end up in a room full of slugs. Kill them all, then step on all of the switches to reveal a treasure. Open the box to get a small key. Open the door north of you and enter it (the game is getting hard already, isn't it?).

Slugs will fall from the ceiling, so watch the shadows to avoid getting hit. North is a hook you can pull. If you pull it all the way down, you'll create a bridge. Cross the bridge, and pull the mushroom. If you stop pulling, you'll launch yourself away, and in this case, you'll end up at the other side of the room, which allows you to enter the next room that's north of you.

Walk east, and go up the stairs. Press the switch to set the vines on fire, which will... do nothing yet ;p The only thing you can do now is entering the door you see. Do so, and enter the other door you encounter. Follow the path, and climb the next set of stairs. You'll see 2 switches, but luckily, someone put a statue there. Push the statue on the switch above, and step on the one below yourself, to set the other vines on fire. Now the barrel will be set loose, and you'll be able to operate it. Don't understand it? You will soon, trust me. Enter the barrel again, and start running south. After a short period of time, you'll be able to leave the barrel through the same door you entered it, but from the other side. From here, enter the door west.

You'll find a mushroom here. Pull it all the way back, and climb the stairs to find a big chest. It contains the Dungeon Map. See that piece of heart? Good, you can't get it yet. Just go back to the mushroom, and pull it back again, but not as much as last time. Your goal is to end up between the two "rivers" of water. See the ground at the mushroom to get an idea though. Enter the room west.

Push the bottle on the switch here, to create a bridge, then enter the room south. You'll see two statues here, and if you push both on the switches, a chest will appear. However, there is no way to reach the chest, once both statues are on the switch... OF COURSE THERE IS ONE! Just push one of the statues as far as needed to get yourself into the area, then push it back on the switch, so you can open the chest. It contains a small key. Now go back to the barrel.

This time, run north, until the door you entered after the first vine was set on fire, now allows you to enter the northeastern part of the room. Exit the barrel, and open the door to the right, using the small key you just got.

Pull the mushroom you see a bit back (once again, just check the marks on the floor to see how far). Walk to the east after doing this, and press the switch to create a bridge. Now pull the other mushroom all the way back to get yourself to the other side of the room. Enter the room east.

You'll see 2 statues, and one switch. Go around the room, until you are right of the right statue (what a beautiful sentence). Pull it one square right from the switch. Then go around to the other statue, and pull it on the switch. This will open the door, so enter the new room. Nothing special here. Kill the lice to get a new small key, then enter the room with the 2 mushroom by going west.

This time, climb the stairs and go north. Jump down and get yourself to the center of the new room. Well, at least walk under the little tunnel. From here, go east and press on the switch to open the door. Don't bother with all the mushroom, but just go west and open the locked door. You'll have to fight your first sub-boss. Just hit its nose, then its tail. Easy as that. You'll

get a vacuum-cleaner as reward. You can use it to clean spiderwebs, but also dust, and even defeat enemies. Try it out on the spider web that's blocking the door south, and get the piece of heart there. Then clean the spiderweb that's blocking the way back into the room with the mushrooms, and go there.

Clean all the dust, and press all the switches to create a portal near the piece of heart (we'll get it later), and to reveal two chests, which contain 10 shells each.

Enter the room south, and push the block on the left away. Clean the dust here, and press the switch. Open the new chest for 10 more shells. Enter the barrel, and clean the spiderweb. Roll the barrel, until the door you just cleaned shows water underneath it. Jump down, to a new room.

Blow the lily towards you, then navigate it through the water (you'll put some force on yourself when you use the cleaner, so that allows you to navigate the lily). Find your way east, since that's the only way you can go for now.

Navigate your lily to the stairs, and climb them. Push a bottle on the switch, to lower the gate. Navigate the lily through the gate, and go north. Leave the lily, and push the blocks away. Open the big chest for a compass. Not like you need it with my guide, right? ;p Then push a bottle on the switch, to reveal a chest. Use the lily to get to the lower part of the room, and open the chest from there for a small key. Take the stairs, and remove the dust on the left side of the room to reveal a switch. Step on it, and open the chest for 20 shells. Go back to the junction with your lily, and this time go up, and follow the path west. Open the door with the key you just got.

Use the mushroom to get north, and from here go east. Do this, using your vacuum-cleaner to blow the mushrooms towards you. After that, stand next to the wall, and blow the mushroom to the left towards you, and you'll end up at a big chest. Open it for the boss key. Step on the switch to activate a portal. Take the portal to get back to the main room.

Let's get the piece of heart, shall we? Use the blue portal, and get it, and you should have a new heart now. Hooray! Now go back and clean the spider webs. First enter the left door, push the block underneath the chest away, and open the chest for 20 rupees. Now go back and enter the door to the right. Use the mushroom (blow it towards you) to get left, then use it to get up and enter the final room. After watching the cutscene of the Chu-Chu that decides to enter the dungeon, you'll have to battle it. Use the vacuum-cleaner to blow the slime at its feet away. He'll fall down, and this allows you to hit him. Do this until you destroyed the Chu-Chu. Congratulations, you just finished the first dungeon. Take the... artifact or whatever it is, then the piece of heart, and then the green portal to go back outside.

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Gongol Mountain

[MC.03.04]  
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Go back to the little village and go talk to the mayor. He'll open a new way for you to go, so go there, and you'll end up outside again. Walk to the small house that's north, and talk to the guy inside to get bombs. Grow again and go north. Look at the statue, and it'll explode. Later, you can use these as checkpoints. Go west, then south from there. Blow up the rocks with your bombs and continue down the path and enter the next screen.

Use the mushroom to get to the other side. Shrink and enter the house if you want, but it has no purpose for now. Blow the rocks away, so you can enter at a later time though. Go north, and bomb the blocked opening straight

ahead of you. Enter it, and open the chest for 20 shells. Now go back to the previous screen and go north, to the next screen.

Once again, blow away the rocks, so you can easily walk to the various parts of the lands later. Go west from here, to end up at the screen where your house is. When you walk a bit south, you'll see another statue that'll explode when you look at it. Do so. Go a bit further south. See the blocked door? Remember it, since you'll be back there pretty soon. You can visit your house if you want, but there is nothing to do here. Explore a bit if you want, but there is only one more thing you can do from here. Go all the way north, until you are in front of the town (don't enter it yet). From here, go west a bit, and down the stairs. Bomb the rocks to gain entrance to a cave full of fairies. In case you don't know about these yet; they will return your full health, and you can catch them in a bottle, so when you die, you'll get all your health back. Now, go back to town.

A musician will talk to you, and allow you to merge two broken stones together. When you do so, he'll open something, make something appear etc. It'll be done for you now, but in the future, you can do so by standing next to him and pressing the left shoulder button. Ah yes, he also gives you a bag, so you can store the stones. You'll find most randomly, so keep in mind I can't give a list of locations for the stones. You can get them by defeating enemies, or destroying objects, like grass, rocks etc. He'll open the blocked path I told you about in the last paragraph. Go there, to find a piece of heart. Now go back to town.

You can explore quite a lot here, so go ahead, and try it. I'll list the things you should really do, but feel free to explore more. Knowing your way around town is good.

- \* In the southwestern part of the town, near the bridge with the cat on it, is a house, where you can train yourself. For now, go there to learn the Spin Attack.
- \* There is a house with rupees on the roof. This is the shop. Go there to buy yourself a bigger wallet. You'll have to pay 80 rupees for it, but it's worth it.
- \* East of the bridge is a woman that has chickens at her little ranch. However, they are all over the place. Agree to find them. The first time, you'll need to bring back 2 chickens in 25 seconds (don't grab the gold one, it'll fly away). You'll get 10 shells as reward. Also, you'll get 20 rupees because you are such a fine, young lad. The second time, you'll have to return 3 chickens in 25 seconds. The rewards will be 10 shells and 30 rupees. The third time you'll have to get 4 in 30 seconds, and you'll be rewarded with 20 shells and 40 rupees. The fourth time (it just keeps going, doesn't it?) you'll have to get 5 in 45 seconds, and you'll be rewarded with 20 shells and 90 rupees (you can include the gold one this time). After that... 50 seconds for 5 chickens, for 30 shells and 50 rupees. After that (\*yawn\*) it's 45 seconds for 5 chickens, with a reward of 30 shells and 90 rupees. If you keep one doing this, you'll get a piece of heart, but we can't do that for now, since we need more equipment. Besides, my wallet is filled with 300 rupees by now ;p
- \* Got 300 rupees? Good! Go back to the shop and buy yourself the boomerang. We'll need it sooner or later.
- \* West of the shop is a bar. You can find the musician here to get yourself a new path. It doesn't matter if you can't do it now, since it'll take a while until you are able to get to the chest he'll show. I'll get back to it later.
- \* Remember the place where you got your shield? Go there, and suck the dust away. Later on, someone will appear on that spot.

Done? Then go to the northwestern part and do the Spin Attack in front of the guard, he'll let you through. Continue to the next screen.

Go south from here, and climb down the ladder. Bomb the path to the right, and defeat the Deku Scrub. He'll sell you a bottle for just 20 rupees, so buy it. After that, go all the way west, until you end up at the mountains. We're getting closer to the dungeon ;p

You can bomb the cave open, but the Deku Scrub inside has nothing to sell, so you might as well ignore it. Climb the left vine to get 20 rupees. After that, grab your bottle and fill it with water. Now use the water on the plant you see, and it'll grow to a vine, which you can climb. Go around the platform you see, until you end up near the beginning again, but a platform higher. You'll see a stone, a fence, nothing, a fence and a stone. Place a bomb between the two fences and you'll open a new path. Enter the cave and climb the ladder.

Place a bomb near the broken stone, and then use the big stone to shrink. Walk to the green water (or whatever toxic stuff that is). When you reach it, put some in your bottle, and go back to the big stone, and grow again. Jump down and continue going west. If you want bombs, keep going west and defeat the Deku Scrub in the cave. He will sell them. If you are not, go north when you can and enter the cave (after blowing an opening in the wall). Use the mushrooms, and get your way out of there, until you are at the higher platform.

Use the small tornado to fly to the west, and get up that platform. Go all the way west, then go north, until you end up at a new screen. Place a bomb near the wall to reveal a new cave. In the cave you'll find a piece of heart, but also a green stone and 50 rupees. Now go back to the screen with all the dust, and find a ladder to climb.

Kill the flies here, and then clear all the dust with your vacuum-cleaner. You should be able to find a small crack in the floor, and a stone, so you can shrink. When you did that, go to the west, and enter the small path that leads to a bean. Pick up the bean, and place it in the hole you'll find. After that, go through the crack in the floor. You'll find a red stone here. And finally, go to the east and climb the vine. In this area, there is a chest with a blue stone, go get that too, then return to the stone and grow again. Use the green water on the bean, and it'll grow. Climb up to the next screen.

Go left, and climb the ladder. See the sharp rocks with the space between them? Place a bomb there, and enter the cave for faries (catch one in a bottle now) and another piece of heart. Go back, and all the way to the east. When you see a bridge, cross it, and place a bomb near the wall. Yes, another hidden cave. Get a blue stone from the chest here. Go up the stairs, and get to the other side (you should be able to do that).

Use the wind here to get to the west. Climb the ladder, and go all the way to the east, until you find a cave that's blocked. Bomb the entrance open, and defeat the Deku Scrub. But a ring that allows you to climb rock surfaces for just 40 rupees. Go outside and climb the surface on the right. Enter the cave and just remember it, since I'll tell you to get back here later. Go back outside, and climb 2 rock surfaces down.

Destroy the 2 rocks (use your vacuum-cleaner, if you didn't know yet), and pull the mushroom all the way back to get to the other side. Look at your map and search for the big rock surface all the way to the west. You need to get there and start climbing north. Just after reaching the new screen, go east, and a bit north. You'll see a platform that seems to lead to nothing. But as



you may have guessed, you can bomb the wall to open a cave. Enter the cave, throw a bomb in the water, and a big fairy will appear. When she asks you a question, be sure to choose the third answer, or you'll get zapped. She'll give you a bomb bag that can carry 30 bombs. Go back outside and start climbing north, until you reach a new screen. From there, go east and use the mushroom to get to the other side.

It'll start raining. O no! The green cap will get wet too! Use the stone to shrink, and go to the east. When you get to a small path, watch out for the rain, because it can hurt you. Keep going east, and use the other stone to grow again. Push the rock on the left into the hole. Push the other rock left, 2 times up, left, 2 times up, 4 times left, down, 10 times left, 4 times up and to the right. Push the other rock out of the way and climb down the ladder.

Navigate your way through the cave, and when you're outside again, go to the east and enter the cave. At the other side are some bottles. Remove them with your vacuum-cleaner and use the mushroom to get to the other side. Go down the stairs. When you find yourself at a broken bridge, throw a bomb at the button to fix the bridge. Leave the cave by going south and enter the new cave you find.

Push the rock down, 2 times left, 2 times down, 3 times left, up, left, up, left. Push the statue away, and go down the stairs. Navigate to the chest (it's easy, really) and get the blue stone from it. Now leave the cave.

Shrink, and take the path in the west. From there, enter the small city of miners. Keep following the path until you reach the blacksmith. Talk to him, and he'll fix your broken sword. Go up the stairs, and talk to the guy. He'll get out of the way. Leave the miner-city.

