The Legend of Zelda: Twilight Princess FAQ/Walkthrough

by nintendo_girl21

Updated to v5.0 on Feb 11, 2014

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THE LEGEND OF ZELDA: TWILIGHT PRINCESS						
Exclusively for the Nintendo Game Cube						
By nintendo_girl21						
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mlynch2[at]rogers.com						
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Version 5.0 February 9, 2014 Corrected alternative Sliding Block Puzzle from Tsuku. Version 5.0 September 15, 2013 Added a couple of secrets and questions in the FAQ, plus a set of alternate strategies for the Block Sliding Puzzles. Version 5.0 June 8, 2011 Added several secrets related to characterizations of Link and world maps in various Zelda games. Version 5.0 February 3, 2011 Added Poe glitch to FAQ. Version 5.0 January 15, 2011 Added secret re glitch in Arbiter's Dungeon. *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 5.0 January 3, 2011 Happy New Year! Added additional comments on Golden Wolf/Warrior's origins & Ganondorf's imprisonment by the sages. *^*^* Version 5.0 June 6, 2010 Added secret re Link's right-handedness. Version 5.0 May 30, 2010 Edited enemy info--Moblins are actually called Bulbins & added Bokogoblins to enemy list.

Version 5.0 April 11, 2010 Added several secrets on combinations of sword attacks. *^*^*^* Version 5.0 March 1, 2010 Added FOLLOW-UP to FAQ re Skull Kid Howling Stone. *^*^*^* Version 5.0 February 8, 2010 Added new secret/glitch on permanent spring water. Version 5.0 January 27, 2010 Added a follow-up to the FAQ re scales in Temple of Time. Clarified the difference between Eldin Bridge and Castle Town bridge in FAQs. Version 5.0 January 24, 2010 Added a few new secrets and cleared up a couple of rumours--using the Ball & Chain to hurt Link, catching Bomb Fish, drowning in Diababa's boss room, and using the Iron Boots as a weapon. *^*^*^* Version 5.0 January 2, 2010 Added a few new secrets. Version 5.0 December 22, 2009 Added a few new secrets. *~*~HAPPY HOLIDAYS & NEW YEAR 2010*~*~ *^*^*^* Version 5.0 November 11, 2009

Added several new secrets. Fixed typo of Luda in Characters. *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 5.0 October 26, 2009 Added several new secrets. Added some FAQ follow-ups on missing bridge piece & Majora's Mask availability. Added a response to the warrior/Golden Wolf FAQ. Version 5.0 September 18, 2009 Added more new secrets. *^*^*^* Version 5.0 September 3, 2009 Added several new secrets. Clarified wording of descriptions for Golden Bugs #12 & #13. Version 5.0 August 19, 2009 Added a few random secrets. *^*^*^* Version 5.0 August 5, 2009 Reorganized secrets section into geographical areas...thanks Sarah! *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 5.0 July 23, 2009 Added secret on rolling into Ordon goats (LOL!) :oD *^*^* Version 5.0 July 21, 2009 Added walkthrough in Hyrule Castle for alternate route (blue carpet)

and incorporated the Hyrule Graveyard secret into the walkthrough. Added FAQ on accessing Forest Temple Heart Pieces without the monkeys. Version 5.0 June 26, 2009 Added several more new secrets. Added a piece of info to the Cave of Ordeals. *^*^*^* Version 5.0 June 14, 2009 Added several new secrets. Version 5.0 May 29, 2009 Added a note in the Howling Stones section--you may earn Hidden Skills in a different order based on the Howling Stones you find. *^*^*^* Version 5.0 May 28, 2009 Changed descriptions & names of some Enemies. Added Oocoo saving info to Secrets. Added details to Jovani's silver rupee Secret. Added alternative to claiming a Lake Hylia Heart Piece in Secrets. Edited a small detail in Sacred Grove for clarity. Added a great tip to the hot spring water side task in the walkthrough. *^*^*^* Version 5.0 May 16, 2009 Changed descriptions of Gibdos & Redeads in Enemies section. Corrected locations of secret rupee chests in Secrets section. Added FAQ on accessing the Sacred Grove. **TO LUKAS: I was checking out your question about Hyrule Castle & lost your e-mail! Please e-mail me about this again. Sorry!**

Version 5.0 May 12, 2009 Added FAQ on fighting Argorok in City in the Sky. Added a couple of follow-ups to 2 past FAQs. *^*^*^*^*^*^*^*^*^* Version 5.0 May 5, 2009 Unfortunately, Yahoo! is shutting down all free Geocities web sites this summer. I have decided to close down all my Geocities web sites early to beat the rush in saving all my files. Until Yahoo! officially dumps the sites, I've posted a short message there, but all content has been removed. Thank you for all of your support of my web sites for over 10 years! I will be considering a move to my own web site domain, but for now, you can access my video game FAQ/walkthroughs on GameFAQs.com and any other sites located in the Credits section. Many thanks & happy gaming, ~Megan~ Added corrections to some enemy names. Added Bari to enemy list. Added FAQs on some random questions. Version 5.0 April 20, 2009 Added alternative approach to fighting Puppet Zelda. Added secret for using Ball & Chain. Added secret on underwater rupees. Added FOLLOW-UP on FAQ for defeating Argorok from City in the Sky. *^*^*^* Version 5.0 April 12, 2009 Happy Easter or, as I like to call it, Happy Bunny Day :oD Added secret on Cave of Ordeals. Added FAQ on defeating Argorok from City in the Sky. *^*^* Version 5.0

March 30, 2009

Added several new secrets.

Added FAQ on statue head during final boss fight--if anyone knows the answer to this one, send me an e-mail, because, frankly, I dunno :oP

^^*^*

Version 5.0 March 27, 2009

Corrected some names of bosses, mini-bosses & enemies to official Zelda names. I've kept some former descriptions of them in brackets (e.g. instead of Baboon, I've put Ook, then baboon as a description).

I debated about including these sections, but I have in the past, so why not now? Look for (2) new sections--Characters and Locations-under Game Information. Feel free to e-mail me with any additions to these sections in case I overlooked some :oD

Added secret rupee chests from FAQs to Secrets as well to make a nice little list :oD

Added FOLLOW-UP to FAQ on combining Chus

Added FAQ on changing daytime to nighttime & vice versa

Added secret on Yeto/Yeta snowboarding race mini-game

Added FOLLOW-UP to Mirror Sword rumour in Secrets section

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Version 5.0 March 15, 2009

Added secret about rare Chu Jelly.

Added FOLLOW-UP to FAQ on getting the Poe Soul in Kakariko Village.

Version 5.0 March 12, 2009

Added FAQ on fighting the Moblin/Shadow Bird mini-boss.

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Version 5.0 March 7, 2009

Added FAQ on obtaining a Temple of Time Poe Soul after finishing the dungeon.

^^*^*

Version 5.0 February 19, 2009

Added FAQ on accessing Lakebed Temple. Added FAQ on finding the Female Grasshopper Golden Bug. *^*^*^*^*^*^*^*^*^*^*^*^* Version 5.0 February 15, 2009 Walkthrough now available at Legends and Adventure- A Zelda Fan Site *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 5.0 February 14, 2009 Happy Valentine's Day! Reformatted subheadings in walkthrough by creating shorter paragraphs. Added rumour of a Mirror Sword in Secrets section. *^*^* Version 5.0 January 16, 2009 Added FAQ on summoning Skull Kid in Sacred Forest Meadow. Added FOLLOW-UP on summoning Skull Kid. Version 5.0 January 14, 2009 Walkthrough now available at ChapterCheats.com. FOLLOW-UP *solution* on Death Mountain caves secret. Version 5.0 January 9, 2009 Walkthrough now available at Vgnerd.com. Your help is still needed on a secret & glitch...see Secrets & FAQs sections. Version 5.0 January 7, 2009 Happy New Year! *YOUR HELP IS NEEDED!* I've gotten a couple of e-mails

on some secrets and a nasty glitch in the game. If you have any additional info on these, I would greatly appreciate your help! See Secrets and FAQs for more details.

Added secrets on Death Mountain caves. Added FAQ on Kakariko Village cannon room glitch. Version 5.0 December 30, 2008 Added CORRECTION & FOLLOW-UP to FAQ on Chus. Added further info on purple Chus in enemies section. *^*^*^* Version 5.0 December 28, 2008 Added Gold Chu to enemies section. Version 5.0 December 20, 2008 Now version 5.0 with a stellar walkthrough :oD Should be errorfree, but never say never! I will continue to accept FAQs as always. Reformatted the walkthrough with subheadings to break up the long blocks of text for each area. I realized that I accidentally submitted the FAQ here with the subheadings half finished, so I apologize for any confusion :oD The subheadings are also accessible by using the shortcut codes with Find (Ctrl + F). Added FAQ on Rare Chu Jelly. Added FAQ on reclaiming items. Fixed error on Bomb Bags--"Giant" Bomb Bag should be "Third" Bomb Bag. Walkthrough now available on *NEW* website: http://www.geocities.com/nintendo girl21sfaqs Old Zelda & Mario web sites have been removed. *~*~HAPPY HOLIDAYS & NEW YEAR 2009*~*~ Version 2.0 December 2, 2008 Added FAQ on playing the GameCube version with the Wii console. *^*^* Version 2.0

November 21, 2008

Added FAQ on accessing Death Mountain. Version 2.0 November 16, 2008 Added FAQ FOLLOW-UP on my posed question about the Golden Wolf/Warrior. *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 November 13, 2008 Added FAQ on accessing Bridge of Eldin. *^*^* Version 2.0 October 24, 2008 Added FAQ on locating Hena's Fishing Hole. *^*^*^* Version 2.0 September 15, 2008 Walkthrough now available on MyCheats.com *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 September 14, 2008 Added FOLLOW-UP FAQ on getting the Boss Key in Aribter's Grounds. Added FAQ on navigating Snowpeak Ruins. Added secret on fairies in Zora's Domain. *^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 August 10, 2008 Added FAQ on Heart Piece locations via fortuneteller. *^*^*^* Version 2.0 July 29, 2008 Added FAQ on fishing controls. Added fishing controls to Basic Controls & Actions section. Added secrets on fishing for Hylian Loach and fighting Stallord.

Version 2.0 June 19, 2008 Added FAQ on returning to upper room in Zora's Domain. *^*^*^* Version 2.0 June 18, 2008 Walkthrough now also available at Wiiniis United. Version 2.0 June 14, 2008 Added secret chest locations in Lake Hylia. Version 2.0 May 27, 2008 Added RESPONSE to FAQ regarding Link's uncle (not father) in LTTP. Corrected two typos. *^*^*^* Version 2.0 April 25, 2008 Added FAQ on Goron side quest and Cave of Ordeals. Added FAQ on getting the Iron Boots. Added FAQ on saving before Ganondorf fight & donation Heart Piece. Added secret on using Hawk Grass to find rupees. Added secret on restocking arrows. Added secret on Third Bomb Bag rock. Added FAQ on Temple of Time scales. Added FAQ on repairing the bridge. Added FAQ on accessing Sacred Grove without warp point. Version 2.0 March 21, 2008 Added FAQ on defeating Shadow Beings at Zora's River.

^^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 March 8, 2008 Rearranged version history so it appears after the table of contents. Added secret on defeating Stallord, boss of Arbiter's Grounds. Added FAQ on collecting the third bomb bag. Added FAQ on Snowhead Temple. Added FAQ FOLLOW-UP on my posed question about the Golden Wolf/Warrior. *^*^*^* Version 2.0 February 26, 2008 Added FAQ on the Mirror Shards. Added secret on defeating the Armoured Lizard in Snowpeak Ruins. Secret is also listed under Bosses and within the walkthrough. Version 2.0 February 6, 2008 Added FAQ on manipulating the scales in the Temple of Time. Version 2.0 February 3, 2008 Added CORRECTION to FAQ on Female Dayfly. *^*^* Version 2.0 January 30, 2008 FAQ now available at CheatCodes.com Version 2.0 January 29, 2008 Added FAQ on accessing chest in Faron Woods. Version 2.0 January 27, 2008 Added secret on Falbi's Flight-by-Fowl game.

^^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 January 25, 2008 Added FAQ on secret chest in south Hyrule Field. Added info on 2nd chest in same area. *^*^*^*^*^*^*^*^*^* Version 2.0 January 18, 2008 Walkthrough now available on CheatHappens.com *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 January 16, 2008 Added FOLLOW-UP answer to FAQ on hot water for Goron. Walkthrough now available on Kuponut.com *^*^*^* Version 2.0 January 12, 2008 Added FAQ on accessing the Temple of Time after completion. *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 January 10, 2008 Added FAQ on accessing chest in southeast Hyrule Field off Castle Town. Version 2.0 January 9, 2008 Added CORRECTION to FAQ on hot water for Goron. Added secret on opening up a road south of Castle Town. *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 January 5, 2008 Added FAQ on earning the Shield Attack (Wii version). *^*^* Version 2.0 January 2, 2008 Added FAQ on accessing Eldin Bridge post-Goron Mines.

Version 2.0 December 30, 2007 Added FAQ on throwing hot water barrel (Heart Piece). Version 2.0 December 22, 2007 **HAPPY HOLIDAYS, FELLOW GAMERS** Version 2.0 November 25, 2007 Added FAQ on Kakariko Village Poe Soul. Version 2.0 November 23, 2007 Added FAQ on the Cave of Ordeals. Added FAQ on Arbiter's Grounds. *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 November 16, 2007 Added secret (more like a fun fact). FAQ now available at Cheatingdome.com. *^*^*^* Version 2.0 November 12, 2007 Added FAQ on Fishing Pond empty bottle. *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 2.0 November 4, 2007 Added FAQ on Golden Bugs. Version 2.0 November 2, 2007 Added secret orange rupee find.

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Version 2.0 October 25, 2007

Walkthrough now available on Twilight-Princess.org.

Version 2.0 October 10, 2007

I FINALLY got through all 1600+ e-mails (about 1500 of them spam) from my old e-mail account, which is now defunct. Unfortunately, there were 3 e-mails about my walkthroughs sitting in my old inbox that got lost. Two of them I posted and answered from memory, but I didn't reply to them personally, so if you are one of those three people, I sincerely apologize. The third guy, especially. If you e-mailed me sometime in the last week and never heard back from me, chances are I lost your e-mail, so send it my way again and I'll get back to you this time, I PROMISE.

^^*^*

Version 2.0 October 8, 2007

Happy Thanksgiving, Canada!

Walkthrough now available at Gamerevolution.com.

Still haven't recovered e-mails under old account yet. Will get to that ASAP. I'm sure there are just THOUSANDS of FAQ-related e-mails waiting for me :oP

Version 2.0 October 6, 2007

SHE'S BAAAAACK!

If you've been wondering where in Mario's overalls I've been in the last week, well here's a breakdown:

1) I started teacher's college, 100x more demanding and so updates are now going to be posted less often. *Wipe away a tear*. Hence, I've posted a disclaimer under Contact Info.

2) My Desktop had a nearly fatal hard drive crash last week and luckily I managed to save all my highly important data on CDs before the comp blew up. Just kidding...it died a noble death.

3) I bought a laptop (finally) and in between transferring my files, setting up a new e-mail address, and constantly calling Rogers and my local computer shop for solving all kinds of tech issues, I've neglected to update.

4) As for e-mails sent in the last week, they have not yet been read

or replied to. Despite a near fatal hard drive crash, my old ISP should be able to restore all messages that were in my Inbox or sent in the last week, *WHEW*. If you fall in this category, please be patient as I catch up with my e-mail. Thanks for your patience and understanding. I'll get back on things very soon, I promise :o) *^*^* Version 2.0 September 29, 2007 Added two Secrets. Added FAQ reply to my Warrior query. Version 2.0 September 25, 2007 Added FAQ on restoring Ilia's memory. Added FAQ on Cave of Ordeals. *^*^*^* Version 2.0 September 16, 2007 Added FAQ on Death Mountain Howling Stone. Version 2.0 September 12, 2007 Added FAQ on hidden treasure chest in Castle Town. Over 10 000 hits! Version 2.0 September 8, 2007 Added FAQ regarding lever pulling in Lakebed Temple. *^*^* Version 2.0 August 28, 2007 Walkthrough now available on Gamesradar.com and Cheatplanet.com Version 2.0 August 26, 2007 Finally played the game through again following my walkthrough. Any

corrections made are very minor, mostly typos and slight direction changes. A couple of instructions were reworded for clarity. Notice

A major addition: ASCII diagrams for all block sliding puzzles. Yay! I've added a section under Mini-Games [Z14]. This is for the puzzle within Snowpeak Ruins and the three back-to-back (-to-back) puzzles in Hyrule Field's secret cave (for a Heart Piece). Hope they clarify the written instructions, which have been kept within the walkthrough. Added some notes to Cave of Ordeals. Added a couple of FAQs. Thanks for the e-mails! Added two new Secrets I discovered on my own. Also added a question of my own under Secrets and also under FAQs. I would love your opinion on the subject, so send me an e-mail and let me know what you think. Wow...nearly 5000 hits to this walkthrough. Thanks a bunch! Cheers! Version 1.0 August 20, 2007 Walkthrough now available on Neoseeker.com. Also added links to my files on these sites from my Geocities site. Two more dungeons to go and I'll update the typos and such. Hope I can read my chicken scratch writing... *^*^* Version 1.0 August 17, 2007 Walkthrough now available at SuperCheats.com. I am currently replaying the game with this walkthrough for about the third time. Some typos and such will be updated ASAP. Version 1.0 August 13, 2007 Walkthrough "complete" to the best of my knowledge with side quest list information-- i.e. Golden Bugs, Heart Pieces, Howling Stones, etc. [Z3] ~ ~ \sim \sim \sim \sim

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the version is now 2.0. Huzzah!

~~~~~~~~~~~ \*Game & Technical Info\* \*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\* [Z3.1]  $\sim \sim$  $\sim$   $\sim$   $\sim$   $\sim$ ~~~~~ ~~~~~~~ \*Basic Game Info\* Genre: Action-Adventure, Fantasy Designer: Nintendo Publisher: Nintendo System: Nintendo Game-Cube or Nintendo Wii ESRB Rating: T (Teen) Player(s): 1 Release Dates: November 19, 2006 (Wii) and December 12, 2006 (Game Cube) in North America; November 24, 2006 (Europe), December 2, 2006 (Japan) [Z3.2]  $\sim \sim$  $\sim$   $\sim$   $\sim$   $\sim$ ~~~~~ ~~~~~~~ \*Game Premise\*

Legend of Zelda: Twilight Princess returns to the gloriously realistic graphics of Ocarina of Time and Majora's Mask to reconvene the storyline with Link about a century after Ocarina of Time but before Wind Waker. Link is a workhand in a rural community called Ordon off the legendary land of Hyrule when his friends are kidnapped and he changes into a wolf, becoming revealed as a chosen hero by the gods that remain as powerful as they did a century ago. The goal, as always, becomes more complex as the adventure goes on. Link must not only save his friends from evildoers, but aid the feisty Twilight being named Midna to find the dark power that can challenge Zant, the evil lord of Twilight, and possibly rekindle a match of wits and strength against the ultimate evil figure of Ganondorf.

\*^\*^\*^\*^\*^\*^\*^\*

~~ ~~~~ A major difference between these systems' versions of Twilight Princess is the game screen is twisted horizontally so that things on the right side of the Game Cube version appear on the left in the Wii version, hence it is important to know what version of a walkthrough you are reading when playing Twilight Princess. I bought this game before getting the Wii, so my walkthrough is intended for Game Cube players, which seems to be a rarity on the Internet sites I have come across. So, anyway, if you're so keen on using my super-intellectual and hilariously entertaining walkthrough on the Wii version, be prepared to go left when I say go right and so on. Or better yet, find a Wii walkthrough with my blessing.

Another difference between the Wii and GC versions of TP is that you use the funky Wiimote to fish and fight, which is a cool effect. Also, because the Wiimote is formatted differently than the traditional controller for the GC, you will find Midna on the Wiimote's up button rather than the GC's Z-button and a weapon assigned to the B button rather than Y and X on the GC. That's it, as far as I know.

\*\*PLEASE NOTE: My walkthrough is written for the Game Cube version of Twilight Princess. To avoid all confusion and frustration, please consider this disclaimer.

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\*Decoding My Directions\*

All compass directions are based on the maps found on the game screen. Basically, north = up, south = down, east = right, west = left, northwest = up & left, northeast = up & right, southwest = down & left, and southeast = down & right.

Sometimes I use a short form #x that means number of times to do something. For example, 2x means "2 times". This is especially used when referring to Midna jumps, which often require several jumps in a row.

I also use the shortform B&C for the Ball & Chain item (only after receiving it, of course!).

You will also notice that at the top of each section of my walkthrough is a tallied list of important items, weapons, and other things found in the section, with a total listing beside it separated by //. For example, you might have found two Heart Pieces in one section and had found two Heart Pieces in the previous section(s), with a total of 45 in the game, so the tally would look like this: 2 // 4/45.

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\*A Bare Bones Guide to Completing Twilight Princess\*

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For those of you keen on finishing the game off without the help of a walkthrough such as this (so then, tell me, why are you at a site that is devoted to such tomfoolery?), here is a rough list of basic accomplishments that are necessary to finish the game. Good luck trying to fill in the major blanks of this vagueness.

1) Get to the west pond of Faron Woods off Ordon. 2) Visit Princess Zelda at Hyrule Castle as a wolf. 3) Find a sword and shield in Ordon. 4) Find the Faron Light Spirit and restore its light. 5) Complete the Forest Temple and get the Gale Boomerang. 6) Find Eldin Province and restore its light. 7) Navigate Kakariko Village and get the Iron Boots. 8) Complete the Goron Mines and get the Hero's Bow. 9) Find Lanayru Province and restore its light. 10) Get the Zora Armour, Bomb Bag, and Water Bombs. 11) Complete the Lakebed Temple and get the Clawshot. 12) Visit the Sacred Grove for the Master Sword. 13) Complete the Arbiter's Grounds and get the Spinner. 14) Get the Coral Earring from the Zora prince. 15) Complete Snowpeak Ruins and get the Ball & Chain. 16) Give Agitha all your Golden Bugs for wallet upgrades. 17) Complete the Temple of Time and get the Dominion Rod. 18) Donate money at Malo Mart for bridge reparation and Magic Armour. 19) Find the Hidden Village and get the Horse Call from Ilia. 20) Complete the City in the Sky and get the Double Clawshots. 21) Play two rounds of STAR for two arrow upgrades. 22) Find all 60 Poe Souls for Jovani to get a Silver Rupee. 23) Find all 45 Heart Pieces for a complete health meter. 24) Find all 4 Empty Bottles. 25) Find all 7 Howling Stones and Golden Wolves for Hidden Skills. 26) Complete the Palace of Twilight and get the Light Sword. 27) Complete Hyrule Castle and defeat Ganondorf. 28) Go back and finish the Cave of Ordeals for fairy fountains.

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[Z3.6]

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Characters

Here is a list of characters in the game, categorized into Major and Supporting categories. This list does not include bosses, mini-bosses or enemies--see their separate sections for these.

If I have overlooked any characters, please e-mail me a name & description that I can add to the list. Thanks!

[Z3.61] ~~ \sim \sim \sim \sim ~~~~~ ~~~~~~ *Major Characters* Link The given name of the game's protagonist hero, though you can give him your own or any name that you like Midna A dark Twilight being, similar to Navi and Tatl, the fairy characters of past Zelda games that guides you throughout your journey Epona The given name of Link's horse, though you can give her any name you like. Zelda Hyrule's princess of lore who uses Light Arrows to fight [Z3.62] $\sim \sim$ \sim \sim \sim \sim ~~~~~ ~~~~~~~ *Supporting Characters* Ordon Province Ilia Daughter of Ordon's mayor Bo who is kidnapped by King Bulbin near the beginning of the game, setting up Link's journey to save her; also a love interest for Link Colin A shy blond boy who admires Link and is determined to show true courage; son of Rusl and Uli Malo A short boy with a gruff demeanor who opens Malo Mart in Kakariko Village and later expands into Hyrule Market; son of Jaggle and Pergie, brother of Talo

Talo An adventurous boy with a bit of a wild streak; son of Jaggle and Pergie, brother of Malo Beth A tall, gullible girl with a crush on Link; daughter of Hanch and Sera Rusl A carpenter who constructs swords & fishing rods; husband of Uli and father of Colin and newborn baby (seen at the end of the game) Fado A klutzy rancher who often loses control of his goats and needs Link's help to herd them in for him Hanch Short, often easily scared, husband of Sera, father of Beth; attempts to knock down the bee's nest that holds Bee Larva; sends a hawk after Wolf Link Jaggle Husband of Pergie, father of Malo & Talo, lives in house off the waterwheel; teaches Link how to L-target and talk to people Mayor Bo Mayor of Ordon, father of Ilia, gives Link the Iron Boots and how to compete in sumo wrestling Pergie Wife of Jaggle, mother of Malo & Talo, lives in house off the waterwheel Sera Wife of Hanch, mother of Beth; runs the Sera's Sundries shop Uli Wife of Rusl, mother of Colin and newborn baby (seen at the end of the game); is pregnant for most of the game Faron Province Coro Bushy-haired lamp oil & lantern salesman in Faron Woods off Hyrule Field and Forest Temple; brother of Iza and Hena; often has birds nesting in his hair :oD

Monkey

An intelligent creature who summons Link to the Forest Temple; a group of them guide you through the Forest Temple Trill A talkative bird who runs a small shop in Faron Woods Eldin Province Renado A sage-like, possibly Aboriginal, man, who cares for the Ordon kids in Kakariko Village; father of Luda Luda A short, dark-haired girl, possible Aboriginal; daughter of Renado Barnes A sheepish man with glasses who runs the Bomb Shop in Kakariko Village Gorons A strong, hard-shelled race of beings who live in and around Death Mountain and guard the Goron Mines Gor Coron Leader of the Goron tribe who challenges Link to a sumo wrestling match Darbus The Goron patriarch, the largest and strongest of the Gorons, who is briefly turned into Fyrus, Twilit Igniter, the boss of the Goron Mines dungeon Gor Amoto A short, somewhat timid Goron elder Gor Ebizo A Goron elder who later accepts donations at Malo Mart; screechy voice! Gor Liggs A meditative Goron elder who sends you into Hyrule Field with hot spring water Goron Merchants Set up shop at the Death Mountain hot springs and in two locations in Hyrule Market; a Goron child also has a shop in Kakariko Village and at

Lanayru Province

the Hyrule hot springs shop

Zoras A finned species that guard Zora's Domain and Lakebed Temple

Prince Ralis The young heir to the Zora throne who is briefly taken ill at Telma's Bar; gives Link the Coral Earring that allows access to Snowpeak

Queen Rutela The deceased Zora queen whose spirit requests Link's help in saving her son, Prince Ralis, in order to obtain the Zora Armour to access Lakebed Temple

Iza A sassy, bushy-haired girl who runs the Boat Rental Shop in Upper Zora's River; sister of Coro and Hena

Hena A feisty, talkative girl who runs Hena's Fishing Shop in Upper Zora's River; sister of Coro and Iza

Purdy Hena's rude pet bird who Hena will protect if Link decides to retaliate against him!

Fyer

The shorter of the two clowns (no, really!) in Lake Hylia; runs the cannon that launches you to Upper Lake Hylia and eventually to the Great Desert and City in the Sky

Falbi

The taller of the two clowns (no, really!) in Lake Hylia; runs the cuccoo-flying game in Upper Lake Hylia that allows Link to access a Heart Piece, two Poe Souls, and several rupee prizes

Impaz An elderly woman living in the Hidden Village; a descendant of Impa, the protective guardian of Princess Zelda

Plumm A colourful parrot who runs the fruit popping mini-game in Lake Hylia

Hyrule Market

Telma The flirtatious, headstrong owner of Telma's Bar, who helps care for Ilia and provides shelter for several residents Auru An older man who guards the Great Desert atop a tower in Lake Hylia; gives Link the Memo for Fyer in order to access the cannon Ashei A girl (possibly Inuit) who guards Snowpeak; gives Link the Sketch for Prince Ralis in order to get the Coral Earring Shad A studious young man (looks like Harry Potter, IMO) who researches how to access City in the Sky in the basement of Renado's house in Kakariko Village

A shopkeeper in Hyrule Market who changes his name (and personality) after Malo takes over his shop

Princess Agitha A kooky, bug-loving girl who will pay Link for any Golden Bugs he finds and provides him with the Adult Wallet

Charlo A priest soliciting donations; provides Link with a Heart Piece

Doctor Borville An alcoholic doctor who cannot treat Prince Ralis and refuses to pay back a bar tab from Telma

Fanadi A fortuneteller who will show locations of Heart Pieces for a fee

Gengle Pet cat of Jovani who is also turned to solid gold atop her master's head (temporarily)

Jovani Rich man who is turned into solid gold for his greed

Kili, Hanna & Misha
A trio of fans outside the STAR tent; aka Link's groupies :oD

Louise Telma's mysterious pet cat

Purlo An elf-like person who runs the STAR tent

Soal A young boy who shines shoes in Chudley's shop Hyrule Field Postman A dedicated civil servant who delivers mail to Link in the field Snowpeak Yeto & Yeta A pair of Yetis who live in the mansion atop Snowpeak City in the Sky 00000 A bumbling Ooca creature who appears in all dungeons and allows Link to warp out at any time; a native of City in the Sky Oocoo Jr. Oocoo's son, a miniature Ooca Light Spirits Ordona Guardian of Ordon Province Faron Guardian of Faron Province Eldin Guardian of Eldin Province Lanayru Guardian of Lanayru Province Other Great Fairy Appears in the Cave of Ordeals to grant you access to Fairy Fountains and rewards you with Great Fairy Tears upon its

completion

Golden Wolf/Hero's Shade A reincarnation of the original Zelda hero (see discussion in FAQ

section) who teaches Link the Hidden Skills *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* [Z3.7] $\sim \sim$ \sim \sim \sim \sim \sim \sim \sim \sim \sim \sim ~~~~~~~ *Locations* I have listed descriptions of the locations of the game in chronological order (based on when you arrive there during the game). *^*^* [Z3.71] $\sim \sim$ \sim \sim \sim \sim ~~~~~ ~~~~~~~ *Chronological List* Ordon Province Ordon Village Home to Link, Mayor Bo, Ilia, Jaggle, Pergie, Malo, Talo, Rusl, Uli, Colin, newborn baby, Hanch, Sera, Beth, and Fado. Features: Link's House, ranch, Sera's Sundries, Mayor's house, waterwheel, Jaggle & Pergie's house, back pond, Rusl & Uli's house, back entrance to Faron Woods Faron Province Faron Woods A peaceful area that links Ordon Village to Hyrule Field, and to the Forest Temple, and Sacred Grove (which includes the Temple of Time) Features: Coro's Shop, Trill's Shop, Forest Temple, Sacred Grove Ordon Spring A fountain area that will fill with fairies if you complete the first 10 floors of the Cave of Ordeals Hyrule Field The hub of the game that connects all provinces together

Features: Several Heart Pieces, Postman deliveries

Forest Temple The first dungeon that has been taken over by Diababa Features: Monkeys, Dungeon Map, Compass, Gale Boomerang

Sacred Grove Located on the opposite side of Faron Woods, taken over by the Skull Kid Features: Access to the Temple of Time, Guardian Statues puzzle, Master Sword pedestal

Temple of Time A sacred temple situated in the Sacred Grove that is taken over by Armogohma Features: Guardian statue, Dominion Rod

Eldin Province

Kakariko Village A quaint rural area, home to Renado, Luna, Barnes, and the Gorons, and temporarily to Malo, Talo, and Beth Features: Malo Mart, Eldin Spring, Renado's House, Barnes' Bomb Shop, Highest Building, access to Death Mountain & Hyrule Field, hotel hot springs, empty rooms, Goron Merchant, graveyard

Death Mountain A rocky area temporarily infested with geysers, tumbling rocks, rolling Gorons, and Bulbin Archers. Home of the Goron tribe, Gor Coron, and Darbus Features: hot springs, secret coves (see Secrets), access to Goron Mines, elevator

Goron Mines A cavernous area accessed from Death Mountain, guarded by the Goron tribe, taken over by Fyrus temporarily Features: Hero's Bow, magnetic ceilings & walls

Lanayru Province

Lakebed Temple An underwater dungeon accessed in Lake Hylia, taken over by Morpheel Features: Clawshot, central rotating staircase

Lake Hylia An island area off Zora's River, home to Falbi and Fyer Features: Cannon, Flight-by-Fowl, Fruit Popping mini-game, exits to Hyrule Field & Zora's River

Zora's Domain A temple area for the Zora tribe, considerably reduced in size from Ocarina of Time Features: Zoras, Third Bomb Bag Upper Zora's River A small, tucked-away area between Lake Hylia and Hyrule Field, home of Iza and Hena Features: Boat Rental Shop, Fishing Shop, exits to Hyrule Field and Zora's River Great Desert Great Desert Sandy terrain with lots of trecherous trenches, enemies crawling under the sand, and a cookout or two :oD Features: Sand, Cave of Ordeals, sand, entrance to Arbiter's Grounds, did I mention sand :oD Arbiter's Grounds A murky underground dungeon with quicksand, spinner tracks, and ghostly enemies Features: Spinner Snowpeak Snowpeak A mountainous region covered in the white stuff :oD Features: Snowboarding mini-game, entrance to Snowpeak Ruins Snowpeak Ruins A mansion disguised as a dungeon with multiple floors and rooms Features: Ball & Chain City in the Sky A sky-high (literally!) dungeon, both indoors & outdoors on individual platformed areas, home of the Ooca tribe, including Oocoo & Oocoo Jr. Features: Double Clawshots Palace of Twilight A darkened castle with Sols that power the area, home of Midna and the Twili tribe Features: Light Sword

The traditional home of Princess Zelda, expanded into fine form for a mini-dungeon Features: Last area of the game!

Hyrule Castle

~ ~ ~ ~ \sim \sim \sim \sim ~~~~~ ~~~~~~~ ~~~~~~~~~~~ *Basic Controls & Actions* [Z4.1] $\sim \sim$ ~ ~ ~ ~ ~~~~~ ~~~~~~~~ *Link's Basic Actions* Walking/Running: Hold Control Stick forward Jumping: Automatically jumps over gaps while running Crouching/Crawling: A + Control Sitck up in front of a tunnel Rolling: Press A with Control Stick forward to roll. If you roll into an object, you will kick it. If you roll into a wall, you will bang into it (possibly knocking off something on the wall). A weak wall will fall. Hanging: Gently press Control Stick while standing on the edge of a cliff to dangle on it. To drop off, press A. To climb over, hold Control Stick up. Move the Control Stick left-right to sidle across while dangling. Climbing: Press Control Stick up against ladder and hold to climb up. Press stick down to climb down. Lifting/Carrying/Throwing/Placing: Press A to lift an object. Use Control Stick to move while carrying it. Press A while moving to throw. Press A while still to place down gently. Grabbing/Pushing/Pulling: Press R while against an object to grab hold. Push Control Stick forward to push and back to pull. Swimming: While in the water, use Control Stick to swim. Press A to dash. There is no time limit on swimming unless you are sinking with the Iron Boots and not wearing the Zora Armour. L-Targeting: Press L while close to a person/enemy/sign/important object to target it (watch for a yellow arrow, it will turn red when targeted). Press A to speak/read/check/approach. If targeting an

[Z4]

Camera Angles: Press C-Stick forward to zoom in and back to zoom out.

the next one.

enemy, hold the L button to defeat one enemy, then automatically target

Press left/right to rotate camera around Link. Press L to return camera behind Link (default).

Game Menu: Press Start to access the single game menu which contains inventories of items (Quivers, Bomb Bags), Golden Bugs, Poe Souls, Fishing Journal, and Letters.

Skipping Cinemas: During a major cinema, if you wish to skip over it to regain control of Link, press Start twice. Only works on longer, major cinemas.

Using Items/Weapons: Press the Control Pad up to view items and weapons. Select with the Control Stick and press X or Y to add it to the two item command buttons.

Using the Map: Press the Control Pad right to view to the map in full screen. Select with the Control Stick and zoom in and out of the area with A. Zoom out continually to exit.

Fishing: Take out the rod with X or Y (depending on where you assigned the item). Cast the line with C-stick down. When the bobber sinks under the water for about 2 seconds, press and hold C-stick down until the fish is yours!

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Sword-Play

Take Out Sword: Press B to remove sword from holster. Press A while still to replace.

Horizontal Slice: Press B without L-targeting.

Vertical Slice: Press B while L-targeting.

Stab: Hold Control Stick forward and press B repeatedly.

Spin Attack: Press and hold B to gain power. Release B to perform attack. Alternatively, you can press B and rotate the Control Stick for a weaker spin attack.

Jump Attack: Press A while L-targeting.

Defend: The shield is aimed automatically while L-targeting.

Sidestep/Backflip: While L-Targeting, push Control Stick left/right and press A to sidestep. Hold Control Stick down & press A to backflip.

