

))> -Version History-

Version 0.00 1/15/05 - FAQ Started this date. I also finished the game.
Version 0.10 1/18/05 - Started a new file to re-fight the bosses.
Version 0.65 1/30/05 - Finished with the bosses. Now onto the enemies.
Version 0.95 2/21/05 - I don't work on this FAQ much, I finish a lot of enemies
and I finished the 5th and 6th chapter. The FAQ is
incomplete until all of the enemies are done.
Version 0.96 3/11/05 - I submitted this FAQ as an incomplete one.
Version 1.00 5/07/05 - Finally completed the guide, and submitted it.

))> -Contact-

Contact me on my e-mail at: brandonleish@davencourt.org
Or you can find me on the LOZ: Minish Cap, and LOZ: *Working Title* boards on
GameFAQs or Gamespot.

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2-----<Intro to FAQ>`.
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))> -Meaning of Bosses (Intro)-

Well here I am, making another FAQ about bosses, and I ponder about why there
are bosses in games. Eventually, I came up with the explanation that without
the bosses, the game would be monotone. Same old, same old. No real strategy
involved with enemies, except that they'd all take 2 hits to kill. Now, with
bosses, you don't know what to do, it is a challenge to figure out how to
defeat the nemesis. It is a competition to find the hardest and most creative
boss. The keeper of the dungeon, the guardian of the item, the BOSS.
You see, without the bosses, Zelda wouldn't be the same, all of the Zelda
games are real similar, but are different by their bosses. Sometimes, there
are even remakes of the bosses, to compete with the original. This is the
meaning of bosses.

))> -The Legend of Zelda: Minish Cap Story-

Long ago, there was evil afoot, in the land of Hyrule. The Piccori presented a
blade to man, and that man destroyed the evil. The blade was locked away
carefully, and was taken good care of. Centuries later, there was a tournament
with the best swordsmen of Hyrule. Whoever won, was presented with a beautiful
blade, and was able to wield the Piccori Blade. However, the winner of this
competition, Vaati, had attempted to steal the blade, but instead broke it and
turned Zelda into stone. Link was then sent on a quest to find the Piccori,
creatures that only children can see. They will restore the Piccori Blade to
its original state, and Link will use that to save Princess Zelda. That is
pretty much the basic story of this game, and sadly, no Ganon.

=====
3-----<The Bosses>`.
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Well these are the bosses, you are the assassins, and I'm the scribe. I put a
lot of detail work into these guys. I added things such as figurine notes,

arena descriptions, stuff like that.

<<<-Big Green Chuchu->>>

Difficulty: 1/7

Location: Deepwood Shrine

Reward: Earth Element, Heart Container

Items Used: Gust Jar, Smith's Sword.

Preparation: None, really. 3 hearts is more than enough to beat this sucker.

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

Boss Description: This piece of jello is basically an average Chuchu you'd find anywhere on the Hyrule earth, only you are tiny. Since you are tiny, he'll appear huge, and, you get the point. A cutscene will ensue showing a Chuchu move up to the Deepwood Shrine. Link stands there as giant drops of green goo drops from the ceiling, then finally, the boss itself.

Arena Description: Just a plain square room. It is rather small compared to the boss size, but it'll have to do.

Attacks: Well he doesn't do much, except walk (or slide) around the room, and try to run into you. He also wiggles and jumps really high, to land on you. When his feet are consumed, he will wobble while moving around, and fall on you.

Strategy: This is going to be a really easy battle so don't sweat, just laugh at him with his big ol' eyes and is oversized smile and... nevermind. The first thing you want to do is whip out the gust jar and suck away his uhh... feet. Make sure your back isn't near a wall, because you will be moving back. Suck while you move backwards in attempt to escape his jelloish wrath. If he starts to wiggle, and stops moving, immediately run, because he will smash you by jumping on you. After trying to smash you, do what you were doing before with the gust jar. Eventually, he will lose his feet and wobble, while moving up and down the screen. When he moves to the side of the screen you are on. Quickly roll to the other side. He will fall over, (hopefully not on you) this is your chance to obliterate him with your grandpa's gift, the SWORD. Repeat this evilish process until the Chuchu is no more.

<<<-Gleerok->>>

Difficulty: 3/7

Location: Cave of Flames

Reward: Fire Element, Heart Container

Items Used: Cane of Pacci, Smith's Sword.

Preparation: Make sure you have a good line of hearts (6 or so)

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

Boss Description: This guy's name is Gleerok. If I recall in Oracle of Seasons, and The Legend of Zelda, I may be wrong, but there were bosses in there called GleeOCK, not GleeROK. Where's the original formula? Anyways, this is the flaming boss. He is a dragon with a shell, and he floats in lava. I think he looks pretty cool. You'll jump into a big hole to find Gleerok

rise up in the center of the room.