Use the stone to grow again, and use the statue to create a new checkpoint. Climb the stairs north and enter the second dungeon.

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Dungeon #2: Fire Dungeon

[MC.03.05]  
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Once again, when you need health, break the bottles, but when you are done, go east. From here, bomb open the entrance above you and enter the room north.

Kill the 2 enemies (flip them over with your shield), and a big chest will appear, which contains the compass. Go west from here. See the rupees? Watch you, because one of those is a Like Like. When you are done joking around, take the stairs down.

Go all the way west, and go up the stairs. Follow the rails that lead east, until you find a cart. Jump into it for... a fun ride. Keep heading west, and blow away the blocked door. Go into that room, and kill all the Iron Masks. A platform will appear, which you can use to shrink. Do so, and head through the small hole, back to the east. When you see a piece of heart... be more patient, because you are too small to pick it up ;p (then why is Link able to carry a bean?). When you are in the room with the piece of heart, keep going south, until you reach a new room.

Go west, and jump down. Use the platform to grow again, and climb the stairs. Open the big chest for the Dungeon Map. Note how small the dungeon is, and trust me, easy too. Go down the stairs again, and walk over the platforms in the lava. They'll only last for a while, vanish, and appear again, so move as fast as you can, to avoid problems. First, go south and west. Open the chest

for a blue stone. Step on the switch to open the door. Now go to the east, because that's the only other way to go ;p You'll end up at the door you just opened, so enter it.

Get on the moving platform, and reach the other side. See the larves that are crawling around? When you hit them, they'll turn into a ball, which you can pick up, to fill up the holes. Do so. Open the chest for 50 rupees. Go north and up the stairs. Walk south on the platform, and use the wind to get around the rocks in the lava. Climb the stairs here, push the block up, step on the switch and push the block with the chest on it all the way to the left. Now open the chest for a small key. Enter the door north.

Go back to the cart, and enter it. You'll land right where you should be; near a locked door. Open it, and go to the west. Hit the switch with your sword to change the rails. Go back to the cart, and use it again.

Hey, you passed past the piece of heart. Nope, you still can't get it ;p Go west and north, into the new room. Follow the rails you see, until you are at solid ground again. If you blow up the wall on the south side, you'll finally end up where the piece of heart is. Now go back to the room, and enter the door that's north and jump down. Kill the Chu-Chus for a new item; the staff. You can use it to flip things over, and to launch yourself up. Go west.

Step onto the first platform, and use the staff to flip the other one over. Cross the other one to the other side of the room, then use the staff on the hole you see. This will allow you to go onto the upper platform, try it. Step onto the tile to create the blue portal and open the door. Go south.

Flip the cart over and use it. Push the block with the chest on it into the hole, then open the chest for a small key. Return to the blue portal and open the door here (and enter it, of course).

Shrink, and go to the west. Navigate through the "maze" and grow again. Walk back out, but beware, because blades will start to spin. Just avoid them, nothing to worry about. Flip the cart over and ride it. Hit the switch, and ride it again.

Put the larves into the holes, then drag the switch to the hole, and hit it. This will lower the gate, so you can go through. Go west, and north, onto the new screen.

Go all the way north, and jump down. Open the crate for a blue stone, then push the block away. Use the staff on the hole in the middle, and go up. Open the chest for a green stone. Go east.

Into the new room, navigate north, and press the switch. This will active the red portal. Now navigate your way through, and you'll end up in a new room.

Go up the stairs, jump down again, and go east. At the end of the room is a chest that contains a green stone. Go back to the previous room and launch yourself up. Jump to the west. Launch yourself into the tornado, go onto the platform and follow the path. It's just a one-way path, so I won't explain that to you.

You'll eventually end up in the southeastern corner of the room with the platforms you flipped over. First get the chest by launching yourself into the tornado, and open it for 100 rupees. Continue your way, and be sure to stop at the southwestern corner of the room for a chest with a green stone. From there, you'll end up at a platform with the Key Boss. Great, all treasures are gone, let's meet the boss. Jump down to the north, and use a platform to get

to the door. In the new room, break the bottles for faries (catch one if you need to), then jump down.

The boss is easy. Just roll around, and fire your staff at his shield. When his head falls down, walk over it and hit his shield. Do this until the dragon (or whatever it is) dies. Congratulations! The second dungeon is finished. Grab the artifact and heart, then leave.

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Swamp

[MC.03.06]  
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Walk back to the city with the miners and talk to the blacksmith. Your sword will be fixed and you'll get it back. Go back outside, and grow. Jump down in the south and make your way back to Hyrule Town. When you are back in the area around Hyrule (the screen east from the mountain), go all the way east, but stay on the screen. From here, go north and east, and you'll find a broken bridge. You can now launch yourself onto the platform, and hit the switch, so the bridge will be created. This is just a shortcut that allows you to travel faster when needed. You'll be back at the screen north of town.

Go back to the place where those men were working when you came back from the first dungeon. If you haven't got a clue where that is, it's near the farm. On the northeastern side of the screen is a hole, where you can launch yourself up. Follow the path, then enter the tree to find the second Big Fairy. Answer two times with the first option when she asks you something, and you'll get an even bigger wallet. Now head back to the castle, and go inside.

Inside, go east, and climb up the stairs. After that... go down the stairs, into the basement of the castle. Find the door that leads outside, and when you are outside, go north again... to go inside again! Keep heading north, and place your sword in the pedestal. A big tablet will appear, and you'll learn a new technique. Stand on the left flashing tile facing north, and build up the power in your sword (press and hold the attack button) until the green bar is filled. Then step on the other tile. This is the way to clone yourself for a short period of time, and become a bit stronger. Go south, and do the same. With 2 Links, you can step on both tiles and leave the room. Note you can remove the second Link by pressing the right shoulder button.

Walk back to Hyrule Town. On your way, you'll get attacked by Vaati and you'll have to battle 2 Moblins. After this, your cap will tell who he really is, and what connection he has with Vaati. From here, head west and bomb away the rock. Go down the stairs, then down the other stairs and get the piece of heart. Now go back to town, and go to the training hut. You'll learn how to break bottles and rocks. This'll help you on your way, won't it?

Head back to where you got the ring at the mountain. Climb up, and enter the cave. With the 2-Link technique, you can open the door, and in the new room you'll find a piece of heart, a total of 100 rupees and a trainer. Talk to the trainer to learn how to roll, and use your sword. You can also fuse a stone with him. This will open an entrance in the swamp which we'll enter later.

I'll get back on what you can do in town later, for now, we'll continue the story. Go to the place you got your first bottle. When you go down the ladder, you'll see those flashing tiles again. Use them, and push the block away. Climb the stairs now. Bomb the entrance north of you, and open the chest for a red stone. Leave the game and go south. Before leaving to the next screen (you don't need to enter the tree yet), go around the trees, and north again.

Push the rock into the hole to go back more easily, and then go south, and this time, do go to the new screen.

A new cutscene will start, and you'll see what Vaati does to the King. We should get back to the town now, but let's first explore a bit more. When you go south, west, north and west again, you'll end up at the swamp. We'll come back here later, so remember it. There is a tree near, and a woman inside that wants to fuse a stone. She'll open a path for you, so head there. When you are there, fuse a stone with the woman over there. There is nothing to do in the house so far. When you are done, find a rock you can push in a hole and go east, and you'll end up near the town. Head to the town.

So, back in town again, eh? Go to the shoe shop. The man will really fall asleep this time, and knock the shoes off the table. Shrink, and get up the desk. Talk to the little creatures here, and they'll tell you to get to the witch hut. Alright. Grow again and leave town, to the east.

You'll find a farm, which you probably saw earlier. However, Maron and her father lost the key for the house, and can't enter. Shrink, and enter the house. You can grow again, grab the key (in a bottle), shrink, go outside, grow, and give the key. Now the door will be opened for you, and you can enter the house, so you can go to the other side of the farm. Do so.

When you go north and west. Enter the cave and push the block away. The chest contains 50 rupees. Leave, and go east. Don't enter the new screen, but head north and follow the path. Push the rock in the hole, and launch yourself up on the platform. Shrink and head east. When you enter the small crack, you'll find a chest that contains a red stone. Go back and grow again. Use the tornados to go all the way south and enter the new screen.

Go south, and west again. Push the rock in the hole, and go up the ladder. You can use the tornado to go to the platform on the west. Jump down here, and push the other rock in the hole. Give the Goron a stone he wants (if you have it). This will get a Goron in town, but we'll get back to that later. Go back east into the forest. From here, go south.

Remember the piece of heart I told you about before you even found the first dungeon, and I told you, you couldn't get it? Well now you can (makes you happy, right?). Go southwest, and grab the piece of heart here. Take the other path now, and you'll find the hut of the witch. Enter it, and buy the mushroom for 60 rupees. You can also get potions here, but fairies are far better, so just stick with those. Go back to the farm now.

Northwest of this screen (where the farm is), is a hole you can use to launch yourself up. It'll lead to a whole new area, but you can find a piece of heart here by following the path. Now go back to the shoe shop. Talk to the man, and he'll make Pegasus Boots for you, which allow you to run away faster.

Now, let's do some things in town, shall we? I'm listing the people who want to fuse stones now, since you should have quite a few already.

- \* Remember you can give stones to the musician.
- \* You can go to the garden of the castle now. Cut away the bushes at the southeast and climb down. Enter the room here. The trainer won't teach you a single thing yet, but you can get another piece of heart.
- \* You can buy milk from Maron in the north of town for 100 rupees. Once again, I prefer faries for healing, since they work on their own.
- \* If you gave the Goron the stone, you can now find a Goron in town that sells stones.
- \* If you cleaned the other place before from the dust, you'll find a guy that sells spirits.

- \* The trainer is ready to teach you another skill. This time you'll learn how to use your Pegasus Boots in combination with your sword.
- \* I forgot earlier, but it doesn't matter. Near the northern gate, you'll find another checkpoint.
- \* You can play the chicken-game, but I suggest to do it later, when you can really finish it.
- \* You can visit the bakery, and buy bread, pie and sandwiches. It doesn't matter if you buy a more expensive one, randomly they'll contain stones.
- \* In the east is a hotel. You can sleep here. The more expensive the room, the better the stone you'll find in the chest.
- \* Find the postman and fuse a shone with him. After that, go to the house where some guy is working with postcards. When you go there, a woman will be waiting. Give her 200 rupees, leave, and enter again, and a book will be there to read.
- \* Find the house with the dog. Enter it, and flip the transformer. Shrink, go outside, and enter the hotel via the rear. Grow here, and you'll find a piece of heart. Note you can fuse with the dog in the house.
- \* Enter the bakery as mini-Link from the east side, and climb the closet etc. When you enter the left hole, you'll end up at a chest with 100 rupees.
- \* You can reach the southwestern part of town now, by crossing the bridge as mini-Link, and then entering the first house you see from the rear. Here you can grow and look around.
- \* Enter the tree in the south. Here you can trade shells for figurines.

Now you have the Pegasus Boots, head to the swamp. With the Pegasus Boots, you are able to run over the water. Head to the west until you find a door you can enter. Follow the path in the new room until you end up at a room with a chest. When you enter, the chest will appear, and an Mighty Darknut will appear. Kill it. The chest will appear again and you can open it for a gold stone. We'll need three of those. Go back outside.

Climb the vine and go north. Climb down again when you can and go north. Enter the door here and defeat the Deku Scrub. He wants to fuse a stone with you. Go back, and head a bit south. Cross the swamp to the west and shrink. Follow the small path until you end up in a crack. When you kill the lice here, and open the chest, you'll get the bow. Go back outside, grow again and cross the swamp back to the east.

Shoot an arrow in the eye of the statue. When you climb the vine, and use the tornado to cross the water, you'll find a stone. Push it away, and enter it for a piece of heart. Remember this place, because we'll need the trainer for later. Go outside.

From here, go southwest, and you'll find a new checkpoint. Push the stone into the hole, then shoot an arrow in the eye of the statue. Climb up and follow the path. Use the tornado to go south. Push the rock in the hole here, then enter the door. The chest here contains another gold stone. Only one other is needed.

Go back to the first vine you climbed, and go up. Follow the path north, until you reach a new statue. You know what to do. Go north and enter the cave. The last gold stone is here. Leave, and go south. Push the rock into the hole. Climb a vine that leads to a platform that's connected to any of the other 3 platforms (check the map). Follow it west, and stop the statue from blocking your way. You'll find a chest with a blue stone. Now go all the way southwest. All the big statues want a gold stone, so give them one each, and they'll open the path south. Go there.

Climb the stairs and bomb the cave. Inside you'll find a chest with a blue stone. Leave and go south. You'll see a guard. When you come near it, it'll

start to attack. When you killed it, continue down the path. Shrink, and climb into the next guard. Active it, and grow again. Now you can kill it and go to the next screen.

Kill all the Tektites on your way, and go north. When you killed them all, the way won't be blocked and you can go north again. Follow the path until you find a stump. Kill the Ropes, then shrink and go left. Yes, go left. After some climbing down, you'll end up in a cave. Follow the path and you'll find a piece of heart. Now go back to the stump (stay small) and active the guard. Now grow again, kill the guard and push the rock into the hole. Follow the path once again.