~~~~~ ~ ~ ~ ~ ~ ~ ~ ~ ~ \*Wolf Moves & Midna\* Moving: Hold Control Stick in any direction to move. The gentler the control, the slower he moves Climbing: Hold Control Stick up to climb up. Press A to drop down. Attacking: Press A to lunge. When attached to an enemy, press A continously to deal more damage. Biting: Press B to bite. While L-targeting a lever, press B to pull it. Senses: Press X to engage senses and see spirits, enemies, and scents. Press X to disengage. Dig: Press Y to dig. With Senses on, dig at sparkly holes for small prizes, at yellow-arrow marked spots for Dark Insects, or to burrow underground to secret hideouts or under barriers. Using Midna: Press Z to call Midna to either perform a Midna jump or for advice. When you can switch between human and wolf independently, press Z to warp to portals, and to change back to human. \*^\*^\*^\* [Z5]  $\sim \sim$  $\sim$   $\sim$   $\sim$   $\sim$ ~~~~~ ~~~~~~~ ~~~~~~~~~~~ \*Item & Weapon Information\* \*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\* [Z5.1]  $\sim \sim$  $\sim$   $\sim$   $\sim$   $\sim$ ~~~~~~

\*Important Items\*

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Fishing Rod: Found in Ordon Village by returning the cradle to Uli. Press item button to take out and throw the line. Press and hold C-down when the bobber sinks in the water to reel in a catch.

Lantern: Given to you by Coro in Faron Woods. Used to light up dark areas. Uses Lantern Oil, purchased from Coro or acquired by scooping up discarded yellow Chu enemies.

Gale Boomerang: Found in Forest Temple by defeating the Baboon mini-

boss. Used to activate pinwheel switches, bring items, enemies or Golden Bugs towards you, snuff out fire, or knock down items or enemies from walls.

Iron Boots: Given to you by Bo the mayor in Ordon after winning two rounds of sumo wrestling. Used to sink down in watery depths, navigate magnetic walls and ceilings, or simply to slow down your walk across blustery paths.

Hawkeye: Purchased at Malo Mart in Kakariko Village for 100 rupees. Used with the Hero's Bow to locate distant objects and enemies to shoot down from a safe yardage. Especially useful against distant Moblin Archers.

Bomb Bags: First purchased at Barnes' Bomb Shop in Kakariko Village for 120 rupees. Holds 30 bombs and can be used with arrows as Bomb Arrows. A second bag is acquired at Iza's Boat Rental shop at Upper Zora's River. Water bombs are acquired at Barnes' shop. A Third Bomb Bag is acquired by saving the Goron trapped under the big rock in Zora's Domain.

Wallets: You begin with the general wallet that holds 300 rupees max. The Big Wallet is acquired by bringing a single Golden Bug to Agitha in Castle Town. The Giant Wallet is acquired by bringing Agitha all 24 Golden Bugs.

Zora Armour: Given to you by Rutela in Kakariko Village's graveyard. Used to breathe and swim underwater with ease.

Clawshot: Found in Lakebed Temple after defeating the Dragon Lizard mini-boss. Used to propel yourself to distant targets and to bring in distant items or enemies towards you.

Spinner: Found in Arbiter's Grounds after defeating the Undead Prisoner. Used to navigate open spaces by riding along a spinner track along walls. Can also be used in special slots as an "egg beater" to reveal new things.

Coral Earring: Given to you by Prince Ralis at Kakariko Village's graveyard by showing him the sketch. Used to attract the Reekfish.

Dominion Rod: Found at the Temple of Time after defeating the Dark Nut mini-boss. Used to control Guardian and Owl statues to follow your exact movements and activate switches or break down barriers.

Magic Armour: Purchased at Malo Mart's second location in Castle Town for 598 rupees after donating 2000 (or the reduced price of 200) to finance the second store in the southeast corner of the central square.

Horse Call: Given to you by Ilia after she regains her memory in Kakariko Village. Used to call Epona from anywhere, replacing the dispersed Horse Grass.

Double Clawshots: Found in City in the Sky after defeating the pair of Dragon Lizard mini-bosses. Paired with your first Clawshot, used to reach distant targets and enemies, but also to move from target to target.

Empty Bottles: Four are found throughout the lands. Used to hold fairies, fishing bait, or hot spring water. One is given to you by

Sera in Ordon Village, one by Coro in Faron Woods, one fished out of the pond in Hena's Fishing Hole in Lake Hylia, and one by Jovani in Castle Town.

[Z5.2]

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Weapons

Slingshot: Purchased at Sera's Sundries in Ordon for 30 rupees. Uses seeds to fling at enemies, especially on spiders covering ivy walls.

Wooden Sword: Given to you by Rusl in Ordon. Used to navigate and save Talo in Faron Woods. Given to Talo later on to continue.

Ordon Shield: Stolen (!) from the waterwheel house in Ordon. Used as your central defense weapon until acquiring the Hylian Shield. Made of wood, so burns easily if touched by fire or fiery enemies.

Ordon Sword: Stolen (!) from Rusl & Uli's house in Ordon. Used as your central weapon until acquiring the Master Sword.

Hylian Shield: Purchased from Malo Mart in Kakariko Village for 200 rupees. Used to replace the Ordon Shield, this one is hard as steel, will never burn, and is imperative for future battles.

Hero's Bow: Found in Goron Mines. Holds 30 arrows at the outset. Used as a weapon, and to shoot targets and activate switches. The next two quivers are acquired in Castle Town at the STAR mini-game (60 arrows, then 100 arrows).

Master Sword: Found at the Temple of Time in its original pedestal. Replaces your Ordon Sword, doubling its attack power.

Ball & Chain: Found in Snowpeak Ruins after defeating the Armoured Lizard mini-boss. Used as a weapon and to shatter icy walls or enemies like Freezards.

Light Sword: Found in Palace of Twilight by returning the two Sols to their slots. The strongest sword of them all that can break the barrier of twilight.

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Dungeon Items

it for the final fight in a dungeon.

Big Key: Found in a fancy black chest within the dungeon, leading to the boss door.

Blocks/Crates: Can be pushed or pulled. Small crates can be used to weigh down switches or thrown for small prizes.

Bridges: Platforms held up by ropes that can be cut to release. Some also have a pinwheel switch, activated with the Gale Boomerang. Also big bridges like the Eldin Bridge or Great Bridge of Hylia. In real life, the Golden Gate Bridge :o)

Chests: Small chests contain minor rewards like rupees and collectable items. Bigger, fancier chests contain Heart Pieces or bigger rupee prizes. Black chests contain Big Keys.

Compass: Found in chest within dungeon. Used to show direction on map. Also shows treasure chests and boss door.

Dungeon Map: Found in chest within dungeon. Used to show floor plans of dungeon.

Heart Container: A reward after defeating the dungeon's boss. Adds a full heart to your Life Gauge.

Locked Doors: Collect Small Keys to open these doors.

Pinwheel Switches: Found mainly in the Forest Temple, but also sporadically throughout. Use Gale Boomerang to activate them, in turn moving small bridges.

Pots: Break with sword or simply throw them, often for rupees or collectable items.

Sealed Doors: A wooden beam or bars often block doors in dungeons. Defeat enemies or activate switches to release it. Or just bash the wooden beamed ones with your trusty sword, or (if feeling dangerous), head :o)

Small Key: Found in chests within dungeon. Used to unlock doors.

Switches: Three kinds. Pressure switches only require one jump on it from you. Constant pressure switches need a weightier object (crate, pot, Armos statue) to hold presssure. Simultaneous pressure switches need to be activated at the same time by you and an Armos Statue/crate/ pot.

Torches: Used to illuminate dark rooms. Use Lantern to light up.

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Collectible Items

Arrow: Used as weapons or to activate switches.

Bomb: When you get your own batch, used to destroy blockage, attack enemies or activate switches.

Fairy: Found in pots or Light Spirit Fountains after beating every tenth level of the Cave of Ordeals. Used to refill 8 hearts of Life Gauge. Collect in Empty Bottles to summon when Life Gauge is empty.

Hearts: Found in pots or left by enemies. Used to refill Life Gauge.

Rupees: Found in pots, grass or chests, left by enemies, or received by generous people. Keep in wallet to purchase goods. Different colours represent different amounts. Green= 1, Blue= 5, Yellow= 10, Red= 20, Purple= 50, Orange= 100, Silver= 200.

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[Z6]



Walkthrough

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[Z6.1]

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Starting Out in Ordon Village

Items/Weapons: Fishing Rod, Slingshot, Wooden Sword, Lantern, Ordon Shield, Ordon Sword Heart Pieces: 1 // 1/45 Poe Souls: 0 // 0/60 Golden Bugs: 0 // 0/24 Empty Bottles: 2 // 2/4 Howling Stones: 1 // 1/7 Hidden Skills: Ending Blow

[Z6.11]

Getting Started

Your adventure begins with a simple task of delivering a sword to Hyrule Castle. Simple enough, right? Uh, sure, if you want to think of it that way. Your neighbour Fado calls for you to help herd his goats using your ever-ready companion Epona. But where is she? Go northwest to a back area of the village. Head forward then left to a grove with a pond where you'll meet up with the mayor's daughter, Ilia, and Epona. After a short cinema, talk to her, then pick up the nearby horse grass to play that old-time song from Ocarina of Time to tame Epona. Mount Epona, then head east through the gate, then south back to the village.

Head south again to reach the main area of Ordon. There are several houses along here, but none too important at the moment. Head south past the mayor's house to the ranch. Agree to help Fado to start a mini-game of sorts, though it's mainly practice for now.

Drive the goats into the barn by herding them on Epona. Just press A to group them together and then race them into the barn. The key is to drive several goats at once to avoid re-herding. Anyhoo, finish that up and Fado will set up jumping fences to use at your leisure. Practice jumping if you want, then exit by jumping the north fence to return to the village. Save to advance to the next day.

Three kids, Talo, Malo, and Beth will call for you now. Head outside and talk with them to learn about a new item available for sale at Sera's Sundries: a slingshot. Head south to the village and talk to the guy at right about the bee's nest, then go inside the pink shop to meet Sera, who's too sad to serve you because her cat ran away. O-kay...

Talk to the guy at the bee's nest again for a super-funny cinema! Head south to the mayor's house just before the ranch. Talk to him and suddenly a goat will charge out of the ranch. This is a good opportunity to start your strength training. Press A when prompted to lift and gently settle the goat down. Now you can pet it. Awww...Now to continue our cat hunt...I mean rescue.

Near the pink shop, just to the south is a small cliff where a man will prompt you to L-Target him. Do so to "learn" their method of communication. Climb up to him and he will show you where Sera's puddy-tat is hiding out. Jump to the next cliff and use the Hawk Grass to summon a hawk. Cool! Target the beehive that the guy threw rocks at before (high on a tree left of the shop), then release the hawk to safely knock down the hive and spill Bee Larva, used as fishing bait (though not yet).

From your cliff spot, jump to the shop's roof, then across two new cliffs to find more funky Hawk Grass. Use it to summon another bird and aim across the river to a monkey jumping up and down on a rock. Aim right at the monkey and release to nab a baby's cradle. Carry it to the house by the bridge where a pregnant lady named Uli is standing. Follow her (or jump ahead of her as she's rather slow) to her house to earn the Fishing Rod.

Now, what do cats like more than Kibble? Stand at the dock on the east side of the river by the waterwheel house. Set your Fishing Rod to an item button, then press it to take it out. Use that button to fish with the C-Stick. When the bobber sinks into the water, press and hold the C-Stick down until you bring up a fishie. Now that you have the cat's attention, fish again and the cat will nab it and bring it on home for dinner. Sweet!

Collect 30 rupees in your wallet by exploring the village. To earn dough, smash pots and pumpkins, climb up ledges, bang into trees until you rack up enough cash. Visit the shop to be rewarded with a Bottle filled with milk. Buy the awesome new Slingshot for 30 rupees.

Once you have it, head north back to your house. Rusl, Uli's husband

and carpenter extraordinaire, passes you by, mentioning a gift at your house. Speak with the kids to enter a practice round. Use the Slingshot to hit all the red & white targets and the two scarecrows. Nab the spider clinging to the ladder, then climb up to your house.

Open the chest once inside to get the Wooden Sword, then head back outside. Talk to the kids again to enter another practice round. Here they will teach you (indirectly) to fight using the classic swordplay moves from previous Zelda games. Suddenly, a monkey appears and they all chase after it. Mount Epona and head northwest to the back road.

Faron Woods

Speak with Beth, then keep going along the road to find Malo by a bridge. Over the bridge, keep going north into Faron Woods (part of Faron Province). Head forward, jumping the fence, and into a clearing with a waterfall. Head right through a tunnel to a fork in the road, then right to reach Coro, a lantern/ lamp oil salesman. Talk to him to get the Lantern. Use it to light his campfire. Be sure to press A immediately after use to salvage as much Oil as you can. Purchase Oil if you want (though you'll have to drain your bottle of milk and have some cash on hand).

Backtrack to the fork and head right towards the entrance to the Forest Temple. Dismount Epona as it's too dark for her to pass and defeat the Deku Baba to continue through the tunnel, collecting its Deku Nuts. You'll come across Talo's little wooden sword as you head through. Use your Lantern sporadically to navigate the tunnel. Light any torches you come across to avoid constantly using the Lantern. Head northwest, fighting the Keese and Deku Baba on the way. When you reach a spider-webbed dead end, use the Lantern to burn the webs and continue to do so along the path. Head into the light at the end to the outside.

Be wary of the Deku Babas and Moblins that guard this area. Use the wooden sword and/or slingshot like a maniac to fend them off. Your map shows two red dots. Head northeast to the first, a small tunnel. Nab the Keese with your slingshot and enter it. Defeat all the baddies here and open the small chest for a Small Key. Light the two torches by the chest to make another one appear. Climb up and open it for a *Heart Piece*, your very first (of 45). Head back outside and go west to the second area marked on the map.

In the southwest part is a locked gate. Defeat the two Moblins in front, unlock the gate with your key, and then nab the third one. Take the tunnel there to the next area. Head north through the area and defeat the Moblins here to attract the attention of Trill, a parrot manning a little shop. If you want cheap Lantern Oil and Red Potion, dip your bottle into one of the cauldrons and pay what you want at the till. If you don't pay, you'll get away with it, however Trill won't let you come back. Best to pay what you can afford. Continue onwards to the Forest Temple entrance.

Follow the winding path to reach Talo and a monkey trapped in a cage by two Moblins. Defeat them, then slam the cage with your sword to free the captives. You'll then return to Ordon Village ranch. Summon Epona with the Horse Grass and talk to Fado to begin. He gives you three minutes to bring in 20 goats. Herd them in as best you can and forget about the ticking clock as this is still just for fun. After that, skedaddle north over the fence to the village where a cinema will play with the mayor and Ilia. Don't feel bad, just make up for it. Head north to your house.

Now that you have your Lantern, head inside your house and down the ladder to the dark basement. Use your Lantern to light the way to a chest and open it for a Purple Rupee (worth 50). Outside, Talo and Malo will block your path unless you give up your Wooden Sword. Do so, then follow the path northwest to the back road. Head left to the spring where the gate locks you out.

Retreat to the west side of the gate, south on the map to find a small tunnel. Follow it along to the spring where a long cinema ensues and the main conflict of the story begins. Ilia and Colin are nabbed by ugly freaks of nature and Link is knocked unconscious. Oh yeah, and Epona is frightened off. And then the true metamorphosis...Link becomes a wolf.

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Wolfie Link

Save when prompted to begin the flipside phase of this section. You're trapped in a prison cell. Try wandering around until you are introduced to Midna, a Twilight being who becomes your constant companion throughout the game. She is similar to other Zelda game companions, but this one is no fairy! She will break your leg shackle, allowing you to move. Beat up the boxes in the corner of the cell, then dig through the hole left behind to escape.

Midna will now ride you as long as you are a wolf (which will be until the end of this section of my walkthrough). Head into the next cell on the right and approach the lever hanging from the ceiling. L-Target it and "attack" it to pull it down and open the door out. Head into the sewers all the way until Midna points out the misty balls of light that you will find throughout the game in Wolf form. Practice using your Senses to listen to the ghosts' thoughts. Spooooky...Remember to turn your Senses off when not in use.

Head north, then west at the fork. Defeat the tiny Shadow Beings here and avoid falling in the deep parts of the water as you're completely helpless against them there. Climb the ledge and pull that lever to open a grating below. Follow it through a tunnel and smash the box for goodies. Back in the sewers, go east and pass through the small opening to a lever. Pull it and defeat the miniature Shadow Being and smash the box for loot.

Head east to reach another fork, then south. Pull the lever at the path's end to fill the area with more water. Swim over the spikes and head north, passing another ghost, and continue north from the fork, defeating two Beings. Activate the lever at the end of the path. Defeat more Beings, then head down the tunnel for more goodies from yet another box.

Come back to the sewers and go west at the fork. Pull the second lever here to open another gate which drains the water. Head east from the fork to the end of the path where Midna will zip through the bars and taunt you to follow her. Just right of the bars is a small tunnel. Crawl through it, nab some prizes from the skulls, and pass the ghosts to meet up with Midna. Head east to a winding staircase with some broken parts.

Head up, jumping the first gap, and you will immediately plummet (sorry). Defeat any Beings in your way and take the stairs again, pausing at the gap you opened up. Midna will now demonstrate her coolest ability (you

know, besides riding you like the Lone Ranger). Whenever you reach an impassable gap, Midna's profile will flash at the bottom of the screen. Press Z when that happens to activate her jumping ability, L-Target her continually and jump again as many times as it takes to clear the gaps that follow. Climb some more and use Midna's jump whenever prompted to.

Pass the first rope to reach the top of the stairs. Use the rope there to carefully walk it across. Continue climbling and Midna jumping to reach the very top of the staircase. Nab the Keese here, then stand on the pile in the northwest area. Midna jump 4x to reach a tunnel, which you follow outside. More aware of your surroundings now? Jump out to land safely and head north.

Right of the ghost is a ledge and a crate to use as a stepping stone. Push the crate against it, then climb up and hop forward. Jump down from here where you'll be ambushed by a Shadow Bird. That is one ugly mug. Just keep attacking whenever it drops down at you and pummel the snot out of it. Keep heading north where another Shadow Bird will attack. This spot is rather tight, so jump the gap to a wider area and fight it to the death (his, not yours!).

At the far north is a large gap you can't possibly jump. At left is a platform where Midna will prompt you. Use her to jump 3x to a roof. Run along the top and nab the Shadow Birds that fly by (the roof is stable along the sides, so you should be relatively safe). Head through the window. Once inside, take the staircase to the top and through the door to meet Princess Zelda. She gets more human and less cartoony with age, don't you think? After a pep talk, leave and attempt to take the stairs down.

A light and an approaching guard stalls you, so Midna will interfere and take you back home. Great, you're home but your friends aren't really going to recognize you with sharp fangs (all the better to eat you with, my dear...he he he). Head south to your house where Midna will ask you to find her a sword and shield for her secret quest. All too happy to help.

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Getting Midna's Weaponry

Defeat the Moblins on guard here and dig for buried treasure using your Senses if you want (that goes for any underworld area when you're a wolf). A squirrel will give you a good tip on talking to other animals. Head south to the actual village. The carnage has not settled well on the town, so be wary of getting caught. First to get the Shield which is stored at Malo's house, the one with the waterwheel.

Head towards the house on the east side to find the mayor speaking with Malo's dad. Huddle in the bushes and sneak forward until you can listen in on their conversation, but without getting spied. Well, after the talk, they spy you anyway and run off. Chickens...Now to find a way inside. Head to the pink shop you accessed before and step into the lit-up pumpkin patch. Sera's husband will spy you and send a hawk your way. This is necessary to access the shield, so fend it off or take a small beating.

After that little escapade, shuffle over to the north side of the shop to a rock where Midna will prompt you to jump to the roof. Leap over to the ledge to scare off the guy. Not so brave now, are ya? Use the Midna Jump 2x to reach the roof and head through the window. Jump down onto the table and use the Midna Jump to a loft. Bang into the wall 2x to knock down the Shield and

collect it. Bravo!

Use the window to exit back to the village where Rusl is now lurking about with a lantern. Uh-oh, daddy-o. Carefully navigate to the west side to Rusl and Uli's house, avoiding the lamplight. Use your Senses on the left side of the house and dig your way under the house's foundation. Grab the sword off the couch, then dig your way back outside.

Again, avoid Rusl's lamplight and head north to your house, then northwest to the back road. Head left to the spring where you were attacked and you will encounter a ratherlarge Shadow Being. This will become routine throughout the game. Defeat the Being with your wolf attacks. It is especially key to latch onto the being and (gulp) bite him several times in a row. Once it's defeated, a warp portal will open in the sky, which will also be a key proponent in the game later on.

You will then meet with Ordona, a Light Spirit who will direct you to Faron Province. Head north across the bridge and all the way forward to find the wall of Twilight. Agree to have Midna pull you through to the underworld of Faron.

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Faron's Tears of Light

You better get used to this dreary mood lighting as several levels of play in the game has this look to its underworld. Head north until you are cornered by three Shadow Beings. Midna will take off to judge how you handle this. Unfortunately without her, it's pretty bad. Just attack two Beings and suddenly an ugly sound will make them come back to life. Ugh...Beat one Being down, then Midna will rejoin you and teach you a great attack move. Use Midna's full-blown attack to immediately down the other two Beings. Another portal is created.

Head north some more towards the waterfall area where a misty shape (kind of like those ghosts from the prison) appears. "Check" out the shape with A to meet Faron, another Light Spirit whose power has been taken and broken into individual Light Tears scattered throughout this area. You receive a Vessel of Light to retrieve these tears by defeating the Dark Insect that holds each tear. Got it? Each bug/tear appears on the map, but I'll guide you through them all, just because I'm soooo generous :o)

Head through the tunnel east and defeat the Deku Baba to clear some room. Use your Senses to spot two bugs. Defeat the bugs and make sure you touch the tear to collect it (1, 2). Remember to remove your Senses ability once you get the Tears. Continue down the tunnel and a bug will scurry under the Forest Temple gate. You'll get it later.

Go right to Coro's shop and on the north side are two crates against the wall. With your Senses on, bang into them and get the bug/tear (3). At the opposite side is a ramp. Climb it and use Midna's jump to reach the window and head inside. With your Senses on, talk to Coro to make two bugs appear. Beat them both for two Tears (4, 5). Climb back up and through the window.

Head back southwest to the fork in the road. At the gate, sense the sparkly spot and dig under the gate. Sense the two bugs and beat them for two tears (6, 7). Head forwards to the path to the Forest Temple. Head down this tunnel to the next area. This is the open area with those two red dots,

remember? The purple fog is dangerous, so avoid it at all costs.

With your Senses on, go right to spot two bugs on the wall. Bang into the wall to knock them down and...whoa, they FLY! Right. Just jump attack them and get the two tears (8, 9). Near the wall is a tree stump. Stand there and Midna jump 4x to a safe area. Go up the ramp at right and do another Midna jump (3x). Use your Senses to spot three bugs and nab all of them (10, 11, 12).

To the west, do a super-fast Midna jump 8x. Do another very fast Midna jump from there 4x. Head up to find a swinging tree trunk. Time your Midna jump to avoid getting whacked by it. Do a Midna Jump again on the other side 7x. Use your Senses to spot two more bugs. Actually, you don't really see them, per se. They're underground, so dig at the spots with precise timing to bring them up, then beat them for two Tears (13, 14).

Head through the west path to the entrance to the Forest Temple. Defeat the three Shadow Beings here. Remember, nab one individually, then use Midna's energy field attack to get the other two. Head north (sorry, no business for Trill) and up the winding path. Use your Senses to find a caged monkey and two bugs. Beat the two baddies for the last two tears (15, 16) to be automatically rerouted to Faron.

You are changed back into your human form (finally) and lo and behold, Link is now garbed in green and dyed his hair to the traditional blonde look. Sweet! You are also equipped with the sword and shield. Now you must navigate the Forest Temple as human Link.

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Finding the Forest Temple

Head through the east tunnel and right to Coro's shop. Talk to him to get the key to the gate blocking the temple. It is imperative to invest in a bottle of oil here. Believe me, you'll need it. For 100 rupees, you get your second bottle. If you want, you can get your other bottle filled or just get the Lantern refilled for cheaper money.

Unlock the gate and enter the tunnel. Head through the tunnel, either in the dark or with the Lantern (VERY sparingly) to reach the other side. Whatever torches you lit previously reappear lit here. Convenient...

Walk to the edge of the fog and whip out your lantern. That pesky monkey you rescued will steal it for the time being. Follow the monkey as he clears a path through the fog. Stay a few steps behind him to avoid being hit by unwanted fog. Also, defeat any enemies that appear along the way, but please don't harm the poor chimp.

At last, you reach the gate, and the Lantern is returned to you...empty. Dang fool. Hope you have that spare bottle of oil. Use it now to refill the Lantern, then follow the leader monkey inside.

Defeat any Moblins along the way. You may spot a piece of bridge here, which will come into play later (I bet you're itching to know...). Head north, stop at Trill's for cheap oil or red potion (I prefer the oil myself for safe-keeping) and head towards the winding path. Here, you'll encounter the Golden Wolf who will become an important distant partner in the future. He will bring you to a cloudy part of Hyrule Castle (taken from Ocarina of Time). The Golden Wolf is a guise for a chunky Warrior who will teach you the Hidden Skills. This first one is token, the others require you to find the Howling Stones, which I will definitely point out along the way. You trust me, right?

Anyway, follow the Warrior's instructions to learn the Ending Blow, an awesome attack. Press A ("Finish") when your enemy is down to do him in. You return to the path. Follow it up and defeat the Moblin guards. Burn the web with your Lantern, then enter the temple.

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Forest Temple

Items/Weapons: Gale Boomerang, Epona, Iron Boots, Hylian Shield Heart Pieces: 5 // 6/45 Poe Souls: 0 // 0/60 Golden Bugs: 6 // 6/24 Empty Bottles: 0 // 2/4 Howling Stones: 1 // 2/7 Hidden Skills: Shield Attack

[Z6.21]

Monkey See, Monkey Do

Head north to the room ahead and defeat the Deku Babas and Moblin guard. Smash the cage with your sword to free a monkey. These little guys become important later on (so much suspense...can you handle it?). Use your slingshot to take down the spiders on the wall and climb the ivy, then open the door where the monkey gestures. Head straight down the stairs and up to meet a Big Skulltula. Defeat it by hitting its back or stab under its front, then use your cool, new Ending Blow move.

Light all four torches with your Lantern to make a platform rise up. Head up it and open the chest at right for the Dungeon Map, then head through the door there. In a short cinema, you'll meet a baboon who will chop down the bridge here, nearly obliterating the poor monkey. Head back a room as you can't proceed through here just yet. In the center of the room is a central platform with doors on all sides. The monkey will climb up a rail, acting as a rope between you and the doors.

Jump east, swing, and land on that side, then enter the door there. At left, there's a new enemy that can be equally helpful and annoying. Use your shield to jumpstart the bomb, then pick it up and throw it at the boulders. Smash the pots on the other side to meet Oocoo, a weird little bird creature that will become your link to the outside world. You'll probably never use her, but she can warp you out of the dungeon. At the opposite end, burn the web with your Lantern and enter this part of the room. Follow the monkey to the north side. It will stop and shiver in fear for a while. Either that or it has to pee. Anyhoo, head through the north door. When the bridge ahead of you aligns properly, run across it north and head through the door. Open the chest at left for a Small Key, then head back two rooms.

Ah, now you see the monkey's fear...a Big Skulltula hangs between here and the east platform. Shoot it down with your slingshot to do it in. Head east with your monkey pal and through the locked door. Head left over the bridge which will crumble after you pass it. Head down to the bottom and press A at the cage to watch the freed monkey bang into the cage. Monkey see, monkey do.

Bang into the cage 3x to free the second monkey, then defeat two Moblins that appear. Head up the ramp to the broken bridge where the two chimps will form a link. Swing from them both to the other side and head back through the door. Go through the cave and back to the main area.

Use the one monkey to swing back to the middle platform, then another monkey will swing you to the west side. Burn the webbing with your Lantern and head on through the door. In the area below, defeat the two big Deku Babas to get them out of your way. Climb the ramp in the northwest right to a Spider Bomb. Set it off and throw the bomb west over the top of the gap while L-targeting the big plant thing below that will blow up. Set the bomb off again and carry it over that gap and chuck it over the ledge to the boulder blocking a door. When it clears, head through it.

Take the ramp down and roll into the two pillars for a goodie and a chest with a Small Key. The bridge ahead has an enemy hiding and popping up from the tiles. Just dash along the left side safely to reach a grid of sorts made up of tiles and torches. Carefully light the two unlit ones to create stairs. Climb up, knock out the big spider, and free the monkey with your key. If you jump down and climb the ivy at right, you'll reach a chest with a red rupee (20).

Head back a room and look right immediately to see another ivy wall covered with spiders.

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Getting the Gale Boomerang

Shoot them down, then climb the wall and go through the door. You'll spot a key, which is then swallowed up by a big ugly Deku Baba/eater plant hybrid... well, how you would you explain it? Target the Deku Baba head and use your Shield to determine a safe reachable distance and slash it when it lunges at you. When that part of it dies, find a Spider Bomb, set it off, then toss it into the eater plant while L-targeting to pick up the Small Key.

Open the monkey's cell at the south end for chimp #4. Head back a room and go right immediately to find another Spider Bomb. Carry it east and drop it off the ledge right into the mouth of another eater plant. Drop into its hideout and open the chest for a *Heart Piece*. Take the east door back to the main area. Swing to the center platform and head through the north door.

Now you can cross the broken bridge with four monkeys along its gap. Swing

across using each monkey, grab some items from the plants, then head through the door to fight your first mini-boss, the Baboon. That's Mr. Baboon to you. First, defeat all the big Deku Babas in front of you, then approach the series of pillars. The Baboon uses a boomerang as its only weapon, jumping from pillar to pillar. When it stops on one, bang into it to knock him offbalance, and, as your Shakespeare teacher would say, he's "hoisted with his own petard" (or getting banged by his own boomerang). When he lands, slash with your sword to, um, spank the monkey. Continue this strategy until he bails leaving behind the Gale Boomerang, which now becomes yours. This is a pretty cool item (though not as cool as the Spinner, coming your way later on...so much to look forward to).

You'll notice that the door you came through is barred shut. Now is the time to practice seducing the currents...Ahem, target the pinwheel with the boomerang and then release. Repeat two times to unseal the door. Head through if you please. No monkey business this time, so head west immediately to see more closely that these bridges have little pinwheels on them. Aha! Target the first bridge's pinwheel with the boomerang to straighten it out, then take it across. Repeat the process on the next bridge (if necessary) to cross it to another trapped monkey and a Moblin guard.

Getting the Big Key

Easily defeat the guard and free the monkey by targeting the webbing with the boomerang. Uh, you're welcome? Head south, activating one, possibly two bridges, and head through the door there. Drop off the ledge and head through the northwest door.