Arena Description: The arena is basically a square, dirt room with a pond of lava at it's center. There is fire you can put out with your sword.

Attacks: This bad boy summons FIRE! That is all it really does, blow fire at you. He'll blow fire regularly at you, and create bonfires all over the room which you can put out with your sword. His other fire attack is right after you hurt him. He will wave his neck back and forth blowing fire in a certain area creating TONS of bonfires. His only other "attack" would be making the lava rise while creating a rock slide.

Strategy: If you have a few hearts and listen to my instructions, this will be an easy battle. Your objective is to get behind him and flip his shell over. Wait until he blows fire at you, then immediately run around him to an area where you can hit shell with the Cane of Pacci. IMMEDIATELY run to where his head is. His head will fall and his neck will act as a bridge. Walk across his neck and start hacking at the crystal like object on his tummy. When you are attacking him, make sure you are still on the neck, because bridges don't last forever. He will begin to sink, so you QUICKLY get off. Now get to a corner and stay there. The lava will begin to rise and rocks will fall, but if you stay in the corner, you wont have to worry about the lava. The lava will fall back in, and Gleerok's head will pop out again. Keep this up until Gleerok is dead.

<<<-Mazaal->>>

Difficulty: 4/7

Location: Fortress of Winds

Reward: Ocarina of Wind, Heart Container

Items Used: Bow and Arrows, Mole Mitts, Smith's Sword.

Preparation: Kill a few sparks with you boomerang for some faries. (It isn't really a hard fight) You may also want some arrows, get the upgraded quiver if you really suck with the bow.

Figurine Description: Appears in the Wind Ruins. Constructed by the Wind Tribe to repel intruders, this sturdy machine cannot be destroyed by any external force.

Boss Description: This is an Andross/Bongo Bongo/Super Mario 64 Pyramid hands type boss. There is always a sand area in Zelda, and a sand boss to match. But why this guy. This is one of the wierdest bosses in Zelda history. An egyptian face with floating hands. As you read on, you will find out how strange this guy is. You enter the room to find a head sitting on a platform of some sort. Suddenly the head rises, the platform disappears, and hands appear. Have fun!

Arena Description: This is an Egyptian based room with two shrinking stones, or "Minishizers" as I call them. His head (I count this as an arena) is filled with many statues, and later filled with both sand and statues.

Attacks: This guy has a lot of attacks. He will usually use his hands, and he has two different hand attacks. He will either raise his hand above you and keep smashing you with clenched fists. Or he will swipe you and squish you. (Now that reminds me of Master Hand from SSB and SSBM) Sometime, when he stomps on you, he will only try to hit you once. This doesn't happen often, but he summons beetles (the little spider guys) and they immobilize you. He also shoots a lazer out of one of his eyes which sometimes shocks you, or turns you small, or simply just hurts you. When you are inside of him (this isn't really

an attack) and you wipe out the statue, a small machine thing will grab you, and take you out.

Strategy: Follow me through this degrading and unusual battle, as we explore the inside and outside of an ancient ruin. Don't be scared, that egyptian freak isn't too hard. Right when the battle starts he will attack you with one of his hands. Dodge it, then shoot the square on the hand that isn't moving. It will pop out and that hand can't move for a while. Take this time to destroy that hand with the bow. After it is destroyed, wait for the other hand to settle down, then hit it with the bow. After both hands are gone, Mazaal's head will drop, and if you look closely you can see a small opening. Turn small using one of the "Minishizers" and go into the opening. Inside you will find statues. Look for the one that has the weird symbol surrounding it, and slice it until it blows up. Don't worry about getting out quickly, a little machine thingamajiger guy will pick you up and take you out. (I wonder if you can beat him out) Return to normal size and do the same thing as before. Destroy the hands. Also note that he shoots a lazer out of one of his eyes now. It is easy to dodge so you won't have to worry. If it shrinks you, hurry and get to the portal, because even though you are small, he can still see you. Go back into the head once the hands are gone. Now there is sand everywhere. Whip out you Mole Mitts and dig until you find the pillar with the weird symbol. You can see the symbol if you dig one square away in any direction. Destroy that, and repeat the whole thing until he is just hot rock. It takes 3 pillars to beat him.

<<<-Big Octorok->>>

Difficulty: 6/7

Location: Temple of Droplets

Reward: Water Element, Heart Container

Items Used: Flame Lantern, Smith's Sword

Preparation: I hope you brought a few faries, because unlike the other bosses, this guy can be frusterating. I wouldn't say he's too hard, but none of the bosses in this game are really hard. I didn't die on any of them. You may want 8 hearts or so, and a couple of faries.