There are 4 guards here, but only 3 can be killed for now. When you do, you'll have access to 2 chests that contain 50 rupees and 50 shells. After that, shrink again and disable the guard. Grow and continue to go south. Follow the path here. You'll need to kill all the enemies in order to be able to continue north. You'll enter the third dungeon after a short walk.

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Dungeon #3: Swamp Dungeon

[MC.03.07]  
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There are five doors here. Take the fourth one, and walk up the stairs. On the left is a chest that contains a blue stone. If you pull the switch on the right, you'll reveal another chest, that also contains a blue stone. Pull the switch on the left to open the door, and enter it.

The only thing you can do is following the path, until you are in a room with two switched. Head west here, and kill the enemies. Use your 2-Link technique to step on the two switches. Now shrink, and go back to the room with the flashing tiles. Activate the guard, and grow with the other platform. Push the block away and kill the guard. When you pulled the switch, a key will drop down, onto the floor. Shrink again, and drop down yourself. You aren't able to get the key yet, but you can go to the east. When you grow again in this room, get the piece of heart, push a block away and go back to the room with the key, and get it.

Now take the third door, and go up the stairs. Get past the statue, and climb the stairs. The big chest contains a Dungeon Map. There are 2 doors here, take the left one for now.

Use the moving tiles to get north, then go west. In the new room, shoot the 2 eyes with arrows, so a bridge is created. Go into the next room. After walking around for a bit, an armored guard will appear. When you kill it, a blue portal is created. Leave the room and go south.

In the next room, you'll see blades going counter-clockwise. Just roll in the same direction, and press the switch to open the door. Enter that door and follow the path here.

You'll find a pattern of 3 symbols on the ground. There is a hidden room behind it, so place a bomb. There is a big chest there, which contains the Gloves. You can use this to dig through soft rock. You'll also find a chest with 100 rupees. Leave the room and return back to the room with the statues that blocked your way (the one with the 2 locked doors). From here, go south into a new room.

Dig through the soft rock, and push the statue on the button. Open the chest for a blue stone. Climb the ladder. Dig through the soft rock, and go into the next room. Push the block that's out of place to the right, and the red

teleporter will be created. Take it, and now we'll go back into a few rooms we already know. Go back to the main hall.

All the way to the right is a big rupee, so grab it. Go back to the first door now, and go up until you are in a room with soft rock. Dig your way through, and open the chest for a red stone. Go up, and dig your way through the rock here too, and open the chest for another red stone. Now go down to the main hall again.

Go all the way left, and find a chest there that contains a blue stone. Enter the first door. Kill the 2 Wizards here, and open the chest for 80 shells. And this leaves only one room left to enter, the second door.

Just follow the path, until you are at a room where you'll have to shoot an eye. Do so, and enter the room west of you. 4 Stalfosses will attack you, so kill them, in order to climb the stairs south of you.

Dig through the soft rock in order to find a chest with a red stone (thanks to many readers for this). Climb the stairs after that. Dig to the switch and step on it. Open the chest for a red stone. Then enter the room north of you.

In this room, you'll find 2 doors. You can open them by shooting the 2 eyes next to each door. However, if you take too long, the eyes will open again. First open the door north, and enter it. Use the 2-Link technique to step on the two switches to wake the statues. Kill them by shooting them in the eye with arrows. Open the big chest for a compass, then leave the room and open the door on the east side of the room. Enter it.

Use the 2-Link technique to push the big blocks away. Pull the switch, and a key will drop down. Drop down yourself too and grab the key. Return to the room with the 2 locked doors and this time, enter the door on the right.

Pull the switch, and quickly roll/run over the bridge. Go to the east. Kill the Dead Hands, and a platform will appear. Don't shrink yet, but go east first and kill all the enemies. Avoid any obstacles and push/pull the 2 statues in the switches. Then use the 2-Link technique to step on the other 2 switches. Get the key and open the door in the south.

Now go back and shrink, Go to the new room, and go north into the small hole. Grow, and step on the switch. This will reveal another new key. Bash your way through and get it. Shrink again, and go outside. Jump down here, and grow again. Follow the path until you are in a room with a locked door. Open the door and enter it.

Fall through the right hole, and open the big chest for the boss key. Now to back to the boss door (remember you can use the red teleporter). Open it for the third boss fight.

This boss isn't that hard once you know how. Shoot with arrows at the palm of the hands, and when the pink thing is hanging out of it, hit it with your sword. When both hands are down, shrink and enter the face. Here, keep hitting the pillar. Do this until the boss is defeated. Grab the piece of heart and go outside. Go north and read the big tablet. You'll get the ocarina.

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Book Quest

[MC.03.08]  
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Use the Ocarina, and get back to town. Yes, you can finally use the warpstones. So let's do some new stuff, shall we?

- \* The house with the boxed and balloons on it is now open. Go for it. It's a mini-game, that you may know from Ocarina of Time. There will be 2 chests, one contains a multiplier, the other will end the game. The further you go, the more rupees, but also the risk of losing it all. You can win up to 999 rupees with this game.
- \* Enter the house with the purple ghost. Play the mini-game, and kill all the monsters to get a piece of heart. After that, you'll only get green stones, so don't bother.
- \* You found those strange looking doors while playing, I'm sure of that. There is one in town. You can bash these open with your claws. Do so. Inside are 3 red stones and 100 rupees. That's all you can do for now.
- \* Talk to the man in the house northwest of the town. Fuse a stone with him, and he'll create a teleporter. Above your house, it will appear. This will teleport you to a house. The 2 chests here contain 2 green stones. When you follow the path, you'll find another chest with another green stone.
- \* Go inside the forest, just like you'd walk to the first dungeon. You'll see another of those rock-doors. Inside are 2 chests, one contains a blue stone, the other 50 rupees.
- \* Inside town, there are new people who want to fusion stones, and of course, you didn't get all in the first run. Just run around town and look around a bit. It'll be boring for both of us to write it down here.
- \* In the hotel, fuse a stone with the green girl. A person will appear in town. Talk to him, then go talk to the green girl again. Now the green girl lives in the house where the man was standing. Talk to a woman of your choice, with an empty bottle, and you can temporarily become that color.
- \* In the northwestern part of town, someone will walk around near the post office. Fuse a stone with him, then go to the wooden house near the tree in the south of town. You can now fuse a stone with the leader here, but when you talked to him, he'll start building a new house in town. Re-enter the screen a few times. Talk to the man who stands in front of the house, and you can talk to a new girl that should live there. She'll move in.
- \* Go to the city with the miners, and merge a stone with the blacksmith. He'll create a vine that leads to a piece of heart.
- \* If you found the biggest wallet, be sure to buy the upgrades for bombs and arrows at the shop for 600 rupees each.
- \* Enter the bar, and push the closet to the left. Shrink, and enter the door. Follow the path outside, into the rupee store. Here, you'll find a chest that contains 10 shells, but the good part is just going to start. Enter the door, and grow. When you try to grab the bottle, you'll get a quest. You'll need to go to a dog, and feed it. Head to the house marked on the map, empty the bottle, and the bottle is all yours.
- \* Go to the mountain, and from the Big Fairy cave, head north. Go west and climb down the ladder. Dig through the rock to find a piece of head. All the way east is a stone on the wall. Fuse with it for the Goron Quest.
- \* Go to the first mini-village, and go all the way to the northeastern corner. Fuse with the elf in the house 2 times, and the second time he'll open a crack near the first warpstone. Inside, you'll get a full heart container.

Go east from your house. Tingle will be standing on a platform. Talk to him, and fuse a stone with him. After that, go to the farm, and you'll see Tingle on a platform. Go there, and fuse a stone with him too. After that, go to the lake. You'll find one here too by following the path. The last one is west from town. Pretend like you're going to the mountains, but instead of entering the screen west, go up the bridge and bash through the door. You'll find 2 chests here that contain 2 blue stones. Climb the ladder and merge a stone with the final Tingle. You can also shrink and fuse with the little elf inside the house. Go to the place where all the entrances are unlocked, and fire each light, by stepping on the switches. Also open the chests for stones and shells. When all the fires are burning, a new entrance will be created. Go



there and open the big chest for an upgraded boomerang.

Warp yourself to the lake. Shrink and talk to the elf. Fuse a stone with him too if you want. Go back to town, and find the library. It's a bit west from the northern entrance. Enter it. Go up, and flip the bottle of. Shrink, and enter the library. Climb the bookcase, and talk to the elves. They want you to get books.

Fill the bottle with water. Then go to the house with the dog, and use the water on the fire. Enter the chimney. Walk to the other room, and climb the closet. Push the book down, and return back to normal, and go get the first book. Return it to the library, and talk to everyone. Also be sure to read the notice board.

Fill your bottle with water again. Now go to the southwestern part of town, and enter the house that's close to the dog running around. Use the water on the fire, and shrink by going into the workers house. Now enter the house again when small, and follow the path (go in the chimney). You'll end up at the fountain, where you can enter a hole. There is only one path to take; east and then north. Kill the lice and open the big chest for a power ring. You can now lift heavy objects when you're small. Go back to the house where you started this little journey. Move the closets to the left, and go to the hole you can reach now. Here, suck the dust at the southwestern corner away, and use the 2-Link technique. Then go to the east, and north, and step on the book. It will fall down. Grow again, and go get the book. Return it to the library. Be sure to talk to everyone again and read the notice board.

Walk to the witch hut. On your way you'll encounter a rock door. Go in there. You'll find a chest here with a blue stone, and in the northeastern corner, you'll find a small stone on the wall, which you can fuse with. It'll make the Goron you met earlier dig harder, and he'll open an entrance. We'll go there in a second. Climb the ladder, and find a tree. When you run into it, it'll turn into a stump. Use it to shrink, and enter the house south of you. Push the closet to the right, and push the book off. Grow again, and go get the book. Now return to the library and return the final book. The old man will rush in and get them.

Go upstairs and shrink again, and go to the bookshelf again. Talk with the first fairy to get 50 rupees. Then follow the path in the east, and you'll end up in a book. Talk with the guy here (fuse first if you want), and you'll fall down. Follow the path (nothing strange), and fight the 2 enemies in the final room. Open the big chest for flippers. You can now swim around. Swim south and leave the small dungeon.

You can do even more things now, since you have your flippers, but I'll discuss most after the next dungeon. Teleport yourself to the lake. Go to the house with the dog. Dive in the pool next to it, and you'll find a piece of heart. After that, head south until you find another one. After that, look on your map and go to the next dungeon. Shrink to get in.

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Dungeon #4: Ice Dungeon

[MC.03.09]  
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Watch out, because ice is slippery. Go north, east and go down the stairs. Push the lever to the left, and go back up. Fall down from here to end up in the other side of the previous room. Push the block of ice south, and then east. It will melt, and you can get the key. Go back up the stairs, and west 2 times.

Jump down, and you'll find a small puzzle. Push the upper block to the left, and do the same with the one that contains the boss key. After that, push the boss key up and left. Push the untouched block down and to the left. You can now push the boss key down, left, up and right. Get the boss key, and push the lever up. Now go to the main room and open the door.

Great! The artifact. Bad! No way to reach it yet. Just head south and west. Head south first, and open the big chest for the Dungeon Map. After that, head north and west, and when you are done climbing the stair, to east, and follow that until you see a mushroom. Get to the other side using the vacuum-cleaner and step on the switch to lower the gate. Go south.

Go further south, and read the tablet. Step on the switch and go east. You might wonder how much more obvious the game could be. When you dive into the middle of the strange walls, you'll find a key. Head all the way back up, and go back to where I said "when you are done climbing the stairs". Well not all the way. When you find a locked door, enter it.

Step on the switch so the gate lowers. Take the lily all the way back to where you found the key. Here, step on the switch and go east. Remember this enemy? He'll recover faster from a hit, and you'll have a harder time moving around. When you defeated him, go north, into the new room. Open the big chest for a compass.

After that, take the lily and go back west, then north and step on the new switch. Now use the lily to get on the left ice, and go north to find a chest that contains 50 rupees. Get to the ice-puzzle. Press the upper block down, right, down, left, up and the switch will be pressed. Take the lily and follow the path. Enter the new room east.

It's all dark. Head north, since that's the only way to go, and go down the stairs. Defeat the enemies here to activate the blue portal. Go south and follow the path. Use the 2-Link technique to push the lever to the left. One one part of the boss and artifact will shine light. Also, the block of ice that was blocking the way is gone now. So go into the new room.

Follow the path, and open the chest for a blue stone. Continue your journey to the east. Go south here, and take the left path for another chest with a blue stone. Take the other path. From here, go right and break the bottles for a green stone. After that, go into the door west.

Go north, and down the stairs. Go up the stairs here and push the lever up. Now go back, and push the other level up. Go back once again, and push the lever back. Light will come in and melt the chest. Open it for a small key. Now go back all the way and open the locked door.

Push the lever down, and you'll have to fight a sub-boss. It's just like the boss from the first dungeon, but this one is able to charge itself. When he is charged, you can't attack, that's the only difference. When he's killed, open the big chest for a Lantern. You can use this to melt ice and see in the dark. Go back, melt the ice and take the stairs down.

Melt the chest and open it for 100 rupees. Then go to the east. Just be sure you have enough light, and kill the enemies. The door will open, so you can go east.

