





To reach this cave on foot, go to the western exit of Hyrule Town. When you enter Trilby Highlands you'll likely encounter an enemy called a Keaton. It looks like a coyote or wolf to me, but hey. It's not my story. If it hits you, Rupees will go flying and disappear before you can collect them all. Follow the path around the yellow blocks and cross the mini bridge. Continue west to the foothill of Mt. Crenel Base. Climb the vine you watered earlier and go up the wall using the Grip Ring. When you get off the wall go west until you come to the sign indicating the Crenel Wall. Climb the stairs there and go west to the Crenel wall. Make your way to the top and go left then south to find the Covered Cave.

You can also use the Ocarina to get to the Wind Crest on Mt. Crenel. When Jeffa sets you down, walk south and jump into the hole below. Descend the two ladders as you come to them and go west. Jump off the ledge, go west and start climbing the wall. At the top go left and descend the stairs to find the Covered Cave.

== Trilby Highlands ==

Sorry guys you'll have to walk to this one. Oh, stop ya' whining! It's just to the left of Hyrule Town. Hop, skip, or jump over to the exit where you performed the Spin Attack for the Guard. Watch out for the patrolling Keaton as you follow the path around the yellow blocks to a small bridge. As soon as you cross that bridge turn right and head north across another bridge and you'll be staring the cave cover in the eyes, or button holes or whatever they are. Now that wasn't so hard was it?

You'll find two caves in Trilby Highlands, both in the same area. The one on the right needs a Platform. To make it appear fuse with Candy, one of the kids in Hyrule Town. You will also need the Flippers to access this cave.

== Hyrule Town ==

This wall is located just south of Mayor Hagen's Town House. In fact, you can see it as you stand outside his door. From the bridge at the south entrance of town, walk north until you reach the end of where the merchants are selling their goods on the red squares. At that point go east and you'll see the Cave.

== Castor Wilds ==

You can enter the Wilds from Trilby Highlands or western South Hyrule Field. Both directions will take you Through Western Woods. From Trilby Highlands, go south into Western Woods and west at the Castor Wilds sign. Continue north from there then west at the bridge to enter the Wilds. From South Hyrule Field walk west through Western Woods until you can go no further, then go north and west crossing the bridge to enter Castor Wilds.

You will need to equip the Pegasus Boots to get through this dismal area of Hyrule. It has swampy basins that pull you under like quicksand. Ugh! Make sure you have your Boots on, you'll need them from the start. Race Link across the muck and mire to reach solid ground. Climb the vine you see then take the plank going northwest, then the one going northeast. Descend the vine you see and go south to the Covered Cave.

For the lazy daisies like me, use the Ocarina and warp to the Castor Wilds Wind Crest. From there, go north across the pegged up hole. Keep going north until you reach the vine. Climb it and walk the northwest plank then the northeast plank. Here descend the vine and go south to the cave. Hey, are we having fun yet? Yay!

== Eastern Hills ==

Okay Ladies and Gents, put your walking shoes on. Exit the southern end of Hyrule Town and go east, passing through Southern Hyrule Field. As you enter Eastern Hills go north before you reach the bridge and climb the steps. Enter the gap in the fence and head south into the field. Look to the west and you'll see the Covered Cave. If you're in Hyrule Town, leave using the eastern exit. The exit is just above the Happy Hearth Inn. Go south when you enter Lon Lon Ranch and continue until you reach the gap in the fence. Make your way to the field where Eenie and Meenie are working to find this Covered Cave.

== Veil Falls ==

If you use the Wind Crest to get onto Veil Falls, climb down the rocky wall, go west and jump into the water. You can now see the left cave. This cave can also be reached by exiting North Hyrule Field's northeast exit. Once you enter the Falls area, go down the steps and into the water to reach the cave. You will need to swim south a bit then east.

To reach the right cave you must fuse with a Minish in Minish Woods. Go to the Sanctuary that leads to the Deepwoods Shrine but don't enter. Instead continue east to see a pier partially hidden. Follow it to its end. Enter the water and swim east to a Mushroom House atop a barrel. If you have infused your sword with the fourth element you'll be able to fuse with this Minish. He has two fusions, one of which is the Platform to the Veil Falls Cave. Now that we have conquered that obstacle, let's get busy. Go back to Hyrule Town and take the exit above the Happy Hearth Inn. The exit leads to Lon Lon Ranch. When you enter the Ranch you'll see a hole. Go north and enchant the hole with the Cane of Pacci. Go north now and down the steps. Holy Cow! Watch out for those sneaky Leever. Keep going east and grab the Heart Piece, then dive in and swim north to the Covered Cave.

== Lake Hylia ==

For this one let's just take the Ocarina out and fly to the Lake Hylia Wind Crest. What? I told you I was lazy! Anyway! From the Lake Wind Crest, hop down and go north. Cross the bridge and go east then north to some steps. Enter the Lake here and you'll see a cave. However, the cave cannot be accessed until you have the Roc's Cape from The Palace of Winds, located above the Cloud Tops.