Figurine Description: Appears in the Temple of Droplets. Frozen solid by the power of the Water Element. He's been frozen so long that his hunger is unbearable.

Boss Description: If you thought killing those Octoroks attacking Ezlo were hard, then this will be hell! No, I'm just kidding. You knew it would happen. First the Chuchu, and now this! This is one of the hardest bosses in the game if not fought correctly, but compared to the whole gaming world, he isn't too hard. Why do you think I made the difficulty out of 7 instead of 10? Well, you finally get the Water Element thawed, when a frozen Octorok in the wall also thaws and sucks in the Water Element. He then cowers into a room, where you fight him.

Arena Description: During his main form, the floor is covered in water. The water is shallow though, so you won't need your swimsuit. In his ice form, the floor will be frozen, and you will be slippin' and slidin' all over.

Attacks: The big Octo has more moves than an average octorok. His main move is spitting rocks at you. These rocks will explode on wall impact, spreading spikes all over. He only uses the rocks during his main form. His other main move is sucking you up, and spitting you out. It does good damage so stay clear. This occurs in the ice form, then later in the main form. He also rams into the wall causing rocks to fall, attempting to ram into you. He tries to

ram into you during the final main form, but during the ice form, he has no control. On the final main form, he will spurt black stuff into the air, and make the room pitch black. This is really annoying, because when its dark, he keeps ramming into you making rocks fall.

Strategy: Well this guy is a pain in the HQ (Hind-Quarters) if you don't know what to do. You will only need the Lantern and Sword out. He will only use rocks right now for this main form. When he shoots one at you, hit it back at him (this is a classic in the Zelda series) and pray that it doesn't hit the wall, if it does, then spikes will scatter across the floor, and that sucks. After three good hits into his face. He will freeze, his tail like flower thing will fall out, and the water will freeze. The ice form is a very frustrating part of the battle, because of the.. ICE!! He only does one attack right now, and that is the sucker move. Light your lantern and right when he starts to suck, slide around him, DO NOT ROLL!!! Make your way around the tentacles, you don't want to get trapped in one. Quickly get to the flower, and light it with the lantern. If you had it lit to begin with, then all you need to do is run up to it. If he sucks you in, you need to relight the lantern, so keep that in mind. After lighting the tail, he will frantically run around craching into walls. You will be ice-skating around the room, avoiding falling rocks. Fun, isn't it? Eventually, big ol' Octo will get a headache and the ice will melt on him and the floor. Back to the main form. Now you'll need to worry about the fact that he sucks you in, and hits you with rocks. It is annoying, because you can't tell if he will spit a rock, or suck you in. Make sure you stay a good distance away from him incase he sucks you in. When he shoots the rock, do the same as before, and hit it back at him 3 times. Yet again, he freezes the room up, creating the second, and final (YAY!) ice form. Like the first ice form, all he does is spin around, sucking you up, but he is a little faster. When he spins clockwise, you go around him counter-clockwise. Wait until he spins then go around him in the opposite direction. Just hope he starts to suck while he spins, because it'll give you more time to get to the flower, and time is valuable. It really sucks when you get really close to the tail, then he turns. After lighting the plant, he will go mad again, and you will have to dodge the rocks. Now in the final main form, you will need to be quick, and lucky. He can either shoot rocks, ram into you, suck you in, or turn the room black. You DON'T want the room to turn black, because you can't see (duh) and need to use the lantern, and he will continuously ram into you, (that is all he does) causing rocks to fall. The rocks are VERY annoying, because you can't really dodge when it is hard to see. Of course, you need to hit the three rocks at him. Back away from him and hit the three rocks to be VICTORIOUS!!! The very first time I beat him, I was lucky, and killed his final form in 6 SECONDS!! How? Well right when he turned into the main form, he shot 3 rocks at me really fast. I was really close to him and hit all 3 back at him. It was until later when I found out about the black smoke attack, because of this.

<<<-Gyorg Pair->>>

Difficulty: 6/7

Location: Palace of Winds

Reward: Wind Element, Heart Container

Items Used: Roc's Cape, Smith's Sword

Preparation: You may want a few faries, and around 12 hearts. After getting all 7 scrolls from the swordsmen. Go to Swiftblade the first to get the eighth scroll, then kinfuse with Greyblade, Waveblade, and Grimblade to unlock three secret waterfalls. Go into each to earn the longer great spin, learn to charge your sword faster, and learn to clone faster. (Fill the split-gauge faster) Getting the quicker charge, and the faster cloning are crucial in this battle.