Take the lower path, and light the box to lower the switch. Take that path now and follow it. When you come to a junction, take the one to the left to find a chest with a red stone. Take the right one and light the box to lower the next switch. Find your way to the wall on the west, and bomb it. Kill

all the enemies inside for a small key. Return to the previous room. Take the path that goes the most to the right, and follow it for a chest with a red stone, and to light another box. Follow the last path for another chest with a red stone and to light the final box. Open the locked door and enter it.

From here on, just follow the path until you are in a room with flashing tiles. Push the blocks out of the way (no problem, I assume), and enter the room north. Push the left ice block down and left, and push the right one right. Now use the 2-Link technique to step on the other 2 switches on the other side of the room, and leave the room south.

Push the upper right block up, and go west. Melt the block, and use the 2-Link technique to push the block out of the way. Go south and west. Light all the boxes here, and go west again. Go south, and east, and in the new room bomb the way north. Enter the room.

Kill the 2 Centipedes, and go east. Follow the path, and go up the stairs. Go south from here. Follow the path until you reach a big lever, and use the 2-Link technique to push it left. This will shine light on the other side of the room too. The artifact will be swallowed by the boss, and you'll have to go after it.

The boss isn't all that hard. Reflect the stones he's shooting with your shield, until he turns into ice. At that point, use your lantern to set fire on his flower/tail. Repeat this until he dies. You'll get the artifact, and be sure to grab the heart container too. Take the green portal.

We are not quite done yet, since we have 2 chests left in the dungeon. Let's go get them. Just go back to the lily and take it all the way down. In the room where you can't go any further, you'll find a chest with 100 shells and to the west a chest with a red stone. Now go back outside and you're done with this dungeon.

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Graveyard & Clouds

[MC.03.10]  
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Someone will tell you to go somewhere. Why not eh? But first, let us do some various stuff.

- \* Go to the southeastern part of this map, and shrink. Since you can swim now, you can enter the hole a bit south of you. If you follow the path, into a cave. You'll find a chest with a red stone. Return back to the stump.
- \* Stay small, and go north from here. You can climb a vine and enter a crack. Inside, you can fuse a stone with the elf. He'll let a plant grow in the northern part of the map. Head north a bit more, and enter the cave. Inside, you'll find a chest with a red stone.
- \* Warp to town, and enter the school. Flip the teleporter, and shrink. Go outside, climb the ladder, grow and open the chest for red stone. Go back inside and grow, and go back to the main hall of the school. Push the statue to the left and enter. It's time to play bomberman. You'll find a chest with 100 rupees. Head back outside the school.
- \* Shrink, and go to the fountain (using the vine to climb down). Enter the hole, and swim west to find a piece of heart. Go north and west, and open the chest for 100 rupees.
- \* Now go to the library, and shrink. Climb down, and enter the hole in the water. You can melt the chest here to get 100 shells.
- \* Go a screen north, and head northeast. Since you can swim now, you'll be able to reach a piece of heart. Go back one screen, and head south. Run into the tree, shrink and climb up the vine. Inside the crack, you can fuse a

stone with the elf. Grow again.

- \* Jump in the water in the northwestern part of the map. Go a screen up and open the chest for 200 rupees. Get to the other chest too for 100 shells. Now head to the castle, and go to the left garden. Sneak your way past the guards, and cut away the bushes you see to open an entrance. Go there.
- \* Follow the path and step on the switch to open the door. Enter it and you'll be in the castle again. Go to the pedestal, and stick your sword in it to be able to do the 3-Link technique.
- \* Go to the trainer in the garden of the castle. Light the boxes and he'll teach you a new skill.
- \* Go to the house with the ladder in the garden, in town. Go down the ladder and open the chest for a red stone. Push the big block away, and push the rock into the hole. Go back outside.
- \* Head to the hotel and find the boxes. Set them on fire to open the door. You'll find a chest with a red stone.
- \* Jump in the well now, and follow the path. You'll find a chest with 100 rupees. Keep going north. Push the rock in the hole. You can now pull the chest down, and put it in the last hole to open it. It contains 200 rupees.
- \* Go to the swamp, and find the stone door. Enter it, and you'll find a red stone and 50 shells. Go northwest now, and shrink there. Now, go all the way southeast, and enter the cave. You'll find a chest with a red stone. If you go north, you'll find a piece of heart. Grow again.
- \* If everything is alright, and you followed my guide, you'll have made an entrance in the northeastern corner of the swamp. First, enter the cave here and push the blocks away for a piece of heart. After that, enter the waterfall and talk to the trainer. You'll be able to charge your sword up faster.
- \* Go to your house, and go to the southwestern corner. Run into the tree, shrink, and enter the small house. If you fuse a stone with the elf, the witch will sell you red potions. Also, go outside, and jump into the water. Follow the path north, and you'll find a cave with a piece of heart.
- \* Grow again, and go a bit north of the farm. Run into the tree, and shrink. Go to the small path, and all the way at the end, you'll find a piece of heart.
- \* Now go to the first mini-village, and fuse a stone with the mayor. From there, go left, and enter the little house. The elf will give you better bombs.
- \* From here, go west and north, and you'll three holes. Enter the most left one, and follow the path for a red stone and piece of heart. The other two holes will lead to two chests with blue stones.
- \* Now grow again, and follow the path west. Use the mushroom, and shrink. Fuse a stone with the elf, and he'll let a plant grow. Go there, and climb it. You'll find 200 shells, 200 rupees and a piece of heart. Go back down.
- \* Head north, and find the farmers. Fuse a stone with the upper farmer, and he'll make a new Goron appear, who will help the other Goron, so the way will be opened. Fuse one with the other too if you want. Enter the cave above, and find a stone in the wall. Fuse a stone with it, and a new Goron will appear and help.
- \* Go north of the farm (launch yourself up). You can swim now, so go to the northeastern part. Enter the cave to find 50 shells and 50 rupees.
- \* Now go back to the hut where you found the third book. From here, head west and go up the stairs. Enter the room here to find a trainer (new skill, a skill to shoot laser beams) and a piece of heart. Go outside and go west. Push the rock in here.

Now we're pretty much done getting all the goodies. Satisfied? Good. Now head back to the castle walls, and head west. Go down the ladder and push the block away with the 3-Link technique. Go up, and head north and west.

It will get dark, scary and such. Go down, and bomb the wall north, to open

a cave. Inside is a big fairy. Choice the first, second, second, first, second and second option and you'll be able to carry 70 arrows. Leave and follow the path.

When it gets even more dark, use the Lantern. You are now in the Lost Woods. The right direction is up, left, left, up, right, up. When you are out of the lost woods, find your way to a house. Enter it. Talk to Dampe to get the key, but once you go outside, 2 Crows will steal it. Damn them! Find the crow that has the key, and bump into the tree. Get the key and talk to Dampe, who is in front of the gate. Enter the new area.

To the west is a friendly ghost, just like one in town. Fuse a stone with him and he'll do something to the owner of the chest mini-game. We'll go there later. Head east and cut the stones away. After that, push the grave west of you up. Use the 3-Link technique to step on the switches north. This will open a tomb. Enter it.

Kill the 2 Mummies to get bombs and a small key. Head north into a new room. Use the left mushroom, and enter the middle door. Go left, and use the 3-Link technique. Get to the other side safe by using the moving tiles and step on the switches to get a small key. Go back, and go east. Do the same here, but without having to step on a moving tile, and grab the small key. Go back and open the 2 locks. Head north two screens.

Light all the boxes, and defeat the enemies. Go north. When you walk to the grave, a ghost will give you a golden stone, which is just what we need. You will be teleported outside. Fuse with the ghost again, and he'll make the ghost in town disappear.

Push the stone in the northwestern corner away. Inside you'll find a piece of heart.

Go back to town (it won't take long). You can play the chest mini-game now, with a new level of difficulty. 3 chests, but also more rupees when you got the right chest. You can also enter the house where the ghost used to be, and go up the chimney to fuse a stone with the chicken.

When you are done playing around, go north from town, and enter the area northeast. Cross the bridge and use the gold stone to open the door. Enter it.

Follow the path. When you are outside, climb up and use the warpstone. Enter the cave north. Bomb the wall right, and open the chest here for 50 shells. Go back and take the stairs to the right. Open the chest for 50 rupees. Take the door on the right, and follow the path up. Here (note Big Goron), go left, climb the ladder and enter the big tornado.

You are up in the clouds now. Be sure to fuse with these people. Walk into the red tornado and open the chest for a gold stone. Drop in the right hole, and enter the tornado north. Dig through the clouds. In the northeastern corner is a red stone, so be sure to get it. Fall through the hole and fuse the stone here. Go back up.

Jump in the small tornado, and go northwest. Fall in the hole and defeat the enemies. You'll get a new stone, and you can go back up. Do so. Jump into the new small tornado, and keep following the path west. Go to the cloud northwest and you'll find 100 shells and a golden stone. See the cloud south of you? Go there and fall in the hole. Fuse here and go back up.

Go southwest, and open the chest for 50 shells. Drop down the hole and go north. Fuse with the stone. Enter the tornado and open the chest for a gold

stone. Go back and enter the right tornado. Drop down again, and kill the enemies. Grab the stone and enter the new tornado. Open the chest for 50 shells.

Go south and head to the land on the right. Dig through the clouds, and you'll fall down. Go up again, and go north. Jump in the hole. Here you can fuse another stone. Head back to the beginning and fuse the final stone here. This will create a big tornado. Enter it. Use the warpstone, and enter the house. You might know it already. Be sure to check everything out, because you can find 2 blue and 3 red stones. Go up all the way, and talk to the old man in the room. Go back and talk to the girl to get past. Go there, and step into the big tornado to enter...

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Dungeon #5: Wind Dungeon

[MC.03.11]  
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Follow the path. You'll find switches that you can hit, and they'll change color. Some bridges will work when the switch is red, others when the switch is blue. Just try it out. When you can't reach a switch, remember your boomerang can reach those places. Find the flashing tiles and go right. Push the block up and go north.

Step on the moving tiles, and when you arrive, go west. Head west again and in the new screen, hit the switch south with your boomerang. Follow the path until you encounter 2 Wizards. Kill them. After that, 4 Wizards will appear. Kill those too. Once THEY are killed, 6 more will appear. After that, the big chest will appear. Open the chest for the Mantle, which allows you to jump. Hooray!

Go east one screen, and find the trapdoor that you couldn't open before. Now jump up, and you'll fall into it. Open the chest for a red stone. Go back and jump up the clouds.

Go east from here until you reach a new screen. Push the blocks away to you can step on the flashing tiles. Use the 3-Link technique and hit the switches in the south. Defeat the enemies, and go east.

Don't walk into the wind, but just wait until they are gone. Go around until you see a dead end, and a hole. Launch yourself up here and follow the path. You shouldn't have any problems here, so just go a screen up using the clouds when you find them.

Go east, and step on the moving tiles. Climb the stairs, and destroy all the skulls. Now go back, and use the 3-Link technique. Take the moving tiles and push the block away. Go south.

One block can be pushed down. When the tiles arrive, step on them and you'll go south. Keep jumping to the other one, when the path is blocked. Go east when you got past this.

When the tiles are under you, go down. Go up when you can, and go down again. Go up... and go east. And go down! Wow! Launch yourself to the east, and use the 3-Link technique to hit all 3 switches (you'll need to power up your weapon when you are cloned to hit the switches). You can shrink now, so go ahead. Go south, and follow the path. It's nothing hard. Grow again when you can and head back south. Hit the switch with the boomerang to open the door. You'll also get a small key. Go back to where you launched yourself up, and open the door. Enter it as well. Go to the next floor.

Go west from here. Follow the path until you find some blocks. You'll need to go south from here, then east. When you find a fan, with no air, you'll need to walk and jump, while the fan is on to reach the other side in the west. Go north two times from here.

Jump on the clouds, then jump to the east. You'll reach the other side without falling in. Go south and follow the path to find a chest with a blue stone. Go back and go to the east. Go up to the next floor and go south.

Defeat the enemies here to get a small key. Enter the locked door, and from there, go west. Push one bottle on a switch, and use the 3-Link technique to step on the other switches. Go west again.

Step on the switch and go south. The fan will be on, so you can jump further. Kill the 2 Ice Wizards and Moblins, and go east until you find a fan and a switch. Step on the switch, and go north again using the fan. Open the chest for a small key, and enter the door north. Open the big chest for a boss key. Go east and open the boss door.

Jump down, and kill the armed guard. A blue portal will appear, and you'll be able to go north. Do so. In the new room, it's dark, so watch your step. There is a platform on the east side, where you can open the chest for a compass. Take the stairs up on the west side. Go north and west, and drop down the hole. You'll land near a chest. Open it for a small key. Go back up. Go south this time.

Use the 3-Link technique to hit the switches in the south. This will open a room to the west. Enter it. Follow the path and open the chest for another small key. Go east. Open the locked door, and follow the trail of tornados and go north.

Go north here, and hit the 2 switches. In case you need to go back, you can go west, but since you don't have to, go back south and go up the stairs.

Go west, and jump down the hole. Kill the Wizard and Ice Wizard, and open the chest for a red stone. Go back east and go up the stairs again. Go north this time, and head west. Defeat the 3 Fire Wizards, and open the big chest for a Dungeon Map. Go west and pull the switch to open the door. Enter it and take the stairs up.