You've been here before, but now you have a new item to reveal more secrets. Bwa ha ha...Cross the tiled bridge on the left side safely, then use the boomerang to snuff out the two lit torches. The stairs will drop revealing a chest with a *Heart Piece*. Head back a room and then through the east door to find your monkeys have returned to do your bidding. Swing to the middle platform and you'll see some webbing surrounding you. Use the boomerang to target and release pots and a chest. Open that for the Compass.

Swing to the east side and through the door. Go right through the tunnel, cross the platforms, then cross the bridge to the southeast to find an enclosed chest and a Z-shaped pattern on the floor. Use the boomerang to activate each pinwheel on the four pillars, starting in the lower right, following the pattern. Open the chest for the Big Key to access this dungeon's boss. Head through the north door.

Run across the bridge when it is properly aligned for you to find a monkey pal who will guide you north. Head through the door with him. Use the boomerang to activate the pinwheel on the bridge and cross it, heading north through the door. Five monkeys stand waiting on platforms with three missing places. Now do you get it?

Head left to the bridge and activate its own pinwheel to rotate it. Head onto the next bridge and do the same. Head west and defeat the Moblin there. Use your slingshot or boomerang to nab the spiders on the ivy wall (an activity I never *yawn* grow bored of). Climb the wall to the very top, then left. With the C-stick, adjust the camera to check below you and hop off when you have a platform under you (or just drop off into oblivion... nyah).

At left is another wall with a single spider, so nab it and climb that wall to the top and go right. Defeat the Moblin there and enter the door. Defeat two big Deku Babas in the center of this area and one more against the ivy wall (again?!?). Now, here's a cool little trick...Use your boomerang to activate and hold the Spider Bomb at north. Throw it south into the mouth of the eater plant to destroy it. Head south where it was and open the chest for a Small Key.

Back on the previous platform, use the boomerang to TARGET the Spider Bomb and then the boulder over the wall. Release control and watch the bomb "float" over to the boulder, knocking it off. Climb this wall, defeat the Moblin and the big Deku Babas on the ceiling, knocking them down with the boomerang. Stand on the edge of the wall so you spot the Spider Bomb below. Bring it to you with the boomerang and place it by the boulder here to blow it up and free the sixth monkey. Two more to go.

Head back a room, where your new pal will rejoin his friends. Drop down to the main level of the room, get on the east bridge by activing the pinwheel, and then activate its own pinwheel to turn it. Get on the next bridge to the south by hitting that pinwheel, then hit it again while standing on the bridge, then head through the south door. Activate the bridge's switch, then stand on the bridge and hit its own switch again. Head through the west door.

Defeat the Big Skulltulas hanging from the ceiling, knocking them down first with your slingshot or boomerang. Use the Lantern to burn the front right spider web on the ground and fall through its hole to land next to a monkey cage. Use your sword to bash in the cage and save your second-last pal. If you want a red rupee (worth 20), use a Spider Bomb to destroy the eater plant that guards it. On the west side, climb the ivy pillar and head back a room.

Cross the bridge east and head through the locked door, using your key. If you want to reek some revenge on those nasty tile enemies, use the boomerang to unearth them. Anyway, head northeast and down through a tunnel. At the end, drop down and defeat the Big Skulltula and the spiders on the...c'mon, guess...ivy wall. Climb up and use the boomerang to activate two pinwheels bookending another monkey cell to free the last chimp. Huzzah!

Diababa, Twilight Parasite

Defeat the Deku Baba on the opposite end and head back a room, activating a bridge to cross back to the monkey reunion room at north. Now that you have all eight congregated together, they will form a ridiculously long monkey "rope" to swing you across to the boss door. Do that, capture a Fairy in your bottle from a pot there, and unlock the boss door at the end of the hall.

Time to fight your first boss. Excited? This is Diababa, Twilit Parasite. Notice its subtitled name, a tradition from Ocarina of Time. This fight works in two stages. First, stay safely out of range of the big Deku Baba heads and use the boomerang to target first a Spider Bomb, then a head to feed it the TNT. Repeat on the other head to move into stage two where a giant head (I guess those other "heads" were like hands) appears. Target the head and avoid its slime attack until the Baboon appears. You can never trust a monkey...except him. He carries a Spider Bomb and swings across the area on a rope. Target the swinging baboon, then the Diababa head to make booming contact. The eye is exposed (ew) on the ground where you can perform your fencing techniques (um, slash it). After that escapade, you receive a piece of the Fused Shadow that Midna is attempting to reassemble. Pick up the Heart Container, then exit through Midna's portal (say Yes to leave).

Save when prompted and you will return to Faron the Light Spirit, who will direct you to Eldin Province. Time to revisit 'ole Hyrule Field.

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Exploring Hyrule Field

Head east through the tunnel and north from Coro's shop (refill oil if needed) to Hyrule Field. Head north, beating the Moblins and to receive nice panoramic shots of the field. Follow the path north to see a cliff at right and a tree below at left. Head towards the tree and spot a little glow on its trunk. That's a Golden Bug. You'll find these throughout your travels and eventually will hand them over to a "buggy" collector (he he he). Catch this one by picking it off the tree with A or if it gets by you, slowly approach it and press A. This one is a *Male Beetle*. Oh yeah, they also reappear later, so if you pick it up again, the game will know (it...knows...ALL!).

Take the cliff path now to a fork with a tree stuck in its way. Use the boomerang to target a *Heart Piece* on its limbs and bring it in for the taking. Head east towards Eldin Province. You'll be cornered by a postman who brings you a letter about the postal service. He pops up now and then with notes of very little importance.

Keep heading east, then left at the north fork to a pond. On the northern most tree on the eastward cliff is a second Golden Bug. Use the boomerang to bring in the *Female Beetle*. Follow the road back south and east to the wall of Twilight. Midna will bring you in. Now you're a wolf again. Yay!...try not to over-excite yourself ;)

Head north along the road to find the wooden sword you let Talo borrow. Use your Senses and press A by the sword to sniff it and learn the Youths' Scent. Activate your Senses again to see a thin fog of the scent along the road. Use the A button to charge forward and follow the scent until you are stopped by three Shadow Beings.

Defeat one, then use Midna's energy field attack to do in the other two. You'll come to an empty chasm. Hmm...Midna will invite you to use her warp ability. Remember those portals that Shadow Beings leave behind when you defeat them? Those now act as warp portals. Cool...so use Midna's warp and head to North (N.) Faron Woods. You appear directly in front of the missing bridge (just to your left).

Approach it and use Z to call Midna. Ask her to warp it and select the Eldin Province sub-map, then the Kakariko Gorge portal. Follow the bridge across and continue tracing the scent up to Kakariko Village. Right of the closed gate is a place to dig, so do that to get on its other side. Follow the scent right into the village. Defeat the Shadow Beings as usual to free Eldin, another Light Spirit who will give you another Vessel of Light to find the Tears of Light stolen by the Dark Insects...again. This will become old hat VERY soon.

Eldin's Tears of Light

Activate your Senses again and follow the scent to a house. At the window, listen in to the conversation. North of the building is a deadened tree. Use Midna's jump 3x to reach the roof and fall through the weakly patched up hole.

Activate your Senses and watch the cinema. They're not scared of you, because they can't see you, Mr. Invisible. After that, pick up the stick and light both ends with the fire. Head around either end of the circular perimeter and hop across each gap, lighting the candles along the way (four total). This opens a passage to the basement, so drop on in.

Head north to the main room here and use your Senses to find three bugs. Attack all to gain the Tears (1, 2, 3). At the far north end, use the Midna jump 3x to escape the cellar and reach the graveyard. Use your senses again to spot a bug underground. Dig him out and nab it (4). Head west back into the village.

Take the path westwards to a ramp with a sign marked "Dead End". Yeah, right. Just like in Ocarina of Time, it's a ruse to check it out. But first, look right of the ramp and head through the opening in the side of the building there. It's an abandoned general store which will soon be converted by the capitalist Malo. Climb out and climb the shelves to the corner and nab the bug hiding in the pot (5). Head back through the opening to the village.

Now you can climb the "Dead End" ramp to find another sign about the "dangers" of jumping the gap. Like the daredevil you are, take a running jump across, using A to dash, and head through the door to a vacant hotel. Drop off to the bottom floor and you'll probably figure out that the bug is crawling around in the unsanitary oven. Pick up the wood (deja vu?) and light it from the burning torch, then set the oven's fire to free the bug and pounce on it (6).

Take the east doorway to the bar, defeating the Twilight Moblins. The chest has a red rupee (worth 20). Take the stairs, nab another Moblin, then go through the north door. Use your senses to spy the bug on the wall. Climb the bed and bang into the wall to set it off flying. Grab it in midair (7), then head back downstairs, over the counter to the oven room and climb the shelves to exit. Drop off the ledge and look northeast.

Against the eastern buildings, climb the rusty coop, then to the small building. Jump north across the gaps and through the hole in the third roof. Push the crate along its track to reveal a bug (8). Use Midna's jump 2x at the closet to exit. Head north to the next building at east, which is a renovated Bomb Shop.

At the north end, climb the Dumpsters to a shack and do a dash-jump through the window (ouch). Climb the stairs to the second floor and bang into the wobbly closet to reveal another Bug (9). Climb the back of the fallen wardrobe, then up the ledges to the window and out. Take the ramp and go right up the stairs, using your senses to spot a bug crawling into a shack. Head inside through the hole, where it has entered another oven. Let's cook it...Use the stick, light it, and then set the oven alight. Um, this is part of a BOMB shop, right? Aaaahhh! Follow Midna outside through the hole as the shack explodes, obliterating three bugs for you to collect (10, 11, 12).

Climb the winding path by the explosion site to find another building. Use your senses to spot a digging place in its corner and...dig in. Smash the pots here to get a bug (13), then head back outside. That's all the bugs this village has to offer, so let's skedaddle and find the last three.

Jump down and head north to the end of the village with an east path towards Death Mountain. Take the east road now. Take the ramp at right and use Midna's jump 2x, then climb the path where you'll find a Goron ghost. Head north to another wall blocking your way. Climb the crates at left to reach the top.

This area is somewhat hazardous and annoying as the steam geysers may hit you (though not hurt you). That just steams me up (he he he). Bad jokes aside, there is a bug crawling underfoot, so dig with your senses on and pounce on it (14). In the northeast you'll find a stone slab, the first *Howling Stone* which summons a Golden Wolf to appear and, when found as human Link, will teach you a new Hidden Skill.

Press A at the stone and a series of notes appear. Follow its pattern and begin howling to its beat, this one being high/middle/low. If you fail, it will highlight the notes you hit correctly in blue, so just keep trying and remember to hold notes for the correct length and don't touch the control stick for middle notes. When you have it, you'll need to howl it again and the Golden Wolf will appear on your map. I'll direct you to him later on.

Now back to wolf Link. Head north from the Howling Stone and among the geysers to eventually find four Shadow Beings. Here's the solution for this fight: defeat one of the three Beings in the open, then nab the isolated one. Back in the open, use Midna's energy field attack on the remaining two Beings to secure a new warp portal. After that, head north some more to spot a bug on the gate (with Senses on, of course). Bang into the wall to knock it down (15). One more to go...

Right of the gate is a ledge to stand on and from there perform a Midna jump, timing it carefully to avoid the geyser. Head south along the cliff, watching out for falling lava rocks, and those pesky geysers. Defeat the Shadow Bird that lurks about, then climb the narrow cliff wall on the left. When you can, do another Midna jump. Head forward some more and drop off to a hot spring.

Use your Senses to spot the last bug (16) and to be warped back to Eldin. You are again transformed back to human Link and Eldin will ask you to approach the Goron tribe as to the whereabouts of the second Fused Shadow. The kids will finally be reunited with you, but unfortunately you cannot take them home just yet.

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Head north, then east down the path towards Death Mountain. Climb the rope mesh covering the wall and approach the Goron blocking your way. When he rolls towards you, you can try to stop him like you did with the goat in Ordon Village, however this guy is much, much stronger and you'll fall down, go boom. Hard. Retreat back to Kakariko Village where you'll meet Renado and he gives you a tip on confronting the Gorons. Now, would Nintendo be so cruel as to send you all the way back home from here without your precious horse? I think not...

Head south and Epona will suddenly appear. You must regain her trust and try to control her. Use the control stick and hold it in the direction left or right alternately as prompted on the screen until the "Seize" command appears, then press A to win her back. Ride Epona out the southwest exit into Hyrule Field, jumping the fence.

Before returning home, there are two Golden Bugs to be had. Remaining in Eldin Province, just before the bridge in front of you coming out of Kakariko, head left of the bridge to a tree surrounded by flowery shrubs. Search the grass carefully to find that special golden glow and pick up the *Female Pill Bug*.

Cross the bridge and halt just on its other side. In the left corner (facing Kakariko) of the bridge is the *Male Pill Bug*. Now that was easy.

Ride to the west corner of Eldin Province to find a rock pillar. On the tallest pier is a *Heart Piece*. Use your boomerang to retrieve it, completing your first assembled Heart Container. Congrats.

Now head to Ordon Province, following the map formation south all the way through Faron Woods. From the road, head south, then across the bridge, and west to the pond area to find the Golden Wolf. Approach him to begin your second tutorial with the Warrior, who will teach you the Shield Attack, but first you must demonstrate the Ending Blow. The Shield Attack uses the R-button to strike the enemy, leaving him vulnerable to a sword attack. You can also deflect objects thrown at you. 'Nuff said.

Head back to the road and south into the village. At the south end is the Mayor's house. He will spot you outside and take you in. The trick to confront the Gorons is to equal their strength by learning sumo wrestling. You'll need to go through two rounds with the Mayor in order to earn an imperative tool to equal the Gorons.

My strategy in sumo is to sidestep immediately from the start, slap the opponent, then grab and push until he breaks free, then sidestep again and continue the pattern. This should work out for you, hopefully. After two rounds of play, the Mayor will give you an item. Open the chest for the Iron Boots. These are great not just for wrestling hefty Gorons but navigating the almost entirely magnetized dungeon we are approaching. Sweet!

Head back out and take Epona through to the ranch. Talk to Fado 2x to begin yet another game of goat herding. This doesn't require much more skill than before, however there is a time limit. Herd 20 goats in three minutes for a *Heart Piece*. It's free to try if you happen to mess up *giggle*. Now it's time to return to Kakariko.

Head back out to Hyrule Field and follow the map to the village, hopping the fence. There will be a somewhat frightening cinema of that big ugly Moblin dude attacking the village. Colin will take a blow for Beth and be

temporarily kidnapped and unconscious. D'oh! Ride north and over the gate to chase King Bulbin into Hyrule Field. Now begins a mini-boss fight that will recur a couple more times during the game.

The first round involves catching up with the big guy, who is easily noticeable for his girth and the big stick with Colin tied up. The best strategy here is to push the limit of Epona's speed by using up all the spurs that appear on the screen. While riding towards Bulbin, take out your sword and charge up a spin attack. When you're close to Bulbin, release the attack for a major wallop. When the spurs run out, you will slow down, but keep your eyes on Bulbin so you can catch up again when the spurs charge up.

When he's "defeated" (not really), he rides to Eldin Bridge in the northeast. Follow him there to enter a second phase. This is right out of Robin Hood... Ride Epona as fast as possible towards Bulbin as he charges towards you along the bridge. At the last possible second, move to either side of Bulbin and slash with your sword. This may take a couple more tries, but it's not too difficult. You can also try charging up a spin attack if you want (two spin attacks beats him). It takes a couple of trips across the bridge, but eventually Bulbin falls off into the abyss, miraculously surviving to return later. Enjoy the awesome shot of Link and Epona in the sun. You automatically warp back to Kakariko where Colin is safe, but exhausted.

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Climbing Death Mountain

There are a couple of chores to complete while here, so listen up. During the daytime (if it's night, wait outside in Hyrule Field until morning dawns), you'll notice that Malo has re-opened the general store. His mug is plastered on signs in front, so you can't miss it. Head inside and talk to him in front of the wooden shield on the counter. He's such a mini-me...Buy the Hylian Shield for 200 rupees. This is very important to have, so scrounge up your rupees. If you're short, try returning to Ordon Village and smash things, or explore Hyrule Field's trees and shrubs. Equip your new shield in the pause menu.

Exit the store and head east behind Renado's house to the graveyard (sans Epona). In the northeast under a tree is a Golden Bug. Pick up the *Male Ant*, then head back to the village.

His partner is situated in one of those houses along the road. To the east, look for the third house going north (it's the one without boards across the door). The *Female Ant* lurks lazily on the floor here. Back in the village, head north, then east back to Death Mountain. Now we return to seek revenge...

Climb the rope wall again and approach the Goron. Quickly equip the Iron Boots and press A with great timing to overpower the Goron and toss him off the wall. Oof...how do you like a sore bum? Remove the Iron Boots to walk further up the mountain where you'll pass more Gorons attempting to throw you off. Repeat the process while wearing the boots to knock them off.

If you want to fend off the arrow-shooting Moblins in the next area, use the Hawk Grass to summon a hawk to beat them up. Personally, I just run like my pants were on fire. Keep heading north to the widespread area you may remember from your wolf-trotting days. Watch the Gorons as they boost themselves up the mountain. Interesting... Approach a Goron on the lower level and use your shield to stun him temporarily and slash with your sword to make him roll back. Stand on him to be boosted up and direct yourself onto the ledge above. Sometime between these steps, a huge rock pillar will come barreling down from the sky, smack into the ground. That will be key later on. Head south on the next level of the mountain to another Goron. Repeat the same process to be boosted up.

When you come to a path of steam geysers, use the Iron Boots to safely pass through them. Head up the cliff, avoiding or throwing the rolling Gorons aside. Use two more Goron boosts to reach the entrance to their haven. Inside, you'll be ambushed by a group of Gorons, who will then retreat as their leader, Gor Coron approaches. He will challenge you to a sumo match. Funny he should mention that.

The first round is impossible to win as you are without your Iron Boots. After the round, put on your Iron Boots and ask him for a rematch. Use the same strategy as with the Mayor to finally win. He will ask you to save their leader, Darbus in the mines. Head north through the door to enter the next dungeon.

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Goron Mines

Items/Weapons: Hero's Bow, Hawkeye, Bomb Bag, Bomb Arrows, Second Bomb Bag, Giant Bomb Bag, Big Wallet, Zora Armour, Water Bombs, Third Bomb Bag Heart Pieces: 9 // 15/45 Poe Souls: 0 // 0/60 Golden Bugs: 13 // 19/24 Empty Bottles: 1 // 3/4 Howling Stones: 1 // 3/7 Hidden Skills: Back Slice

[Z6.31]

Hot to Trot

Take the winding ramp down and hop across the platforms, avoiding lava pillars that leap out unexpectedly. Smash the boards of the wall made of wire and head forward. You'll spot a heavy duty switch to the right. With your Iron Boots equipped, step on it to temporarily snuff out a horizontal lava pillar blocking your way. Quickly run by it, slashing the boards, to reach another switch. Again, step on it with the Iron Boots underfoot to deactivate a second fire pillar. Head north quickly, then turn around and come back south to a ladder. Climb up and jump to the ledge ahead.

At the south end is another switch guarded by a Fire Slug. Beat it, then activate the switch to turn off yet another fire pillar. Quickly hop over and run north towards where the pillar was, defeat another Fire Slug, then head around the corner. Hop down to the ledge, beat some more Fire Slugs, then examine the sealed door here. Climb to the platform opposite the tall structure and jump to it. Equip the Iron Boots to pressurize it, opening the door. Need I say, head on through.

Head forward to a big platform connected to several others. Go east at the fork, beat the Moblins lurking about, and open the chest for a Small Key. Backtrack and go west to a rotating platform. Obviously, wait until it's safe to jump forward and do so. One more of those and then head through the locked door there. Head left down the ramp to some more platforms. These never stop coming, do they? Defeat the Dodongo by slashing its tail, dodging its fiery breath attack. Look to the east at the platforms in the lava.

Timing your jumps well to avoid the lava pillars, navigate forward to safe ground. Beat another Dodongo, head west, defeat another Dodongo, then check out the moveable wall. Pick up the handle and pull it all the way back until it won't budge. Keep pulling it steady and watch the lava geysers across the room through the wire mesh in the wall. When they cease, drop the handle and run across the platforms to the east corner, then turn and head towards the wall as it closes in, and through the door.

Equip your Iron Boots and sink into the water, carefully keeping an eye on your oxygen meter. Surface any time it gets low. Head through the opening in the wire cage and step on the switch to activate a magnetic field that pushes you up to the ceiling. Told you it would be magnetic in here...Walk around the platform to become right side up and go through the door. Talk to the Goron Elder, Gor Amoto, to receive a shard of the Big Key to the dungeon's boss. Open the chest behind him for the Dungeon Map and a smaller chest behind that for a red rupee (worth 20). At left is a ladder to climb.

Take the platform until you see some pots. Smash them to free Oocoo, who will again offer her warping services (which you'll likely never use...sorry). Head through the door east.

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Iron Man Meets the Magnetic Walls

Use the Iron Boots and walk along the magnetic wall and beat any Fire Slugs in your way. Head through the door on the other side. At the end of this platform is a switch. Stand on it with the Iron Boots to be propelled to the ceiling. Head to the northeast to find a chest below you. Drop when you have safe ground below and open it for a *Heart Piece*. Get back on the ceiling (never thought I'd use those words in a Zelda game) and head to the east side (the middle of the map) to a high ledge with two torches burning.

Drop off safely to the door and head through where you'll be introduced to a crane room. Defeat the Moblins ahead and any Fire Keese that appear. Activate the switch with your Iron Boots to activate a crane that is also magnetic. Head to the east platform, equip the Iron Boots, and wait for the crane to pass over to become attached. Ride to the north end and jump off.

Defeat the Moblins and Fire Keese ahead and activate another switch with the Iron Boots on. Wait for the crane and ride it further north. Drop down, nab two Moblins, then enter the door. Defeat the Tektites with your boomerang and sword or slingshot. Swim to the northeast and then wear the Iron Boots to sink down. Open the chest for a Small Key. Surface in the water and swim to the southwest corner. Sink in the water to a block and push it forward to get inside the metal cage. Surface and climb up to the ledge, climbing another north. Step on the switch with the Iron Boots to activate a magnetic field in the metal cage. Step down to the field and wear the boots to be propelled up (now THIS never gets tiring...really).

Head north along the ceiling to a dead end and drop to a platform. Head east to another platform...and another switch. Perfect. Activate the switch (I think you know how by now) and, in a brilliant plot twist, a magnetic beam glows horizontally below you. Gulp. Walk off the edge wearing the Iron Boots to be pulled to the wall. Head north as far as possible, then drop sans boots.

Open the chest here for a red rupee (worth 20). Slash the blue diamond switch with your sword to temporarily remove a gate blocking the next door.

Drop west and run through the door before it closes. Defeat the two Moblins and, ignoring the rotating red-eye statues (recognizable Beamoses to Zelda veterans). At the west end, climb the magnetic wall to the fork and go left, dropping to a chest with a *Heart Piece*. Drop to the floor, climb the wall again, and go right to the end. Use the sword to slash the rope holding up a small bridge. Drop to it and enter the locked door.

Head forward, smashing the wooden planks blocking you. Shield the Moblin arrow attacks and head north as far as possible, then west to a another Beamos statue. Carefully run past when the red eye is away from you and open the chest in the corner for a Small Key. Run east of the catwalk carefully across a crooked plank and through the locked door.

Wait for the rotating platform to steady, then jump across to the ledge. At left is a long platform with magnetic strips (I think they look like Listerine Pocket Paks, but what do I know?). One side has three and another has one. Wait for the side with three to face up, then run to the first strip and equip the Iron Boots to stay on it as it rotates. Continue this to reach the second and third strips, then safely reach the ledge on the other side. Head through the door here to meet the next Goron Elder, Gor Ebizo, for another key shard and to proceed towards a fantastic prize.

Okay...open the chest at right for...you ready?...a YELLOW RUPEE!! Worth 10. Yeah, sorry, that's not the big prize. Take the ladder and go west through the door. To your left is a magnetic strip on the wall.

Biggoron, the Hero's Bow & the Big Key

Head south along it as it bends west, walk to the spot above the door, and drop. At the east end is another yellow rupee (worth 10) in a small chest. Again, not the big prize. Head through the door south. Head forward and jump to a large magnetic disc propelled out of the lava to meet your next mini-boss, Biggoron.

The name means absolutely nothing...nah, just kidding, he's huge. And that factors into this fight. Avoid the edges of the disc that may tip and send you flying into the hot stuff. Wait until he tries to hit you, then slash with your sword. Keep it up until he rolls up into a ball, then it's time to party. Get to a safe spot near the edge of the disc and equip the Iron Boots. Like the sumo wrestling games before, press A when prompted to lift and toss him into the lava. Repeat this until he gives in. Head south through the door and open the chest for the Hero's Bow with 30 arrows.

Awesome, now we can shoot things (humanely, of course)! Use an arrow to break the rope at the top of the stone slab behind the chest. Head across the new bridge to a new room. At the south end, approach the sleeping Beamos to awaken it. You had to run and hide before, now it's payback! Use an arrow and shoot at the red eye to break it, creating a statue. Do this for all the Beamoses in the room, then pull the Beamos along the west path. In the nook behind it is a chest with the Compass. Pull aside any other statues for small prizes if you want. Be sure to pull the east one to continue through the door behind it.

Speak with the last Goron Elder for the third and final key shard, assemblng the Big Key. Open the chest behind him for a purple rupee (worth 50). Go back a room and head south behind the statue through the door. Head forward, knocking off any Fire Keese with your newly acquired Bow. Bang into the dented fence here to continue. Jump over to a ledge, nabbing the Fire Slugs in your way. On the next platform are 2 Dodongos. It might be better for you to shoot arrows at them from here until they're defeated.

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Finding the Boss Door

On the next platforms, defeat the Fire Slugs from afar with arrows, moving to the west side of the room. Look on the ceiling to find a Dodongo walking upside down (he he he). It would be best to get it from here with arrows, rather than on the ceiling where you will soon be.

In the southwest, step on the switch with your Iron Boots on to be propelled to the ceiling. Head north and check for an opening in the wall at west. Hit the blue crystal switch with your arrow to activate it and open the gate below you. Drop safely down and head through the door.

Jump to the south ledge and open the chest for a purple rupee (worth 50). Head back and look north to a small bridge held up by ropes. Use your bow & arrow to cut it down, then run across to a switch. Use those trusty Iron Boots to activate it, ride the crane that follows north and head through the door there.

Defeat the new Pollywog enemies with your arrows. Head north to the locked gate and fire an arrow at the blue crystal switch to the east to open the gate. Run through it, nab the Moblins here and then use arrows to break the red eyes of the Beamoses that spin before you (hypnotically, I might say). Head north through the door.

From afar, use your bow to pick off the Moblin Archers (tiny specks in the distance, look for the fire of their arrows to spot them). Defeat any regular Moblins in your way as you head forwards to the west/middle area. Nab the Beamos with an arrow and pull it to reveal a tunnel behind it. Head through it to navigate the upper level of this area.

Face north and, remaining wary of the TNT barrels in the vicinity, pick off the Moblin Archers in the distance. If you shoot their TNT barrel, you'll pick them all off at once in a nice little mushroom cloud. Head right and activate the switch to start a crane moving. Drop off this ledge at right and allow the crane to carry you around to the northwest. While staying connected to the crane, shoot an arrow at the rope holding up a bridge.

When it's safe, drop down and go east to get some arrows and a fairy to keep in a bottle as you are approaching the boss door very soon.

Fyrus, Twilight Igniter

Head through the northwestdoor off the bridge. Defeat the Moblin Archers with your arrows and the regular Moblins as usual. At the south end is another stone bridge. Again, cut the rope with an arrow and defeat the mob of Moblins on the other side. Isn't that cute...I made a joke. Head to the boss door and break on through...to the other side, that is :o)

This is Fyrus, Twilit Igniter. Basically a hyped-up King Kong (or maybe Donkey Kong?). This battle is fought within a single phase, but requires two important items to be used. Run to a temporarily safe spot and shoot an arrow at the glowing eye on Fyrus. Find the handle on his shackles and pick it up. Equip the Iron Boots and pull the chain to trip him up. Lastly, run to his exposed eye and slash with your sword to deal damage. Repeat this pattern until he reverts back to Darbus, his true self.

You get the second Fused Shadow and a Heart Container. Once you have those two things, you can speak with Darbus, though it's mostly pointless jabber, then head through Midna's portal. Save to continue onwards. You'll meet up with Eldin, who will direct you to Lanayru Province, your next stop.

Errands

Before moving on, let's complete some nifty little side quests. You're in Kakariko Village right now, so head north to the newly renovated Bomb Shop (look for the sign). Talk to the Goron in front and say yes to his offer for a lift. Climb on his back, facing the shop and launch to the roof. Head up the ramps at right to reach what is called the Highest Building (please don't say you wonder why). Talk to the Goron there to be launched up to the high ledge. Climb the ladder and talk to Talo at top. Agree to his question to begin a small mini-game.

You'll be removed to the ground by the spring where Malo will also participate in the game. You'll shoot two close red & white targets, then a faraway pole. The targets are easy, just aim at the bulls-eye. As for the pole, to distinguish it from the rest of the village, look to the highest building just to the right where you can faintly make out two sticks on either side of the building. Aim for the left one.

When you hit the pole, Malo will reward you with a *Heart Piece*. If you happen to not complete this part, you can always return later and try again. Whatever you do, don't cheat and use the item that I'm directing you to get next, as you won't be properly rewarded for it.

After the mini-game, head to Malo Mart and purchase the Hawkeye for 100 rupees. This telescopic device allows you to spot distant objects to shoot down with your arrow. This is great for shooting down Moblin Archers, which will return throughout the dungeons. Back in the village, head inside the Bomb Shop. If you try to buy bombs, Barnes will offer you the starter Bomb Bag with 30 bombs included for 120 rupees. Buy that, then return to the village.

On the west side by the south road to Hyrule Field is a cracked wall with a boulder smooshed in there. Use a bomb to obliterate it, then enter the tunnel revealed. Climb to a ledge situated above the spring and (Geronimo) jump in. Sink to the bottom with your Iron Boots and open the chest for a *Heart Piece*.

Head back to the village and look above the tunnel that you just blew open to see another boulder higher up. Use a Bomb Arrow (combine the two items) and fire it to blow another rock. Use your boomerang to claim another *Heart Piece*.

Call Epona with the Horse Grass if you can't find her and ride her out the north gate to Hyrule Field. Ride north some more and look for two boulders and a ramp on the right. Dismount and bomb the boulders, then climb the ramp to the top, jumping the gap. Climb the ivy wall to the top and head to the ledge. Use a Bomb Arrow to blow the boulder across the gap. Jump over and climb more ivy to the top. Look down and north to see a chest. Jump down to it and open it for a *Heart Piece*. Jump off and get back on Epona.

Ride north until you come across some gross green enemies called Leevers popping up from the ground. Head east until you see the road become grass and spot a golden glow. Collect the *Male Grasshopper* here. Ride to the northwest near a large shadow on the field to find the *Female Grasshopper* in the wide expanse.

Lanayru Province

Now ride to the northeast to Eldin Bridge and take it across. On the inside wall on the south end (east side) is the *Male Phasmid*. Collect it with your boomerang. Head north, then east of the bridge to find a boulder.

Bomb it to get rupees, then stand by the wreckage site and look east on the wall to spot the *Female Phasmid*. Bring it down with your boomerang. Ride north to a row of boulders blocking the way to Lanayru Province. Oh, what shall you do? Bomb them and three Shadow Beings will appear back on the bridge, minus a piece that disappears. What the...?!?! Despite not being a wolf, defeat one normally and use your Spin Attack to defeat the last two simultaneously and create a new warp portal. Ride north to the wall of Twilight. Dismount and have Midna pull you in to begin another wolf quest.

Head west down the path until you find a bag. Sniff it to "unlearn" Youths' Scent and learn Ilia's scent. Use your Senses to follow the scent towards Hyrule Castle. Follow it further into Hyrule Field and then through to Hyrule Castle Town. This is not a traditional Zelda "hub" for the game, but it's commonplace throughout the game.

Follow the scent east to the central square, then down the south road. It will come to a building that you can't enter just yet, so continue to follow its scent past the building into an open door on the east side of the south road. Squeeze inside to Telma's Bar.

Use your Senses to find Ilia and an ill Zora child. Listen to the conversation between her and Telma. Listen to the soldiers seated in back and check out their map to learn the location of the Lanayru Light Spirit.

Head back out to town and go north to the central square, then exit to the west back to Hyrule Field. Go west across the bridge and west to a passage into another area of the field. Take the road here to a fork and go south to Lake Hylia. Once there, take the left path to the Great Bridge and head across it. A Moblin Archer will set the gasoline-covered bridge on fire, so quickly push a crate against the bridge itself and jump off the burning structure into a water source. Swim southwest to the shore and talk to the Zora ghosts with your Senses on to learn about the dried out Lake Hylia.

Head west towards a building to meet Fyer, a sad looking clown (who would've thunk it?). He will see a Moblin Archer to the north. Head towards it to engage in battle with a mini-boss, a Shadow Bird with the Archer riding it. He shoots arrows at you while flying, so dodge them while attacking the bird when it swoops close to you. Avoid its claw grasp, then defeat the lone Moblin when the bird retreats. Piece of cake. The Archer takes off and Midna tames the bird.

You will now ride it through an obstacle of rocks and such. No bonuses, no rewards...other than that it's really fun. I would avoid charging the bird forward, as you tend to veer into rocks that way. Keep it slow and avoid all rock structures and arrows that Moblin Archers toss your way. A tunnel with light sits at the end. So the rumours were true...there is hope in this hellhole. Take the tunnel to be dropped off at Upper Zora's River which has a perimeter of land surrounding it.

Go south to the riverbed, then west to a snowy area. Zora's Domain is once again frozen over (if you recall Ocarina of Time). Go north to the frozen waterfall and stand near a small ice structure to perform a Midna jump 6x. Go along behind the ledge, dodging ice crystals that fall. At the far west edge, do a Midna jump 9x (seriously), dodging more ice crystals in mid-jump.