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

Boss Description: This is my favorite boss in the game, and probably one of the most creative bosses in the whole Zelda series!! You are flying on two manta ray-like creatures, one large (red) and one small (blue). You attack their eyes by duplicating on top of them. YOU FLY!!! He is a rather hard boss, about as hard as the Big Octorok, but makes up in fun! Anyways, you walk up some stairs and walk into a tornado. You land on top of a blue creature, in the sky. Let the battle begin.

Arena Description: You are in the sky. The red one is large and has 8 eyes. The blue one is small and has 4 eyes.

Attacks: The blue one does all the attacks, except one that the red one does. The only attack that the red one will do is later in the battle. She will shoot little green Gyorgs out of her mouth which will fly at you. The blue does all of the rest. When you are on the red, the blue dude will attempt to ram you off, and shoot annoying bubbles at you. When you are on the blue, he will try to hit you with his tail. That is it!

Strategy: Right when the battle starts, you will be on the blue one. The blue will fly under the red, forcing you off unless you jump onto the red using the Roc's Cape. There will be no attacks done at this moment, so don't sweat. Big ol' red will open three of her 8 eyes, get onto the cloning platform and hit them simultaneously. All of her eyes will open, so slash away. After she closes her eyes, explosions will occur, and the blue one will fly by. He won't stay long so hop on him pretty fast. If you don't you will fall, and get hurt. He will open a random eye, so QUICKLY slash the eye. It isn't open for long so hurry. Try to get a couple of hits on one eye to make the phase shorter. After hitting the first eye, jump over his tail, he will swing it around. Then hit the next eye he opens. After about two eyes. He will fly under red, forcing you to jump on. Right when you get on, blue will try to ram you off, so don't duplicate. Right after he crosses the cloning squares, clone into the shape given by the eyes. And quickly slash the crap out of red. Blue will shoot bubbles at you, this is where the quick cloning thing comes handy. Charge your sword and cross the first two squares needed. Then wait for the bubble to cross the squares, and clone on the third square. He will shoot a bubble at you so, go around it by walking on the wing, then hit the eyes. If you get hit by the bubbles, you lose duplication. It is VERY annoying. Now do that again, and you need to hop on blue. Immediately hit the open eye, then jump over the tail. You will also need to worry about the little green Gyorgs, which you can kill in one hit with the sword. After hitting about four eyes, he will fly to the red Gyorg. This is the HARDEST part of the battle. Pure dodging skills is needed here. Blue Gyorg will be trying to ram you off constantly while shooting bubbles at you. You need to work your way around the bubbles, and right after he shoots his round of bubbles, duplicate and slash the eyes out. After the eyes are busted. Blue will fly by and and you hop on. Just like the second time on him, you will need to dodge the tail and the green Gyorgs, but now he spins and turns in circles. After 3 to 4 hits, the blue Gyorg will be dead, and you won't have to worry about him. On the final expedition of the Red Gyorg, all you need to worry about is the green Gyorgs. While duplicating, dodge the green gyorgs. Walk up to the eyes and slash 'em out. If the green Gyorgs fly at you, just kill them with your sword. After hitting the eyes a few times, the final Gyorg will be dead. TADA!!!!

<<<-Vaati Reborn->>>

Difficulty: 5/7

Location: Dark Hyrule Castle

Reward: Determination

Items Used: Gust Jar, Smith's Sword

Preparation: You will need a few faries, about 15 hearts, and all of the sword upgrades I mentioned in the Gyorg Pair Preparation. You really don't need to fill the bottles with faries, you can use potions too. Potions are actually better, but if you die, you aren't revived. You won't need the potions anyway. The only game I used potions in was A Link to the Past. This guy isn't hard, but this is a 3 part battle, and Vaati Reborn is the first.

Figurine Description: The sorcerer Vaati took this form after draining the power of the light force from Princess Zelda. The evil beams from his eyes are devastating.

Boss Description: You knew this would happen, you just didn't expect the vampire inside him. This is a very strange boss indeed, but not half as weird as his other two forms. Think of Count Dracula, with an eye for a chest, and you've got it. This dude is a big fan of eyes. He has two normal ones, a big one on his chest, and four surrounding him. If you know what's good for you, stay away from this guy. You fall through a hole and land in a room. Vaati transports in and uses the light force to transform into Vaati Reborn!

Arena Description: This is just a square room with red carpet, and 4 jars. The jars usually give you hearts. The lower right one gives you a fairy. I'm not too sure about the fairy, but it has happened to me every single time.

Attacks: He doesn't have very many attacks. There are little eyes spinning around him that shoot long red beams out. Sometimes Vaati will move sideways while shooting the beams. Vaati will later cover these eyes in a black shadow. He shoots a black orb that holds you down and does damage to you, but it is easy to dodge, and doesn't do much. Vaati also transports around the room.