Go east, and hit the floating head when he's next to the broken stones. He'll blow them up. Go there. Go north, and hit the switch with the boomerang to open the door. Go further to the east, and light the two boxes to create a red portal. You can only go through one door. Go all the way east, the north and push the blocks away. Jump to the east and go through the door. You'll find a piece of heart. Go back.

Now open the door you see when you jump over the hole with the floating head. Bomb the wall on the east, and enter it. Go north, and bomb the western wall. Enter it, and bomb the broken stones. Enter the room north of you.

Be sure you don't hit anything, expect the blocks. Walk around and push the blocks away to enter the door north. When you fail, you'll have to re-enter the room to reset things.

Open the chest for a small key. Go back to the room you entered from outside. Keep walking on the cracks until you fall down. Open the door and go in.

Go east and north, and push the block away to open the chest. It contains a blue stone. Go back and follow the path. Find 2 skulls on tiles with

patterns. Remove them, and push the blocks away. You can continue to follow the path. Go to the east and up the clouds. Go east again, and open the chest for a red stone. And voila, all chests are found in this dungeon. Go down and take the clouds in the east, to go up. Open the door (you already got the key earlier, remember?). Follow the path and enter the big tornado.

This boss is quite hard. You'll battle 2 bosses actually. The small blue one first. Just hit him in the eye when he opens one, and avoid the tail and small green creatures. When you are on the big red one, use the flashing tiles and the 3-Link technique to hit the eyes at the same time. After that, go berserk and hit all the eyes when they are open. After a while, the blue one will drop down, and the red one will be next.

After the battle you'll get the last artifact. Take the heart container and the green portal.

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The Final Encounter

[MC.03.12]  
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- \* Return to town, and jump through the bell in north of town for a piece of heart.
- \* Go to the trainer. He'll teach you a new skill.
- \* Visit the trainer in the swamp (southwestern corner), he'll teach you the final skill.
- \* Shrink in school, and leave the school. Go to the narrow path. You can finally push the big block away for a piece of heart, and 3 red stones.
- \* At the lake, you can jump from isle to isle to get a piece of heart. Near the white Tingle.
- \* North from here, you can also enter the cave. Go west, and south, and leave the cave for another piece of heart.
- \* Go back in the cave and climb the ladder. Climb down on the other side, and follow the path. Eventually you'll find a plant. Climb it for 250 rupees and another piece of heart.
- \* Warp to the waterfall, and from here head west, into the water and north. If you fused with someone in the clouds, you'll find an opening in the waterfall. Inside is a piece of heart.

Note: If you have fusions to do, do them now! In a moment some people will disappear, and you won't be able to fuse anymore.

Go to the castle, and go to the pedestal. You know what to do. Link will get the best sword in the world, and reveal a door north. Enter it. Look at the glass in the north. You'll get attacked by Vaati. When you wake up, head back outside. Something is wrong though, very wrong...

Everyone turned into stone. You can wake them by charging your sword and swinging it at them though. Wake everyone, and go south.

If you need supplies, go south a room. If not, head west and keep going north until you see a stairs down. Bomb the wall east though, and go there. Shrink, and head back to the flames that were rotating. Drop down, and go north. You'll find a hole you can enter, so do so. Grow, and step on the switch. Now go wake the king. Talk to him, and you'll get a small key. Go all the way back down, and keep going south. There is only one door that you can unlock, the others are all fake. Enter it.

Go south, and east down the stairs. Climb the stairs north and open the big chest for a Dungeon Map. Go back west and go up the stairs.



You can go back to town now if you want. I suggest doing so, if you want to get some things. When you are ready though, head north.

Head west, then north. You'll end up in a room with flashing tiles. With a bit of timing, you should be able to activate the 4-Link technique, and hit the balls that are shot at you at the sometimes. If you succeed, go north and west.

The next room contains a puzzle. To open the door, you'll have to step on all the tiles in one walk. The solution is simple though; 4x right, 1x up, 2x left, 1x up, 2x right, 1x up, 3x left, 2x up, 1x right, 1x down, 1x right, 1x up, 1x right, 1x down and 1x right. Done. Go east and south.

Another puzzle, hooray! You'll have to use the 4-Link technique and step on the tiles in the south. If you do so, a chest will appear, which contains a small key. Go back to the main hall, and open the door in the east. Go down the stairs.

Head north until you find a bunch of flashing tiles. You should know what to do. Use the 4-Link technique, and hit the balls the statues shoot back, and the gates will open. Head north again.

Kill everyone, then bomb the southwestern corner to reveal a new passage. Follow the path and go up the stairs. Head north again and kill the armored guard. Push the throne to the left to reveal a stairway, but first go east and open the big chest for the compass. Now enter the stairway back in the room with the throne.

Follow the path, and go up the stairs again. Enter the room east. Go up the stairs here. What is this? A castle?

In the new room, head south to go outside, and keep heading south. Enter the door west, to end up in yet another new room. Use the 4-Link technique to press the block down south of you. Go outside, and head south once again. Head west, and hit the switch with your boomerang. Cross the bridge and enter the room north.

Here, use the 4-Link technique to hit all the switches and enter the big door north of you. Defeat the enemies, and the red portal will be created. You can go east and west from here. There isn't a thing to do in the east, so head to the room west, then north.

Destroy the Bombites with your boomerang, then move on the moving tiles, and bomb the broken bricks. Don't leave the moving tiles yet, but wait until you are under a trapdoor, and go up. Hit both switches with your boomerang, then go north, west, north.

Destroy the guard here, and other guards will appear in various rooms, and a blue teleporter will appear. It doesn't matter much where you go now. Go back south, and east, and defeat the guards here. Go north, and set all the boxes on fire. They will go out after a short while, so hurry up, then go north. Kill the Ghosts, then go east, down the stairs and get the small key out of the chest. Return back to the blue portal.

Go south, and west this time, and defeat the guard here. Go north, and defeat the enemies. In the north side of the room, you'll have to shoot 4 eyes in a pretty short period of time. When you did this, go west. Push the blocks away, and drop down in the hole. Go up the stairs again, and step on the switch to open the door. First take the others stairs though, to find a chest with a small key. If you enter the door you just opened, you'll find 2 bottles

that ALWAYS contain 2 hearts. Heal up, and return back to the room where you battled the last guard.

Keep heading south until you have to battle 2 guards. Kill them, and head south. You'll find another tile puzzle. This time, take the following path; 2x down, 3x right, 1x down, 3x left, 3x down, 1x right, 1x up, 1x right, 1x up, 1x right, 2x down, 3x right, 1x up, 1x left, 1x up, 1x left, 1x up, 1x right, 1x up, 1x right, 2x down and 1x right. Go south 2 times, and when you are back outside, head west and go inside. Take the stairs up to find a chest with the third small key. You can take the stairs down if you want goodies. Head back to where you battled the 2 guards.

Go east 2 screen, to battle the final guard. Go south and use the 4-Link technique to open the door east. Enter it. Step on the switch, and go up the stairs to find the final small key.

Go back to where the blue portal is. Head north, open the locks and use the 4-Link technique to push away the block. Open the big chest for the boss key. Yes, we are almost near the final boss. Go to the red portal.

Open the door, and beat the enemy. Go north. Beat the enemies here, and use the 4-Link technique to open the door. Enter the door. DON'T step onto the carpet yet, but break the bottles west and east, for hearts. Leave the room and repeat this until you are fully healed. Now walk north, and defeat the guards. Now head north, and you'll see Vaati. You'll fall down, and the final fight will start.

You'll battle Vaati in various forms. First, he'll start moving around, with eyes around him. Destroy the eyes, then hack into the big eye that opens. When he shoots a black hole at you, suck it up. Also, when black holes circle around him, suck them up. The main idea is to destroy the things around him, then hack into the eye.

The next form is easier, if you ask me. Shoot the balls around him with arrows until you found 4 red ones. Then use the 4-Link technique and hit those. Still with 4 Links, hit the eye and repeat until this form is defeated too.

Go north and visit Zelda. Wake her up and things will start to rumble and fall down. There really is only one way to go, so follow the path. When you are able to go outside, go south first, for supplies (also faries, re-enter and they will appear again). After that, go outside. You'll have to battle Vaati once again.

The final form. First, wait until he puts one of his arms in the ground, and it shows up somewhere else. Flip it over, and shrink. Enter the arm and find the eye that has the most red look. Kill that one to destroy the arm. Do this to both arms. After that, he'll shoot lightning at you, and lasers. Avoid the lightning, and shoot back the lasers with the 4-Link technique. If you return the lasers all back, you can hit him in the eye. Repeat this until Vaati dies.

Congratulations, you finished the game. I won't spoil the ending for you, so just enjoy it.

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Heart Containers [MC.04.01]  
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Throughout the game, are various heart containers to be found. When you find 4 of these pieces, you'll get a new heart container added to your health bar. Be sure to get them all before stepping into the final battle.

#### Town:

- \* After the third dungeon, go to the main place of town, and go inside the house with the purple ghost. Play the mini-game, kill all the monsters and open the chest for a piece of heart.
- \* As Mini-Link, enter the hotel via the rear in town.
- \* In town, shrink, and go to the fountain. Inside you'll find a piece of heart when you swim to the west.
- \* In town, jump through the bell to find one.
- \* When you are able to clone yourself three times, go to the narrow path in the garden of school, and push the big block away.
- \* Get all figurines, then talk to the man outside the bar. He'll open the house you couldn't enter before.
- \* Complete the chicken mini-game.

#### Forest/Lake:

- \* After you found the Minish Cap, you'll end up in a small village. In the northeastern region of this village, you'll find your first heart container.
- \* In front of the first dungeon, get it when you are of normal size.
- \* In the first dungeon, go south after beating the sub-boss.
- \* In the first dungeon, by taking the blue portal.
- \* When you enter the forest from the farm, go southeast, and you'll find a piece of heart.
- \* Next to the house with the dog you'll have to feed. Dive in the pool to get it.
- \* From the last piece of heart, swim south until you find it.
- \* As mini-Link, go west and north from the mini-village, and enter the left hole. Follow the path to find the piece of heart.
- \* When you come back from the mini-village, go west to the new screen, and use the mushroom to go to the other side. Shrink, and enter the house. Fuse a stone with the elf, and he'll let a plant grow. Go there, and climb it.
- \* West from the hut where you found the third book, you'll find a tree. Enter it.
- \* When you have the Mantle, near the White Tingle, you can jump from isle to isle to reach a piece of heart.
- \* From the last piece, head north, and enter the cave. From here, go west and leave the cave south. And there is another one.
- \* From the last heart piece, go back in the cave and follow the path. Go up the ladder, go down the next one and eventually you'll find a plant. Climb it to find a piece of heart.
- \* Go to the first mini-village, and go all the way to the northeastern corner. Fuse with the elf in the house 2 times, and the second time he'll open a crack near the first warpstone. Inside, you'll get a full heart container.
- \* This came in from a vague mail, so it may not be true - there is a Minish around that gives a piece of heart. If you fuse with it, a piece of land will appear. Enter the cave that is now reachable, and you can dig around to find the piece of heart.

#### Mountain:

- \* At the Gongol Mountain, after you used the first tornado you come across, to get to the west. Keep going to the west, then go north and at the next screen, bomb the wall. Enter the cave for a piece of heart.
- \* At the Gongol Mountain, after you used the green water on the bean, climb up the vine, go left, climb the ladder, and place a bomb between the sharp rocks there. Enter the cave for a piece of heart.
- \* In the second dungeon, after you used the cart and got past the piece of heart, go west, north, follow the rails and bomb the southern wall. Enter the door for the piece of heart.
- \* Go to the place you got the ring at the mountain. Climb the wall, and enter the cave. Use the 2-Link technique, and open the door. In the new room is the piece of heart.

- \* By fusing stones with the blacksmith of the city with miners. Climb the vine to find a piece of heart.
- \* From the Big Fairy cave, go north, west and down the stairs. You'll find it in the cave with the door that's blocked with soft rock.

Waterfall:

- \* Go northwest in the screen with the farm, and follow the path to find a piece of heart.
- \* When you are outside the castle walls, hear northeast, and swim a bit to get a piece of heart.
- \* Warp to the waterfall, and from here head west, into the water and north. If you fused with someone in the clouds, you'll find an opening in the waterfall. Inside is a piece of heart.

Swamp:

- \* In the swamp, find the trainer that lives under a big stone.
- \* South of the swamp, near the third dungeon, when you find a stump, go left and climb down. Enter the cave and follow the path until you find until you find a piece of heart.
- \* In the third dungeon, take the third door, go all the way up, shrink and jump down. Go right now and grow, to grab the piece of heart.
- \* In the swamp, shrink in the northwestern corner, and go all the way southeast. Enter the cave here. At the end, you'll find the piece of heart.
- \* In a cave, in the northeastern part of the swamp.

Castle:

- \* When you are outside the castle walls, go west and go down the stairs two times.
- \* In the garden of the castle, southeast, cut away the bushes to find a ladder. Climb the ladder and go north into the new room. Get the piece of heart here.
- \* By fusing stones, you'll be able to dry out the fountain in the east side of the garden outside the castle. A piece of heart is inside the entrance that appears.

Graveyard:

- \* Push the northwestern stone away. Inside use the 3-Link technique to push the block away, and grab the piece of heart.

Clouds:

- \* In the fifth dungeon, when you find a room where you can active the red teleporter, enter the northwestern door. Follow the path.