Head north at the top through the gates to an inner area. Defeat the three Shadow Beings on the pool, beating the isolated one normally and the other two simultaneously with Midna's energy field attack. After the battle, use your Senses to see the Zora ghosts beneath the frozen pond. Spooky...

Use Z and have Midna warp you to Death Mountain within Eldin Province. Remember that giant rock that fell when you explored the area? Well now it will go to a good cause, freeing frozen fish (how's that for alliteration?).

Approach the big rock and have Midna warp it to Zora's Domain in Lanayru Province. The rock will undoubtedly melt the frozen pond, once again becoming a true Lake Hylia. Take the river to return back when a voice will stop you. This is Rutela (not to be confused with the chocolate peanut butter goodness of Nutella), the Zora Queen, who asks you to help her sick child in Castle Town. Gotcha.

Head back out to Zora's Domain and jump off the waterfall to be carried out to Lake Hylia. The current will carry you to Lanayru's Spring, so get off and head inside. At the ledge, speak with the Light Spirit Lanayru to receive another Vessel of Light for 16 tears. Aw, shucks, not again. Ah well, 'tis life.

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[Z6.38]

Head back outside to spot a bug moving up a bridge at left. Before stomping him, swim to the northeast to find the shore and use your Senses to nab your first Bug (1).

Swim back to the red dot on the map and take the bridge to a grassy spot where you'll find your next Bug (2). Go west over the bridge to another plateau and fight the Shadow Beings that appear. Defeating one normally is no problem, but you'll need to gather the last two close together to perform Midna's charge. Lure the middle one to either the left or right being that you didn't beat individually.

After that fight, go southeast to a stone bridge and across to the southwest over a gap to a platform. Perform a dash/running jump across a bigger gap and face east, then dash/jump again. Go south up the hill to another bug that might burrow in the ground. Dig him up and nab him (3).

Warp to the Lake Hylia portal with Midna and go northwest to a bridge that leads to Fyer's place, unfortunately closed for supernatural reasons. At the back of Fyer's shop is a flying Bug (4). Retreat back a bit to the grass just before Fyer's place. Howl in the order high/low/high/low following the blue highlighted parts to summon a Shadow Bird to ride up Zora's River.

This ride is the same as before, but requires you to use your Senses to spot four Bugs (5, 6, 7, 8) on this ride, so pay attention during the flight and dash into them to get the light automatically just by squashing them. None are hidden well, so unless you have Milhouse van Houten's eyes, you should be just fine. If for some reason you don't get all four, warp to Lake Hylia and try again.

Once you have them, use your Senses and talk to the woman on the steps of the house. A bug will appear for you to snack on (9). Cross the house's porch to the north to find a *Howling Stone* atop a small hill. Listen to the notes and howl along to summon the Golden Wolf for a Hidden Skill to be learned later. The pattern is low/middle/halfway low/high/middle/low.

West of the stone are two Zora ghosts. Listen to them and they will head into a tunnel that goes right to Hyrule. Finally, some useful information! Follow them into the tunnel and along the current, hugging the right side to reach the shore. Climb the stairs and go southwest into another area of Hyrule Field.

Head to the bridge to Castle Town to be reunited with three Shadow Beings. Defeat them (I think you know the drill by now) and head right into town. Head east, then south down the road to Telma's Bar and bash into the crates in the southeast to free a bug and capture it (10). Press Z and have Midna warp you to Zora's Domain.

Climb the ledge and head southeast. Bang into the wall to get another bug (11), then swim off the waterfall's edge south to a pool with lily pads. Climb on them to spot two bugs (12, 13). You can nab them both with Midna's charge attack to make things easier.

Swim to the east and atop a ramp is another bug that may burrow, so dig if necessary and grab it (14). Climb up some more and open the chest for a yellow rupee (worth 10). Jump back to the water and swim northwest to a frozen tunnel. North of there is a ledge. Near it, perform a Midna jump (just one this time).

Head forwards a bit and do another Midna jump. Climb up a bit by the waterfall and do a Midna jump once. Climb the short incline along the waterfall and at the top do a Midna jump 2x, then another 4x a bit further up. Forward some more, then another Midna jump to reach a higher ledge. Around from there, following the rupees, is a cave. Jump into it and south. Use your senses for find the second-last bug (15).

The last one is in Lake Hylia, so warp with Midna to that portal. Swim into the middle of the lake after the short cinema to engage in a mini-boss fight with a big bug, the Queen. Use your Senses to actually see it and use the four little platforms, the biggest one being the most sturdy and spacious, to stay above water and keep your senses on at all times, reactivating them if you are hit. Dodge her electrically-charged attacks and when it stops temporarily, use a jump attack to latch on and bite as much as you can chew. After some more dodging of deep water attacks, continue the same pattern until it flips on its back, helpless. Show no mercy and stand on the belly, using Midna's charge to get all six legs at once to get the last tear (16) and warp back to Lanayru.

You will now learn some backstory to the journey (somewhat cruel for kids) and now you can find Rutela to get that reward.

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Extra Errands

Head outside and to the northwest to Fyer's shop. Speak with him and pay 10 rupees to be launched to upper Lake Hylia. Enter the doorway and go down the ladder to reach the Flight-by-Fowl mini-game. It's probably best to do this now, so talk to Falbi, another clown, and pay 20 rupees to play.

Save here in case you mess up countlessly and you can reset without losing rupees. Pick up a cucoo and stand on the edge. Use your point-of-view camera with the C-stick to spot the multi-tiered platform below. Your aim is to reach the high tier that is not spinning around. When you fly out, ignore the big rupees in the sky as they only distract from the bigger prize. Speed up and slow down continuously and pull the C-stick down to keep a bird's eye view of the platform. The lower you are to the chest, the likely you will drop to it, so make sure you're close enough when you land. If you land on the right tier, open the chest for a *Heart Piece*. The other chests contain rupees of differing size. If you fail, you'll need to pay Fyer to launch up again, then pay for the game, so at 30 rupees a shot, it's not cheap.

Once you have the Heart Piece, you'll need to pay Fyer again anyways to be launched up. Leave Falbi's shop through the door to reach the Great Bridge. At the north end of it, defeat any enemies in your way and on the inside of the north arch, look east to see a Golden Bug. Use your boomerang to collect the *Male Mantis*.

At the south end of the bridge, going past it, look along the rock structures at right to spot another golden bug, the *Female Mantis*. Use the boomerang to collect it. Head back to the bridge's north end and go northwest to a sign with some Horse Grass near it. Use that to call Epona and ride her north at the fork.

Bomb the boulders in your way and continue north to another boulder line. Blow those away and head forwards. At the northern edge is a road going further north. Hug the north wall as you follow it to find more boulders to bomb. Beyond them, head through the opening sans Epona to Zora's Domain.

Jump down to the water and swim east to the shore. Climb the ramp to find a golden bug, the *Male Dragonfly*. At the south end, take the path along the river and through a tunnel. Take the door north by the Howling Stone. This is Hena's Fishing Pond (she's Coro the Lantern salesman's sister).

Continuing the tradition of fishing from previous Zelda games, you can use your fishing rod to waste some time and try to catch the biggest fish of them all. Also here, you can get another empty bottle. At the east side is an anti-littering sign. Use your fishing rod and cast it into the small pond east of the bridge past the sign. Reel in what you catch and maybe it's an Empty Bottle. It should be caught after a couple of tries if you don't get it first.

Now, enter the shack and talk with Hena. Rent a lure rod and canoe for 20 rupees. Direct your canoe north and spot a *Heart Piece* on the rock structure. Use your lure rod to reel it in for the taking. Keep fishing to your heart's content if you want, but that's all the necessary equipment to get here.

Outside the fishing place, head east to another shack and over the water in front facing west is a golden bug floating over the water. Use your boomerang to haul in the *Female Dragonfly*.

Talk to the girl in front of the boat shop, then head northwest to find three Shadow Beings. Defeat them as you did on Eldin Bridge and the girl named Iza will take you inside her shop. A boulder is blocking the gate inside. You receive a *Second Bomb Bag* from her. It takes two Bomb Arrows to destroy the boulders. She'll then get you in a boat and you'll raft down the river. Collect rupees along the ride, and try to avoid the wood as it's just annoying to crash and rearrange yourself. At the bottom of the river, you'll meet up with a Zora. Use Bomb Arrows on the boulder blocking your way, then follow the Zora down the river, collecting more rupees. You end up back at Lake Hylia.

Find Fyer's shop and pay 10 rupees to be launched up. Take the door out and at the north end, summon Epona with the Horse Grass. Ride her into Zora's Domain and back to the boat shop. Time for a mini-game. Save here to use the same strategy as Falbi's game (if you fail numerous time, reset and start over with your original cache of rupees). Head inside and pay 20 rupees to play.

You'll be rafting down the river again, but this time there are lanterns hanging above you. Use Bomb Arrows to shoot them, earning points (yellow= 1, red= 2). If you hit walls or wood, you lose a point. You can earn a maximum of 30 points, but the minimum goal is 25. Earn 25 or more points to get the *Giant Bomb Bag*. To avoid walls and wood piles, gently steer your boat when getting too close. Otherwise, the current will push you along naturally. Again, you end up at Lake Hylia.

Pay Fyer 10 rupees again and outside call and ride Epona north, then east towards Castle Town. At the bridge to town, look north and climb the ivy to find your Golden Wolf buddy. Demonstrate your mastery of the Shield Attack to learn the Back Slice, a cool sword technique that involves rolling around an enemy and striking its backside.

Once you have that, look for a path southwest of the bridge and ride it near the exit to this area to a patch of flowers by the road. The *Male Butterfly* is just waiting to be caught. Ride Epona north to venture further into Hyrule Field.

Take the road east to a fork with a rock and a tree nearby. On the south side of the tree is the *Male Stag Beetle*. Use your boomerang to collect it. Ride up the cliffside at north and take the right side road towards the north tip. At west is a cave that is not of much concern right now. Above and left of the cave is the *Female Stag Beetle*. Bring her down with your boomerang. Go southwest back to the last area of Hyrule Field, then east over the bridge into Castle Town.

While in the west side, talk to the man in the robe back in a small alcove on the left side, who is a priest soliciting donations. It's worth it to give him every penny as we'll soon recover a lot of dough. Give him as much as you can (1000 rupees nets you a *Heart Piece*) and come back later to earn the heart piece. Take the south road from the central square and then the southern exit into the field.

On this side of Hyrule Field are two golden bugs. Look at the plants on the west side of the steps to find the *Female Ladybug*. On the east side of the field itself is a tall structure with flowers and lots of crow enemies (in Zelda language, Guays) and the *Male Ladybug*. Head back into Castle Town.

Still in the south area, head west until you find a sign for Agitha's Castle. Head inside to meet the princess. She's a bit looney, but loves bugs and will take all 24 golden bugs you find throughout the game for major cash. You should have 19 by now if you've followed my walkthrough. Give her one bug to receive the Big Wallet which allows you to hold onto more rupees (600 max). She gives you 50 rupees per bug, and if you give her the matching bug to pair them, you receive a 50 rupees bonus (100 total). Give her as many bugs as it takes to fill your wallet, but don't overmax it.

Now you should be able to pay that priest more money for the Heart Piece. Return to Agitha for more cash as needed until you have it.

Deep Sea Diving to Lakebed Temple

Now head to Telma's Bar in the south area where you'll be more welcomed and received as a human. You are taken to Lake Hylia where Telma has arranged to transport Ilia to Kakariko Village. The route to Kakariko is outlined in red on your map for your reference. Like a certain carriage ride in Majora's Mask, this ride is far from scenic. There will be Moblin Archers and bird enemies along the way which may disrupt the carriage's path and likely set it on fire.

First of all, you come to the bridge where you'll engage in a rematch with King Bulbin. The spin attack is less effective here as he has donned a shield in each arm. Chaaaaarge! Use Epona to ride forward a bit (not too close to Bulbin) and fire an arrow at him between the shields, then head past him and repeat this process until another one bites the dust. You receive the Gate Keys to open the way into the village. Now the fun begins (sort of).

Keep close to the carriage as it moves so you don't lose track of it. Guide it along the route on the map and use your bow or sword to take down any Moblin Archers that shoot at you, and any birds that try to drop bombs on the carriage. Also pay attention to the carriage's meter that indicates the severity of a fire. Use your boomerang to snuff it out. At the gate, dismount and open it. Continue along the route until you pass into Eldin Province, then head over the bridge to the gate to Kakariko. Dismount and open the gates, then ride in to lead the carriage to safety.

Watch the cinema and you'll notice the Zora Queen appear and float to the east. Follow her to the graveyard and through it east to the gravestone. Enter the tunnel that appears to find the Zora King's grave. Approach it and you will receive the Zora Armour, which lets you breathe underwater and swim with ease. Equip it in the pause menu and check it out! Head back to the village and enter the bomb shop.

Purchase the Water Bombs which, um, allow you to blow things up underwater (duh). These will be placed in one of your two bomb bags as you already have another one and you can sell the spare bombs that you are replacing. Ride out of the southwest gate and into Lanayru Province at the north end of Hyrule Field (via the southwest, ride clockwise through Eldin/Ordon) through the entrance you created earlier to Zora's Domain.

Talk to the Zora at the north end to be carried up the waterfall. Head north into the small domain. Equip your new armour and the Iron Boots to sink to the bottom of the water. Bomb the remaining wreckage of that rock you warped here earlier (with a Water Bomb) to free a trapped Goron. He rewards you with a *Third Bomb Bag*. On the surface, you can also light the two torches for a purple rupee (worth 50). Head south 2x to Upper Zora's River, then pay 20 rupees for a boat ride to Lake Hylia (playing the Lantern shooting game again) and swim to the purple dot on the map that pinpoints the location of the next dungeon.

Use the Iron Boots to sink down and head north to the cracked ground with a boulder higher up. Place a water bomb there to engage a geyser. Place another water bomb on the geyser to raise it up and bomb the boulder. Sans iron boots, use the geyser to propel yourself up and entrez.

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#### \*Lakebed Temple\*

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Items/Weapons: Clawshot, Master Sword, Big Quiver
Heart Pieces: 9 // 24/45
Poe Souls: 36 // 36/60
Golden Bugs: 3 // 22/24
Empty Bottles: 1 // 4/4
Howling Stones: 2 // 5/7
Hidden Skills: Helm Splitter, Mortal Draw
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[Z6.41]

# \*Swimming & Stairclimbing\*

Swim to the end of this tunnel, avoiding the jellyfish enemies. Climb out to a cavern area and head south, defeating the Red Chus, whose jelly can be bottled up, acting as red potion. Open the chest to the south for Water Bombs and another on the west side for arrows. At the north end, take the stairs up and turn around, facing south, to spot a handle. Jump to it to pull it and head through the door that opens.

Use bomb arrows to shoot down 4-5 stone crystals on the ceiling to create ledges. Head north to the next level up, using your Back Slice move on the Helmasaur enemies (or just hitting them from behind). Climb the platforms to the north and open another chest for more water bombs. Take the door and defeat the Lizalfos by blocking with your shield and striking when you can. Head through the north door to be introduced to the main room with a central staircase and a sweeping balcony.

Head down the stairs and move counter-clockwise around to the south end. Defeat the Tektite (easy peasy) and open the chest in the southeast for more arrows. Look north from the south end to spot another handle. Jump to it to pull it and rotate the central staircase. Take it up and head to the southeast end to find Oocoo in a pot. At the west end, pull another handle to rotate the stairs again and then go downstairs and north, opening the chest for the Dungeon Map.

Head through the east door nearby to a small narrow path with a Helmasaur. Defeat him with a back slice, then head forward. Shoot down two stone crystals with bomb arrows, then head down the tunnel at left. Cross over the makeshift bridge and climb the ivy left as far as possible, then drop. Jump to the ledge at southeast and you'll see a ledge being propelled by a geyser. Jump to that ledge when the geyser is active, then jump to another ledge with a chest. Open it for a Small Key.

Backtrack two rooms to the central staircase area. Take the stairs to the upper level and head clockwise to the east end and through the locked door there. Defeat yet another Helmasaur and continue forward. Head right and south, defeating a Tektite and open the chest nearby for bombs. At the north end are two stone crystals on the ceiling just itching to be shot down (and begging you to use bomb arrows). Climb the one near the ivy wall, then climb the wall to the top and left. Drop to a ledge and pull the handle at north to open a gate.

\*Getting the Clawshot\*

Drop down and go clockwise near the north end and through the door on the south wall. Carefully navigate this room by jumping to the big cog in the center and defeat the Lizalfos enemy. Head through the southeast door. Go right, defeating the Keese, and open the chest for a Small Key.

Go back 2x and at right, bomb the boulder, defeat two Helmasaurs, and head through the door to the east. Defeat the bug hiding in a bubble with a bomb arrow and sword, and head through the locked door. Jump left and climb the ivy to the top. Head clockwise up the ramp, defeating any Tektites that ambush you, and open the chest for more bombs. Climb either ladder and pull the handle to open the gates, filling the room up with water.

Take the ramp back down (enjoying the water slide) and swim to the middle platform. Pull another handle to open yet another sluice gate. Head back left and follow the current through a door. Follow the current again to a southeast door before the waterwheel and enter it. Drop through a gap to a sublevel of the cog room. Get up on a ledge and jump to a rotating platform. Ride it north and head through the door there. Take a right to a chest with a Small Key. Defeat the Chus that suddenly appear and go back a room. Ride to the east and through the door there. Head through the locked door ahead and take the ramp to a watery area. Use your Iron Boots to sink down, ignoring the jellyfish, and head forward until you come to two tunnels blowing air back and forth. Take the left to get a red rupee (worth 20) in a chest, then take the right to get bombs. Head west to find a boulder and use a water bomb to destroy it.

Head through the opening to find clam enemies. Block their attacks and use your sword on their tongue. You'll emerge into a new room. Take off the Iron Boots and swim to the end to climb out. Defeat a tadpole that drops from the ceiling, then look up and you'll meet your next mini-boss, a Giant Frog.

Concentrate on obliterating the melee of tadpoles, then the frog will try to squash you from the ceiling, so roll out of the way of his shadow. If he hits the floor instead of you, attack his tongue with your sword. When his mouth is open in a croak, try firing a bomb arrow to stun it again and go crazy on that tongue. He will then unleash a mob of tadpoles, and you'll repeat the same routine. After the fight, open the chest for the Clawshot. An improved cousin of the Hookshot from previous Zelda games, this baby will not only latch onto targets, but will suspend you in mid-air to perform outlandish stunts. Boo-yah!

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\*Getting the Big Key\*

At the south end, use your new gadget on the ceiling target to open the south door. Head on through. Now you can easily defeat the Helmasaurs by using your clawshot to steal the metal armour off their backs. Go forward south, then through the west door in the cog room that follows. Go forward again, take the stairs up, and look up at the chandelier. Clawshot one of its surrounding targets to pull yourself up. Open the chest for a \*Heart Piece\*.

Use the clawshot to target and pull yourself to the ivy on the walls to bypass the barriers around the room's perimeter. Head to the lower west side and clawshot the target on the ceiling here to rotate the now-watery staircase. Follow the current through the west door. Defeat the Tektite, then slip under the waterwheel when you have a chance and head through the west door.

Look at the ceiling to see a cog with targets on it. Look for the target above a ledge with a chest and clawshot it, then lower yourself to the chest and open it for water bombs. Clawshot to the ivy in the northwest and climb left, dropping to the ledge. Clawshot to the ivy pillar above you and climb to a ledge. Look east to find another ledge with more targets. Clawshot to one of those and open the chest nearby for a red rupee (worth 20). Clawshot back to the previous ledge and then clawshot to the ivy on the wall of the northwest ledge with a gate and head through the door.

Head right, defeat another bug in a bubble (clawshot is handy here to pull him out towards you), and head west to spot a stone crystal on the ceiling. Use a bomb arrow to bring it down on a geyser and ride it up. Jump south over the wall, nab the Tektites, then clawshot a target above the west door and head through it. Defeat two bugs in bubbles, then clawshot to the ivy on the ceiling. Climb west to pass over a fence, then drop on its other side to land in some H20 (fail science? Water). Climb the ivy south and head clockwise up the ramp on the west side, defeating Helmasaurs along the way and clawshotting across the gaps to the targets when the water geyser is down. Defeat the Helmasaur by the bridge, open the chest at the top for bombs, then climb a ladder. Pull the handle to open the sluice gates to flood this area, then drop down and clawshot the target on the opposite side of the waterfall to pull yourself through it. Open the chest here for the Compass.

Use the water slide stairs to reach the bottom, then swim to the middle platform and pull the handle there. Clawshot to the ivy on the ceiling and climb to reach the east end and head through the rightmost door. Jump off the ledge to the water and sink down with the Iron Boots. Open the chest below for a red rupee (worth 20). Use the clawshot to easily defeat the jellyfish. Climb out on the south end and dash under the waterwheel when there's a space and head through the door on this side.

Head across the cogs, defeat the Lizalfoses, then go southeast and through the door. Open the chest at right for yet another red rupee (worth 20). Defeat the Chus here, then go back a room. Hop to a ledge at right with pots. Drop off at right, hugging the upper wall to push yourself to a ledge on the east side.

Use the rotating platforms to reach the cog at west. Clawshot to a target on the cog to reach the west end and lower yourself down Mission: Impossible style to the west door and head through. Take the water at left and sink down. Head right to a cave and at the end, look up and south to a ledge. Swim up to it and use a water bomb on the boulder.

Enter the new cave and sink down here to find another blocked tunnel at south. Water bomb it and pass through. Swim up and out to a ledge and through the door. Defeat the bug in a bubble and clawshot the ceiling target. Lower yourself while attached to the target through the hole below you to a chest and open it for the Big Key.

\*Morpheel, Twilit Aquatic\*

Use the iron boots to sink down and head west through the door. Swim through the tunnel, go left through another, then emerge, and head back to the cog room. Clawshot to the target on the west cog and ride it to a platform by the east cog. Ride it near the east door and land on a platform, then clawshot the ivy under the door. Climb it up to the door and head through to the central staircase room.

Just one more heart piece and you're clear to fight the dungeon boss. Head to the lower east side using the clawshot on the ivy and pull the handle there. Follow the new current to the east door and head through it. Follow the water east to another door. At the south end is a bridge. Activate the stand-on switch there to open the south gates. Defeat the Lizalfos that appears and stand on the switch again to open the gates further. Clawshot to the target behind the gates to fly through before they close. Open the chest for a \*Heart Piece\*.

Clawshot a ceiling target to get over the gate, then head back a room to the central staircase area. Jump into the water in the middle area (sink to the alcove just underwater for a chest with a red rupee, worth 20) and climb to the platform under the staircase to reach the Boss Door. Once inside, jump in the pit and sink down with the Iron Boots to meet Morpheel, Twilit Aquatic. This boss is kind of fun, though nowhere near as fun as the next dungeon boss using the Spinner item. But that's to come later (he he he...bet the suspense is killing you).

Of course there are two phases to this fight. First, use the clawshot to L-target and hit the eyeball to bring it in and pummel it with your sword. As for Morpheel's attacks, you can safely ignore the bomb fish as they just distract from the goal. If you need to avoid an attack, you can remove the iron boots to swim out of range. Once you've hit the eyeball enough, phase two begins with Morpheel swimming around. Swim after him sans iron boots (like it's possible to swim with them on!) and try to keep tabs on him by L-targeting the eye on the, ew, back of his head when close. Swim without L-targeting (or you'll be swimming in place!) and then once close, L-target & use the clawshot to pull yourself to it and slash away. Avoid his big fat maw that can swallow you up and this phase is pretty doable.

Once he's finished off, you receive your third and final Fused Shadow and another Heart Container. Collect those, then use Midna's warp to exit. Save here and watch the cinema as Midna is attacked by her former lord Zant. The Light Spirit Lanayru will save you both before Zant does you in.

You're going be a wolf for a little while now, so grin your wolfie grin and bear it. At least you have awesome piano music and gentle rain to soothe the spirits.

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\*Midna's Desperation\*

You're now in Hyrule Field. Head southwest from here further into the field, then over the bridge and into Castle Town. You're not invisible to the townsfolk as a wolf, so endure a few screams and shouts and head to the south area to visit Telma's Bar. You'll be kicked out of the bar (like they'd let a wolf in, sheesh).

Head down the alley and you'll meet Louise, Telma's cat. Push the crate at east to the stacked pile by the windows, then climb up and through the window. You're now under the cover of darkness on the ceiling beams of the bar. Avoid the pots as noise is not good for hiding. Use the ropes like you did back at the castle as a wolf (carefully) and listen to the bar patrons' conversations to learn some things.

To reach the third rope, hug the right wall and move slowly to just nudge the pots out of your way, reach the rope, and cross. Climb into the opening at the top to emerge in a neighbouring house. This is Jovani, a Mr. Burns figure of Castle Town lore who lost his soul to greed. You'll see a ghostly lantern floating about. That is called a \*Poe Soul\*. You may have seen them around before, but now you'll be able to capture them. Use your Senses to see it in full and fight it to the death. When it collapses, you'll need to, ugh, tear it apart to capture its soul. It turns out that this Poe Soul is only a piece of Jovani. The rest of him is scattered throughout the lands. Crap. He tells you to find 20 more, but there are actually 60 in total to completely revive him.

Head through the opening that appears. Down the ramp is some watery ground.

Climb out and defeat any sewer rats that become too annoying to pass. Head north and pull the handle there to open the gate and be carried further north. Defeat two Big Skulltulas and grab a piece of wood near the torches. Light it up and burn the web at north, then head through the opening. Light three torches in here, then the flaming wood should burn out. Relight it and climb up to the east to burn another web. Jump down behind it and head north to a tunnel.

Defeat the Moblin here and use your Senses to find a digging spot. Time to get dirty. Head northeast out of the cave, then east to a staircase you may remember. Midna is unfortunately conked out, so luckily you can cross the gaps with tightropes now. Head up the stairs using the ropes. Avoid fighting the enemies along the way as the stairs are quite narrow and you will likely fall (with much cursing to follow, I'm sure).

Head through the open door to the north once at the top. Defeat the Moblins, then head north. Climb the crate, then the platform at right. Carefully defeat the Buzzard as the winds pull you southwards. Head south and wait for the wind to blow a bridge up for you to cross over to another platform further south. Smash the crates here for a purple rupee (worth 50).

Go back to the previous platform across the wind-supported bridge and north to a stone platform. Use the current to boost your jump across the gap with the blowing bridge. At the far north is a huge gap. Dash/jump to the rooftop at left and down. Head north, then west along the roof to an open window. Inside, jump down and head up the stairs, going counter-clockwise. Head through the door to meet with Zelda again.

After a cinema, Midna is healed, however you are not. Press Z and have Midna warp you to North Faron Woods (within Faron Province, of course). Head north, passing by Trill's shop and you'll meet with a monkey who will again be in trouble. Attack these Deku-like enemies with Midna's newly reinstated charge attack.

After a chat, head up the ramp the monkey mentioned and perform a Midna jump 3x. Head north a bit and do another Midna jump 3x. Head south under the arch and cross when the bridges align properly. When the second one spins, head east and take the ropes to the south, dodging the swinging branches. After crossing the ropes, you'll find a \*Howling Stone\*. Listen and howl along to the tune as indicated to summon a Golden Wolf for later. The pattern is high/half low/high/half low/middle/high.

Head south into the cave to the legendary Sacred Forest Meadow from Ocarina of Time.

\*Sacred Forest Meadow\*

On the right side is...another Howling Stone?!? Listen and howl again to the pattern (middle/high/low/middle/high/low), however this time you will summon the Skull Kid, a recurring character from OoT and Majora's Mask, preempting a mini-boss fight. This fight can be super annoying if you get lost. Defeat the Deku Golems that appear, however they will reappear continuously, so fight them only if they entrap you. Follow the Skull Kid through the new cave, then go left up a tunnel.

Listen for the song he plays on his flute (Saria's Song to Zelda veterans).

Climb the ledge left to find him, and attack if possible. Follow the new tunnel to the pool area and head between the waterfalls through another tunnel. Follow the path through another tunnel to a second pool. Swim to the waterfall in back and swim through another hidden tunnel. Climb the platforms behind that and attack the Skull Kid quickly before he runs.

Now, drop down to the first pool area and another tunnel is opened. You'll spot the Skull Kid atop a stone structure out of reach. Head through the tunnel at left behind him to a series of ledges. Climb them, then take a path made of a very long branch. Follow another tunnel to find the Skull Kid and whack him. Follow him through a new tunnel that emerges in the stone structure. Drop down to corner the Skull Kid in a more narrow area. The second phase begins here with the Skull Kid teleporting a la Wizzrobe (to Zelda veterans) while summoning more annoying Deku Golems.

Use Midna's charge on the Golems and wait for the Skull Kid to start blowing his horn to summon more Golems to attack. He gets quicker, so keep attacking when he's about to blow the horn. Three hits and he's down for the count. Head through the new opening to reach the outside of the Temple of Time.

In the center of the field is a Triforce symbol in the grass. Howl at this point to the tune of Zelda's Lullaby, the same song that summoned the Skull Kid. This time you summon the Stone Guardians, an interesting puzzle that is very much modeled after classic Zelda puzzles. You must jump in a certain order to align the statues correctly. Jump in this order: left, down, right 2x, up, left, up 2x, left, down 2x, right, and up to open the Pedestal of Time.

Take the stairs to find an item that's older than dirt. Press A at the pedestal to remove the Master Sword, restoring yourself to human form. You now possess a cool Shadow Crystal that allows you to change into wolf Link whenever you please. All you do is press Z to summon Midna (like you do for a warp) and change. I'll let you know when to change back for certain quests. Another bonus is that you can essentially warp as human Link, except you'll change into a wolf temporarily, then you can change back immediately. But enough chit chat, we've got work to do before moving on in the game.

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\*More Errands...\*

Have Midna warp you to Castle Town within Lanayru Province and revert back to human form. Head through the marketplace and out the south exit to Hyrule Field. On the northwest side after taking the stairs is the Golden Wolf you summoned not too long ago. Approach him to learn a new hidden skill, the Helm Splitter. Use the Shield Attack, then press A to leap behind the enemy and attack its back. It can also shatter weak armour. Awesome move, eh?

Head back into Castle Town and through the west exit back into Hyrule Field. On the west side, look north of the path to Lake Hylia for a high ledge with ivy surrounding it. Clawshot the ivy and climb up to find and capture the \*Female Butterfly\*.

Warp to Lake Hylia and revert your form (in fact, do that every time you

warp unless otherwise noted). Head through the southeast cave to Lanayru's Spring. Staying above water, head west to the end of the path and look south to the ivy. Clawshot to it and climb up to the top. Head through the door to the south. Open the chests for prizes, then light the two torches with your Lantern. Open the chest that appears for a \*Heart Piece\*. Warp to Lake Hylia to get back to the right area.

Head southwest over the bridge and up the ladder. To the north is another \*Howling Stone\*. Listen and howl to the tune presented to summon yet another Golden Wolf in a far-off place near our next dungeon. The pattern is low/middle/high/low/middle/low/high. Before you get this next thing, it would be best to visit Coro (by warping to South Faron Woods) and refilling your lantern with oil, and perhaps fill a spare bottle with more in case. Also, be sure that you have plenty of bombs in stock. Visit the Bomb Shop in Kakariko Village if needed.

Back in Lake Hylia, south of the stone you just used, bomb the boulder and enter the cave. Salvage as much oil as you can by navigating carefully with the map as a guide. And yours truly, of course :) Take the ramp to a torch and light it. Bomb the north boulder and open the chest for a yellow rupee (worth 10). Bomb the west boulder for bombs and the east boulder to open up a new tunnel. Light the torch atop the ramp and nab some more oil from the yellow Chus if you want. Bomb the west boulder for a red rupee (worth 20), then bomb the east boulder and defeat the Fire Slugs with arrows. At the end of that tunnel is a \*Poe Soul\*. Defeat it as a wolf with your senses on to nab it.

Bomb the east boulder for arrows, then the north boulder for a new tunnel. Take it with the lantern on as you'll come to a big gap. Carefully cross the narrow plank, then defeat the Tektites. At the end of this tunnel, shoot the Beamos' red eye with an arrow, then light the east torch to save oil. Bomb the north boulder for a red rupee (worth 20) and then bomb the west boulder for a new tunnel. Defeat the yellow Chu for more oil, then light two torches for a chest to appear. Open it for an orange rupee (worth 100). Bomb the north boulder, defeat the two Tektites, then collect the red rupee (worth 20) from the chest they guarded. Bomb the west boulder for a new tunnel and at the end, defeat the Dodongo. Bomb the east wall, but ignore the light beam that emerges. It's your ticket out and a nice illumination to return to, but not yet.

Bomb the north boulder, defeat the two Tektites, and open the chest for bombs. Bomb the west boulder and take the tunnel, using your lantern light to avoid the pits. Defeat another Beamos and light the torch. Bomb the west boulder for a purple rupee (worth 50). Bomb the south boulder, defeating the Keese, and collect arrows from the chest. Bomb the north boulder and take the tunnel, using the light to navigate around the open pits. Light the torch, then use your wolf senses to get the \*Poe Soul\*.

Bomb the north boulder to collect another purple rupee (worth 50), then bomb the east boulder and defeat two Tektites to get bombs from that chest. Bomb the south boulder and continue forward. Defeat two Dodongos, then bomb the north boulder, and use the yellow Chu to refill your oil. Collect slingshot seeds from the chest, then bomb the east boulder and head down the tunnel. Bomb the east boulder and defeat the Keese to get an orange rupee (worth 100) from the chest, then bomb the south tunnel and follow it, using lantern light to navigate the gaps. Defeat the Keese to avoid getting knocked into them. Defeat the next \*Poe Soul\*, then light the two torches to get a \*Heart Piece\* from the chest. Take the light beam at south to return to Lake Hylia. There are five more Poe Souls in Lake Hylia to find, but it must be nighttime to get them. You can wander around the area, or finish other business and warp back at night. Either way, head west from the cave we navigated earlier to a stone tower. There's your next \*Poe Soul\*.