Strategy: Well when you make cake, it takes four parts: The mix, the bake, the frosting, and the eating. This boss isn't like that, and takes three parts to defeat, so forget what I said about the cake, and let's move on. Right when the battle begins, this guy has two eyes surrounding him. You'll notice that he closes the eye in his chest after the battle starts. Your main objective is to attack that eye. Quickly kill the two eyes surrounding him, they both take only one hit from the sword. You want to stay on the inside of the orbit of the eyes, right next to Vaati. When the eyes begin to move outward from Vaati, you need to move. He will suck the eyes in and release a black ball that immobilizes you. The black ball is slow, so you just need to roll around until it is gone. You need to hit the eyes with your sword. It works better when the eyes stop moving, then you need to roll over and slice 'em up. Once both eyes are gone his mother eye will open up. You need to set that big eye baby ablaze with your sword, or in other words, you need to hit it. Now, he will have four eyes surrounding him. He now shoots lasers out of his eyes, sometimes he will move horizontally while shooting them. Again, hit the eyes, it works better when the eyes shoot lasers because they stop. When his eye opens, he will transport around the room, this is VERY annoying. Once you get the chance you hit the eye. Now he will grow black shields around his eyes. You need to suck the black stuff off with the gust jar. It works best when the eyes are in orbit, because you will suck 'em all out. He also transports around the room while the little eyes are out, and tries to hit you with them. When his big eye is open, he will transport a LOT more than before. After you repeat the process a couple of times (3-4 times total), Vaati will be (temporarily) dead.

<<<-Vaati Transfigured->>>

Difficulty: 6/7

Location: Dark Hyrule Castle

Reward: Princess Zelda and more Determination

Items Used: Bow and Arrows, Smith's Sword

Preparation: Same as Vaati Reborn. If you got pretty hurt on the first, then break the jars for hearts and stuff, BEFORE you beat him. You may also want some arrows too.

Figurine Description: Once Vaati's body has been shattered, this dark form rises up, all that remains of the evil sorcerer. Only the sacred Four Sword can defeat him.

Boss Description: The second of the three Vaati phases. Now this guy looks more like the one from Four Swords. Yet again, he is an eyeball fanatic. He IS an eye, and is surrounded by eight eyes. (Someone shoot me) Oooooohh, this is an annoying boss, and an ugly one at that. Just imagine what he looks like in Link's point of view. This battle continues from where the first battle was. The room transforms into a vast platform, in the sky of shadows. Vaati then appears as Vaati Transfigured.

Arena Description: This is the COOLEST arena in the game, along with Vaati's Wrath arena, and the Gyorg Pair arena. It is basically a giant platform floating in the Dark World sky. There is a circle of 8 cloning squares in the center.

Attacks: He has the basic attacks of a boss. The most annoying attack he does is shooting little spikeballs ALL OVER the place. They cover the floor, and sometimes the cloning pads. Then he shoots white energized balls out of him. They are alot like the black ball from Vaati Reborn, but now they are shot three at a time. Now this is the most famous attack among the bosses in this game, the rock slide. He makes rocks fall from the sky. Ooohh, joy!

Strategy: Well at least the arena looks cool. This guy is annoying, so get ready. This is going to be a short strategy. He has eight eyes surrounding him, let's hope you saved up some arrows, because you have to hit the eyes with your arrows. When the eyes are hit by the arrows, they flip over, four are red and four are blue. You want the red ones to show. Once all the red eyes are overturned, quickly, get on the cloning platform in the same shape as the red eyes. You will want to watch out for the attacks, unlike the other bosses, he doesn't wait to use all of his attacks, but knows them all from the beginning of the battle. The black spikeballs give you stuff like hearts and arrows if you are running low, but rarely. The shock balls are like the black balls in Vaati Reborn, and are easy to dodge. Anyway, after you clone (you may need to get rid the spikes) quickly slice Vaati in the correct pattern. His eyes will disappear and he will fall. This is your chance, so QUICKLY, slash his guts out. He will regrow his eyes, and the red ones will be in different places. Repeat the whole enchilada until he dies. As you progress further through the battle, he will move faster. Wait until he stops moving to clone. This boss takes about 4 rounds to defeat.

<<<-Vaati's Wrath->>>

Difficulty: 7/7

Location: Dark Hyrule Castle

Reward: Hyrule is saved!!!!

Items Used: Cane of Pacci, Flame Lantern, Smith's Sword

Preparation: The same as the other two Vaatis.

Figurine Description: This is the embodiment of purest evil, the final form of

the power-mad Vaati. Its mind is consumed with a hunger for destruction. Find its weakness.