\*When you get the Cape you'll need to do some island-hopping to reach the cave. No matter, there's another cave just around the bend. Swim down and around the island in the center of Lake Hylia. Good grief! You haven't done this Platform yet? Then you will need to high-tail it to Mama's Cafe in town and fuse with Mama. She's the woman standing at the bar with her back to you. You know where that cave is so onward and upward.

\*The reason you'll need to island-hop or use the Roc's Cape is because for some reason, you can climb onto the light blue areas of water in and around Hyrule but not the green ones. The Platform to the cave has green around it.

== Minish Woods ==

This is the last of the cave locations. Save your clapping until the end. There are so many entrances to the caves in Minish Woods, it's not even funny. Yes, I said caves. Take heart though, there's only two of them and they're relatively close in proximity. Okay, let's get started. Let's do the Wind Crest entrances first. Once Jeffa (the bird that comes when you use the ocarina) drops you off, go west across the bridge then south to another bridge. Cross it and go north, then left and take the stairs. Exit through the opening and go east across yet another bridge. Continue eastward and at the end of the next bridge the cave will come into view. To reach the other cave, continue west and you will come



Hey! It's a Heart Piece. Let's see what else we can find. A spark is here, that must mean something good is coming up. Wow, a lot of green Chu Chus but they're a piece of cake. The Mysterious Wall has a fusion? That was fun, but we seem to be done in here so on to the next cave.

#### Trilby Highlands

I'll take you through the cave on the left first. The cave has two chests and each one has a Blue Kinstone piece. Be careful as you proceed, there is a Moldorm roaming around in there. Clear away all the dirt from the north walls and you'll eventually find another Mysterious Wall fusion. Climbing the ladder will take you to the top of the mound. Once you get up top you'll see the elusive Ankle Tingle. There is also a Minish living up there.

You are now entering the cave on the right ladies and gents. Move quickly to a chest containing a Red Kinstone. Watch out for the Moldorm! Take the ladder and you'll end up in a Fairy Pond. Bye-bye Trilby Highlands.

#### Hyrule Town

As you enter this cave be warned that a Beetle might attach itself to you. The chests you open down here all have a Red Kinstone. Now that you have three more Red Kinstones maybe you can fuse with The Stranger in Hyrule town. The ladder will give you access to the Bottom of The Well. That chest you see has 100 Rupees. Continue east and push the peg into the hole. You can use the holes to move south then west. You'll find yourself literally at the Bottom of The Well in Hyrule Town.

#### Castor Wilds

Yikes! A hidden Like Like grabbed me. Gimme back my Shield! The chests held a Red Kinstone, and 50 Mysterious Shells. That wasn't so bad...I lost my Shield but I got it back and Shells to boot.

#### Eastern Hills

This is a small cave. Be on guard for hidden Beetles. Dig through all the dirt with the Mole Mitts and you'll reveal a Mysterious Wall that wants to fuse. Don't grab those Red Rupees too fast, one of them might grab back. The one on the right is a Rupee Like. It likes Rupees. Get it!

#### Veil Falls

I'm going to take you through the left cave first. You will run into a Spark by the time you complete the first digging in here. This enemy will give you the shock of your life. Use the boomerang to rid yourself of it plus get a Fairy. Wow! I sure needed that. Now I see why the Spark was here, it was guarding a Heart Piece and 50 Mystery Shells.

The first thing you'll find in the right cave is a Blue Chu Chu. A miniature version of the mini-boss from Temple of Droplets. The chests contain 50 Mystery Shells and 50 Rupees.

#### Lake Hylia

The cave located below the island in the center of Lake Hylia contains 50 Rupees. However, you get pelted to death by all the Blue Octoroks, and the Peahats add insult to injury.

The cave near Stockwell's house is loaded, so let's get started. Enter the cave



==== Credits =====

I must first give thanks to God for allowing me to compile and complete this Guide. A hearty thank you to the Contributors Staff here at GameFAQs for accepting my work. I must not only thank but congratulate the people who produced this game. The Executive Producer, Satoru Iwata; the General Producer, Shigeru Miyamoto; Keiji Inafune, the Producer; and Hidemaro Fujibayashi, the Director. The entire Staff of, The Legend of Zelda; The Minish Cap, must be given credit for this game as well as, Flagship, the Developer of The Minish Cap.

==== Thank You =====

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==== Contact Info =====

I welcome feedback from anyone who wishes to express a view to me concerning this Guide. Good, bad, or indifferent, it doesn't matter. At least then I'll know you read the Guide. I can be reached by e-mail at kacopia@aol.com. I have no problem acknowledging e-mails and any and all mail will get a reply.

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The Legend of Zelda: The Minish Cap

Mole Mitts Covered Caves Guide

For Game Boy Advance

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