Warp to the Lake Hylia portal and from there, head southeast over the bridge, and dash/jump across the platforms to the south plateau to find another \*Poe Soul\*. At the far east end of Lake Hylia, you'll find another \*Poe Soul\* on the south ledge by the grass.

Pay Fyer 10 rupees to be launched to Falbi's game and pay to play. These next two souls are found by flying with the cucoo to the right spot. First, float slowly downwards and turn either way to find a ledge down a cliff under Falbi's place. Look for the Poe's lantern, it's always quite visible. Land by the \*Poe Soul\* and nab it. You can dig here by using your Senses to find the spot and once underground, defeat the clams to collect an orange rupee (worth 100).

By the way, at this point, your wallet may be full to bursting. If you don't want to have to backtrack and get big rupee prizes when short on money, you can visit Kakariko Village now and pay for the bridge/Malo Mart franchise fund. In Malo Mart, you'll be paying 1000 rupees in donations eventually, so you can get a head start now.

Back above ground, use the cucoo (unless you lost it) to float back towards Fyer. Pay him again (scoundrel). I would save here as this can be difficult. You may remember seeing a Poe wandering around a tier of the platform where you got a Heart Piece. This time, float outwards to the platform and try to aim around the second tier from the bottom. I find it's best to land on the tier above it and CAREFULLY drop to the tier below. Be very cautious in fighting this \*Poe Soul\* as you are treading a very narrow ledge.

Now, to play a very fun mini-game. Head towards Fyer's place and wait by the Bird Grass for Plumm, a colourful parrot to appear. As a wolf, talk to him and he'll tell you the rules of the game. Howl by the Bird Grass, following the notes as prompted, to summon a Buzzard that takes you to Zora's River. Along the way, you'll collect fruit scattered around the area for points (watermelons= 1, oranges= 3, strawberries= 10). The goal is 10 000 points, however there is a great strategy involved in racking up points. Concentrate on hitting as many strawberries in a row as you can to double your points. Your prize is a \*Heart Piece\*. After that, you can keep playing to beat your high score for a prize of 100 rupees.

Once you arrive at Upper Zora's River, wait until nighttime and head to the south area with a big hill to find a \*Poe Soul\* atop it. Warp to Zora's Domain and follow the current to the waterfall. GERONIMO! Climb out to the east shore and go south up the hill, following it around north to find a \*Poe Soul\* along the way.

Now, swim to the west shore and head north, performing several Midna jumps to a ledge behind Niagara Falls there. Defeat another \*Poe Soul\* hiding back there.

Now warp to Kakariko Village. At night, use a cucoo from the hot spring off the hotel roof to reach the second level of the Bomb Shop and find a \*Poe Soul\* by the wreckage you made earlier (ah, memories). Climb the ramp to the northeast and find another \*Poe Soul\* by the Highest Building. Head east on the lower ground to the graveyard. Push the first gravestone to your right to find another \*Poe Soul\*. Another \*Poe Soul\* lurks about freely in the middle of the area. Head back to the village and take the east road from the north end to Death Mountain.

Climb the north path and use the Gorons to be propelled up the cliff. Using the second Goron you find, launch westwards to another ledge and head south from there to find another \*Poe Soul\*. Head north, hugging the wall along the narrow ledge to a cave at left. Open the chest for a \*Heart Piece\*. Now have Midna warp you to North Faron Woods.

Head east to the next area and keep going east to a dock with the purple fog ahead. Perform a Midna jump 7x to the south end, then head east and drop down. At the east end, do another Midna jump 4x to a ramp and climb it, then do another Midna jump 3x. In the tree here is a \*Poe Soul\* for the taking. Now warp to Kakariko Gorge, which is actually part of Hyrule Field.

Head south near the bridge. Bomb the boulder, heading into a new cave. Defeat any enemies in your way and burn any spider webs blocking your path. Go right 2x, then left 2x at the forks to find a \*Poe Soul\*. From here, backtrack to the last fork and go right. Light the two torches and open the chest for a \*Heart Piece\*.

Exit to the field, then head west, then north up the cliff. You'll find a \*Poe Soul\* by a tree off the fence. Now head southwest into Faron Province. North of the pond by the edge of a small cliff is another \*Poe Soul\*. Now head northwest to Lake Hylia.

Take the winding path to the bridge on the south side to spot a \*Poe Soul\* high up on a cliff. To beat it, use bomb arrows on the two boulders atop the cliffs to the south. Clawshot to one target, then the other, and to a third further west on a cliff. Now you can nab it. Also, open the chest here for a purple rupee (worth 50). An orange one (worth 100) is in a cave south of the ledge if you dig in the spot as wolf Link and defeat all enemies inside. Now warp to Castle Town.

Head southwest to a stony road with a dead end (looks like an ancient Greek theatre). On the right side is a \*Poe Soul\*. Head north further into the field and to the stone bridge in the middle area. Defeat the two Lizalfoses surrounding the Poe, then take the \*Poe Soul\*.

Head west of the bridge to the edge of the area with three trees and tall grass. Use your Senses to find a big digging place in the grass and enter the cave underground. Defeat the Deku Babas, then nab the \*Poe Soul\* (x2) in the open. Use the light beam to get back outside. Head northeast through the rocky area to Eldin Province.

On the cliff at left, clawshot to the target, then head up through a cave. Go south along the platform, defeating any pesky Fire Keese. Below is a magnetic field. Run/jump off the platform and equip the Iron Boots with good timing to attach yourself to it. Drop off the magnetic part sans boots and take the platform north to another magnetic field. Attach yourself to it again and drop, running back towards the beginning. Attach to yet another magnetic wall and drop to yet another ledge. Light the two torches and open the chest for...an orange rupee (worth 100). That's not quite enough reward for your troubles, so head south, defeat the Dodongo and open the chest near it for a \*Heart Piece\*. That's more like it. Head through the west tunnel to return to the field, then warp to Castle Town. Head into the marketplace and out the east exit. Find another \*Poe Soul\* on the bridge here. Return to Castle Town and head through the south exit. Look on the west side of the stairs for a \*Poe Soul\*. If you want, head into Castle Town to find a truly cool mini-game.

Look for a tent in the west end of the market advertising the Star game. Pay 10 rupees to play. The goal is to use your clawshot to grapple up the wire cage, collecting as many star orbs along the way in the time limit given. Try to nab 2-3 stars on your first move and consistently as much as you can, using the platforms as leverage. You have to act quickly and towards the end, you may find yourself nabbing a single star a few times in a row to finish it up. Get all the stars here to earn the Big Quiver which holds 60 arrows. You'll return to the game later once you have a bigger, better item.

Head to the south area of the market and into Jovani's house on the upper right side. Just look for a lot of cats outside and dig under the house as wolf Link. Speak to Jovani to give him back 20 Poe Souls as promised earlier and you'll receive your fourth and final bottle, which he has filled with Great Fairy Tears. This is a fine healing item in battle that makes you fully recover and doubles attack power until an enemy hits you. Now you must find the remaining 32 Poe Souls to revive Jovani completely.

Head back outside and warp to Kakariko Village. It must be daytime to enter Malo Mart. Inside the store is a Goron accepting donations to repair a broken bridge. You must donate 1000 rupees to repair the bridge. If you need more dough, find Agitha in Castle Town and sell more Golden Bugs, or just scrounge some up from Hyrule Field. You may want to return to previous areas where you left behind chests of rupees because your wallet was maxed out. Also, check out the secret 200 rupee stash in Kakariko Village (see the Secrets section). If you don't have enough now, come back later on. If you do pay it off, another donation fund will be set up to open a branch of Malo Mart in Castle Town. The cost is 2000 rupees, which even the best Zelda player won't have on him/her now. The cost is pretty steep, and there is a way to lower the amount, so we'll come back to that one later, as you will also get a rather expensive item from Malo.

\*Accessing the Desert\*

Warp back to Castle Town and head to Telma's Bar in the south area. Talk to her, then to the three in the back. Also check the map on the table to find Auru in Lake Hylia. Outside the bar, warp to Lake Hylia.

Head to the southwest area where the watch tower is by the Howling Stone. Climb the ladder to the tower and talk to the guy (Auru) to get a Memo. Find Fyer's place and show him the memo to be launched to the Oasis for free.

After the cinema, you are in the Gerudo Mesa, a desert. Head to the southwest edge of the map to find a three-tiered platform and a large rock atop it. Clawshot to the tree, then clawshot to the floating plant to reach the very top of the platform, where you'll engage in battle with Shadow Beings. Defeat them as usual to form a warp portal, then approach the big rock, and have Midna warp it to Bridge of Eldin (within Eldin Province, duh).

This will restore Eldin Bridge to its former glory and makes treks across

Eldin to Lanayru much easier. Warp back to Gerudo, where you'll find a hole in place of the stone bridge piece. This is for the Cave of Ordeals, which is best fought towards the end of the game when you are strongest. Believe me, it's much more worth it later on, so ignore it for now. I'll return you there later.

Head east to two parallel trenches. Search the leftmost one to find the \*Female Dayfly\* fluttering about. Use the boomerang to bring it in. Head east from here, hugging the south wall until you reach a wooden gate. Head northwest from this point to find the \*Male Dayfly\*.

In the northwest area near a Moblin camp, step into the firelight and a Moblin Archer will spot you and engage battle by riding boars (or buffalos). Defeat the riders and mount a boar to ride it (!). Ride north, charging forward to bash into fences and such. Wait for nighttime to come, then you can track down some Poe Souls.

On a northern cliff a little ways east of the fences is a \*Poe Soul\*. Clawshot to the tree west of it, then head north to find it. Just under that spot, use your Senses to find and dig into a hole. Defeat the \*Poe Soul\* (x2) in this cave. Bomb the boulders and light all three torches to get an orange rupee (worth 100). Use the beam of light to return above ground.

There are three more Poes lurking about the main desert area. Warp to the portal here and near the Cave of Ordeals hole is a \*Poe Soul\*. Head to the southeast area in a corner by the south wall. By a big rock is another \*Poe Soul\*. If you want an orange rupee (worth 100), use your senses and dig into a cave, defeating a bunch of Big Skulltulas for the reward.

In the northwest corner is the camp. Climb the steps north up the cliff (use a boar to knock down the fences if necessary) and look west to find the Golden Wolf. Demonstrate the Helm Splitter to the Warrior to learn the Mortal Draw. This is by far my favourite move. With your sword tucked away, wait for an enemy to draw near and pull out your sword to deal a blow most mortal. All right!

Head west from here and find another \*Poe Soul\* lurking near the end of the path. Backtrack to the spot where the Golden Wolf sat and head north into a new area, the base camp. Head north up to the gate and use your arrows to shoot down any Moblin Archers and sword for ground Moblins. In the northeast area is a chest with arrows if you need a refill.

Head west up a sand dune to the barracks. Defeat more Moblins, including a single Archer atop a tower. Head north some more, then east, making your way to the northeast corner where they are having a pig roast. Cut up the porker to earn a \*Heart Piece\* (with apologies to Babe, Gordy, Porky, and vegetarians everywhere) Pick up the Small Key dropped by a Moblin you fought.

Find the locked gate in the south middle of the area and head through to start a re-rematch with King Bulbin. Now he carries one big @\*^& axe. You however are fighting on foot with the legendary Master Sword. No contest. Dodge his charges and use Back Slice or Helm Splitter moves as best you can. After his third "demise," he sets the camp on fire.

Mount a boar and ride him north, charging through the gates to make a triumphant exit. Dismount once safe outside and head back into the now destroyed base camp. At nighttime, search the wreckage where Bulbin emerged to find a single \*Poe Soul\*. Now head back north outside the camp. Head up the stairs to the tall building, the Arbiter's Grounds, which is actually your next dungeon.

Before entering, look left once up the stairs to find a \*Poe Soul\* in a small area west of the door. Also, light two torches on the east side for a purple rupee (worth 50). Now head inside the dungeon.

\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\* [Z6.5]  $\sim \sim$  $\sim \sim \sim \sim$ ~~~~~ ~~~~~~ \*Arbiter's Grounds\* Items/Weapons: Spinner, Coral Earring Heart Pieces: 4 // 28/45 Poe Souls: 8 // 44/60 Golden Bugs: 0 // 22/24 Empty Bottles: 0 // 4/4 Howling Stones: 1 // 6/7 Hidden Skills: Jump Strike \*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\* [Z6.51]

\*Trudging Through the Quicksand\*

Head north down the stairs to find a quicksand-filled room. Try to avoid walking on it. High up on the west wall, clawshot the target and drop down from there. Take the ledges to the northwest, quickly crossing the quicksand. Dash across the sand further north safely across. Head east from the locked gate to the northeast ledge. Defeat the Mini-Stalfoses that appear, then use your clawshot to hook onto the handle half-buried in the sand, and pull it to open the gate. Quickly head north through it. Drat, a locked door.

If you need more oil for your lantern, use the pot at right. Otherwise, head west, slash the boards, and dash/jump/roll across the sinky sand to the chest. Open it for a Small Key. Come back east and defeat any Scarabs that attach themselves to you. Head through the locked door at north. Use your Lantern to illuminate the room and head north around the quicksand pits. Light the torch left of the barred door to save oil. Defeat the Mini-Stalfoses to clear the room and go around the quicksand pits to the northeast to another torch. Light it to open the door and head through.

Ahead in this room, four Poes will appear and steal each of the four flames from the torches. If you've played Ocarina of Time, this is a recurring activity. A single Poe remains in this very room. Use your Senses to find him and wait until he glows blue before fighting it. Defeating it garners you a \*Poe Soul\* for your growing collection. Sniff its corpse (can't be too pleasant) to unlearn Ilia's scent and learn the Poe's scent. Now it'll be easier to find the others.

Use your senses now to follow a scent trail east. Dig in the dirt to unearth a chain and pull on it to reveal stairs leading down. But first, head northeast to find a chest opposite some quicksand. Clawshot the target nearby or jump/dash/roll to reach it and open it for a \*Heart Piece\*. Clawshot the target on the east wall by the door to cross back over and head to the northwest area to find a similar set-up with another chest. Dash/jump across the sand, using the small platforms. Defeat the Bubbles that hover around here and open the chest for the Dungeon Map.

Come back to the stairs revealed earlier and head down them, then through the door. Defeat the Bubble hanging around, then use your senses to follow another scent trail. But how to reach the ceiling? Use the pillar in the middle to navigate. Push the lever counter-clockwise to create an opening to the north. Defeat the Gibdo that also makes an appearance. Open the chest for a Small Key. Now the scent goes through a hole.

Clawshot the target above it, defeat the Rats, then follow the scent trail north through the door. Defeat more Bubbles (not as cute as their name, huh?) and use your senses to spot a Poe playing lantern on the west wall. Defeat it when it glows blue, then collect its \*Poe Soul\*. Halfway there.

Head back a room and drop down to the pillar. Push the lever clockwise back to the way it was before and go through the door west. Climb the stairs to the original Poe chamber and behind the stairs to the east is a door. Ahem...go ahead. Use your senses and follow the scent east through the locked door. The scent is out of your way again, so go down the stairs and navigate the quicksand using the stepping stones going north, then east 2x, avoiding the spikes. On the ledge as human Link, take the metal box and pull, then push it back into the east slot to reveal stairs.

\*Getting the Spinner\*

Climb the stairs and over to the ledge at east. Grab the chain on your right, pulling it back over the box, at the same time pulling the chandelier off the ground. Pull it until it won't budge anymore, then quickly run south under the chandelier before it, ugh, crushes you. Climb the stairs and follow the Poe's scent, defeating any Bubbles in your way. Behind the statue in this next area, open the chest for the Compass.

Push the lever on the statue (familiar, no?) counter-clockwise to open up two areas while closing off two others. Go east and follow the scent. Bash the boards and defeat the Gibdo that appears. Open the chest for a Small Key, then use it on the locked door to the west. Head around the corners, carefully avoiding the quicksand pits. Defeat the melee of enemies that comes your way, then follow the scent that leads into the floor. Dig at the spot to uncover a chain and pull it back to open up the south wall. Aha! Defeat the Poe here and collect the \*Poe Soul\*.

Head north through the door and open the chest to the south for another Small Key. Use your Senses to see that a bunch of Undead Rats are hanging around, possibly attached to you. Use Midna's spin attack to beat them. Climb the stairs to the east and go counter-clockwise along the north over the gap and through the locked door at west. Jump out to the chandelier and off the west side to the balcony. Follow the scent through the door.

Head down the stairs at right and to the pit at the bottom. Push the box/cage forward into a ditch. Open the chest at right for a red rupee (worth 20), then climb the cage. At right is a chain that once again

controls the chandelier's position. Pull it back as far as possible, then quickly run south past it to get another red rupee (worth 20) from the chest. On the east wall, clawshot the target above the door, but don't go through it.

Head down the hallway at north, over the cage again, grab the chain, pulling it back as far as possible, then carefully run and stand in the middle of the chandelier (no, really!) to have it crash safely around you, Buster Keaton style. It's tricky, but look for a little indented space in the path that indicates where to stand. Climb onto the chandelier now and jump west, heading through the door.

Smash the boards ahead and in the room, fight the Stalfos. Be sure to bomb its remains so it doesn't resurrect itself. After the fight, collect some prizes from the pots and chests, then head through the newly unsealed door at south. Head south to a big quicksand pit and a statue. Dash/jump across the sand to the south platform. Now you need to light two lantern torches to open the next door. Light the torch in front of the others and the leftmost one, then head through the east door.

In the room following that, use your senses to spy another Poe playing lantern. This time, it's personal (dum, da, dum, dum, duuuuum!) A miniboss fight ensues. This fight is exactly like in Ocarina of Time. The Poe splits into four versions, one being real, the others fake. Wait until they stop spinning around you and just before they (it?) attacks, look for the Poe that glows blue (swinging the C-stick camera angle easily spots it) and attack it. Once it's down, collect its \*Poe Soul\*, then head north through the door.

Clawshot to the target on the east wall above a door, then enter it. Now all four flames are recovered in the chamber. Yay! Head through the new tunnel at north. Defeat the Bubbles here, then head through the east door. Drop down, defeat more Bubbles, then take a look at the familiar pillar with the lever. This time it's more complicated.

Push the lever until you rise two levels above the default (which is here and now). Head through the west tunnel to the chest and open it for a Small Key. Back at the pillar, push the lever to drop down as far as you can and head through the locked door at south. Head forward and use your senses to defeat the Undead Rats and watch out for the spikes that appear south. Head west across the sand, then dash/jump south across more sand.

Turn west and head that way, then south, defeating the enemies in the right area. A stone wall blocks the southern area. Head around to the southeast side along the east wall, then south to a chain. Pull it back as far as possible to move the stone wall (Goron Mines, anyone?). Run back south over the sand and through the tunnel, avoiding the spikes. Dash/jump across more sand and defeat the Scarabs with a spin attack.

To the southwest, smash the pots to find Oocoo (a bit late, isn't it?). Head through the door north of her (yes, she's a girl). Defeat the Scarabs here, then head north across the sand, wary of the rotating spiked thing. Head north into a larger area and defeat the two Stalfos Warriors that appear. Bomb arrows are very effective. Again, bomb their remains to avoid a rising if you fight them without bomb arrows.

East of them, dash/jump across the sand and defeat another Stalfos Warrior. Once he's gone, a gate to the east opens. Head back south where the rotating spiked thing is, then east through the tunnel, clawshotting the targets to reach sinky platforms in the sand. Spin attack the Scarabs to get them off and once at the far north end, jump across to the stairs and up through the north door.

Cut a rope that holds a sword in place to engage in another mini-boss fight with the Undead Prisoner, a.k.a. one big Stalfos. You must be wolf Link and use your senses to see him (after all, he's dead). When he goes to attack, dodge it and his sword will (\*giggle\*) get caught in the ground. When he glows blue, attack with malice. Of course, that is only phase one.

After that, he becomes more alive (if that's even possible), so turn back to human Link and use arrows to attack while dodging his own projectile attacks. Once you hit him, he spins around, so dodge that until the sword again gets stuck in the ground. Attack with your sword like there's no tomorrow, then rinse and repeat. Yeah, okay, enough cliches already.

After the fight, head through the north gate and up the stairs below you. Open the chest for the awesome Spinner. This baby is COOOOOOL! Imagine a snowboard, skateboard, UFO, and egg beater in one. Groovy. You may have noticed in a particular area of Hyrule Field a dotted track line across the rocky cliff. The same lines appear here. This prompts you to use the Spinner to cross large gaps and gain what Mel Brooks calls ludicrous speed. Like any good snowboard (or UFO), this takes practice. The idea is to jump towards the track, take out the Spinner in mid-air, ride it, jump to the other track to avoid collisions with enemies or objects, and press the same button to get off as you do to get on.

\*Getting the Big Key\*

Notice the dotted track line on the right wall. Consider this the beginner's track. Follow either track line to the south door and head through. Ride the track at right around the corner, jump to the left track to the door at west, then head through it.

This is a more difficult course. Ride the track to the right to the end over the quicksand, then left to another track, jumping right, then left, then right again onto a fourth track. Jump left to a circular track which ultimately drops you off into a pit. Defeat the Stalfos Knight, then climb the ramp to the east. Open the chest at the top for a \*Heart Piece\*.

Behind the chest, follow the track. Right after the spinning spikes is a ledge to drop off safely on. Another track at left takes you west. Jump right to another track that drops you off in another pit. Stand on the platform in the middle and ride the track circling the pit up towards the top, then off the edge into the north end. Get off and head east, defeat two Stalfos Warriors. Open the chest for a yellow rupee (worth 10). Some reward for all that.

Ride the track along the north wall west and drop off at the top of the ramp. Climb up to a second ramp and at the top are two parallel tracks with spike barriers on both ends. Ride them and jump between the spikes to the end and through the door. Open the chest ahead for the Big Key.

Use a track to cross east into a previous room. In the middle is a hole. Stand in it and use the spinner's egg beater move with A to rotate the wall. Head north into a new room with a tall structure in the middle. Ride the surrounding wall track line counter-clockwise starting right to the very top balcony to collect a fairy for the upcoming boss fight.

Race back down to the east side at the broken stairs, then roll/jump towards the structure's ledge, grabbing the end that sticks out. Use the spinner again in the hole atop it to reveal a new track. Ride it up to the Boss Door and enter.

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\*Stallord, Twilit Fossil\*

Time for the ultimate boss fight. This is by far one of my favourite boss fights from any Zelda game. Stallord, Twilit Fossil, is a dinosaur-like being, and you'll be riding the Spinner a lot while fighting him. At the bottom of the ramp, get on the track and build speed as you ride along the lower perimeter, avoiding spikes. Once you're going at a fair clip, hop off and hit the spine buried in the sand. Once close, press A to attack with the Spinner. He sets up Skeletons that act as bumper cars, which you should defeat with A to clear a path to the spine. Avoid Stallord's toxic gas attack and get a fast momentum on the spinner, aiming again for and attacking the spine. Three hits later and you enter the second phase.

This one is the best, making up for the tougher first phase. Use the hole slot to do the egg beater move with A and create a massive tower. Ride the track along the tower and avoid his fireball attack, jumping to the parallel track on the wall. Once close, jump out and strike the head to down him, then attack with your sword on the ground. After a couple of hits, spike barriers will appear, so dodge them as you did earlier. Once he starts spitting out fireballs, the spikes disappear. Repeat the same tactics to defeat the boss, receiving a Heart Container. No Midna warp portal this time...

Head through the new door to the Mirror of Twilight. Save upon approach. Head left up the stairs to a tunnel at left, then clockwise to a statue. Approach the track and fight the five Shadow Beings that appear. Defeat three individually, then use Midna's charge attack or your own spin attack on the last two to beat them simultaneously. A warp portal is created here.

Ride the track around the statue to the top, then use the hole slot to open the Mirror of Twilight. After a cinema, a new quest is established: to repair the mirror by collecting shards. Before moving on to the next dungeon (an unconventional one, I might add), you can collect some goodies with your nifty new item.

\*Even More Errands\*

Warp to Castle Town and head west further into the field. At the very north end is a spinner track that leads south. Ride the two tracks, then you'll reach a bunch of parallel tracks that you must jump back and forth between about 8x. Luckily, you won't lose any health for failing, as long as you're not too high above the ground on a fall. At the end of the tracks, jump out to the ledge with a chest and open it for a \*Heart Piece\*. Warp to the Bridge of Eldin (which should be uncovered if you warped the missing piece of bridge from Gerudo Mesa). Head north of the bridge into Lanayru Province and approach the wooden bridge. Defeat the Moblins, then look west just past the bridge to spot a spinner track. Ride it to the end, then use your wolf senses to find a digging place in the grass and dig into the cave underground. Use Bomb Arrows to defeat three Stalfos enemies, then open the chest that appears for a \*Heart Piece\*.

Warp back to Castle Town and head into the market. Go to Telma's Bar in the south area and talk to her. She directs you to Ashei. Check the map in the back to learn her location within Zora's Domain. Warp there and head south to the waterfall. At the top, turn back into human Link and jump to the bottom, climbing out at the west shore. A formerly frozen tunnel has been uncovered for you, so enter it. Head forward to start a short cinema with Ashei, who will give you a Sketch. Head back out to Zora's Domain.

Show the sketch to the Zora standing by the tunnel to identify the fish in the drawing as a Reekfish. We need to find the Zora prince from Kakariko Village. Warp there and head east to the graveyard.

\*Climbing Up Snowpeak\*

At the back of the area, find him by his father's grave and show him the sketch to earn the Coral Earring, which acts as a fishing hook to nab this particularly stinky fish.

Warp back to Zora's Domain and head down the waterfall. Climb out on the east shore and look for the rock formations (named Mother and Child after the island from Wind Waker). Use your Fishing Rod with the Coral Earring attached to fish by the rocks and nab a Reekfish. Use your wolf Senses to unlearn the Poe scent and learn the Reekfish scent.

Head through the tunnel at west to Snowpeak. Hope it's nighttime, as there are several Poe Souls coming up. Use your senses here to see the Reekfish scent trail. This time, the scent is not easy to follow. Follow the icy platforms over the lake, avoiding a spill into it. Climb the snowbank and ignore the White Wolfos enemies that appear. West of the first snowdrift, head south to find and capture a \*Poe Soul\*.

Follow the scent trail back and west up to a cliff. Head left to reach the top, then keep going left against the scent to find another \*Poe Soul\* near a tree at the far end. Head back right and follow the scent to another cliff. At north is a small platform with trees. Jump down to it and at the southern tree is another \*Poe Soul\*, the last in this area.

Follow the scent back to the cliff and go left to rejoin it at the top. Keep right with the scent to reach another wall and bang into it to create a ramp from a snowdrift. Follow the trail to a \*Howling Stone\*. Listen and howl along as noted to summon the Golden Wolf for later. The pattern is high/half middle/low/middle hold/low/high/half middle/low.

South of the stone, follow the scent left to a wall, then dig under it. Head west up a ladder and across the ledges, avoiding or fighting the Ice Keese. Climb the ivy and head through the door. Follow the scent trail until you reach three Shadow Beings. Defeat them as usual to earn the warp portal for Snowpeak. Approach the big guy as human Link to meet Yeto.

He will direct you towards the dungeon (home to him) and will snowboard down the mountain. Before following him, it is possible to meet the Golden Wolf first, then return here since you have the warp point. Warp to Kakariko Village and head east to the graveyard. On the east end, approach the Golden Wolf. Demonstrate the Mortal Draw to learn the Jump Strike. Ltarget an enemy and hold A to charge up a jump attack and strike multiple grouped enemies. After that, warp back to Snowpeak Top.

Head up the ramp and bang into the tree at the top to create a makeshift snowboard out of ice as Yeto did. Jump on it to start a cool (groan) ride. Use the control stick to speed up or slow down and hold A to crouch, then release to jump. Follow the map, jumping a gap, then across the wooden bridge. Slow up on the next two jumps after the ) shape on the map. Look for a shortcut path at left to be used later on as well. You'll finally arrive at Yeto's house, also known as the Snowpeak Ruins, the next dungeon.

Before entering, head back south to a hill and climb it to the top to find a \*Poe Soul\*. Make sure it's night and be careful not to fall off the cliff. After that escapade, head inside the dungeon/house.

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#### \*Snowpeak Ruins\*

Items/Weapons: Ball & Chain, Giant Wallet Heart Pieces: 6 // 34/45 Poe Souls: 7 // 51/60 Golden Bugs: 2 // 24/24 Empty Bottles: 0 // 4/4 Howling Stones: 0 // 6/7 Hidden Skills: None

\*Scatterbrained Yeta\*

Head north and nab the \*Poe Soul\* in the middle area. Take the north door ahead. Talk to Yeta, Yeto's wife, sitting by the fire to learn that a Mirror Shard is in the house somewhere and she will mark its location on the Dungeon/House Map she gives you. Head through the east door to the kitchen and scoop up Yeto's soup in a bottle if you're low on recovery items. Unfortunately, it's pretty bland right now, but we'll improve it along the way. Smash the pots at the south end to find Oocoo, then head through the northeast door.

Now for a block sliding puzzle, a Zelda game tradition. Push the southwest block east, then the northeast block west, south, east, south to open the west door. Head on through. A block of ice bars you from continuing to the

key. As wolf Link, use your senses to find a digging spot on the west end of the hall. You'll arrive in the courtyard just outside.

Defeat three White Wolfos enemies that appear and open the chest to the south for a red rupee (worth 20). Dig at the burial spot to the north to uncover a chest and open it for a Small Key. Head through the east door, then north to the Freezards. Avoid them as they will (duh) freeze you upon impact. Use your Shield to bounce them away and approach them carefully, using your sword to shatter them. Head through the north locked door.

Unseal the next door by defeating the three Freezards here, then head through the northeast door to the study. Approach the door to the chest and two Ice Warriors make your acquaintance. These guys are tough as nails. Use your shield to block their ice attacks and go wild with fury once you get close enough with Jump Strikes. Head through the south door that unlocks. Open the chest here for an Ordon Pumpkin and no key.

Head through the southwest door. Climb the pile of boxes, jumping south to the block puzzle room and go south back to the kitchen. Talk to Yeto to give him the pumpkin to add it to the recipe.

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\*Getting the Ball-and-Chain\*

Scoop up some soup if you want, then head west back to Yeta. Talk to her to get another mark on your map. Could it be this easy? Don't be too naive...Head through the northwest door. Defeat the three White Wolfoses and avoid the big Freezard at the north end. Check out the cannon. Awesome. Head northwest and through the window, then through the door.

Defeat the Freezards while heading towards the north end. Pick up the cannonball and put it in the cannon. Push it to face south using the handles on its side. Place a bomb in its back to fire it and shatter the icy walls at south. Head through the door on that end. This room is very hazardous, so watch your step. Tiptoe along the beams to the southwest and use your clawshot to defeat the Freezards and Ice Keese from a distance. From the southwest corner, head east, then slide down an icy part south. Turn east, jump two beams, then turn west for the red rupee chest. Then sneak around the pillar to the Compass chest.

Go back a room, then out the east door and through the window back outside. Defeat those pesky White Wolfoses again, then use your Senses to find a digging place in the northwest. Do that to uncover a chest with a Small Key. Unlock the gate to the west and head on through. Grab the wall handle to pull it down and lower a horseshoe-shaped object. Place a cannonball inside it, then head back out the gate. Pull the handle east of the gate to roll the cannonball outside. Put it inside the cannon, push it to face the big Freezard at north, and fire it off with a bomb.

Head through the new door at north. Head north to engage battle with a mini-boss, an Armoured Lizard. This boss is really tough due to the narrow room and his massive body. You'll need to move around a lot to avoid his ball-and-chain attack. Sidestep or backflip to avoid this attack, stalling the enemy. Get behind it and slash the tail. Also, check out the Secrets section for another strategy that was e-mailed to me. You will earn the Ball and Chain item.

Head through the door north to a storage room. This new item is pretty useful in this dungeon. Use it to destroy the ice blocks north and open the chest for the Ordon Goat Cheese. Geez, Louise, not goat cheese! Destroy the armory with your B&C (like my shorthand?) for an Orange Rupee, then head back south 2x to the courtyard and through the south door, then the east door to the kitchen.

Give Yeto the cheese for the soup, collecting some if you want, then talk to Yeta in the last room to open another door. Guess it's up to you to find the Shard.

\*Getting the Big Key\*

First, some side chores. Now that you have the B&C, head south from Yeta to the main hall. Destroy the armory near the front door (two hits each) to get rupees and a \*Poe Soul\*. Head forward to Yeta and then west to an aviary. Head through the north door from here. Push the block forward, then head back a room.

Use the B&C to destroy the ice in the southwest, opening up a ramp. Climb it halfway, then L-target the Freezard near the top and use the B&C on it 2x to destroy it. Further up, repeat the process on another Freezard. Atop the ramp, destroy the ice blocking a cannon, then head through the north door.

Defeat the Ice Warrior, the B&C being an optional (slower) weapon. Ltarget the chandelier and hit it with the B&C to rock it. Ride it to the other side of the room and open the chest for a Small Key. Rock the chandelier again and take it back over and head back a room. At the south end past the broken wall, bomb the cracked floor and drop through the hole. Open the chest for a \*Heart Piece\*.

Clawshot the target above to come back through it, then head east through the locked door. Smash the ice to the left with the B&C to reveal a target. This is your insurance policy in case you fall doing the next step. If you do, go up the west stairs and clawshot the target to get back up. Anyway, head to the east ledge to find another chandelier and rock it with the B&C, jumping east to the opposite end. Defeat the Ice Warrior, then get back on the chandelier. When it stops moving, look south and use the B&C on the next chandelier, jumping to it. Do that again for the next chandelier, avoiding/defeating Ice Keese, roll & jump (without using the B&C) to the last chandelier, then use the B&C against the ledge ahead to just reach it and get a \*Heart Piece\* from the chest.

Jump back to the first chandelier, then east and through the door. Defeat the Freezards with your B&C, then destroy the ice on the east wall. Nab the \*Poe Soul\* that emerges. Head through the north door and head right to a block. Push it along the frozen floor where it falls down. Drop to the bottom area to a newly revamped block puzzle (same room as the first one).