Boss Description: This is the VERY last boss in the game. The only reason I put 7/7 on the difficulty, is because you can't refill your hearts between any of the Vaati battles, except the first. Without the arms, this thing looks the most like Vaati from Four Swords, but yes, he has arms. The good thing about him is that he limited his eyes down to 5. One, is him, and the other four are the ones in front of him. Wait.. no, this guy has like, 100 eyes, including the ones inside him. Oh well, he'll be dead soon enough. After attempting to escape the castle, you get separated from Zelda, and appear at the edge of the cliff, where the "god-like" Vaati awaits you.

Arena Description: This is a pretty cool arena, and is a lot like the Vaati Transfigured one. You are on a platform again, and there is one Minish Portal. On the lower edge, there are four cloning platforms, perfect for all of your clones.

Attacks: Just like the other Vaatis, he doesn't have very many attacks. His normal attack is to stick his arm into the ground, and it comes up right next to you. While sticking out of the ground, the arm will swing around to try and hit you. Inside the arm are MANY eyes that attack you, or just move around. With his arms, Vaati will fire a single electroball that hurts really bad. It does the shocking X-ray effect on you. After his arms are knocked off he shoots tons of electroballs at you which, well, sucks. The eyes in front of him will open to shoot out 4 little electroballs. If you think about it, this guy actually does have a lot of attacks.

Strategy: MMMMMMMM, the last boss. This guy isn't really too hard, but he hits hard. Your platform is pretty small, so be aware. The first part of this battle is the easier part, so I will explain it in two parts. In the first part he has arms. Your objective here, is to destroy the arms. He moves pretty fast so watch out. He also shoots a HARD hitting electroball at you. The electroball isn't very hard to dodge, but it really hurts. Wait for him to put one of his arms in the ground, then once it pops out and starts chasing you, lure it near the Minish Portal, then hit it with the Cane of Pacci. Get ready to shrink, then go inside of the arm. OOOHHHH CRAAAP!!! Look at all the eyes. This part is annoying, painful, and just stupid. All of the eyes, except one, has their eyes closed. It is kind of hard to tell if they have their eyes closed, because of how small they are. The eye that is opened has a tiny pupil. Chase the eye around, and give it all you got. This is a VERY annoying part, because the eyes are always moving, and hurting you. You will get a lot of damage. After you kill the one eye, walk out of the arm, and watch it explode. Do the same to the other arm. Remember, that when you are running from the arm, don't stop, the arm will swing at you. After both arms are gone, he will open the four eyes in front of him, this is the second part of the battle. Make your way down to the cloning platforms and clone. Wait for his eyes to glow blue, then line your four links parallel to the four eyes. When he shoots the balls out, hit them back at him, and run up to him. When you hit the blue balls back at him, make sure you aren't too close. Hack him up, then clone again. He will move horizontally across the room, when he does that, get to the opposite side of the room that he is on. This is one of the hardest parts of the battle. Do you remember the electroballs earlier when he had arms? Well, now he shoots TONS!!! You need to clone just before he shoots them. You can tell when he shoots them, when he makes a weird charging noise. You, and all of your clones, need to dodge the blue balls by going inbetween them. Immediately run over to him, and line up with his four eyes. Do the blue ball thing again, and clone again. Sometimes he won't shoot the little blue balls at you after the electroshock things, but instead, charge up another round of the electroballs. He shoots more and more electroballs, so kill 'im

- Keaton -

Description: Always a thief, in EVERY Zelda. Don't let them see you, or else they will attack you, and you spill TONS of rupees. They appear all over the place. Just swipe 'em out of the way with your sword, and continue on. They are equipped with a sword.

- Ghini -

Description: Ghinis (AKA: Poes) are VERY annoying suckers. They are attracted to your lamp, and they appear in the Royal Valley. Hit them with your sword before they reach you. They grab onto you and lick you to death, and it hurts!

- Gibdo -

Description: They are basically mummies, and have a lot of life. If you are seen, they run after you and suck your life away. You can hit them with your boomerang so they stop running, then kill them with your sword. You can also burn their wrappings with your lamp. They are seen in the Royal Crypt, and the Palace of Winds.

- Rollobite -

Description: Seen in the Cave of Flames, they curl up in a ball if you attack them. You can't kill them, other than throwing them in lava. You can carry them though, and it helps you fill up holes.

- Spark -

Description: These idiots are all over. If they touch you, you see your bones. The only way to kill them, is use your boomerang. They turn into faries after killing them. They scale the walls, and never trail off a wall either.