Various:

- \* Go to the first path the musician makes clear for you.
- \* By fusing stones, an entrance west of town will be opened. Inside is a piece of heart.
- \* From your house, go to the southwestern part, and shrink. Jump in the water and go north. You'll find a cave where a piece of heart is located.
- \* A bit north of the farm, shrink and walk to the small path. All the way to the end is a piece of heart.

I have 1 left, and that's it. Can't find it.

=====  
Stone-fusion [MC.05.01]  
=====

When you come back from your first dungeon, the musician will talk to you, and explains the whole system of finding stones. Every time you combine a part of

your found stone, with his stone, and it fits, he'll open a secret area for you, make a chest appear etc. Note the first location is always the same, but the others are random. More people are willing to fuse stones though, so look around. Be sure to fuse stones, because you'll find unique items, piece of hearts and bottles. Talk to a Tingle twice to find out how many fusions you have left.

Note: The list below is created by Grayfox, so a big thanks for helping me out on this one. Look at this, to find out what G3 means, for example:

<http://img.photobucket.com/albums/v433/GrayFox2510/TLZKS.jpg>

#### Castor Wilds: (Swamp)

##### \* Business Scrub:

- Head all the way up, to where there are two caves pretty close (You found a Golden Kinstone on the right one). On the left, dazzle the Business Scrub and fuse a B2 open a tree in the Minish Woods.

#### Cloud Tops: (Sky Villa)

##### \* Kid:

- In the fourth floor, use a G1 to make a Golden Tektite appear in the Veil Falls.

##### \* Sage:

- In the fourth floor, in the upper room, use a G3 to make a Chest appear in the Graveyard.
- You can also fuse a G1 to make a second Chest appear in the Graveyard.

##### \* Women:

- In the bottom floor, using an R2 you'll open a waterfall in the Veil Falls.
- In the second floor, use a G2 to create a Chest in the Veil Falls.
- In the third floor, use a G1 to make a Golden Rope (Snake) appear in the Castor Wilds.
- With the same NPC of the third floor, you can then fuse another G1 to open a path in the screen left and down from town.

#### Eastern Hills: (Below LonLon Ranch)

##### \* Carpenter:

- Can only be done when the boss appears here after the first dungeon I believe, but he will accept a G3 for random results.

##### \* Lower Farmer:

- Use a G1 to make a Chest appear in Gonguru Mountain.

##### \* Upper Farmer:

- Use a B2 to make the Goron punching a wall in the LonLon Ranch destroy it.

##### \* Picori:

- Going left from the lower exit of the Forest of Chikoria use the stump to enter the house there and use a B1 to make a giant plant grow in the screen above.

##### \* Wall Device:

- Dig through the wall near the farmers and find a weird device on the wall. Use a B1 to give some help to the first Goron punching the wall.

#### Hyrule's Castle:

##### \* Trainer of Skill 2:

- Trainer of Skill 2, simply fuse an R1 to open up a waterfall in the Sera Waterfall map.

##### \* Picori:

- Ram into the tree to find a stump, shrink and head up and right to a hole in the ground. With a G1 this will open up a path in the Western Wood.

#### Hyrule Castle Fields:

##### \* Picori:

- On the lower right part there is a tree that can be rammed for a stump. Use it and climb the vine there then drop into the hole/home and with a G2 reveal a Chest in the Wind Ruins.

#### Hyrule Town:

##### \* Brown-haired guy:

- Sometimes in the hotel's lowest floor, use a B1 to open up the upper right tree in the Castle Fields.
- In the house left from where you found the first book (Sometimes), with a G3 he'll make a Golden Rope (Snake) appear in the Castle front Courtyard.
- Inside the Cafe, the one sitting; use a G1 to make a Chest appear in the Forest of Chikoria.
- Outside the Cafe, this guy will sometimes accept a G3 in order to make a Chest appear in the mini path to the Picori Forest Town.

##### \* Din:

- Fuse an R1 (I think it was R1) to make a Butterfly appear in the Wind Ruins, this will allow you to shoot arrows faster!

##### \* Dog:

- Inside the house left of the one with the first book, use a G3 to make a Chest appear in the Castle Fields.

##### \* Carpenters:

- Right besides the Post Office, one should appear sooner or later, fuse a R3 to start making a house in town.
- Inside the carpentry, the boss will accept an R2 to dry up a fountain in the Castle Courtyard, revealing an entrance.
- The left-most carpenter might ask for a G3. This will dry up the other fountain in the Castle Courtyard.

##### \* Cat-like person:

- Inside the Cafe, use a G3 to make a Chest appear in the Forest of Chikoria.

##### \* Farore:

- Inside the Hotel, use an R1 to make Goman appear in town.
- Inside the Hotel, use an R1 to make a Golden Enemy appear in the Wind Ruins.
- Inside the Hotel, use an R3 to make a Butterfly appear in the Castor Wilds, this will allow you to dig faster!

##### \* Guy:

- Sitting in the room next to the one where Din, Nayru and Farore used to be; fuse a G2 to make a Golden Rope (Snake) appear in the screen with the two farmers.

##### \* Kid:

- Inside school, use a G1 to make a Chest appear in the LonLon Ranch screen.
- Inside the house that had the first book (After Hyrule's Castle goes dark), use a G1 to make a Chest appear in the Forest of Chiroria.

##### \* Kid with a leaking nose:

- Outside near the middle left house or in the hotel, use a G1 to make a lillypad appear in the swamp.
- Same as above, but with a G2 to make another lillypad appear.
- Same as above, but with a G3 to make another lillypad appear.

##### \* Little boy:

- Either found outside or on the hotel, he'll make a Chest appear in the mini path on LonLon Ranch in exchange for a G2.

##### \* Little chick:

- In the roof of the Trainer's room, fuse a G2 to make a Golden Rope (Snake) appear in the map below the Ranch.

##### \* Little girl:

- Outside near the fountain or on the hotel, with a B2 she'll create a land mass near a dig-able wall left from town.
- Inside the house left of the one with the first book, use a G1 to make a

Chest appear in the Forest of Chikoria.

\* Mailman:

- Running around, get him and use a B2 to add Mail (An NPC...) in the Post Office.

\* Nayru:

- Inside the Hotel, use an R2 to make a Butterfly appear in the Graveyard, this will allow you to swim faster!

\* Picori:

- In the attic of the Cafe, fuse a G2 with the blue Picori to dry up an entrance in Link's House map.
- In the mini chamber of the wood workshop, with a G3 this Picori will pop a Chest in the mini path on the School's backyard.
- In the library, go to the sage-looking one and use a G2 to create a Golden Octorok in the Wind Ruins.

\* Purple Teacher:

- Use a G2 to pop up a Chest in the area left of town, it is said that you have to change your cloth color to purple prior to be able to do this Kinfuse. Simply put Farore in a house so she can give you the stuff.

\* Scholar:

- In the house below the school, use a ?? to make an entrance dry up in the LonLon Ranch where you can get the 999 Wallet.

\* Sky-villager:

- Inside the house below the Post Office, fuse an R3 to make a warp appear in Link's House map leading to their house.

\* Woman:

- In the Cafe, use a G1 on the brown haired woman to crack a hole-entrance in the Forest of Chiroria, near the Picori Town.
- In the Cafe, use a G3 on the blond woman to create a land mass granting access to a Dig-able wall in Lake Hylia.
- Inside the house with the first book, use a G2 on the blond woman to make a Golden Octorok appear in the Forest of Chikoria.

Lake Hylia: (Lake Hylia)

\* Trainer of Skill 4:

- Inside a tree left from the house with the third book, use a B2 to open passage to one of the Secret Masters hiding in a waterfall near the Castle Fields.

\* Picori:

- Shrink and go all the way right in the water to a vine, climb it and drop into the hole/home. Fuse a B2 to make a plant grow in Lake Hylia.
- After taking a hole next to the wing stone and ending up in the lone island, go inside the mushroom and fuse a G2 a Golden Rope in the Wind Ruins.
- Inside the mushroom house right near the Wing Crest, fuse an R3 to open up a tree blocked with vines in the Western Woods.

\* Wall Device:

- From where Tingle is, head right and up to the cave, enter it and go left and down and follow the path to the dead end, you should find the Device there. Fuse a ?? to aid the Gorons.

\* White Dog:

- Inside the house on the upper left part of the lake, fuse a G2 to make a Chest appear in the path to the rear mini entrance of the house with the 3rd book.

\* White Tingle:

- Use a G1 to make a Chest appear in the mini path that leads to the Picori Town in Gonguru Mountain, Merta Town.

LonLon Ranch:

\* Goron:

- The one punching the wall, use a B1 to make Uri Goron, the one who sells

Kinstones appear in town.

- Once you are done with the 6 Gorons, one of them will accept an R3 to make the giant Goron show up.

#### Melari's Mines: (Merta Town)

##### \* Picori:

- The one right next to the left exit, use a G3 to make a Chest appear in the Forest of Chikoria.
- In the lower right room, a G3 will make a Golden Tectite appear in Gonguru Mountain.
- The one right next to the right opening; with the use of a G1 you will make a Chest appear in the mini passage that's being plummeted by constant rain.
- The Picori closest to the upper left exit. A G2 will produce a Chest in the screen with the green water.

##### \* Smith

- Use an R2 to make a plant grow in Gonguru Mountain.

#### Minish Woods: (Forest of Chikoria, I liked this so much better...)

##### \* Deku Scrub:

- By Kinfusing you should open up a tree somewhere there, go in and dazzle the Deku Scrub to fuse with him a G3 for a Golden Octorok in the map left and down from the town.
- You can fuse a second time with a G2 for a hole to open in the Castor Wilds, near where you got the Bow.

##### \* Picori:

- In the mushroom left of the town (Outside) use an R3 to create a Chest in the Wind Ruins, just outside the 3rd dungeon.
- Inside town, go up and right and jump into the water as you head right to find another house, fuse an R1 to create access to a dig-able wall in the Sera Waterfall.
- With this same Picori, fuse an R3 to open a hole near the Lake Hylia's Wing stone.

##### \* Sage Picori:

- Inside the Picori Forest Town, go left and enter the Sage's hut and with an R1 he will allow the previous Picori to change your bombs between fuse and remote as you like.

##### \* Wall Device:

- Go inside the wall next to the steps leading to the Witch's Hut and dig all the way to the northeast to find this one, fuse a B1 to aid the Goron digging.

#### Mt. Crenel: (Gonguru Mountain)

##### \* Picori:

- In the Mt. Crenel Base, near the shrink stone where the green plant was used there's a hole in the ground covered by spores, find it and go inside to fuse a G1 to create a chest in this same map. (Thanks to Cr4zyBr4dy for this)

##### \* Sage:

- Go all the way up from the Great Fairy's pond, head left and down the stairs and enter the right opening. With a G2 you'll create a Chest in Link's House map.

##### \* Trainer of Skill 6:

- Fuse a ?? to open up a waterfall in the swamp where you can meet another trainer. (Had this in the wrong place, thanks Kenneth)

##### \* Wall Device:

- From the one above, go through the dig-able wall left from the Sage's chamber and find the device; use a B2 to give more help to the Goron punching the wall.



Royal Valley: (King's Tomb Valley)

\* Blue Ghost:

- In the Graveyard, fuse a B1 to add a second level in the guessing game in Town.
- Then, with a B2 he'll make that ghost in town finally disappear, granting you access to the cuckoo girl house.

\* Dampe:

- Go inside his house and fuse a B1 to make a tombstone open in the Graveyard.
- Then use a G3 to open a hole in the ground in the Wind Ruins.

\* Ginya:

- After doing Dampe's Kinfusion, you can find this ghost, she will take a G3 to open a waterfall in Town.
- Use another G3 afterwards to fix a broken log in the area left of town.

South Hyrule Field: (Link's House Map)

\* Green Tingle:

- Use an R3 to create a Golden Tectite in the Gonguru Mountain.

\* Smith:

- Inside Link's house, with an R2 you'll make a Chest appear near the farm.
- Then, with a G2 he'll create a Chest in the area left of town.

\* Picori:

- Go to the lower left and enter the mushroom (Ram the tree to make the stump appear) and use an R2 to make the witch sell Red Potions.

Trilby Highlands: (Area left from town)

\* Picori

- From where the Blue Tingle is, shrink and go up to find this Picori and fuse with him a G3 to dry up an entrance in the area left of town.

\* Poems

- Go left from town and as you hit the left wall head down to a tree house and inside fuse an R1 with Poems to open the path to a house in the map below.

\* Wall Device:

- Go left from town and enter the dig-able wall that you can reach with a bridge just right of the Mountain Path and use a B2 on the device to give more help to the Goron.

Western Woods: (Left from Link's house)

\* Picori:

- Going left from town and down (Or left from Link's House map) and going down you can find a stump and a house. Inside fuse a B2 to make the plant right outside grow.

Wind Ruins: (Wind Ruins)

\* Picori:

- As you head down, go inside the first hole in the ground as mini Link and fuse an R1 to make a plant grow in the same map.

=====  
Items & Equipment

[MC.06.01]  
=====

Sword - You'll get this sword on the very beginning of the game. After the second dungeon, you'll get a better version.

Magic Jar - I refer to this weapon as your vacuum-cleaner, because that's what it actually is. You can use it to remove dust, spiderwebs and the like. You'll get this in the first dungeon.