Destroy the two ice blocks with the B&C to create a new block and a new switch. Now you have three blocks to work with. Here are my written instructions and for more visual help, see my step-by-step ASCII diagram solutions under Mini-Games. One block is on the old switch now (let's call it A), the block right of it is B, and the new block you uncovered is C. Push A north, then C south, east, north to meet A. Push A west, south, east, north to hit the switch. Climb the blocks at north and head south along the broken path through the new door at west. Defeat the Ice Warriors with your B&C, then carefully navigate the wall north to the hole in the wall. Clawshot to the target on the high wall and drop down, heading through the east door. Destroy the ice block at left to uncover a target.

Again, this is insurance if you fall. Look east and rock the chandelier with your B&C. Jump on and wait for it to stop. At south, rock and ride another chandelier to the south ledge and open the chest for a Small Key. Head through the nearby door. Climb up to the upper south side and through the south door. Defeat the ever-annoying Freezards and head through the west locked door. Defeat two more big Freezards, then hit the big ice blocks at west (though you may have broken them in battle). Push them both forward, then head through the north door opposite the fireplace.

Smash the ice block at left for another target, then jump over the gap by it. Head north around the corner and jump off into a new room. Carry a cannonball to the south end. Pull the wall handle, then drop the ball in it. Head through the south door and pull the handle at right to get the cannonball. Carry it up the ramp all the way to the top and drop it the cannon. Direct the cannon to point east and use a bomb to fire it through the opening.

Head east and up to the opening. Pick up the cannonball and place it in the handle's transfer slot. Head north through the door and pull the handle at right. Carry the cannonball north to a cannon, place it inside, point the cannon northwest, then fire it to destroy a big Freezard. Drop down to the courtyard, head through the west gate, climb the ladder, and head through the west door to a chapel.

Head north and defeat the Ice Warriors kamikaze-style (in a church no less!). Defeating the enemies opens the doors. Head through the north one and open the chest for the Big Key, disguised as a bedroom key.

\*Blizzeta, Twilit Ice Mass\*

Head back outside to find Yeta and follow her left up the ramp. She's super-slow, so go ahead and open the locked door at the top. Watch the cinema and Yeta will transform into Blizzeta, Twilit Ice Mass. And she seemed so innocent...This boss fight is pretty fun, reminds me of Jahalla in Wind Waker. Anyway, she will first slide around as a big ice mass trying to squash you, so use the B&C while L-targeting to shrink her down. If she unleashes any Freezards, try to ignore them and focus on her, attacking with the B&C.

About eight hits later, she transforms into the second phase where she hovers on the ceiling and tries to land on your face. Avoid the series of ice masses that fall around you, watching their shadows on the ice. Destroy some with the B&C to create a gap. In the second wave, look for the gap in the pattern of ice masses, stand there & use the B&C to clearly L-target her (in the middle) and attack with the B&C.

After the battle, Yeta recovers and you receive a Mirror Shard and Heart Container. Use Midna's warp and save.

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\*Errands, Errands Everywhere!\*

While still atop Snowpeak, warp to the portal and head northeast through a cave. Near the east side are two ice blocks. Use the B&C to destroy them and uncover a \*Poe Soul\*. Light both torches to get an orange rupee, then warp to Castle Town.

Head north further into Hyrule Field and to the north cliff with a path through it. Take the south path at the fork around the cliff to the east side (on the map, it's the northwest part) where you previously got a Golden Bug to a boulder blocking a cave. Bomb it and enter. This is a hidden mini-game. Use the B&C to destroy the ice block ahead and enter a more complicated game of block sliding.

You'll go through three puzzles, each of which has a frozen floor with three blocks and a switch as your goal. Here are my written instructions, and my step-by-step ASCII diagrams are under Mini-Games. A is to the southwest, B at southeast, and C at northwest. Push C south to meet A, then push B north to the corner. Push A east, north, west, then south to meet C. Push C east, then B south, then A east onto the switch.

Head north to the second puzzle. A is southwest, B is southeast, and C is northwest. Push B north, then C south, then east. Push B west, south, east, then C north, west, south, and east onto a switch. In an added twist, there is a second switch to hit. Push A north, east, south to the second switch, then head forward to the third and last puzzle.

This one takes a while to do (20 positions). A is southwest, B is southeast, and C is northwest. Push A north, B west, then north, and C east. Push B east, then north, and A east. Push C, west, south, then east. Push B north, west, south, east, then north. Push A west, then (finally) C west, north, and east on the switch. Open the chest at the far north end for a well-deserved \*Heart Piece\*. Whew!

Warp to Kakariko Village. Pop quiz, hotshot. You did pay 1000 rupees to repair the bridge by now, right? If you haven't doled out 2000 rupees for the next donation box, have no fear (you shouldn't have anyway). You can perform a small favour to lower the donation cost.

Outside Malo Mart, talk to the elder Goron who asks you to check on another Goron off Castle Town in Hyrule Field. Warp to Castle Town and head out the east gate from the market. Go further east into the next area where a Goron sits on the newly repaired bridge. Talk to him, then warp back to Kakariko Village and talk to the elder Goron again to bring a jug of Hot Spring Water to the tired Goron. You'll have to carry it on foot as you start in the field.

Carry it west all the way to the bridge with the Goron, avoiding the Leevers and other enemies that appear in the field. Stay to the far left of the field as you cross it, walking right along the ledge. Doing this, none of the enemies should be a problem to outmaneuvre and it's quite easy. L-Target the Goron and toss the water on him to revive him. If you fail (either by getting hit or taking too long to reach him), return to Kakariko and talk to the elder Goron again. Succeed and you win a \*Heart Piece\*. A Hot Spring Water shop opens in Castle Town and the donation amount at Malo Mart lowers to 200 rupees. Head back to Kakariko and donate that exact amount to the Goron inside the shop. Pretty soon a branch of Malo Mart will open in Castle Town and you'll get your new item. For now, head to Castle Town and in the south area, return to Telma's Bar. Speak with her to learn that Rusl is exploring Faron Woods. Check the map on the table for his location. Around this time, you'll be invited via postal mail to visit Yeto and Yeta on Snowpeak, so warp there to find them at west.

Talk to them to begin a very fun snowboarding mini-game. First you'll race Yeto. Use the makeshift snowboard as you did before. It's not too hard to win, just follow your map like you did to get to the Ruins earlier. Beating Yeta in the second match however is tougher.

Warp back to Snowpeak Top for the rematch. You'll need to follow her most of the way and notice she leaps onto that shortcut plane at left about halfway down the course. Collect the rupees and avoid the trees to possibly pass her by (or at least get close). Keep on taking the shortcut even when she jumps off, then slow down to drop to the lower ground. Try to stay somewhat close to the right side as landing fast can make Link awkwardly hug the left and crash. Continue to the end and eventually you'll win. You receive a \*Heart Piece\* as a prize.

\*Accessing the Temple of Time\*

Warp to North Faron Woods. Head west of the winding ramp to the Forest Temple to find Rusl. Use the Golden Cucco that appears to cross two platforms north, then southwest through a tunnel to a wider gap. Use the boomerang to rotate the pinwheel on the bridge, then fly with the cucco to it. Activate the pinwheel on your own bridge to continue east.

Look south, jump two gaps, dodging the swinging tree limbs to reach the Sacred Grove. In case you forgot, you've already used the Howling Stone if you followed my walkthrough. Head south into the cave. Another fight with the Skull Kid ensues. Drag. This time you're human, so the fight is a bit quicker.

Follow his lantern to spot him and use your arrows when he's out of reach. For starters, go through the cave ahead and then through the first one on your left. Find him behind the tree on a ledge and nab him. Head through the left cave, then right through another. Go ahead through the cave in front (slightly left), then left through the cave. The Skull Kid is standing on a stump straight ahead. Fire an arrow at him to continue.

Go through the far left cave twice in a row, then through another straight (slightly left), then left 2x through the caves. Go between the split waterfall to find two caves. Go through the rightmost one, then through the one on the left. Go left 2x, then climb the platforms. Look up and right, then fire an arrow at the dancing devil. Grrr...annoying!

Follow the tree up through the cave, then drop down, head forward, and drop down again for the second phase of the fight. Fight the Golems and fire arrows at the Skull Kid whenever you can. That's pretty much all there is to it. After the fight, follow the path to a new area, the Temple of Time.

Take the ramp to a stone block at right. Push it off the ledge, then drop off to the balcony. Drop down the hole there and head towards the opening.

Above it is the \*Male Snail\*. Use your boomerang to bring it down and collect it. Just one more Golden Bug to find. Head north now to the pedestal and, making sure it's selected in the Start status menu, insert the Master Sword back in its slot. After a short cinema, defeat the 5 Shadow Beings that appear down the stairs to create a new warp portal. Return to the stone block, climbing up to the ledge above.

The statue sitting there before has disappeared, so take the door to be warped to the ancient Temple of Time. Head down the stairs and right of the staircase is the \*Female Snail\* on the wall. Hurrah!

Warp to Castle Town and give Agitha the last of your Golden Bugs to receive the Giant Wallet that holds a maximum of 1000 rupees. Warp back to the Sacred Grove within Faron Province.

Now to find some Poe Souls. At the top of the stairs north of the warp portal (around the right corner) is a \*Poe Soul\*. Head back west to the Sacred Meadow where the Skull Kid was. Bomb the stone boulder in the middle and nab the \*Poe Soul\* that appears. Use your senses and dig underground where the boulder sat. Defeat the Deku Babas in the cave below to receive a \*Heart Piece\*.

Back outside, climb the ivy to reach the maze and at the end of the tunnel behind the waterfall, climb up and nab the \*Poe Soul\* on the platform above the tunnel. Head back to the Sacred Grove (warp there if lost or lazy). Enter the magic door on the south side to be returned to the Temple of yore. Head north and insert the Master Sword in the pedestal to create a magic staircase. You'll also meet up with Oocoo and a small companion. Who knows how they got in here?

Climb the stairs and head through the door into the next dungeon.

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#### \*Temple of Time\*

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Items/Weapons: Dominion Rod, Magic Armour, Horse Call
Heart Pieces: 6 // 40/45
Poe Souls: 4 // 55/60
Golden Bugs: 0 // 24/24
Empty Bottles: 0 // 4/4
Howling Stones: 1 // 7/7
Hidden Skills: Great Spin
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[Z6.71]

# \*Traversing the Temple\*

Head north into the first room, and further north to a big gold door with a statue. Use your senses on the area left of the door to see the shadow of another statue. South of the visible statue (called a Guardian Statue) is

a miniature Guardian Statue. Carry it to the west platform and place it on the switch. Climb the new platform to the southwest to the stairs and go up to the west side around to the south to find Oocoo, then down to the east.

Light the two torches and open the chest that appears for a Small Key. Head south up the stairs and through the locked door. Defeat the Skulltula in the middle, then take a pot and place it on the switch in the middle to open the gates. Open the south chest for arrows, then go up the east stairs. Defeat another Skulltula, then shoot an arrow at the pot on the switch to close the gate behind you and open the one ahead.

Head up the stairs, fighting a Lizalfos, into a big room with two more lizards. On the southeast end, approach the Armos Knight and defeat it with a Bomb Arrow or Back Slice move. Open the chest that appears upon its defeat for the Dungeon Map. Open the chest to the south for a red rupee (worth 20), then use a mini statue on a switch to the north. Use another mini statue on the other switch to open a golden gate (\*San Francisco, open your Golden Gate...\*).

Head up the stairs between the gates, then through the door. Head left to the south end of the room and defeat the three Lizalfos enemies. Climb the stairs counter-clockwise, defeating another Lizalfos, to the northeast with a big gap. Use the spinner track on the right wall to ride across, jumping off when safe. Head south and to the east end of the circular platform, avoiding the rotating spikes, and pick up the mini statue. Carry it south to a switch to hold down one of them. In the center of the circle from the north path is a pillar with a lever. Now that's original...

Push it to lower it a level, then at west grab another statue and drop it on the middle platform. Push the lever again to raise it back up to the fourth floor (check your map). Carry the statue around the circle, avoiding the spikes (don't worry, the statue won't break if dropped) to the south and drop it on the other switch. Dash onto the new platform and head through the south door. Head south and beat two Armos Knights, then open the chest that appears to the west for a Small Key.

Open the chest at south for a red rupee (worth 20), then head back a room. Go across the elevator platform north and through the locked door. Now for a bit of nostalgia, a game of red light/green light.

\*Getting the Dominion Rod\*

Hit the green switch at right and guess what colour it turns. The walls reposition themselves in this maze room. Defeat the new brand of Beamos at north as usual, then around the corner in the large area look east and fire an arrow through the gold ring to hit the red switch, now green. Head northwest, defeating another Beamos, then around the corner, open the west chest for the Compass.

East of the chest, fire another arrow through the gold rings making the switch red now. Use the clawshot target if you stood too close to the chest when you hit the switch, then head northwest up the stairs, defeating the Lizalfoses along the way to the top. Look southwest of here and fire an arrow at the distant red switch to turn it plaid (just kidding, green).

Head south through the opening, defeat the Lizalfos, and defeat the tougher Dinolfos using the Back Slice or Helm Splitter preferably. Shoot an arrow at the green switch and head south, defeat another Dinolfos, then shoot the switch again to turn it green, and head through the south opening through the door at the top. Defeat the three adult spiders and all the tiny ones, then open the chest that appears for a purple rupee (worth 50). Climb the north stairs to find two big scales.

Jump on the first one to be lowered down. Toss a mini statue onto the other scale to even them, then head south up the stairs and through the south door. Defeat the Beamos, then head east past the spikes. At the top of the stairs, defeat the three Lizalfoses, then head south past the blade traps. Behind the swinging pendulum is a chest with a Small Key.

Head northeast now past two rolling blade traps to an alcove. Take the mini statue around the fence and the blade trap, dropping it on the switch which zaps the electric barrier at north, so head up the stairs in that direction. Defeat the tiny Skulltulas to receive a purple rupee (worth 50) and both Armos Knights to open the west gate. Head on through to the locked door. Once inside, approach the middle area to meet your next miniboss, a Dark Nut.

These guys are not as fun as they used to be in previous Zelda games, but they are still tough. Use the Helm Splitter religiously to break off his heavy armour right after he attacks and the Back Slice when his sword gets stuck in the ground. In the second phase, damage him after dodging an attack repeatedly until he's down for the count.

Head through the west gate and open the chest for a new item, the Dominion Rod. This wand allows you to control the Guardian Statues, large and small, from a distance, very similar to the controlling methods of statues in Wind Waker. Use the Rod on the statue above the chest's alcove to control it and it will follow your exact movements. Too cute!

\*Playing With Your Robot Pal\*

Head east and direct the statue to the bell on the east end to transport it in the dungeon. Head east to the previous room to find it. Control it again and head east to the gate. Use its weapon with X or Y (wherever you assigned the Rod) to smash it down. Good robot!

Drop down and defeat the Armos Knights easily with your new pal. Position him near the south end and release control. Run south and stand on the switch to lower the platform. Control the statue and run south to move it and yourself onto the platform. Head south downstairs towards the electric barrier, which thankfully has no affect on the statue. Have him go ahead of you through the barrier south, positioning it on the switch to deactivate it.

Release control before following it, then control it and head around the fences at west, smashing the evil blade traps with the statue's axe. Head to the bottom of the stairs at west, destroying the spikes. Smash the inactive Beamos statue to reveal a switch. Position your statue friend on the platform at south and release control. Use the Rod to control a mini statue and move it onto the switch to lift the Guardian Statue onto a new platform. Control it and move it under the bell to transport it again. Head through the north door to meet up with it at right. Control it down the stairs north and onto a scale, lowering itself down. Release control and carry a mini statue from this scale, tossing it onto the other. Jump down to the bottom level of the room and head up the north stairs to the other side of the scales. Jump onto the closest scale to even the scales' weight. Control the Guardian Statue and move it onto your own scale.

Toss two mini-statues onto the other scale, but you'll need more reinforcements. Use the Rod to control 2 mini-statues on a high ledge on the left side of the scales to even the load with four mini-statues and your bod off the scale. Once it's even, control the Guardian Statue off the scale and down the stairs, defeating all the Skulltulas again. Position it in the bell to warp it, then return to the scales solo.

The scale opposite the one with four mini statues is stuck in the up position, so climb onto it and then to a pillar nearby. Clawshot to the target at south above the bell and drop down. Head to the west to find a spinner track along the wall. Take it clockwise, hopping off at the end before hitting a wall. At the south corner is a lone \*Poe Soul\* to capture.

Further south is a chest with a red rupee (worth 20). Head through the east door and defeat the three enemies here to unseal the door heading back. Still in this room, Clawshot the target on the high east ceiling, then drop down to a ledge. Open the chest for a red rupee (worth 20), then use three mini-statues up here (one is on a small ledge at north, use the Rod to bring it down) and place them on three of the four switches. Clawshot a piece of armour from a defeated Helmasaur and place it on the fourth switch to open the gate below you. Open the chest through it for the Big Key. Already?!?!

Head back a room, then drop down and go through the west door. Take the stairs down and find the Guardian Statue at left behind a gate. Use the Rod and head north into a wall. Have the statue sit on the opposite side of the wall on its side, then release control and shoot the switch on the high west wall. If the statue was close enough to the wall, it will be on the north side now.

Control it onto the switch opposite the electric barrier, then release control and get on the other side. Open the chest at north for a \*Heart Piece\*. Cross the barrier's path, hit the red switch with an arrow, then control the statue and head north, smashing walls in your way. Down the stairs north, smash the Beamos in the way. Position the statue in the bell at south to transport it.

\*Heading For the Boss Door\*

Head through the door in the bottom south. Use the elevator platform and push/pull the lever to raise it to the topmost level to find the Guardian Statue. Control it and have it hop on the elevator and push the lever 2x to reach the 3rd floor. Control the statue and move it south, crushing all the tiny Skulltulas (again) to relieve the electric barrier. Head west with the statue and smash the golden gate.

Collect the \*Poe Soul\* there. Walk with the statue to the north and smash

the gate, then beam him up, Scotty. Before joining him (her?), use the elevator to go up a level. Use the mini statue on the east end around from the elevator and another on the third floor to activate the switches on the 5th floor, quickly using the riser. Head through the door to the chapel. Defeat the Skulltulas, then head south. On the west wall, a gate closes off a ledge.

Control the mini-statue at west and move it north to the ledge onto a switch. Release control, then toss a mini-statue in the south-center area onto the southeast ledge and activate another switch. Open the chest that appears to the east for a \*Heart Piece\*. Head back to the elevator room and go down to the third floor, then east through the door.

Go down the stairs and clawshot the ceiling target over the first fence. Control the Guardian Statue and head down the stairs to the southwest, smashing the fence at the end. Position it in the bell to transport it, then head through the north door. Drop to the lower area and control the Guardian Statue, moving north into the space left of the Door of Time. Home sweet home. Head through the new opening and new door.

Head north over the obstacles to find a switch. Ignore it and jump a gap to the gold fence at north. Toss a mini statue over the gap south, then control it with the Rod to hit the switch, opening one gate and closing another. Release control and enter the opening between the fences. Control the mini statue off the previous switch to open the next gate. Defeat the Skulltulas, then smash the pots for pre-boss fight goodies, making sure to bottle the Fairy. Head through the boss door to fight Armogohma, Twilit Arachnid. Sorry if you were expecting a killer robot.

\*Armogohma, Twilit Arachnid\*

Like the Gohma boss from older Zelda games, the eye on its back is the weak point. Shoot it with an arrow to bring it down, then L-target the closest statue to the spider, control it with the Rod and smash the spider with its weapon by swinging the Rod. Continue this strategy, watching the light beams to determine its position (if a beam disappears, the spider has crawled over it). Also, fight any tiny Skulltulas, especially when still in their eggs, and avoid the laser attack, hitting the eye with an arrow as fast as possible. In a very quick second phase, the spider is reduced to its eye among a bunch of Tiny Skulltulas. Attack the eye (arrows are the easiest) to defeat the boss and receive another Mirror Shard and Heart Container. Use Midna's warp and save. You return to the old Temple of Time.

\*The Hidden Village\*

Before heading back to the real world, head south down the stairs and to the south end. Use the Rod to control the statues in the southeast and southwest corners. Behind one is a \*Heart Piece\* and behind another is a \*Poe Soul\*. After that, take the magic door back to the present Temple of Time to meet up with Oocoo, who takes notice that your Dominion Rod is no longer useful in the present. Dang, I wanted to turn Oocoo into a turkey. Your goal now is to restore its power in the present. Hope you saved your rupees. Warp to Castle Town to collect your well-earned prize (for a small fortune, mind you!) from Malo's new store. In the central square in the southeast is the shop. It's decorated with Malo's pictures outside, and inside it's a party! Buy the Magic Armour for 598 rupees when you have the dough and it's all yours, thanks to Malo the capitalist.

Warp to Kakariko Village now and head inside Renado's house. Talk to him to get a letter for Telma. Warp to Castle Town and give Telma the letter at her bar (please tell me you know where it is by now). She will exchange it for the Invoice and direct you to the Doctor in town. You can also check Shad's location on the map in the back, though Renado told us he was there. Now, find the Doctor's office in the east area.

Give him the invoice and he'll refuse to pay (it's a bar tab rung up by Dr. Drunk). He'll mention a stolen carving of Ilia's. In the back of the office, pull the crate aside, then turn into wolf Link and sniff the Medicine to learn the scent (unlearn the other). Head back out and in front of Jovani's house, turn into wolf Link again. Use your senses to follow the medicine scent trail down the south road right to Louise, Telma's cat in front of the bar. She says the carving was stolen from her.

Whatever happened to earning an honest living? Head out the south gate into Hyrule Field. At night near the south road is a pack of Undead Dogs. Defeat them using Midna's charge attack to get back the Wooden Statue. Warp to Kakariko Village and return to Renado's house. Show it to Ilia and she will remember a Hidden Village, which Gor Coron knows of.

Warp to Bridge of Eldin and head north towards the red dot on your map indicating where Darbus is waiting. On the other side of the wooden bridge is a tunnel on the left. Take it to meet Darbus. He'll mention 20 Moblins that roam about the village to defeat. This place is exactly like every Western movie I've ever seen! The Moblins are all in the open for the most part. Check the open buildings and break the glass windows to reveal more.

Once you beat all 20 (no need to count on your digits, a counter will keep track), a cinema will occur with an old lady named Impaz, who will give you Ilia's Charm to restore her memory. Warp to Kakariko Village and return once again to Renado's house.

Give Ilia the charm to regain her memory in a very cute cinema. The charm is returned to you to be used as a Horse Call, a way of summoning Epona without scrounging for Horse Grass in the fields. Head back to the Hidden Village to fulfill some errands.

In the southern-most part of the building on the east side, head through the east windows to a \*Howling Stone\*. You know the drill...The pattern is middle, low, hold, middle, high, low, high, middle, half high, middle. The Golden Wolf will wait for you by Castle Town to teach you the last Hidden Skill \*sniffle\*.

As a wolf, talk to the cucco near the stone who will open up a cute game of hide 'n' seek with the old lady's resident cats. There are 20 to find, most of whom are in the open, though some are cleverly hidden. Search all the alleys and buildings. One cat is found by clawshotting the webbing hanging over the horse trough (so Rio Bravo) to the southeast. Dash/jump to the southwest building and through the window to the cat. Another is in a barrel in that same area. The cats keep a running total for you and will tell you if you already talked to it. Once you finish, talk to the cucco and then collect the \*Heart Piece\* reward in front of Impaz's house.

Finally, the last thing in this wild west is a \*Poe Soul\* found by clawshotting the webbing at west and searching the north end of the building. It appears only after finishing the pussycat hide 'n' seek. Darn tootin'.

Talk to Impaz inside her house and show her the Dominion Rod to get the Ancient Sky Book. Warp to Kakariko Village and head into the basement of Renado's house. Show the book to Shad, a researcher of the legend, who will unsuccessfully tame the statue there. But, the power has returned to your Rod. How about that?

Your map now has five locations of Owl Statues that will help open up the next dungeon.

\*Missing Sky Book Letters\*

Warp to Bridge of Eldin. On the north end inside the bridge is an Owl Statue atop the west side. Use your Rod to move it aside, but not off the edge (d'oh!), then release control and find a piece of the sky book in the hole it stood on. Before moving on, control the statue to move all the way to the south end of the bridge. On the west side is a gap with a ladder. Drop the statue into the gap, positioning it roughly in the middle, then use it to jump to the ladder, avoiding or defeating the Moblin Archers nearby. Open the chest atop the ladder for a \*Heart Piece\*. Now warp to Kakariko Gorge.

At the north end is another Owl Statue. Control it to move aside, then get the next piece of the Sky Book from the hole it stood on. If you want, use the statue to cross two wide gaps across the ledges for an orange rupee (worth 100). Now warp to South Faron Woods.

Northwest of Coro's Shop is a boulder blocking a passageway. Bomb it, then move the Owl Statue aside with the Rod and collect another piece of the Sky Book. Control the statue to move it into a slot near a boulder to the south. Release control, then climb the boulder and use Midna's jump as a wolf 7x to the top passage, then west into Faron Woods. Open the chest here for a \*Heart Piece\*. Now warp to Lake Hylia.

Pay Fyer 10 rupees for a normal flight to upper Lake Hylia. Leave Falbi's out the door and head northwest of the Great Bridge of Hylia to find another Owl Statue in an alcove. Control it to walk it off the edge near you. Position it under the ivy, then release control and clawshot to the ivy. Drop off onto the statue, then jump to the hole it stood on before for another piece of the Sky Book.

Warp to Castle Town and head southwest to the stone ruins theatre where another Owl Statue sits on a pillar. Control it to move off the pillar, and position it between the pillar and the stadium seats. Release control, then jump to the statue, then to the hole in the pillar for the piece of book. If you want, position the statue by the other pillar to get an orange rupee (worth 100) from the chest there. Head directly into Castle Town's marketplace.

Head north through the doors to the gates of Hyrule Castle to learn the last

Hidden Skill, the Great Spin, a super-charged spin attack. It only works if your health meter is entirely full. Hold B and release to unleash it. Now warp to Gerudo Mesa in the desert.

It's eerily dark at night, so use the Lantern if you need to. Head east to a series of stone structures with an Owl Statue atop it. Move the statue down and position it at north between the climable stones and the pillar where it stood before. Release control, then climb up the stones, then to the statue and to the hole for the last fragment of the Sky Book. For another orange rupee (worth 100, they're just giving these away lately!), position the statue to reach the southern structure right of the chest's platform, then position it east to jump to the chest.

Warp to Kakariko Village and head into Renado's basement to meet Shad again. Show him the book to remove the seal off the last Owl Statue. Use your Rod to move it aside and head into the new area of the basement. Have Midna warp the cannon revealed. Uh-uh, this is private territory. Talk to Shad and he'll vamoose. Now have Midna warp it to Lake Hylia.

Talk to Fyer and pay him 300 rupees to repair the cannon. Hope you collected some or all of those orange rupees from the statue hunt. After the cannon is repaired over several days and nights, clawshot the target on its back to launch into la-la land.

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#### \*City in the Sky\*

Items/Weapons: Double Clawshots, Giant Quiver Heart Pieces: 3 // 43/45 Poe Souls: 2 // 57/60 Golden Bugs: 0 // 24/24 Empty Bottles: 0 // 4/4 Howling Stones: 0 // 7/7

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[Z6.81]

\*Blowin' in the Wind\*

Use the Zora Armour and Iron Boots to safely sink into the water and open two chests for a red rupee (worth 20) and bombs. Follow Oocoo east, watching the wind direction. Equip the Iron Boots if you get blown around.

In the shop, talk to Oocoo at right to have her accompany you, then head back outside. Head north at the far end of the bridge to a locked gate. When the wind dies down, fire an arrow at the switch above the gate and head through the door following. Use an Oocca (the species that Oocoo derives from) to fly off the ledge right. Carefully navigate the tiled floor as blue tiles crumble under your feet. Head west and clawshot the ivy on the pillar to climb up to the upper ledge. Use an Oocca (clawshot one to you if necessary), then head north and float towards the ledge there. Defeat the Helmasaur enemies, then climb the ledges at left and head through the north door. Head forward and defeat the Helmasaur King with Back Slices (the Clawshot won't work here). Head southwest and clawshot the grating over the high window, then head through the hole in the grating. Drop to the balcony and use your spinner's egg beater move with A in the hole nearby to create a bridge. Head north of the balcony to a broken part and clawshot to the ivy wall. Climb to the balcony and head west across the new bridge, again watching the wind gusts.

Head through the door across the bridge, then head west along the tiles. Ahead is a chest in a cage. Clawshot to the ceiling target above it to drop down into the cage and open the chest for a Small Key. Pull yourself out by clawshotting the northern grating, then head back a room. Head east across the bridge to reach a door as the Dragon returns, destroying the bridge. Head through the east door. Again, avoid the blue tiles and clawshot to an ivy pillar, crawling around to a safe side to drop off.

Head east over the blue tiles to the door. Through it, head right around the corner and defeat two big Deku Babas. Use the hole with your spinner to extend the east bridge. Cross it and head through the locked door. From the right ledge, head towards the southeast end to see a crystal switch behind a pillar to the north. Use the clawshot to activate it and stop the wind. Return north and head east using the iron boots to navigate along the wall without the wind bothering you. Clawshot to the ivy to avoid walking the blue tiles and drop to the east door, heading through. Open the chest at right for the Dungeon Map, then head back a room.

Cross the south bridge of blue tiles to the door there and head through. Head south then east, jumping the platforms, wary of the wind columns that will knock you down and those blasted enemies that hide under the tiles (remember them from the Forest Temple? Ick). Defeat them using the boomerang to expose them, liking knocking them off the platforms. Head west to get a yellow rupee (worth 10), then east and finally through the southeast door. Defeat the two Dinolfos using your best sword attacks. Beating them opens a gate.

\*Getting the Double Clawshots\*

Clawshot to the ivy high up on the south wall, then to the chandelier, which acts as a switch to turn on a wind column. Using an Oocca to fly, jump into the wind when it's on to propel yourself up, then float to the ledge north and through the door. Use an Oocca to fly with the wind west to a ledge near the middle of the room. Open the chest on the far west side for a purple rupee (worth 50) by floating that way.

From that middle platform, use an Oocca (you may need to use your clawshot to grab one) and ride the wind through the hole on the north wall, then turn west to a ledge. Clawshot the chandelier switch to activate a new wind column at east. Float with an Oocca to it and propel yourself up through two wind columns and through a wall crack at east. Drop down on the other side and through the north door.

Float to the north end with an Oocca, watching the horizontal wind columns. Float down to the east side of the bottom floor and through the door there. Use the iron boots and clawshot to the chandelier to pull it and deactivate the wind. Lower yourself while attached to the switch through the fan, then drop to meet a mini-boss, Dragon Knight.

Throughout the fight, beware of the blue tiles that will crumble under you. Focus on the dragon's shield with a clawshot target on it and once he tries to attack you, clawshot the target to bring him in and slash away with your sword. The second phase begins once he flies out a hole in the wall. He will fly in and out of four holes in this room. Keep tracking that target and continue the same strategy to defeat him. Always L-target him as long as he is away from a hole and you're watching the floor for blue tiles. Swinging the C-stick camera angle around determines his location quickly.

Clawshot to the target above the gate in the high west area and open the chest for another clawshot that forms the Double Clawshots. This allows you more freedom in hanging from targets and navigating walls like the web slinger you are. Clawshot to the closest ceiling target, lower yourself a bit, then to the east target and lower yourself to see the ivy on the side of the fan. Clawshot it, then climb up and head through the west door.

Clawshot up the tower using the targets that encircle it to reach a chandelier switch on the west side. Activate it to open the west gate, then clawshot to either target inside the gate and drop off to the door. Inside, clawshot the targets on either side of the room quickly as they lower you with your weight into the abyss below. Hold down the L button to automatically aim at the closest target. Drop off the last target on the west side and open the chest for the Compass, then head through the door there.

Clawshot the metal grating under the bridge and destroy the big Deku Babas with your clawshot as you head along.

\*Getting the Big Key\*

At the west end, clawshot to the ivy on the left and climb up, then head through the west door. Clawshot the pillar with a target hanging from the ceiling, then to the target above the west door. Drop off there and head through the door. Cross the bridge's gap using the Peahats as clawshot targets. L-target them first to move fast and avoid the birds that fly around. On the west side, head through the door.

Clawshot the target to the northwest and lower yourself while attached to the ledge below. Head back east clawshotting the targets on the pillars, moving fast by L-targeting the next one as you move. On the third target, drop to the platform, then clawshot the target through the wall crack north. Clawshot to the next target, heading west using another target, then the grating to move along. Once west, head through the wall crack (lousy architecture) and drop off at the east end to the ledge.

Defeat the big Deku Babas hanging from the west ceiling with arrows. Clawshot to the target near them, then lower yourself until you see a crystal switch at north. Clawshot it to open a gate, then clawshot the target through the gate to reach it. Clawshot your way upwards using targets and grating, then drop to the platform once high enough. Head through the north door. Defeat the Giant Deku Baba using your sword and bomb the remaining eater plant to destroy it. Also defeat the big (though not compared to the giant one) Deku Babas, then clawshot the target on the high west ceiling, then quickly clawshot to the ivy north above you. Drop down from there and climb the ledge east, then slowly navigate it, defeating the Keese with arrows. Open the chest about halfway for more arrows, then continue.

Shoot arrows at the big Deku Baba from a distance and defeat the Keese ahead, then grab the edge of the next ledge too narrow to walk and edge your way across. Defeat the Big Deku Baba, then open the chest it guarded for a \*Heart Piece\*.

Crawl back along the narrow ledge and clawshot the target on the weak pillar. Quickly L-target and clawshot to the next target, then to the northern ivy. Drop down from there and look to the middle ceiling pillar with a target. Clawshot it, then lower yourself while attached to a ledge below. Defeat the Dinolfos with sword attacks, then head through the south door. Clawshot the Peahat to move over the wall. Drop down on the other side and clawshot another Peahat south. Ride it over a wall, then drop. Open a chest in the corner for a red rupee (worth 20) and look south to the big gap.