- Dark Nut -

Description: They are the royal guards. Found in dungeons, and are equipped with some HEAVY armor. They have shields, and block your every move. The three kinds are normal Dark Nuts, Red Dark Nuts, and Black Knights. The Red Dark Nut is stronger than a regular, and has more life. The Black Knight is all around better than the Red Dark Nut. The best way to kill them, is to run through them with your Pegasus Boots, and quickly slash their behind. It is usually blocked, but you have to keep on trying.

- Chaser -

Description: These are rare. They are little shuriken shaped blades, and come in red and blue. If they see you, they open up and chase after you. You can't be seen when you are Minish Sized though. They cannot be killed.

- Moldorm -

Description: Weird things. They are worm like creatures that move VERY random. You won't know where they will head to next. Take them out with the sword, and hope you don't get hit by them. They are common in caves, and dungeons too.

- Peahat -

Description: Nasty little freaks, they fly around, and are invulnerable to your sword. Suck them up with your gust jar, then spit them back out. You can suck their propellers away then slash them. Most seen on the overworld.

- Helmasaur -

Description: These are those guys you see with the masks on, and they always run into you. Their only vulnerable side is in the back, and it's pretty hard to hit, so back off and when he is facing you, suck his mask off with the infamous Gust Jar. Then slice the defenceless animal to bits. They appear all over the place, I've seen them in caves a lot.

- Wall Master -

Description: One of the most hated enemies in the Zelda series, and probably the most feared. They drop from the ceiling and grab you by surprise, then they take you back to the entrance of the dungeon you worked so hard on. Right when one hand falls from the ceiling, dodge it, then kill it. Every once in a while there will be a set amount of these in a room. For instance, if you kill off 3 Wall Masters, and there are only 3 Wall Masters in the room, no more will come. Unfortunately, most of them don't work like this, and you will have to continue killing and dodging. These hands only appear in dungeons.

- Floor Master -

Description: They are just like the Wall Masters, except they don't drop down on you unexpectedly. These hands are easier too, just try to stun them with your boomerang, then slash them to death. If they grab you, you start at the beginning of the dungeon just like Wall Masters. Another good thing about the Floor Masters, is that they don't keep reappearing. Although they have more life, once they're dead, they're dead. Floor Masters only appear in dungeons.

- Acro-Bandits -

Description: You have probably seen those moles that climb on top of each other in Lon-Lon Ranch, right? Well they are acrobats, and bandits, so I guess that they're acro-bandits. You'll see one peek out of a hole, when he does that, quickly slash him before he burrows back in. If you don't slash in time, he will come up with a hole bunch of moles, standing on top of each other. If that is the case, hit the bottom and they'll all fall off, kill them all before they dig into the ground once more. They are found in the Eastern Hills and Lon-Lon Ranch.

- Bob-omb -

Description: Tyin' to copy Mario eh? (Pulls out MP-5) Well you probably recognize these walking bombs from the Mario series. Except in the Mario World they are known as Bomb-ombs. If you hit them they run around really fast, and eventually explode. You can also suck them up with the Gust Jar, but if they are in the jar too long, then they'll explode. These appear in dungeons.

- Bombarossa -

Description: They are like the Bob-omb, but they float, and stay in one spot. Take them out with arrows, and if you touch one (pretends to slice neck) you're a gonner. They appear in dungeons.

- Like Like -

Description: Ahhh, the famous Like Like, first appeared in the first Zelda. I always hated them! These idiots like to steal your stuff, rupees, shields, and in Ocarina of Time, tunics. Be very warned! They are tan blobs with a hole in the middle. Swing your sword to escape it's grasp. They appear in dungeons, caves, etc.

- Rupee Like -

Description: These are just like the Like Likes, but they steal rupees, and a lot too! If you go into a cave, especially a Mole Mitt cave, and see a rupee lying in plain sight, don't grab it. Slash the rupee then run away. If it's normal, you can go grab it. If it isn't normal, it'll turn into a Like Like with a rupee on it's head. Kill it, then you can take the rupee safely. They come in Green, Blue, and Red rupees, and appear in Caves, Dungeons, etc.

- Rope -

Description: You probably recognize these snakes from the first Zelda. They are Snakes that only face two directions, and once you are lined up with it horizontally, or vertical, it will charge at you. Slice it while it's coming at you, or freeze it with your boomerang. They appear all over the map.

- Ball & Chain Soldier -

Description: These are rather small armored enemies, with a GIANT chained mace! If you know who Onox is from Oracle of Seasons, then you know what this guy is like. He will swing his mace above his head then throw it in your direction with pretty good range. Keep your shield handy, then once they throw their mace, run up and hit it. This is one of the harder enemies to beat so, be very careful. They appear in the Palace of Winds.