Staff - Use this to flip things over, and to launch yourself up using holes. You'll get this in the second dungeon.

Boomerang - You can use it to stun enemies, allowing you to hit them more easily. You can buy it for 300 rupees in the shop, but you'll get an upgraded one by fusing stones with the Tingles.

Shield - Block attacks, and reflect rocks. Later, you can get an upgraded version, but see the quests section for that.

Gloves/Claws - Bash your way through soft rock. You'll get this in the third dungeon. You can dig through things, but you can also dig the ground.

Lantern - Set things on fire, and see more in the dark. You'll get it in the fourth dungeon.

Bombs - Use these to bomb away rocks, walls and a chicken here and there. Get the timed bombs by fusing stones with the mayor of the first mini-village, and talk to the elf who gave you the bombs.

Pegasus Boots - Run like the wind! You'll get this one in the shoe shop.

Mantle - You can jump with this. You'll get it in the fifth dungeon.

Ocarina - You can use this to teleport your way around the world. You'll get it after the third dungeon.

Bow - Use this to shoot arrows around the place. You'll find it in the swamp. You can update your Quiver for 600 rupees in the shop. See the quests section to find out how to get light arrows.

Bottles - Use these to store faries, milk, potions, food etc. See the quests section for more information on how to get them.

Stonebag - This is used to store your stones in a safe place.

Piece of Heart - Collect 4 pieces, and you'll get a full heart container added to your health bar.

Scrolls - When you learn a skill from a trainer, he'll give you a scroll.

Shells - Trade these shells in the house in the southwestern part of town.

Grib Ring - This ring allows you to climb rock surfaces. Mainly used in the mountain. You'll get it before the second dungeon.

Power Ring - You are more powerful as mini-Link. You'll find it during the book quest.

Flippers - Swim... You'll get this after the book quest.

Big Wallet/Bigger Wallet - Use these to store up to 999 rupees. You'll get the first one, that holds 100 in the beginning of the game. You can upgrade it by going to the Great Fairy in the forest (once again, see the quests section), and later by fusing stones and drying up some land near Lon Lon Ranch.

Stones - Use these to fuse with people. This will reveal or open things for you.

Rupees - This is the money you will use.

=====  
Bestiary [MC.07.01]  
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Enemies [MC.07.02]  
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Armor Statues - These statues won't move until you come close. Some require to be activated as small Link, before they'll move.

Ball and Chain Trooper - These guys swing their balls around. Hit them when they launched their ball away.

Beetle - They live under rocks and grass, but won't hurt you. They can slow you down by jumping at you though.

Blue Dead Hand - These Dead Hands just stay at the ground. They are pretty strong though.

Blue Lice - These are quicker versions of the Red Lice. Get rid of them quickly.

Bombing Peahat - The bombing version of the Peahat.

Bombite - Hit them, and run away, if possible, to the other side. They'll start to run around when hit, and explode after a short while. If you hit them again while they are running, they'll stop and explode too (with just enough time for you to run away from it).

Bubbles - Flying skeletons, that's all there is to it.

Chu-Chu - You should know this one from the Wind Waker. They look just like pools of slime, but they'll pop up and jump at you. They come in various colors, but the green and red one are easy to kill. The grey ones need more power to destroy, like a bomb.

Crow - These birds won't attack, unless they feel safe about it. Not too safe though, as they are an easy kill.

Deku Scrub - Annoying little, shy enemies. They'll shoot rocks at you, but you can counter them with a shield, and "give" it back to them. Often they'll offer you information, or they'll sell you things.

Fake Locked Door - They look just like real doors, but when you get close they'll fall down.

Fire Wizard - They are just like Wizards, but they'll shoot fire, which can burn you.

Flies - When you are big, they don't stand a chance against you, but when you are small, you might want to watch out for them.

Ghost - They are near the graveyard, but not hard to defeat.

Goriya - They are a bit harder than usual enemies. When they get hit, they'll rush at you with their knife.

Horned Bomb - These guys will float around. When they get hit, it doesn't matter by what, they'll explode. Use distant weapons like the boomerang or arrows.

Ice Wizard - They are like Wizards, but they'll shoot ice, which can freeze you.

Iron Mask - Another enemy that'll rush at you when they see you. Attack them from the side where's no mask. However, there seems to be a bug in the game. If you roll at them, while they rush at you, you'll just rush through them.

Keese - Just normal bats, that shouldn't be hard to defeat.

Larve - They'll just crawl around, and when you hit them, they'll turn into a ball. Just like Samus from the Metroid series ;p

Leever - These sand-creatures will dig themselves out of the ground, attack you, and go back into the ground again.

Like Like - These guys will suck up your shield if you don't watch out.

Mighty Darknut - An armored guy that's pretty hard to beat.

Moblin - I'm sure you know these pig-like creatures from the Wind Waker. They are pretty strong, and come with a spear or bow.

Moles - They come in packs of 5. They'll jump out of the ground, and attack you. After that, they'll try to disappear again. If you are able to take the first mole out, the rest won't follow.

Mummie - Leave it alone, and it won't do a thing. When you hit him, he'll come angry.

Mushroom - At first, you can't seem to kill them, but as soon as you got the vacuum-cleaner, you can handle them easily.

Octorock - The Zelda-enemy we all love. This is just a round animal that shoots rocks at you.

Peahat - Flying creatures, and quite annoying. Get them down to the ground using the vacuum-cleaner, then kill them, before they get up again.

Red Dead Hand - You'll see it coming because of the shadow. Be sure not to be grabbed by it.

Red Lice - These are just lice, and aren't that smart.

Rope - Snakes, but they are pretty fast. They'll rush at you when they see you.

Rupee Like Like - Just like Like Likes, but they'll suck up your rupees.

Tail - Big worms, to put it like that.

Tektite - Found in the mountains. They jump around, but are pretty easy to

kill.

Traps - These creatures will rush at you when they see you, but they only move in one direction. That's right, they look just like blades. You can't destroy them, but you can always block their path.

Scissor Ant - They'll throw their scissors at you. Once they do that, you can hit them.

Sharkfish - A combination of sharks and fishes, that live in the clouds. You can only attack them, when they jump up.

Slug - Boring enemies, that don't even care about you. Just kill them.

Spark - They are a bit like Anti-Fairies, but these guys won't move around through the whole room. Instead, they'll always hug a wall.

Spiked Beetle - These creatures can't be harmed when you try to hit them with your sword. Let them run at you, and walk into your shield. This will flip them over, allowing you to attack.

Spiny Beetle - They annoying creatures live under rocks and bushes of grass. You'll find them by cutting the rock/grass away, or because it decided to move towards you. It can only move in one direction though.

Stalfos - These aren't just skeletons, they are great jumpers too. They will try to jump at you, so watch your step.

Stone Statues - Hit them using an arrow, and they'll start to move. Just walk around them, they are way too slow.

Stoned Chu-Chu - These are red Chu-Chus, covered by stone.

Wizard - They'll shoot projectiles at you, but only in one direction. They only appear to shoot at you, so be quick.

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Bosses

[MC.07.03]  
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Sub-Boss Dungeon 1 (Centipede): Hit his nose, and he'll turn white. Quickly go to his tail and start hitting it.

Boss Dungeon 1 (Chu-Chu): Use the vacuum-cleaner to remove the slime at this feet, so he'll fall over. Now hit its head.

Boss Dungeon 2 (Fire Dragon): Hit his shield with your staff, then walk over his neck and hit his shield.

Boss Dungeon 3 (Aztec Statue): Shoot the palm of his hands with arrows, then hit them with your sword. When both hands are down, shrink, and go inside the head. Keep hitting the pillar that's glowing at the bottom.

Sub-Boss Dungeon 4 (Electric Chu-Chu): You can take it down the same as the boss from dungeon 1, but when he's charged, you can't attack.

Boss Dungeon 4 (Octo Rock): Reflect the stones he's shooting with your shield, until he turns into ice. At that point, use your lantern to set fire on his flower/tail.

Boss Dungeon 5 (Flying Bosses): You'll battle 2 bosses. The small blue one first. Just hit him in the eye when he opens one, and avoid the tail and small green creatures. When you are on the big red one, use the flashing tiles and the 3-Link technique to hit the eyes at the same time. After that, go berserk and hit all the eyes when they are open. After a while, the blue one will drop down, and the red one will be next.

Final Boss (Vaati): You'll battle Vaati in various forms. First, he'll start moving around, with eyes around him. Destroy the eyes, then hack into the big eye that opens. When he shoots a black hole at you, suck it up. Also, when black holes circle around him, suck them up. The main idea is to destroy the things around him, then hack into the eye.

The next form is easier, if you ask me. Shoot the balls around him with arrows until you found 4 red ones. Then use the 4-Link technique and hit those. Still with 4 Links, hit the eye and repeat until this form is defeated too.

The final form. First, wait until he puts one of his arms in the ground, and it shows up somewhere else. Flip it over, and shrink. Enter the arm and find

the eye that has the most red look. Kill that one to destroy the arm. Do this to both arms. After that, he'll shoot lightning at you, and lasers. Avoid the lightning, and shoot back the lasers with the 4-Link technique. If you return the lasers all back, you can hit him in the eye. Repeat this until Vaati dies.

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Skills [MC.08.01]  
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Skill #1: Spin Attack

Where: Trainer in town

When: After beating the first dungeon

About: This allows you to spin around 360 degrees

Skill #2: Sword Beam

Where: Cut away the bushes in the southeastern corner of the garden, inside light the boxes

When: When you found the lantern

About: When at full health, you can shoot beams with your sword. Just like the upgraded sword in Link's Awakening.

Skill #3: Dash Attack

Where: Trainer in town

When: After getting the Pegasus Boots

About: When you run with your boots on, you'll draw your sword too.

Skill #4: Sword Beam #2

Where: West from where you found the third book.

When: When you have 10 or more hearts, and are able to get there by swimming.

About: When you are very low on health, you'll shoot beams with your sword.

Skill #5: Break Things

Where: Trainer in town

When: After the second dungeon

About: Break stones and bottles with your sword.

Skill #6: Roll Stab

Where: Trainer in the mountains

When: After getting the 2-Link technique.

About: While rolling, you can get back up with your sword drawn.

Skill #7: Air Stab

Where: Trainer in town

When: After getting the mantle

About: Jump, and stab downwards.

Skill #8: Spin

Where: Trainer in swamp, below the grave

When: After getting the previous 7 skills

About: Spin around with your sword for a few rounds.

Skill Upgrade: Cloning Speed Up

Where: Behind a waterfall in the western mountain. Fuse a stone with the trainer of skill #2 to get there

When: When you got flippers

About: Speed up the cloning speed

Skill Upgrade: Whirlwind Spin Attack

Where: Behind a waterfall in the swamp. Fuse a stone with the trainer of skill

#6 to get there

When: When you got flippers

About: When you use skill #8, you'll go even further.

Skill Upgrade: Extended Whirlwind Spin Attack

Where: Behind a waterfall near the castle walls. Fuse a stone with the trainer of skill #4 to get there

When: When you got flippers

About: Increase the distance you can go with your spin dash

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Figurines

[MC.09.01]  
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When you get all figurines, you'll get a golden mask or something. Talk to the man outside the bar, and he'll let you enter the only house you couldn't enter before. Inside are 600 rupees, a piece of heart, and you can listen to the soundtrack of the game.

#001. - Capless Link

A young boy who lives in Hyrule. He is close friends with Princess Zelda.

#002. - Ezlo and Link

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

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)

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. Sorcered Vatii

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

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

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

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

The mayor of the town of Hyrule. He is a collector of masks. He's built a shelter into his garden just in case monsters ever attack Hyrule.

#010. Marcy

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.

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

The proprietor of Rem's Shoe Store. Using his sector technique, he makes shoes in his sleep. Princess Zelda is his single biggest source of income.

#013. Dr. Left

A gruff-talking academic type who is obsessed with studying the Picori. He doesn't seem to be aware that there is a Minish living in his own house.

#014. Carlov

A sculptor of finely crafted figurines. Many consider him the best sculptor in all of Hyrule. He enjoys collecting Mysterious Shells.

#015. Borlov

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

The handy neighborhood gear seller, also called Stockwell the Well-Stocked. He complains that he's been too busy lately to see his dog, Borken.

#017. Simon

His mysterious dungeon-simulation game is very popular in Hyrule. It gives players the illusion of fighting real monsters in real dungeons.

#018. Gorman

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

This young woman tends to her cuccos in Hyrule Town. If you help her gather her loose cuccos, she'll give you a reward.

#020. Brocco

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

Hyrule's fruit vendor. She hates vegetables, so she won't even sell tomatoes, even though they technically ARE fruits. Freak.

#022. Beedle

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

A very serious mail deliveryman. He continues to make every delivery right on time every day.

#024. Crenel Hermit.

A hermit who lives on Mount Crenel. He has lot of Kinstone pieces. He brags that he won the festival tournament when he was younger.

#025. Monster Lady

A weird old lady living in Percy's house without his permission. She doesn't want you to turn on the lights, because she's actually...

#026. Dampé

The gravedigger at the cemetery. They say he has the power to speak with the dead. He fuses Kinstones he digs up with the local ghosts.

#027. Gustaf, Royal Spirit

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

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

The Great Butterfly Fairy of Mount Crenel. She provides you with a larger wallet, allowing you to carry more Rupees with you.