Clawshot the Peahat nearby (the one you just took) and look south. Quickly clawshot the Peahat by the small island with a tree. Drop to the island and defeat the \*Poe Soul\* for your growing collection. Open the chest here for a purple rupee (worth 50), then clawshot the Peahat above you, then to the next one, and look north.

Lower yourself while attached to pass through the thin crack in the wall. Ride the next Peahat through a hole in the wall all the way to the far ledge, then drop off and head through the east door. Clawshot the closest Peahat, then use L-targeting to latch onto the next several Peahats. On the fourth one, look southwest and follow a new series of Peahats to the ledge, then drop and head through the door there. Open the chest on the ledge for a \*Heart Piece\*, then head back a room.

Clawshot the Peahats and on the fifth one, drop to the ledge and head through the door. Head northwest and clawshot the ivy on the high wall, climbing up and left to the ledge. Pick off three Buzzards with arrows from the pillars around the area. As wolf Link, take the rope to the middle tower and head counter-clockwise to the ivy wall. Shoot down the spiders with arrows, then climb the ivy to the south end with a chest and open it for a red rupee (worth 20). Cross the ropes to the eastern platform and defeat the \*Poe Soul\* there.

Open the chest here for a purple rupee (worth 50), then head back to the end of the first rope and go clockwise around the tower using the second rope, and around to a door. Head through and defeat the Helmasaur Kings. On the south ceiling, clawshot to the grating, lower yourself a bit while attached, then clawshot to the chandelier at north. Use the iron boots to weigh it down and deactivate the fan. Drop down and open the chest for the Big Key.

\*Argorok, Twilit Dragon\*

Hanging by the grating, drop through the pit below you a level (use the ivy

to pull yourself up if you drop too far), and open the chest at north for a red rupee (worth 20), then clawshot the grating above you and, while attached, lower yourself through the fan (familiar?). STAY ATTACHED and look north. Clawshot to the chandelier switch in the ceiling, using the iron boots to activate it, starting a fan to the north.

Drop down and head north through the door atop the stairs. Clawshot the grating on the rotating blades to reach the north end of the bridge. On the lowest blade behind the fan is a purple rupee (worth 50). Drop down through the door at north for a rematch with Dragon Knight (x2).

The fight is the same, except you have two Clawshots and he has a twin. The idea is to keep both dragons in sight and work on one while avoiding the other's attacks. Again, use your clawshot to bring it in and slash with your sword. Once they're defeated, clawshot the high grating above the south door, then to the grating on the north blade.

Activate the crystal switch to the south in the wall with the clawshot to activate the spinner. Clawshot more blades to the very top inactive one. Activate another crystal switch in the north wall to make it spin, then ride the spinner you're on south and clawshot the target above the boss door.

Head on through to meet Argorok, Twilit Dragon. To begin the fight, clawshot the grating on the pillar above, then to the ivy, and climb around and up to the tower. This fight is pretty hard, definitely the toughest so far, so brace yourself. In the first phase, he will divebomb you and try to blow you off the tower with his wings. L-target the tail with the clawshot when he tries that and use the iron boots to weigh him down, dragging him and breaking off his armour. Use your iron boots to defend any wind attacks, then continue until he flies too high to reach. Clawshot one of the four pillars surrounding the tower until you're high enough to reach the tail, then continue this until a red crystal switch appears on his back to enter phase two.

You'll need to clawshot and climb a pillar, then clawshot Peahats one after the other to avoid a fiery breath attack. Remember to keep Ltargeting the Peahats to move fast. If you fall (which is likely to happen) or get hit by his fire attack, you'll lose a lot off your health meter, so use the skulls along the bottom for extra hearts. Once you're safe enough behind him, clawshot the switch to pull yourself in, then slash with your sword. Continue this, and watch the fire attack to change direction. Just clawshot the other way to avoid it.

After the boss is defeated, you get the final Mirror Shard and a Heart Container. Use Midna's warp and save.

\*Trekking to Palace of Twilight\*

Some final errands before moving into the Twilight Palace. Take the Sky Cannon back to Lake Hylia, then warp to Castle Town. Enter the marketplace and find the Star mini-game tent in the west area. Now that you have the Double Clawshots, the game is that much more difficult with a bigger prize, but it's really fun. Save before attempting this to salvage rupees if you go broke trying to beat this. Just reset and you'll recover your rupees. To play, use the clawshot to grapple the wall and stick to it to collect even more star orbs along the way up to the highest point of the cage. The easiest way to navigate is to start by standing on the small platform, then collect all the star orbs at the bottom and work your way up. If you win, you get the Giant Quiver that holds up to 100 arrows.

Now warp to Kakariko Gorge. Head to the west end with three conjoined rock spires. On the west side by a boulder, look for a target and clawshot it, then to another on the opposite cliff, then to the ivy on the spire. Climb up and right to a chest and open it for a \*Heart Piece\*. That's the last piece you'll find in the "overworld" (a.k.a. the land outside the dungeons).

Warp to the Mirror Chamber in the desert. Head forward to the mirror itself to begin a cinema where (shocker) Midna is revealed as the true Twilight Princess. Take the stairs that appear and press A at the end to enter the Palace of Twilight.

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#### \*Palace of Twilight/Hyrule Castle\*

Items/Weapons: Light Sword Heart Pieces: 2 // 45/45 Poe Souls: 3 // 60/60 Golden Bugs: 0 // 24/24 Empty Bottles: 0 // 4/4 Howling Stones: 0 // 7/7

\*First Sol\*

Head forward to meet some of Midna's people, weird but otherwise harmless. Take the bridge west and through the door. Head north, defeating enemies along the way, then further north you'll fight a new enemy, a mask in the form of Zant. It warps around the room, shooting fireballs at you. To fight it, use your Shield Attack on the projectiles, then slash with your sword when it's stunned. Open the chest that appears for a Small Key.

Clawshot a target at north to the high platform and head through the locked door. Jump down north to the lower level and head into the black fog to metamorphose into wolf Link. This will happen throughout the dungeon. Use your senses to navigate and head northeast to find a way out. Fight the Zant mask using Midna's charge attack, then two chests appear. The one at southeast is the Compass, the one north is a Small Key. Defeat the Shadowlings guarding them. I know it's weird to get the Compass before the map, but them's the breaks. Clawshot to a target to the northeast, then drop and head north to the locked door and through it. Head north to the glowing orb to meet your next mini-boss, an Image of Zant.

Like the Shadow Ganons from Zelda games past, this hologram of Zant is

fought somewhat differently from its predecessors. First, defeat the waves of enemies that come intermittently throughout the battle. Use your spin attack at will. When you get close enough to "Zant", use sword attacks, especially when a red orb appears over his head. After the battle, go around the central fog north to the orb called a Sol, which Midna explains.

Slash the hand holding the orb, then carry it back to the opposite side of the room, dissipating the fog. The hand, actually a Floor Master, will suddenly follow you. Watch its shadow on the floor to avoid being hit and drop the Sol in the slot in the middle of the fog to make stairs appear. Fight the Shadowlings by the stairs, then fire an arrow at the hand 3x to stun it as you ascend the stairs. At the top, clawshot the Sol to grab it and head back out the south door.

Head south and the Floor Master will follow. Head to the center and drop the Sol in the slot to make more stairs. Defeat the Shadowlings again and stun the hand with arrows as you take the new stairs. Again, clawshot the Sol to take it, then take the ledge south and toss the Sol up the first stair, then carry it up.

Jump off south to the door and through it. The hand will continue to follow you. Head west to the passage through the fog carrying the Sol, then drop the Sol and clawshot the target by a chest. Open it for a \*Heart Piece\*. There's just one more left in the game.

Stun the hand, then grab the Sol and head south, defeating other enemies along the way, then carry it through the south door. The hand is now out of range. Shine the Sol's light on the Twilight beings to revive them, then place the Sol in one of the pedestals in the middle area. Stand on the lit-up platform to the east to carry you across, then head north through the door. One more Sol to retrieve and this time it's not so easy.

\*Second Sol\*

Defeat the Keese to the south, then clawshot a target on either wall, then clawshot to the target on the ceiling. Lower yourself while attached to the moving platform. Ride it above the fog in the middle area to another platform and another Zant mask will appear. Use a Shield Attack to repel its projectile attack back at it, then head north across the moving platforms while it's stunned. Defeat it when you get close, and open the chest to the north for a purple rupee (worth 50). Open the chest that appears (for defeating the Mask) by the door for a Small Key. Use it to open the locked door and head through.

Head north into the fog to turn wolfie, then defeat three Shadow Beings as usual. Head north and turn back into human Link. Defeat the Mask and three more will appear. Crud. The best attack is Midna's charge as a wolf. When they're all defeated, a chest appears higher up. At north, clawshot the wall target, then to the ceiling target, pulling yourself up the ledges. Open the chests on each ledge for rupees, a Small Key, and the Dungeon Map. Clawshot to the north ledge and head through the locked door.

Another Image of Zant to defeat. Use the same fight tactics as earlier to beat it. The only difference is a fire attack he uses against you and

stronger enemy melees. Slash the hand holding the Sol and carry it to the pedestal. Stun the hand coming at you, then take the stairs, defeating more enemies, then clawshot the Sol to you atop the stairs. Head south through the door.

Carry the Sol to another pedestal and drop it there. Stun the hand coming from the previous room and defeat the enemies that surround the area. The Sol has opened up a complex series of stairs. Clawshot to the north target, then into an alcove at the east end. By now, the hand is alive. Stun it quickly, then jump to the stairs, then to a ledge high up south. Clawshot the Sol to you, then jump to the south door and head through.

Carry the Sol while taking the moving platforms across the room. Stun the hand when it comes near. If you happen to fall, head north to a black orb and the Sol will light it up, creating two elevator platforms. At the south end, stand near two orbs to activate them with the Sol's light, then take the new elevator platform south and through the door.

The hand won't follow you now. Shine the Sol's light on any remaining Twilight citizens, then carry it to the middle with the elevator platform and drop it in the last pedestal. After a cinema, you receive the Light Sword. Now head east to the previous room to retrieve the last Heart Piece. The Light Sword cuts the fog so you can navigate it as human Link.

\*Getting the Big Key\*

On the southwest end, take the elevator platform to a chest with a purple rupee (worth 50). Take the southeast elevator platform to a chest with the final \*Heart Piece\*. Congrats. Head back to the previous room and go north of the pedestals atop a ramp. Defeat the Shadow Birds that flock, then use a spin attack on the wall of black fog to clear a space, then jump across through it before it closes up again. Head through the north door.

Cut the fog with your new sword and defeat the variety of enemies here. At the north end, carry each of the two deactivated Sols to two pedestals in the middle of the fog, using your Light Sword to cut an opening, and make stairs appear. Climb them to find a black, deactivated light orb and hit it with your sword to create a glowing blue tile on the floor. Use it like an elevator to the east end and drop off. Defeat the enemies, then head east and defeat the four Masks of Zant with your new sword that cuts through them easily. Open the chest that appears for a Small Key.

Near the chest are three deactivated Orbs. Stand in the middle of them and use a spin attack to light up all three at once. An elevator platform carries you west. Drop off and head through the locked door. Defeat a slew of Shadow Beings and Shadow Birds here, then activate two orbs simultaneously at the west end with a spin attack. Ride the elevator south, then east, and get off there. Defeat the single Mask of Zant and a few more appear. Spin attack two orbs and ride back to the balcony, defeating the Masks until a chest appears in the north end. Open it for a Small Key.

Use a spin attack to cut the fog on the east side, then go through it and clawshot the target at north. Take several more targets to the top and open the chest here for the Big Key. Drop down to the bottom level and head through the northeast locked door. Head east and defeat the Shadow Beings that appear in the traditional barriers. Cut through the east fog to find four orbs. Use a spin attack to light them all at once, then ride the elevator to the top to meet four more elevators.

Jump to the west one, then ride it to two new ones. Jump to the rightmost one, then west to the ledge. Defeat the Twilight Deku Baba atop it, then head north to another elevator. Ride it east to three platforms, reached by clawshotting a target nearby. Defeat the Mask of Zant there, then clawshot to a ceiling target. When an elevator platform appears below you, drop to it to head west and clawshot another target to make the rest of the gap. Defeat another Mask of Zant to make a chest appear and open it for a Small Key which in turn makes an elevator platform appear in the middle area.

Jump to it to ride it to the top and head through the north locked door atop the stairs. Cut through the fog and defeat the Shadow Beings at the north end, then head through the boss door.

\*Zant, Usurper King\*

Finally you meet with Zant, Usurper King as he is nicknamed. After a long cinema with the court jester of Twilight, you will fight Zant in six stages reminiscent of previous dungeons. As long as the fight is, it's not all that difficult.

The first is in the Forest Temple. Like Diababa, Zant hovers off a swamp of goo, firing projectiles. Block with your shield, use your boomerang to bring him towards you, and slash with your sword, extra powerful as a Light Sword. Continue this strategy to move on to phase two in the Goron Mines.

Like the fight with Biggoron, Zant will rock the casbah on a rickety magnetic platform above the lava. Use your iron boots immediately to magnetize and continue this strategy whenever he jumps up and down. Wait for Zant to fire projectiles (a common theme apparently), dodge an attack sans iron boots, and get close to use sword attacks on him. That's it for this phase.

Next you're in Lakebed in a revival of the Morpheel show. Use your Zora Armour and Iron Boots to sink down. A giant Mask of Zant appears with the real Zant appearing from inside. L-Target him, using your clawshot to bring him towards you and slashie slashie. Avoid the projectile attacks with your shield as usual. After a while, four masks appear. Only one reveals Zant inside. Use L-targeting to find him, then clawshot him in to slash away.

The fourth phase reconvenes in the Forest Temple with a Baboon fight restaged. Change your clothes and no iron boots this time. As Zant hops the pillars, he'll stop on one to fire projectiles. Roll into this pillar two times (emphasis: TWO TIMES) to make him fall, then slash away.

The next phase is at Snowpeak where he balloons in a mimic of Blizzeta (a.k.a. evil Yeta). A convenient camera angle allows you to avoid his shadow. Roll out of his way as he crashes (boom) and use the Ball & Chain, aiming for the foot. In a hilarious scene, Zant hops around on one foot, shrinking considerably down to a tiny size. Chase him and slash away with your sword, continuing the pattern to finish the phase.

The sixth and final phase is in Hyrule Field in a great send-off of the final Ganondorf battle in Wind Waker. With two swords, he's pretty

formidable. Use Jump Attacks or Jump Strikes when he lunges slowly. When he spins around, dodge well to avoid them (sidestepping is helpful). When he stops for a rest (lazy bum), slash with no mercy.

After the fight, the Fused Shadows are returned in full. However, the game is not over yet. There is still the matter of a bigger foe: Ganon. That's right....he's BAAAACCCKK! Grab the Heart Container, your very last one that fills the 20th slot of your health meter (huzzah!), then use Midna's warp and save.

\*Finishing Things Off\*

Head to the south end of the chamber and press A in front of the hypnotizing symbol to be transported back to the Mirror Chamber in the desert. Now that you have all the niceties of the game...oh wait, what's that? Three Poe Souls, you say? Okay, smart guy. I did forget a little thing called the Cave of Ordeals, a copycat of Paper Mario TTYD's Pit of 100 Trials. You are probably well-equipped for this trial, so if you dare, warp to Gerudo Mesa, then head down the stairs into the underground cave.

Be prepared to finish 50 floors of nothing but big, bad enemies, with every tenth floor a safe haven with a Great Fairy (I wondered when they were going to show up). Unfortunately, the Great Fairies don't heal you, but they release fairies into the spring fountains in each area you found a Light Spirit. Could've used that help before, but you wouldn't last in the Cave before now. And not to brag (well, maybe a little), but I finished the Cave in one try from start to finish. I hope you can master it too. For a list of enemies and fighting strategies, see my page devoted to the Cave. On the 17th floor is a \*Poe Soul\*, on the 33rd floor is a \*Poe Soul\*, and on the 44th floor is a \*Poe Soul\*, so that about does it. Visit Jovani in Castle Town to be rewarded with a Silver Rupee (worth 200), a rarity in this game. Whoopee!

As I normally do before the final dungeon in my walkthroughs, here's a final checklist of major items to finish up. Again, all of these are included in the walkthrough, so good for you grasshopper if you've read the whole thing up to now. Check your inventory for the following: 4 Bottles, 3 Bomb Bags, 2 Arrow Quiver upgrades (up to 100 max.), ability to hold Bomb Arrows and Water Bombs, Magic Armour (598 rupees from Malo in Castle Town, southeast store in central square), Howling Stone/Golden Wolf Hidden Skills (7), Golden Bugs (24, cash in at Agitha's in Castle Town), Poe Souls (57 + 3 in the Cave of Ordeals, cash in at Jovani's in Castle Town), Heart Pieces (45, should have 20 full hearts in the health meter), Zora Armour, Horse Call, Double Clawshots, Ball & Chain, Spinner, Gale Boomerang, Lantern, Slingshot, Fishing Rod with Coral Earring, Hawkeye, Ordon Sword, Master Sword, Ordon Shield, Hylian Shield, Giant Wallet (max. 1000 rupees), and Dominion Rod.

All set? Warp to Castle Town and head north from the central square to Hyrule Castle. Midna will turn into some kind of spidery creature to destroy the barrier around the castle using the Fused Shadows. Grab the handles of the next two doors and head forward into the last dungeon.

Technically, it's not really a dungeon, because it's pretty short after the tough trials in the Palace of Twilight. So, here's how to finish it and reach Ganon. [Z6.96]

# \*Hyrule Castle\*

Head northwest following a stony road to a gate where a barrier appears. Fight the Moblins until the road is restored, then take the northwest door. Head forward...smack into another barrier. Geez Louise. Defeat the Moblins to break the barrier, then head through the northwest wall opening and far north down the road. Grab the chain left of the gate and pull to open, then head through. Head northeast to another barrier and in the middle you'll reunite with King Bulbin, for the fourthand final time.

The fight is the same as in Gerudo Desert. Use the Back Slice and Helm Splitter attacks to defeat him, especially when his sword gets stuck. He's big and slow, so it's not a big deal. He gives you a key. Open the chest in the north for a red rupee (worth 20, not that you'll need it now), then head back into the main courtyard through the southeast door.

Head northeast and fight another mob of Moblins (he he, that cracks me up) in the barrier, then head through the northeast door. Use the Ball & Chain (sorry, B&C) to knock down the towers where the Moblin Archers stand guard. Head to the west middle area and ride a boar along the east wall through the wooden fences all the way north. Against the gate, face the small pillars with pinwheels atop them. Oh no, what to do, alas, without me cheat sheet! Never fear, use the boomerang on ye garden foliage (leaves, mortal) to uncover a pattern. As the Goron Merchant in Wind Waker would say, most agreeable. Follow the pattern when activating the pinwheels with your boomerang to open the gate. Open the chest here for the Dungeon Map.

By the poles where you opened the gate, use your wolf senses to find a digging spot and dig in to land in the Hyrule Graveyard. If you use your senses again, you'll see a bunch of ghostly swordsmen by a tree with a big rock lodged in the ground. Bomb it to reveal a switch, then step on it to stop the rain from falling. Nice trick, eh?

Light the two torches in front of the gate to open the opposite gate with two owl statues. Use the Dominion Rod to lead both statues into the gaps between two stone pillars near where you dug through the ground. Climb up on the right side and hop across to the other side.

Head up and pull the chain to release the gate and open the treasure chest for a key. Midna will direct you back to the castle, so dig back through the spot where you entered this place, and head back to the courtyard.

Find the big building in the north center and head through the locked door. Head forward to meet another barrier with Moblins and (what ho?) Lizalfoses. Defeat them to make a chest appear. Climb the steps near it, clawshot the chandelier and drop to it. Open it for the Compass.

Clawshot more chandeliers, lowering yourself by the chain when attached to target them, heading north. Drop off on the north balcony and head through the door. Defeat the Dark Nut here and a chest appears to the north. To reach it, stand on the back ledge of the platform near the torch to the west, then use your boomerang to snuff out the flame, creating an elevator platform under your feet. Reach the chest and open it for a purple rupee (worth 50). Ah, the colour of royalty. From here, you have a choice to go left or right (known as the red carpet and blue carpet rooms). It doesn't really matter which way you go, since you end up reaching the same area after, so I'll put both paths below in separate paragraphs and you, dear player, can decide where to go. Once you finish either path, follow the paragraph after the red carpet one.

### BLUE CARPET

Go left & through the door. As a wolf, use your senses to see a group of ghosts near the painting on the left wall. Shoot an arrow at the ropes holding it up to reveal a switch. Shoot an arrow at it & head through the next door. Fight 2 Darknuts to continue. The left door returns you to the main room, but the right door takes you to the rooftop of the castle.

#### RED CARPET

Head east from the chest and through the door, then south to the barred door at the end. Use the lantern to see and fire an arrow at the rope holding the painting to the west that reveals the order to light the torches in the room. Light the torches exactly as shown, starting with the one closest to the flame in the picture, following the pattern across diagonally, then down to the torch right of the picture, then diagonally to the last torch. Move very quickly before the first torch burns out and that should open the door. Head through and defeat two Dinolfos to unseal the doors. Head southeast to the outside.

You'll meet up with another Dragon Knight. Defeat it using the clawshot and sword as you did earlier in the game, then head southeast to the tower and get the Small Key from the chest. Head back towards the door and turn left up the ramp to reach the other side of the tower where a couple of friends and a falcon will save your skin. Much obliged. Open the chest ahead for the Big Key. Climb to the center of the tower and head through the north locked door.

As a wolf, use your senses and defeat the Undead Rats. You'll notice a few spirits hanging around. Approach each one, who will guide you along the safe path to a set of broken stairs. Clear them by jumping to the small broken parts, and defeat two Lizalfoses at the top to open up more stairs. Clawshot to the wall torches to ascend this set of broken stairs and defeat another pair of Lizalfoses. Use your spinner on the spinner track, crossing to the parallel track to avoid spikes. At the top, defeat a Dark Nut, then using the key from the Hyrule Graveyard, enter the locked door at left for a major treasure haul!

Exit back, save your game, then head through the boss door to meet Ganon, the ultimate bad dude.

\*^\*^\*^\*^\*^\*^\*

\*Dark Lord, Ganondorf\*

Climb the stairs to the chapel to begin the first of four phases. Is it just me or do the phases multiply as you get further in the game? Just my imagination...The first phase is a fight with Zelda, Puppet of Ganon where you'll torture an effigy of your one true love. Ah, romance. She hovers around and attacks by divebombing you (dodge it), creating a golden triangle on the floor (don't stand on it), and most importantly, flinging a ball of light at your head. When this attack occurs, repel it back with your sword back and forth (now this is familiar) until she gets hit. Three hits and you change phases.

Now Ganon, Dark Beast is a wolf-like creature. This phase is arguably the toughest. There are two parts to this phase (a sub-phase if you will). First, he'll run around smashing things and then disappear into a portal. Stand in a relatively safe spot against the wall and aim your bow ready to shoot. Wait for a pink portal to appear and watch it to turn blue, then stun the glowing orb on his head (like the Fyrus battle) with an arrow as he barrels out the portal. When stunned, slash the silver scar on his body. He may try to squash you from above, so look for his shadow on the ground and avoid it at all costs. Also, he may run around and charge at you without entering a portal, so watch for that. Continue the same arrow-stun, scar-slash strategy until when you try to fire an arrow at him, he disappears.

Change to wolf Link and stand in the middle of the portals. When Ganon jumps out of one, L-target, press and hold A to grab him, then fling him away to stun him, giving you ample time to attack that silver scar again. After a while, he will barrel out of a single portal very fast without warning, so act fast and continue this strategy to move on to the third phase.

Now you fight the real Ganon on Epona. Zelda becomes your riding partner (yippee-ky-yay!). The fight is similar to the King Bulbin fight on horseback when you saved Colin. Ride close to Ganon and L-target him for Zelda to stun him with a light arrow. Once stunned, slash away with your sword. Charge a spin attack as you ride and when the time comes, unleash it to deal major damage. Avoid the phantoms that Ganon unleashes or you'll be knocked off Epona and have to mount her again.

After a while, you'll enter the final phase with Dark Lord, Ganondorf in a good old-fashioned swordfight. The shield becomes pretty useless here, so use the Back Slice religiously and backflip or sidestep to avoid Ganon's mighty sword attack. If he leaps into the air, roll to avoid his squashing bod. If you press A at the right moment, you may be lucky enough to engage in a close-up game of arm wrestling with your swords clashing. It's very climactic and stressful, so keep pressing A if that happens. Once Ganon is down but not out, perform an Ending Blow to finish him off.

It's a great fight, very fun, and you'll complete the game. Enjoy the amazing final cinema where you'll meet Midna in her human form. She's gorgeous (as if there was any doubt). The cinema continues over the end credits and finishes off afterwards, so stay tuned for a shocking finale! This is without a doubt the most satisfying, extraordinary final cinema out of the Zelda series. Congratulations on beating Twilight Princess. Hope you enjoyed the game and this walkthrough!

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[Z7]

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# \*Heart Pieces\*

45 Heart Pieces are scattered throughout the lands, acquired in dungeons, in hidden locations, and by completing various quests. Again, these are incorporated in my walkthrough, but here is a checklist in chronological order.

1) Where: Faron Province, the northeast red dot on the map How: In the cave, light the two torches by the chest to make another one appear.

2) Where: Forest Temple, room with eater plants and Spider Bombs How: Toss a Spider Bomb into its mouth after getting the Small Key from the plant enemy.

3) Where: Forest Temple, room with tile enemies How: With the Gale Boomerang in hand, snuff out the two lit torches to drop the stairs, revealing a chest.

4) Where: Hyrule Field, take the cliff path (north from Ordon Province) to a fork with a tree stuck in its wayHow: Use the boomerang to target it on the limbs of the tree.

5) Where: Hyrule Field, ride to the southwest corner of Eldin Province How: Find a small series of jagged rock pillars. On the tallest pier, use the boomerang to retrieve it.

6) Where: Ordon Village, Ranch How: Talk to Fado 2x to begin yet another game of goat herding. This doesn't require much more skill than before, however there is a time limit. Herd 20 goats in three minutes.

7) Where: Goron Mines, big magnetic ceiling room two rooms after Gor Amoto How: Head to the northeast to find a chest below you. Drop when you have safe ground below and open it.

8) Where: Goron Mines, Beamos room How: At the west end, climb the magnetic wall to the fork and go left, dropping to a chest.

9) Where: Kakariko Village, Target Practice Mini-Game How: Shoot the red & white targets, then the pole atop the Highest Building to receive it from Malo. For hints on winning, see my walkthrough or my Mini-Games page.

10) Where: Kakariko Village, need Bombs How: On the west side by the road to Hyrule Field is a cracked wall with a boulder smooshed in there. Use a bomb to obliterate it, then enter the tunnel revealed. Climb to a ledge situated above the spring and (Geronimo) jump in. Sink to the bottom with your Iron Boots and open the chest

#### 11) Where: Kakariko Village

How: Look above the tunnel that you just blew open (in # 10 above) to see another boulder higher up. Use a Bomb Arrow (combine the two items) and fire it to blow another rock. Use your boomerang to claim it.

#### 12) Where: Hyrule Field

How: Ride north out of Kakariko Village and look for two boulders and a ramp on the right. Dismount and bomb the boulders, then climb the ramp to the top, jumping the gap. Climb the ivy wall to the top and head to the ledge. Use a Bomb Arrow to blow the boulder across the gap. Jump over and climb more ivy to the top. Look down and north to see a chest. Jump down to it.

#### 13) Where: Lake Hylia

How: Head northwest to Fyer's shop. Speak with him and pay 10 rupees to be launched to upper Lake Hylia. Enter the door to reach the Flight-by-Fowl mini-game. Talk to Falbi, another clown, to play. Save here in case you mess up countlessly and you can reset without losing rupees. Pick up a cuckoo and stand on the edge. Use your point-of-view camera to spot the multi-tiered platform below. Your aim is to reach the high tier that is not spinning around. When you fly out, ignore the big rupees in the sky as they only distract from the bigger prize. Speed up and slow down continuously and use the C-stick to keep a bird's eye view of the platform. The lower you are to the chest, the likely you will drop to it, so make sure you're close enough when you land. If you land on the right tier, open the chest.

14) Where: Upper Zora's River, Fishing Pond How: Rent a lure rod and canoe for 20 rupees. Direct your canoe north and spot it on the rock structure. Use your lure rod to reel it in for the taking.

15) Where: Hyrule Castle Town, west side How: Talk to the man in the robe, who is a priest soliciting donations. Donate a total of 1000 rupees (not necessarily at once) for the piece.

16) Where: Lakebed Temple, central staircase room How: Take the stairs up and look up at the chandelier. Clawshot one of its surrounding targets to pull yourself up. Open the chest.

17) Where: Lakebed Temple, central staircase room How: Head to the lower east side using the clawshot on the ivy and pull the handle there. Follow the new current to the east door and head through it. Follow the water east to another door. At the south end is a bridge. Activate the switch there to open the south gates. Defeat the Lizalfos that appears and stand on the switch again to open the gates further. Clawshot to the target behind the gates to fly through before they close. Open the chest.

## 18) Where: Lake Hylia, Lanayru's Spring

How: Head west to the end of the path and look south to the ivy. Clawshot to it and climb up to the top. Head through the door to the south. Light the two torches with your Lantern. Open the chest that appears.

19) Where: Lake Hylia, cave south of the Howling Stone How: Navigate the cave (for directions, see Lakebed Temple section of walkthrough), light two torches by the third Poe Soul and open the chest.

20) Where: Lake Hylia, head towards Fyer's place and howl by the Bird Grass to the south, following the notes as prompted, to summon Plumm How: He will take you to Zora's River and along the way, you'll collect fruit scattered around the area for points (watermelons= 1, oranges= 3, strawberries= 10). The goal is 10 000 points, however there is a great strategy involved in racking up points. Concentrate on hitting as many strawberries in a row as you can to double your points

21) Where: Death Mountain (from Kakariko Village road) How: Go north and use a Goron to launch up, have the second one launch you west to the ledge, head north, hugging the wall along the narrow ledge to a cave at left, open the chest

22) Where: Kakariko Gorge, bomb the boulder to the south and enter the cave

How: Go right 2x, left 2x to the Poe Soul, then go right. Light the two torches and open the chest.

23) Where: Eldin Province/Hyrule Field, head northeast to the east cliff off the bridge How: Clawshot to the target to reach a high ledge, then head south and through a cave, go south along the platform to a magnetic field. Run/jump off the platform and equip the Iron Boots with good timing to attach yourself to it, drop off and take the platform north to another magnetic field, attach yourself to it again and drop, attach to yet another magnetic wall and drop to yet another ledge, light the two torches and open the chest for an orange rupee (worth 100), head south, defeat the Dodongo and open the chest near it

24) Where: Gerudo Mesa, base camp area How: Head north through the gate, west up a sand dune to the barracks, north some more, then east, making your way to the northeast corner where they are having a pig roast. Slice the porker open (ew).

25) Where: Arbiter's Grounds, Poe chamber room How: Head northeast to find a chest opposite some quicksand. Clawshot the target nearby to reach it and open it.

26) Where: Arbiter's Grounds, second Spinner track room How: Ride the track to the right to the end over the quicksand, then left to another track, jumping right, then left, then right again onto a fourth track. Jump left to a circular track which ultimately drops you off into a pit. Defeat the Stalfos Knight, then climb the ramp to the east. Open the chest at the top.

27) Where: Hyrule Field, warp to Castle Town and head west further into the field How: At the very north end is a spinner track that leads south. Ride the two tracks, then you'll reach a bunch of parallel tracks that you must jump back and forth between about 8x. At the end of the tracks, jump out to the ledge with a chest and open it.

28) Where: Eldin Bridge, warp there and head north to the wooden bridge How: Defeat the Moblins, then look west to spot a spinner track. Ride it, then use your wolf senses to find a digging place in the grass at the end and dig into the cave underground. Use Bomb Arrows to defeat three Stalfos enemies, then open the chest that appears.

29) Where: Snowpeak Ruins How: In the aviary, at the south end past the broken wall, bomb the cracked floor and drop through the hole. Open the chest.

## 30) Where: Snowpeak Ruins

How: In the room adjacent to the aviary, head to the east ledge to find another chandelier and rock it with the B&C, jumping east to the opposite end. Defeat the Ice Warrior, then get back on the chandelier. When it stops moving, look south and use the B&C on the next chandelier, jumping to it. Do that again for the next chandelier, avoiding/defeating Ice Keese, then head to the south ledge to find it.

## 31) Where: Hyrule Field

How: Warp to Castle Town. Head north further into Hyrule Field and look for a cliff with a path through it. Take the south path at the fork around the cliff to the east side (on the map, it's the northwest part) to a boulder blocking a cave. Bomb it and enter. This is an awesome hidden mini-game. Use the B&C to destroy the ice block ahead and enter a more complicated game of

block sliding. You'll go through three puzzles. See walkthrough or Games section for help on the puzzles. Head north to the chest after completing them.

# 32) Where: Kakariko Village/Hyrule Field

How: Outside Malo Mart, talk to the elder Goron who asks you to bring a jug of Hot Spring Water to the Goron on the west bridge in Hyrule Field from Castle Town. You'll have to carry it on foot as you start in the field. Carry it west all the way to the bridge with the Goron, avoiding the Leevers that appear in the field. L-Target the Goron and toss the water on him to revive him.

33) Where: Snowpeak Ruins How: Warp there and head west to Yeto and Yeta. Beat them both in two successive snowboard races to win.

# 34) Where: Sacred Grove How: Bomb the stone boulder in the middle and use your senses to dig underground where the boulder sat. Defeat the Deku Babas in the cave below.

### 35) Where: Temple of Time

Open the chest that appears.

How: In the red light/green light room, use the Rod to move the Guardian Statue and head north into a wall. Have the statue surpass the wall barrier, then release control and shoot the switch on the high west wall. If the statue was close enough, it will be on the north side now. Control it onto the switch opposite the electric barrier, then release control and get on the other side. Open the chest at north.