- Spiny Beetle -

Description: Yet another of the Beetle family. If you go by a rock, and it lifts slightly with eyes poking out, back off. If they charge at you, your sword won't do anything to it. If you get the rock breaker, then you can slice his rock of revealing a bug. (I'm not quite certain how to kill it, e-mail me if you know how) They appear under rocks and grass.

- Spear Moblin -

Descriptions: These are buff goblins with spears, and they charge at you. They look a lot like the Moblins from Wind Waker. Dodge the stampede, then slice him in the back. There are also Moblins with Bows, and they shoot at you and don't charge. They are found everywhere, especially in Western Wood and Trilby Highlands.

- Bow Moblin -

Description: (See Spear Moblin)

- Cloud Piranha -

Description: These appear in the Cloud Tops. These fish's fins will be visible and they will attempt to jump on you. When they do, dodge it, and slice them right as they are returning to the cloud.

- Mulldozer -

Description: These shelled creatures appear on Minish Roads and come in Red and Blue. They will spin around and try to run into you. Keep swiping away at them to kill.

- Pesto -

Description: These also appear on Minish Roads, and they are similar to flies. There are red and blue ones. The red ones just swoop down to attack you. The blue ones are stronger and drop pots and rocks on your head. Either way, when they swoop down, take them out with your sword.

- Puffstool -

Description: These are mushrooms, that are usually hidden in the grass. Use your Gust Jar to uproot them, then kill them. They can't be killed while they are red. Puffstools appear in Deepwood Shrine.

- Wizzrobe -

Description: These are one of my favorite enemies, and are a Zelda original. They appear in random spots and shoot magic at you. There are normal (green) ones, fire (red) ones, and ice (blue) ones. Right when they appear, run up to their side and slash it before they disappear. Watch out for the fire and ice ones, because they burn and freeze you. They appear in the Palace of Winds.

- Fire Wizzrobe -

Description: (See Wizzrobe)

- Ice Wizzrobe -

Description: (See Wizzrobe)

- Wisp -

Description: These are like bubbles from Ocarina of Time. They are blue or red floating skulls, and although they may not hurt you, they jinx you or make it so you can't use your sword. They appear in dungeons.

- Octorok -

Description: They are the most famous Zelda enemies, and appear in every Zelda game. They are land octopuses that shoot rocks at you. The Mirror Shield will deflect the rock, but in other cases, you must slash it. They appear almost everywhere.

- Golden Octorok -

Description: The same as Octoroks only faster, more powerful, and have a ton more life. They appear through Kinestone fusion. (Also see Octorok)

- Golden Tektite -

Description: Same as Golden Octorok, only they resemble Tektites. (Also see Tektite)

- Golden Rope -

Description: Same as Golden Octorok, only they resemble Ropes. (Also see Rope)

- Crow -

Description: Well of course you know what a crow is. If not (for some very odd reason) then they are the birds that fly at you. Simply slash them when they are swooping down at you. There are two kinds: Crow, and Takkuri. The Takkuri is more powerful and steals your rupees. Crows are blue and are found almost anywhere outside. Takkuris are red and are found in various places, but are more commonly found in the Royal Valley.

- Lakitu -

Description: Wow! It looks like Mario characters are immigrating to Zelda from all corners! This dude is definitely from Mario. He is the yellow fisherman on a cloud to be specific. They throw lightning bolts at you. To beat them, simply suck up their cloud with the Gust Jar, or flip their cloud over with the Cane of Pacci, then slash them to death. They are found in the Cloud Tops and the Palace of Winds.

- Stalfos -

Description: Yet another popular Zelda enemy. There are blue, and red ones (it is always those colors) The blue one will jump all over the room. The red one will jump and throw bones at you. There are a few ways to conquer these undead creatures. You can use the Cane of Pacci, then kill them. You can also use the Gust Jar to suck away their head, then kill them. There is also the stun method with the boomerang. If you don't want to go through the hassle of pressing start, then buck them into a corner and keep slashing until it hits. Stalfos appear in dungeons.

- Beetle -

Description: These little guys are a cross between spider and... something else out there. We'll just call them 4 legged spiders, why are they called beetles? Anyway, if you lift a rock, or slice grass, or dig up dirt, they may appear. They jump on you, immobilizing you, making it impossible to use your sword. Wait until they jump off, then kill them. They appear outside most of the time under rocks, grass, etc.

- Chuchu -

Description: It brings back painful memories from Wind Waker. These are.. well blobs, I guess. The first boss is one of these. There are green, and you just swipe them. The blue ones have electric force fields, so use your boomerang to stop that. The blackish ones are Spiny Chuchus, they put up a spikey armor