#030. Great Mayfly Fairy

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

The Great Dragonfly Fairy of Mount Crenel. She gives you a larger quiver, allowing you to carry more arrows with you.

#032. Percy

A poet who lives in Trilby Highlands. He comes from a long journey to find his house occupied by an unwanted guest. Poor guy...

#033. Nayru

She's looking for a house in Hyrule to move into. She is descended from a

land of priestesses in the land of Labryнна.

#034. Farore

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

She's looking for a house in Hyrule to move into. She is a famous dancer from the land of Holodrum.

#036. Joy Butterfly

A rare butterfly said to bring happiness to those who catch it.

#037. Gina

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

A priest living in Minish Village. He speaks some human languages. He sees that Link is human with one look. He's a bit of a human enthusiast.

#039. Gentari

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

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

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 chicken as a young Minish.

#042. Town Picori

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

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

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. (Yattoko~ Yattoko~ ^^)

#045. Goron

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 Vatii

Before he became a sorcerer, he was a simple minish. He had always been entranced by the evil that lives in the hearts of men...

#047. Vassals

These vassals serve the king of Hyrule. They are loyal and diligent. Like the king himself, they are courteous yet frank.

#048. Library

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

All of these self-trainer swordsmen have won the fighting tournaments at the Picori Festival before. They see great potential in Link.

#050. Wheaton & Pita

This couple bakes bread in Hyrule. Their tasty pastries hold a secret... If you are extra lucky, there'll be a helpful item hidden inside!

#051. Funday School

This is where all the children of Hyrule learn. Linka and Princess Zelda studied here, too. The two teachers are twins name Tina and Dina.

#052. Mama's Cafe



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

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

Zill is the one in the middle. He likes to wander around town with his friends. He knows a lot about the town, and he might even have some info for you.

#055. The Carpenters

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

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

Carlov's Peaceful Hyrule. Scenery Series No, 1.

#058. Tranquil Hyrule 2

Carlov's Peaceful Hyrule. Scenery Series No, 2.

#059. Tranquil Hyrule 3

Carlov's Peaceful Hyrule. Scenery Series No, 3.

#060. Cucco

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

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

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

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

Older brother Tingle (green) and his twin younger brothers Ankle (purple) and Knuckle (blue). They believe fusing Kinstones will help them to meet faeries.

#065. Eenie & Meenie

The Hyrulean vegetables grown in the fields are exquisitely delicious. Apparently, Brocco sells the best of their crops.

#066. Goron Merchant

This Goron appears when you successfully fuse certain Kinstone pieces. He will sell you expensive, but rare, Kinstone pieces.

#067. Spookter & Spekter

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

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

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

Appears in Minish roads & dungeons. They come out of the ground when they sense prey. If you get swallowed, you take damage and get all dirty!

#071. Spiked Beetle

Appears in dungeons. Covered in hard, spiny shells. Fre attacks work on them. You have to flip them over to hurt them.

#072. Eyegore Statue

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

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

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

Appears in various areas. These bats live in dungeons and caves. Their movement is unpredictable, so use range weapons from a safe distance.

#076. Keaton.

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

Appears in the Royal Valley, Dark Hyrule Castle, etc. These dark beasties are attracted to light, and if they attack you, they may suck your life away!

#078. Gibdo

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

Appears in various areas. 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

Appears in dungeons. They cling to walls and move quickly. Normal attacks may not work, but the boomerang is pretty effective.

#081. Dark Nut

Appears in Dark Hyrule Castle. These armor-clad soldiers are tough. Use your shield and Roll Attack to find an opening in his defenses...

#082. Red Dark Nut

Appears in Dark Hyrule Castle. These Dark Nut commanders are strong, but if you relax and find an opening, you can still defeat them.

#083. Chaser

Appears in dungeons. They move quickly to chase you once they spot you. If you attack, they'll stop. Use that to your advantage!

#084. Rock Chuchu

Appears in various areas. These tough Chuchus have rocky heads. It will be hard to damage them until you can knock that rock off.

#085. Moldorm

Appears in various areas. These guys move quickly and randomly. Trap them in a corner and take them out quickly.

#086. Door Mimic

Appears in the Royal Valley & Dark Hyrule Castle. They look like doors, but they're really traps! If you get too close to one, it will fall down on you!

#087. Peahat

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

Appears in various areas. Their fronts are protected with metal masks, but their backside aren't! Pop off that maso for an easy battle.

#089. Wall Master

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

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

- 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  
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  
Appears in dungeons. They float in the air and explode when touched. Walk carefully, and you may escape unhurt...
- #094. Like Like  
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  
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  
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  
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  
Appears in the Palace of Winds and Dark Hyrule Castle. They're not fast, but that iron ball is a bruiser! Try to hit them after they swing the ball.
- #099. Spiny Beetle  
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  
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  
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  
Appears in the sky. They swim through clouds like fish in water. Attack them in that brief moment when they pop out!
- #103. Mulldozer  
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  
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  
Appears in Deepwood Shrine. These mushroom beasties scatter spores all over dungeons. When their caps are red, they are invincible.
- #106. Wizzrobe  
> Appears in the Palace of Winds & Dark Hyrule Castle. They fire magic bolts from afar. Hit them when they appear so they don't cast another spell!
- #107. Fire Wizzrobe  
Appears in the Palace of Winds & Dark Hyrule Castle. They wield fire magic. Hit them when they appear so they don't cast another spell!
- #108. Ice Wizzrobe  
Appears in the Palace of Winds & Dark Hyrule Castle. They wield ice magic. They're weak against fire, so hit them with your Fire Rod! (Fire Rod?)
- #109. Wisp  
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  
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

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

Appears in... Well, we're not sure! The legendary Golden Tektite. It has much more power.

#113. Golden Rope

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

Appears in various areas. The black one is Crow. If you touch Takkuri, he will steal Rupees from you, so be careful!

#115. Lakitu

Appears in the sky. They gloat on clouds. They don't move, but they do throw lightning bolts. Steal their clouds with the Gust Jar.

#116. Stalfos

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

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

Appears in various areas. Chuchus come in many colors. Each color is a little different, but ranged weapons work well against all.

#119. Tektite

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

Appears in various areas. A trap with sharp blades. Some are triggered by nearby intruders, while others follow a set path.

#121. Leever

Appears in Castor Wilds, Mount Crenel, etc. These baddies move freely underground and pop out for a surprise attack. Keep your shield up!

#122. Madderpillar

Appears in Deepwood Shrine, etc. This caterpillar moves in a zigzag pattern. If you hit them on the nose, he gets upset and starts running around.

#123. Spiny Chuchu

Appears in various areas. These Chuchus project spikes from their bodies at the first sign of danger. Try a well-placed bomb.

#124. Octorok

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

Appears in Palace of Winds. Females are larger than males. They fly around the Palace of Winds, preying on adventurers.

#126. Biggoron

This is a legendary Goron with a body bigger than a mountain. It is so big, in fact, that no one has ever seen it all at once.

#127. Big Green Chuchu

Appears in Deepwood Shrine. A perfectly ordinary Chuchu. Though not much of an enemy usually, they are terrifying to anyone Minish-sized.

#128. Gleerok

Appears in the Cave of Flames. A Gleeok with a hard, rocky shell found in Mount Crenel. Hiding in lava, this beast spews fire on everything it sees.

#129. Mazaal

Appears in the Palace of Winds. Constructed by the Wind Tribe to repel intruders, this sturdy machine cannot be destroyed by any external force.

#130. Big Blue Chuchu

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 and Link

Those 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

The Minish Ezlo, before he was cursed by Vatii. He is a famous Minish sage. Even among Minish inventors, he was renowned for his amazing creations.

#133. Black Knight

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. Vatii Reborn

The sorcered VAtii took this form after draining the power of the light force from Princess Zelda. The evil beams from his eyes are devastating.

#135. Vatii Transfigured

Once Vatii's body has been shattered, this dark form rises up, all that remains from the evil sorcered. Only the sacred Four Sword can defeat him.

#136. Vatii's Wrath

This is the embodiment of purest evil, the final form of the power-mad Vatii. Its mind is consumed with a hunger for destruction. Find its weakness.

=====  
Quests [MC.10.01]  
=====

During the game, you'll be able to find quite some sub-quests. These don't have to be done, but they'll give better stuff, so I recommend you do.

-----  
Great Faries [MC.10.02]  
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You can find 3 faries in the game. They'll upgrade your stuff, so be sure to find them.

Mountain Fairy - Climb the western, big wall, and you'll find a dead end. Bomb the wall there, and enter the cave. Throw a bomb in the water, and a fairy will appear. Answer with the third option, and she'll upgrade your bomb bag, so you can hold more bombs.

Forest Fairy - From Lon Lon Ranch, head northeast. Launch yourself up, and follow the path. Enter the tree, and answer with the first option 2 times to get a bigger wallet.

Graveyard Fairy - When you enter the screen where the graveyard is located, before the Lost Forest, you'll find a wall you can bomb. When you get in, and answer with first, second, second, first, second, second option and she'll let you carry more arrows.

-----  
Bottles [MC.10.03]  
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You'll be able to find 4 bottles in the game;

1. You'll buy this from a Deku Scrub before going to the second dungeon. If you don't do this, you can't continue, so this is a must.

2. Shrink in town, and go to the rupee store via the roof. Grow, and take the bottle. You can have it, if you feed the dog of the owner. Go to the house with the dog, and feed the dog.
3. Fuse a stone with your father, and you'll make a chest appear. Inside is a bottle.
4. Complete the Goron quest to get a bottle.

-----  
Gorons [MC.10.04]  
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See the stone-fusion list to find how to get the Gorons to appear. When you made 6 appear, they'll bash their way through a cave. Inside the cave, you'll find a bottle. Fuse a stone with the Goron on the right, and he'll make Big Goron appear. Go there, and answer with the first option 2 times to get your shield upgraded.

-----  
New Outfit [MC.10.05]  
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In the hotel, fuse a stone with the green girl. A person will appear in town. Talk to him, then go talk to the green girl again. Now the green girl lives in the house where the man was standing. Talk to a woman of your choice, with an empty bottle, and you can temporarily become that color. Later, find the worker that's near the post office, and fuse a stone with him. Talk to the guy who appeared in town again, then talk to the leader of the workers. He'll build another house. Talk to a lady to get her moved here. I don't know how to build the last house yet, sorry.

Also, if you removed the dust from the plate at the center of town, someone will appear there after the next dungeon. He sells spirits, which'll let you change color or put sparkles around you.

-----  
Books [MC.10.06]  
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Fuse a stone with the postman, then fuse a stone with the guy inside the post office. Go back inside, and you'll find someone new. Talk to her, and she'll write a book for 200 rupees. She's able to write 8, so that's a waste of 1600 rupees, if you don't know what to do with your money.

-----  
Figurines [MC.10.07]  
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If you're able to get all the figurines, you'll get a gold mask. Show it to the guy outside the bar, and the locked house (below the house with the purple ghost) will open. Inside are 600 rupees, a piece of heart, and the soundtest.

-----  
Stone-fusion [MC.10.08]  
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If you're able to get all the fusions in Hyrule, you'll get a Tingle Trophy. No clue what it does though.

-----  
Sick Guy [MC.10.09]  
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Before going to the fifth dungeon, you should fuse a stone, so a teleporter is created near your house. Enter that, and use the Magic Jar to get rid of the spirit that's flying around the sick guy. When you enter the house before going to the fifth dungeon, the guy will give you light arrows.

=====  
FAQ

[MC.11.01]  
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Q: I keep finding shells, what can I do with them?

A: You can use them by entering the house at the lower left corner of town. You'll be able to get figurines.

Q: I find stones that explode? What are they for?

A: These are warp points, that you'll be able to use once you found the ocarina.

Q: How do I shrink in town?

A: Use your staff to flip a bottle over... It's easy as that ;p

Q: Your guide looks a bit like Gray Fox's guide...

A: We worked together at certain points.

Q: How do you build the third house?

A: I don't think it's possible, sorry.

Q: Some names aren't correct, at all!

A: I played the Japanese game, and didn't feel like changing it. You should get the idea.

=====  
Conclusion

[MC.12.01]  
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I hope you enjoyed my guide, since I put a lot of work in it. If you encounter problems, feel free to mail me. Also suggestions, feedback, comment etc. are accepted, the mail addy is on top of this file.

Thanks-list: Gray Fox, John Daniells, ForestMinishGirl, Sebastian Verlinna, whitewoodchuck

And especially you, for reading this.

For other guides, you can check these links:

<http://www.grawl.nl>

=====  
"This town don't feel mine  
I'm fast to get away far  
I dressed you in her clothes  
now drive me far away  
it feels good to know you're all mine  
now drive me far away  
I don't care where just far away"

~ Deftones - Be Quiet and Drive (Far Away)

"Who said that I wasn't right?  
I've lived for years without a life  
don't have a soul on my side  
still ridiculed despite how hard that I have tried  
don't take me under your wing  
I don't need a hand, don't need anything  
I've got a roof over my head  
as if I'd rather be alone with me instead"

~ CKY - Close Yet Far

"Space may be the final frontier  
But it's made in a Hollywood basement  
Cobain can you hear the spheres  
Singing songs off station to station  
And Alderaan's not far away  
It's Californication"

~ Red Hot Chili Peppers - Californication

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