#### 36) Where: Temple of Time

How: Head through to the chapel. Defeat the Skulltulas, then head south. On the west wall, a gate closes off a ledge. Control a mini-statue and move it north to the ledge onto a switch. Release control, then toss a mini-statue in the south-center area onto the southeast ledge and activate another switch. Open the chest that appears to the east.

#### 37) Where: Temple of Time

How: After defeating the boss, head south down the stairs and to the south end. Use the Rod to control the statue in the southeast corner. Open the chest behind it.

## 38) Where: Hidden Village

How: As a wolf, talk to the cucco near the Howling Stone who will open up a cute game of hide 'n' seek with the old lady's resident cats. There are 20 to find, most of whom are in the open, though some are cleverly hidden. Search all the alleys and buildings. One cat is found by clawshotting the webbing hanging over the horse trough (so Rio Bravo) to the southeast. Dash/jump to the southwest building and through the window to the cat. Another is in a barrel in that same area. A running total is kept on the screen and a cat will tell you if you already talked to it. Once you finish, talk to the cucco and then collect your reward in front of Impaz's house.

## 39) Where: Eldin Bridge, Hyrule Field

How: After restoring power to your Dominion Rod, warp to Eldin Bridge. After getting the piece of the Sky Book, control the statue to move south to the bridge. On the west side is a gap with a ladder. Drop the statue into the gap, positioning it roughly in the middle, then use it to jump to the ladder, avoiding or defeating the Moblin Archer nearby. Open the chest atop the ladder.

#### 40) Where: South Faron Woods

How: After collecting a piece of the Sky Book, control the statue to move all the way south to the end of the bridge. Release control, then climb the boulder and use Midna's jump as a wolf to the top passage, then west into Faron Woods. Open the chest here.

### 41) Where: City in the Sky

How: In the room with the Giant Deku Baba, defeat it and the big (though not compared to the giant one) Deku Babas, then clawshot the target on the high west ceiling, then quickly clawshot to the ivy north above you. Drop down from there and climb the ledge east, then slowly navigate it, defeating the Keese with arrows. Open the chest about halfway for more arrows, then continue, defeating a big Deku Baba at the end. Defeat the Keese ahead, then grab the edge of the next ledge too narrow to walk and edge your way across. Defeat the Big Deku Baba, then open the chest it guarded.

## 42) Where: City in the Sky

How: In the spacious room with no walls and a big series of Peahats, clawshot the closest Peahat, then use L-targeting to latch onto the next several Peahats. On the fourth one, look southwest and follow a new series of Peahats to the ledge, then drop and head through the door there. Open the chest on the ledge.

43) Where: Kakariko Gorge/Hyrule Field How: Warp to Kakariko Gorge. Head to the west end with a few rock spires. On the south side, look for a target and clawshot it, then to another on the opposite side, then to the ivy. Climb up and right to a chest.

44) Where: Palace of Twilight How: Two rooms after getting the first Sol, head west to the passage through the fog carrying the Sol, then drop the Sol and clawshot the target by a chest, opening it.

45) Where: Palace of Twilight How: After getting the Light Sword, head east to the first room. The Light Sword cuts the fog so you can navigate it as human Link. Take the southeast elevator platform to a chest and open it.

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[Z8]



\*Golden Bugs\*

Throughout the game you will find a total of 24 golden bugs of different species and two genders. Below is a checklist of each bug and where/how to find them. All instructions are taken right from my walkthrough, listed chronologically.

Male Beetle
 Where: Hyrule Field
 How: Head north from Ordon Province and follow the path north to see a cliff

at right and a tree below at left. Head towards the tree and spot a little glow on its trunk. Catch this one by picking it off the tree with A or if it gets by you, slowly approach it and press A. 2) Female Beetle Where: Hyrule Field How: Keep heading east (from the cliff path north from Ordon Province), then left at the north fork to a pond. On the northern most tree on the eastward cliff is a second Golden Bug. Use the boomerang to bring it in. 3) Female Pill Bug Where: Hyrule Field How: Remaining in Eldin Province, just before the bridge in front of you coming out of Kakariko's southwest exit, head left of the bridge to a tree surrounded by flowery shrubs. Search the grass carefully to find that special golden glow and pick it up. 4) Male Pill Bug Where: Hyrule Field How: Cross the bridge north from Kakariko and halt just on its other side. In the left corner (facing Kakariko) of the bridge is the bug. 5) Male Ant Where: Kakariko Village How: Head east behind Renado's house to the graveyard. In the northeast under a tree is the bug. 6) Female Ant Where: Kakariko Village How: To the east, look for the third house going north (it's the one without boards across the door). It lurks lazily on the floor here. 7) Male Grasshopper Where: Hyrule Field How: Ride north from Kakariko Village until you come across some gross green enemies called Leevers popping up from the ground. Head east until you see the road become grass and spot a golden glow. 8) Female Grasshopper Where: Hyrule Field How: Ride to the northwest from Kakariko Village near the edge of the field to find the it in the wide expanse. 9) Male Phasmid Where: Hyrule Field How: Ride to the northeast to Eldin Bridge and take it across. On the inside wall on the east side is the bug. Collect it with your boomerang. 10) Female Phasmid Where: Hyrule Field How: Head northeast to Eldin Bridge, across, then east to find a boulder. Bomb it to get rupees, then stand on the wreckage site and look east on the wall to spot the bug. Bring it down with your boomerang. 11) Male Mantis Where: Lake Hylia How: Pay Fyer 10 rupees to be launched up. Leave Falbi's shop through the door to reach the Great Bridge. At the north end of it, defeat any enemies in your way and on the inside of the north arch, look east to see a Golden Bug.

Use your boomerang to collect it.

12) Female Mantis Where: Lake Hylia How: At the south end of the same bridge as # 11 (Great Bridge), look along the rock structures at right for the golden bug. Use your boomerang to collect it. 13) Male Dragonfly Where: Upper Zora's River, off the entrance from Hyrule Field How: Jump down to the water and swim east to the shore. Climb the ramp to find it. 14) Female Dragonfly Where: Upper Zora's River How: Outside the fishing place, head east to another shack and over the water in front facing west is a golden bug floating over the water. Use your boomerang to haul it in. 15) Male Butterfly Where: Hyrule Field How: Look for a path south of the bridge to Castle Town and ride it near the exit to this area to a patch of flowers by the road. 16) Male Stag Beetle Where: Hyrule Field How: Ride Epona north from the Castle Town bridge. Take the road east to a fork with a rock and a tree nearby. On the south side of the tree is the bug. Use your boomerang to collect it. 17) Female Stag Beetle Where: Hyrule Field How: After collecting # 16, ride towards the cliff at north and take the south end of the road to a big clearing. At west is a cave that is not of much concern right now. Above and left of the cave, bring her down with your boomerang. 18) Female Ladybug Where: Hyrule Field, south exit from Castle Town How: Look at the plants on the west side of the steps. 19) Male Ladybug Where: Hyrule Field, south exit from Castle Town How: On the east side of the field itself is a tall structure with flowers and lots of crow enemies (in Zelda language, Guays) and the bug. 20) Female Butterly Where: West Hyrule Field (take exit from Castle Town) How: On the west side, look north of the path to Lake Hylia for a high ledge with ivy surrounding it. Clawshot the ivy and climb up to find and capture it. 21) Female Dayfly Where: Gerudo Mesa How: Head east from the Cave of Ordeals to two parallel trenches. Search the northernmost one. Use the boomerang to bring it in. 22) Male Dayfly Where: Gerudo Mesa How: Head east from #21 above, hugging the south wall until you reach a

wooden gate. Head northeast from this point to find it.

23) Male Snail Where: Temple of Time, Sacred Grove How: After fighting the Skull Kid, take the ramp to a stone block at right. Push it off the ledge, then drop off to the balcony. Drop down the hole there and head towards the doorway. Above it, use your boomerang to bring it down. 24) Female Snail Where: Temple of Time How: Head down the stairs and look right of the staircase on the wall \*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\* [Z9]  $\sim \sim$ ~~~~  $\sim$   $\sim$   $\sim$   $\sim$   $\sim$   $\sim$ ~~~~~~~ 

In Castle Town, you'll encounter a spirit named Jovani whose soul has been broken up and scattered across the lands. All souls are captured using your wolf Senses and defeating the ghost that holds it. It must be nighttime to capture them. The first soul is found right in his very home, which you will collect following the walkthrough. The others are found throughout the game, and are all included in the walkthrough. This is a checklist for all 60 Poe Souls with minor details on location, listed in chronological order.

\*Poe Souls\*

1) Castle Town, Jovani's House

2) Lake Hylia, cave south of the Howling Stone

3) Lake Hylia, cave south of the Howling Stone

4) Lake Hylia, cave south of the Howling Stone

5) Lake Hylia, west of the cave from #2-4 at the stone tower

6) Lake Hylia, warp to the portal and from there, head southeast over the bridge, and dash/jump across the platforms to the south plateau

7) Lake Hylia, at the far east end, on the south ledge by the grass

8) Lake Hylia, fly from Falbi's perch and turn either way to find a ledge down a cliff under Falbi's place

9) Lake Hylia, fly from Falbi's perch outwards to the tiered platform and try to aim around the second tier from the bottom, though I find it's best to land above it and CAREFULLY drop to the tier. Be very cautious in fighting this one as you are treading a very narrow ledge

10) Upper Zora's River, head to the south area with a big hill, it sits atop it

11) Zora's Domain, from the warp portal, follow the current to the waterfall

and down, climb out to the east shore and go south up the hill, following it around north to find it

12) Zora's Domain, swim to the west shore from #11 and head north, performing several Midna jumps to a ledge behind the waterfall

13) Kakariko Village, on the second level of the Bomb Shop to find one by the wreckage you made earlier

14) Kakariko Village, climb the ramp to the northeast from #13 and find it by the Highest Building

15) Kakariko Village- head east to the graveyard, push the first gravestone to your right

16) Kakariko Village- lurking about freely in the middle of the graveyard

17) Death Mountain- climb the north path and use the Goron to be propelled up the cliff, using the second Goron you find, launch westwards to another ledge and head south from there

18) North Faron Woods- warp there, head east to the next area and keep going east to a dock with the purple fog ahead, jump along with Midna south, then east all the way to a hollowed-out tree

19) Kakariko Gorge- warp there, head south, bomb the boulder, heading into a new cave, go right 2x, then left 2x to find it

20) Kakariko Gorge- from #19 above, head west, then north up the cliff, by the tree off a fence

21) Faron Province/Hyrule Field- head southwest from Kakariko Gorge, go north of the pond by the edge of a cliff

22) Lake Hylia- head northwest from Faron Province, take the winding path to the bridge on the south side to spot one high up, use bomb arrows on the two boulders atop the cliffs to the south, clawshot to one target, then the other, and to a third further west on a cliff

23) Lanayru Province/Hyrule Field- warp to Castle Town, head southwest to a stony road with a dead end (looks like an ancient Greek theatre), on the right side

24) Lanayru Province/Hyrule Field- head north from #23 above, find the stone bridge in the middle area, defeat the two Lizalfos first

25) Lanayru Province/Hyrule Field- head west of the bridge from #24 above to the edge of the area with three trees and tall grass, use your Senses to find a digging place in the grass and enter the cave underground, defeat the Deku Babas, then nab both

26) Lanayru Province/Hyrule Field- see #25

27) Eldin Bridge/Hyrule Field- warp to Castle Town, head into the marketplace and out the east exit, on the bridge

28) Lanayru Province/Hyrule Field- head through Castle Town's south exit, look on the west side of the stairs

29) Gerudo Mesa- on a northern cliff, just east of the fences, clawshot to

the tree west of it, then head north

30) Gerudo Mesa- just under #29 above, use your Senses to find and dig into a hole, defeat both

31) Gerudo Mesa- see #30 above

32) Gerudo Mesa- warp to the portal here, near the Cave of Ordeals

33) Gerudo Mesa- head to the southeast area in a corner by the south wall, by the big rock

34) Gerudo Mesa- head west from the Golden Wolf, lurking near the end of the path

35) Gerudo Mesa- head back into the base camp after fighting Bulbin, search the wreckage where Bulbin emerged

36) Gerudo Mesa- head up the stairs to the tall building, the Arbiter's Grounds, before entering look left once up the stairs to find it in a small area west of the door

37) Arbiter's Grounds- in the chamber where the Poes stole the flames, wait until he glows blue before fighting it

38) Arbiter's Grounds- in the room after using the pillar to reach the ceiling, a Poe plays lantern on the west wall, defeat it when it glows blue

39) Arbiter's Grounds- in the room after the boarded up alcoves, head around the corners, carefully avoiding the quicksand pits, defeat the melee of enemies that comes your way, then follow the scent that leads into the floor, dig at the spot to uncover a chain and pull it back to open up the south wall

40) Arbiter's Grounds- mini-boss fight with last Poe

41) Snowpeak- west of the first snowdrift, head south

42) Snowpeak- follow the scent trail west up to a cliff, head left to reach the top, then keep going left against the scent to find it near a tree at the far end

43) Snowpeak- follow the scent to another cliff, at north is a small platform with trees, jump down to it, at the southern tree

44) Snowpeak- after reaching the Ruins, head back south to a hill and climb it to the top

45) Snowpeak Ruins- first area at north in the middle

46) Snowpeak Ruins- with the ball & chain, in the front hall, destroy the armory

47) Snowpeak Ruins- in the room after the chandelier jumping, defeat the Freezards with your B&C, then destroy the ice pieces on the east wall to uncover it

48) Snowpeak- warp to the portal and head northeast through a cave, near the east side are two ice blocks, use the B&C to destroy them and uncover it

49) Sacred Grove- north of the warp portal at the top of the stairs

50) Sacred Grove- bomb the stone boulder in the middle

51) Sacred Grove- at the end of the tunnel behind the waterfall, climb up to the platform above the tunnel

52) Temple of Time- Climb the stuck scale, then to a pillar nearby, clawshot to the target at south above the bell and drop down, head to the west to find a spinner track along the wall, take it clockwise, hopping off at the end before hitting a wall, head to the south corner to find it

53) Temple of Time- head west with the statue and smash the golden gate to find it

54) Temple of Time- after defeating the boss, use the Rod to find one behind a statue in the southwest

55) Hidden Village- clawshot the webbing at west and search the north end of the building, appears only after finishing the pussycat hide 'n' seek game

56) City in the Sky- in the outdoor room with the Peahats and walls, clawshot the peahat by the small island with a tree and drop to it

57) City in the Sky- just before the dungeon boss, cross the ropes to the eastern platform as wolf Link

58) Cave of Ordeals- on the 17th floor

59) Cave of Ordeals- on the 33rd floor

60) Cave of Ordeals- on the 44th floor

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[Z10]

\*Howling Stones & Hidden Skills\*

Link's sword skills are nice, but there are even better moves out there. Hence, the role of the Golden Wolf who appears throughout the game to teach you these moves as the Warrior. He first appears on the way to the Forest Temple, but afterwards it is up to you to find the Howling Stones that summon him and then to find the Golden Wolf as he appears on your map. All of these things are included in my walkthrough, but as a checklist, here are their locations and descriptions of the Hidden Skills you learn.

Please be aware that the list below is in chronological order according to my walkthrough and that the Hidden Skills can be learned in any order based on when you activate a Howling Stone--for example: if you missed the Death Mountain Howling stone and activate the Lake Hylia one, you will learn the Shield Attack Hidden Skill there, and will learn the Back Slice at the next Howling Stone you activate. It is recommended that you activate the Howling Stones in the following order as described in the walkthrough.

1) Howling Stone: N/A Golden Wolf: Encountered on the way to the Forest Temple Hidden Skill: Ending Blow Description: When an enemy lays down but not dead, L-Target and press A to deliver the blow. 2) Howling Stone: Death Mountain, after getting the 14th tear, to the northeast Golden Wolf: In Ordon Province, in the west pond area off the north road from the village Hidden Skill: Shield Attack Description: Press R to lunge with the shield while L-targeting and temporarily stun an enemy, then slash with the sword. 3) Howling Stone: Lake Hylia, after getting the 9th bug, cross the river to the north on a small hill Golden Wolf: In Hyrule Field, north of the Castle Town bridge. Hidden Skill: Back Slice Description: Roll around an enemy and press A to slash its backside. 4) Howling Stone: Faron Province, near the entrance to the Forest Temple, take the ramp and do several Midna jumps, cross the bridges and ropes Golden Wolf: Take the south exit from Castle Town to Hyrule Field, on the west side after taking the stairs. Hidden Skill: Helm Splitter Description: Use a Shield Attack, then press A to leap over the enemy and attack its back to possibly shatter its armour. 5) Howling Stone: Lake Hylia, warp and take the southwest bridge up the ladder and north Golden Wolf: Gerudo Mesa, at the northwest Moblin camp, climb the steps north up the cliff and look west. Hidden Skill: Mortal Draw Description: With your sword tucked away, wait for an enemy to draw near and pull out your sword to deal a blow most mortal. 6) Howling Stone: Snowpeak, after creating a ramp from a snowdrift, follow the reekfish scent trail Golden Wolf: Kakariko Village, in the graveyard to the east Hidden Skill: Jump Attack Description: Increases strength of regular jump attack. Press and hold A, then release. 7) Howling Stone: Hidden Village, in the southern-most building on the east side, smash a window, then clawshot the webbing up high, and drop through the east window. Golden Wolf: Castle Town, in the central square, head north to the gates of Hyrule Castle Hidden Skill: Great Spin Description: Increases strength of regular spin attack when powered up. Hold B and release as usual. Must have full health meter to execute. \*^\*^\*^\* [Z11]

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### \*Boss & Mini-Boss Strategies\*

Below you'll find a chronological list of bosses and mini-bosses with specific fighting strategies as copied directly from my walkthrough. You'll also find my traditional star meter that ranks the difficulty of each fight (see scale below).

Difficulty Level: \*- easy \*\*- fair \*\*\*- hard \*\*\*\*- very hard \*\*\*\*\*- whoa, mama!

King Bulbin, Part I

Ook (a baboon) Where: Forest Temple How: First, defeat all the big Deku Babas in front of you, then approach the series of pillars. The Baboon uses a boomerang as its only weapon, jumping from pillar to pillar. When it stops on one, bang into it to knock him offbalance and he gets hit by his own boomerang. When he lands, slash with your sword. Continue this strategy until he bails. Reward: Gale Boomerang Difficulty: \*

Diababa, Twilit Parasite Where: Forest Temple How: This fight works in two stages. First, stay safely out of range of the big Deku Baba heads and use the boomerang to target first a Spider Bomb, then a head to fed it the TNT. Repeat on the other head to move into stage two where a giant head (I guess those other "heads" were like hands) appears. Target the head and avoid its slime attack until the Baboon appears. You can never trust a monkey...except him. He carries a Spider Bomb and swings across the area on a rope. Target the bomb, then the Diababa head to make booming contact. The eye is exposed (ew) on the ground where you can perform your fencing techniques (um, slash it). Reward: Heart Container, Fused Shadow Difficulty: \* 1/2

Where: Kakariko Village, Hyrule Field How: Ride north and over the gate to chase King Bulbin into Hyrule Field. The first round involves catching up with the big guy, who is easily noticeable. The best strategy here is to push the limit of Epona's speed by using up all the spurs that appear on the screen. While riding towards Bulbin, take out your sword and charge up a spin attack. When you're close to Bulbin, release the attack for a major wallop. When the spurs run out, you will slow down, but keep your eyes on Bulbin so you can catch up again when the spurs charge up. When he's "defeated" (not really), he rides to Eldin Bridge in the northeast. Follow him there to enter a second phase. Charge with Epona as fast as possible towards Bulbin as he charges towards you along the bridge. At the last possible second, move to either side of Bulbin and slash with your sword. This may take a couple more tries, but it's not too difficult. You can also try charging up a spin attack if you want. It takes a couple of trips across the bridge, but eventually Bulbin falls off into the abyss,

miraculously surviving to return later. Reward: Saves Colin, nothing material Difficulty: \* 1/2 Dangoro (a big Goron) Where: Goron Mines How: The name means absolutely nothing...nah, just kidding, he's huge. And that factors into this fight. Wait until he tries to hit you, then slash with your sword. Avoid the edges of the disc that may tip and send you flying into the hot stuff. Keep it up until he rolls up into a ball, then it's time to party. Get to the edge of the disc and equip the Iron Boots. Like the sumo wrestling games before, press A when prompted to lift and toss him into the lava. Repeat this until he gives in. Reward: Hero's Bow Difficulty: \* 1/2 Fyrus, Twilit Igniter Where: Goron Mines How: Basically a hyped-up King Kong (or maybe Donkey Kong?). This battle is fought within a single phase, but requires two important items to be used. Run to a temporarily safe spot and shoot an arrow at the glowing eye on Fyrus. Find the handle on his shackles and pick it up. Equip the Iron Boots and pull the chain to trip him up. Lastly, run to his exposed eye and slash with your sword to deal damage. Repeat this pattern until he reverts back to Darbus, his true self. Reward: Fused Shadow, Heart Container Difficulty: \* 1/2 Shadow Kargaroc/Bulbin Archer Where: Lake Hylia How: He shoots arrows at you while flying, so dodge them while attacking the bird when it swoops close to you. Avoid its claw grasp, then defeat the lone Moblin when the bird retreats. Reward: Nada, nothing, zilch, and zero Difficulty: \* Twilit Bloat/Parasite Queen (a Queen bug) Where: Lake Hylia How: Warp with Midna to Lake Hylia. Swim into the middle of the lake after the short cinema. Use the four little platforms, the biggest one being the most sturdy and spacious, to stay above water and keep your senses on at all times, reactivating them if you are hit. Dodge her electrically-charged attacks and when it stops temporarily, use a jump attack to latch on and bite as much as you can chew. After some more dodging of deep water attacks, continue the same pattern until it flips on its back, helpless. Show no mercy and stand on the belly, using Midna's charge to get all six legs at once to get the last tear. Reward: 16th Tear Difficulty: \* King Bulbin, Part II

Where: Hyrule Field, bridge from Castle Town How: The spin attack is less effective here as he has donned a shield in each arm. Chaaaaarge! Use Epona to ride forward a bit (not too close to Bulbin) and fire an arrow at him between the shields, then head past him and repeat this process until another one bites the dust. Reward: Gate Keys (to Kakariko Village) Difficulty: \* (Bulbin), \*\* (carriage ride)

Difficulty: \*\*

Deku Toad (a big frog) Where: Lakebed Temple How: Concentrate on obliterating the melee of tadpoles, then the frog will try to squash you from the ceiling, so roll out of the way of his shadow. If he hits the floor instead of you, attack his tongue with your sword. When his mouth is open in a croak, try firing a bomb arrow to stun it again and go crazy on that tongue. He will then unleash a mob of tadpoles, and you'll repeat the same routine. Reward: Clawshot Difficulty: \*\*

Morpheel, Twilit Aquatic Where: Lakebed Temple How: Use the iron boots to sink down. Of course there are two phases to this fight. First, use the clawshot to target and hit the eyeball to bring it in and pummel it with your sword. As for Morpheel's attacks, you can safely ignore the bomb fish as they just distract from the goal. If you need to avoid an attack, you can remove the iron boots to swim out of range. Once you've hit the eyeball enough, phase two begins with Morpheel swimming around. Swim after him sans iron boots (like it's possible to swim with them on!) and try to keep tabs on him by L-targeting the eye on the, ew, back of his head. Once close, use the clawshot to pull yourself to it and slash away. Avoid his big fat maw that can swallow you up and this phase is pretty doable. Reward: Fused Shadow, Heart Container

Skull Kid Where: Sacred Grove How: This fight can be super annoying if you get lost. Defeat the Deku Golems that appear, however they will reappear continuously, so fight them only if they entrap you. Follow the Skull Kid through the new cave, then go left up a tunnel. Listen for the song he plays on his flute (Saria's Song to Zelda veterans). Climb the ledge left to find him, and attack if possible. Follow the new tunnel and to the pool area and head between the waterfalls through another tunnel. Follow the path through another tunnel to a second pool. Swim to the waterfall in back and swim through another hidden tunnel. Climb the platforms behind that and attack the Skull Kid quickly before he runs. Now, retrace your steps to the first pool area and another tunnel is opened at right. You'll spot the Skull Kid atop a stone structure out of reach. Head through the tunnel at left behind him to a series of ledges. Jump across, then take a path made of a very long branch. Follow another tunnel to find the Skull Kid and whack him. Follow him through a new tunnel that emerges in the stone structure. Drop down to corner the Skull Kid in a more narrow area. The second phase begins here with the Skull Kid teleporting a la Wizzrobe while summoning more annoying Deku Golems. Use Midna's charge on the Golems and wait for the Skull Kid to start blowing his horn to summon more Golems to attack. He gets quicker, so keep attacking when he's about to blow the horn. Three hits and he's down for the count. Reward: Master Sword Difficulty: \*\* (more for annoyance than difficulty)

King Bulbin, Part III
Where: Gerudo Mesa
How: Dodge his charges and use Back Slice or Helm Splitter moves as best you
can.
Reward: Poe Soul (inside the ruins of the fight area)
Difficulty: \* 1/2

Poe Where: Arbiter's Grounds How: The Poe splits into four versions, one being real, the others fake. Wait until they stop spinning around you and just before they (it?) attacks, look for the Poe that glows blue and attack it. Reward: Poe Soul Difficulty: \*

# Death Sword (a big Stalfos)

Where: Arbiter's Grounds

How: You must be wolf Link and use your senses to see him (after all, he's dead). When he goes to attack, dodge it and his sword will (\*giggle\*) get caught in the ground. When he glows blue, attack with malice. Of course, that is only phase one. After that, he becomes more alive (if that's even possible), so turn back to human Link and use arrows to attack while dodging his own projectile attacks. Once you hit him, he spins around, so dodge that until the sword again gets stuck in the ground. Attack with your sword like there's no tomorrow, then rinse and repeat. Reward: Spinner Difficulty: \* 1/2

# Stallord, Twilit Fossil

Where: Arbiter's Grounds

Difficulty: \*\* 1/2

How: At the bottom of the ramp, get on the track with the Spinner and build speed as you ride along the lower perimeter, avoiding spikes. Once you're going at a fair clip, hop off and aim for and hit the spine buried in the sand (press A to attack). He sets up Skeletons that act as bumper cars. Avoid Stallord's toxic gas attack and get a fast momentum on the spinner, aiming again for and attacking the spine. Three hits later and you enter the second phase. This one is the best, making up for the tougher first phase. Use the hole slot to do the egg beater move with A and create a massive tower. Ride the track along the tower and avoid his fireball attack, jumping to the parallel track on the wall. Once close, jump out and strike the head to down him, then attack with your sword on the ground. After a couple of hits, spike barriers will appear, so dodge them as you did in the track courses of the dungeon. Once he starts spitting out fireballs, the spikes disappear. Repeat the same tactics. See my Secrets section for a new strategy that was e-mailed to me. Reward: Mirror Chamber warp portal, Heart Container

Darkhammer (an armoured lizard) Where: Snowpeak Ruins How: This boss is really tough due to the narrow room and his massive body. You'll need to move around a lot to avoid his ball-and-chain attack. Sidestep or backflip to avoid this attack, stalling the enemy. Get behind it and slash

the tail. Continue this until he is defeated. Luckily, it's not a long battle.

See my Secrets section for a new strategy that was e-mailed to me.

Reward: Ball & Chain Difficulty: \*\* 1/2

Blizzeta, Twilit Ice Mass Where: Snowpeak Ruins How: She will first slide around as a big ice mass trying to squash you, so use the B&C while L-targeting to shrink her down. If she unleashes any Freezards, try to ignore them and focus on her, attacking with the B&C. About eight hits later, she transforms into the second phase where she hovers on the ceiling and tries to land on your face. Avoid the series of ice masses by watching their shadows on the ice reflecting the ceiling. In the second barrage, look for a gap in the circle of masses, then when they land, use the B&C to clearly L-target Blizzeta and attack with the B&C. Mace the face, as disgusting as that sounds. Reward: Mirror Shard, Heart Container Difficulty: \*\* 1/2

Skull Kid, Part II
Where: Sacred Grove
How: This time you're human, so the fight is a bit quicker. Follow his
lantern to spot him and use your arrows when he's out of reach.
Reward: Entrance to Temple of Time
Difficulty: \*\* (more for annoyance than difficulty)

## Darknut

Where: Temple of Time How: Use the Helm Splitter religiously to break off his heavy armour and the Back Slice when his sword gets stuck in the ground. In the second phase, damage him after dodging an attack repeatedly until he's down for the count. Reward: Dominion Rod Difficulty: \*\*

# Armogohma, Twilit Arachnid Where: Temple of Time

How: Like the Gohma boss from older Zelda games, the eye on its back is the weak point. Shoot it with an arrow to bring it down, then control a statue by getting very close and L-targeting it and using the Rod to smash the spider with its weapon by swinging the Rod. Continue this strategy, watching the light beams to determine its position (if a beam disappears, the spider has crawled over it). Also, fight any tiny Skulltulas, especially when still in their eggs, and avoid the laser attack, hitting the eye with an arrow as fast as possible. In a very quick second phase, the spider is reduced to its eye among a bunch of Tiny Skulltulas. Attack the eye to defeat the boss. Reward: Mirror Shard, Heart Container Difficulty: \*\* 1/2

Aeralfos (a dragon knight, also x2) Where: City in the Sky

How: Throughout the fight, beware of the blue tiles that will crumble under you. Focus on the dragon's shield with a clawshot target on it and once he tries to attack you, clawshot the target to bring him in and slash away with your sword. The second phase beings once he flies out a hole in the wall. He will fly in and out of four holes in this room. Keep tracking that target and continue the same strategy to defeat him using stronger sword attacks to dismantle his armour, like Helm Splitter and Back Slice. Always L-target him as long as he is away from a hole and you're watching the floor for blue tiles. Reward: Double Clawshots Difficulty: \* 1/2 (both times)

Argorok, Twilit Dragon Where: City in the Sky How: To begin the fight, clawshot the grating on the pillar above, then to the ivy, and climb to the tower. In the first phase, he will divebomb you and try to blow you off the tower with his wings. L-target the tail with the clawshot when he tries that and use the iron boots to weigh him down, dragging him and breaking off his armour. Use your iron boots to defend any wind attacks, then continue until he flies too high to reach. Clawshot one of the four pillars surrounding the tower until you're high enough to reach the tail, then continue this until a red crystal switch appears on his back to enter phase two. You'll need to clawshot and climb a pillar, then clawshot Peahats one after the other to avoid a fiery breath attack. Remember to keep L-targeting the Peahats to move fast. Once you're safe enough behind him, clawshot the switch to pull enough in, then slash with your sword. Continue this, and watch the fire attack to change direction. Just clawshot the other way to avoid it. You may lose a lot of health from getting hit by fire or falling in this battle, so use the skulls around the base of the area for extra hearts. Reward: Mirror Shard, Heart Container

Difficulty: \*\*\* 1/2

Image of Zant
Where: Palace of Twilight
How: First, defeat the waves of enemies that come intermittently throughout
the battle. Use your spin attack at will. When you get close enough to
"Zant", use sword attacks, especially when a red orb appears over his head.
Reward: Access to the first Sol
Difficulty: \*\*

Zant, Usurper King Where: Palace of Twilight

How: You will fight Zant in six stages reminiscent of previous dungeons. As long as the fight is, it's not all that difficult. The first is in the Forest Temple. Like Diababa, Zant hovers off a swamp of goo, firing projectiles. Block with your shield, use your boomerang to bring him towards you, and slash with your sword, extra powerful as a Light Sword. Continue this strategy to move on to phase two in the Goron Mines. Like the fight with Biggoron, Zant will rock the casbah on a rickety magnetic platform above the lava. Use your iron boots immediately to magnetize and use them whenever he jumps up and down. Wait for Zant to fire projectiles (a common theme apparently). Dodge an attack sans iron boots, and get close to use sword attacks on him. That's it for this phase. Next you're in Lakebed in a revival of the Morpheel show. Use your Zora Armour and Iron Boots to sink down. A giant Mask of Zant appears. L-Target Zant when he appears within it and block projectiles with your shield, using your clawshot to bring him towards you and slashie slashie. After a while, four masks appear. Only one contains Zant. Look for the L-targeting yellow arrow that gives it away and clawshot him in to slash away again. The fourth phase reconvenes in the Forest Temple with a Baboon fight restaged. Change your clothes and no iron boots this time. As Zant hops the pillars, he'll stop on one to fire projectiles. Roll into this pillar two times (emphasis: TWO TIMES) to make him fall, then slash away. The next phase is at Snowpeak where he balloons in a mimic of Blizzeta

(a.k.a. evil Yeta). A convenient camera angle allows you to avoid his shadow. Roll out of his way as he crashes (boom) and use the Ball & Chain, aiming for the foot. In a hilarious scene, Zant hops around on one foot, shrinking considerably down to a tiny size. Chase him and slash away with your sword, continuing the pattern to finish the phase. The sixth and final phase is in Hyrule Field in a great sendoff of the final Ganondorf battle in Wind Waker. With two swords, he's pretty formidable. Use Jump Attacks or Jump Strikes when he lunges slowly. When he spins around, dodge well to avoid them (sidestepping is helpful). When he stops for a rest (lazy bum), slash with no mercy.

Reward: Fused Shadows, Heart Container Difficulty: \*\*

King Bulbin, Part IV Where: Hyrule Castle How: Same battle as in Gerudo Desert. Use Back Slices or Helm Splitters, especially when he starts an attack or when his sword gets stuck in the ground. Reward: Small Key Difficulty: \* 1/2

## Ganondorf

Where: Hyrule Castle

How: Climb the stairs to the chapel to begin the first of four phases. The first phase is a fight with Puppet Zelda where you'll torture an effigy of your one true love. Ah, romance. She hovers around and attacks by divebombing you (dodge it), creating a golden triangle on the floor (don't stand on it), and most importantly, flinging a ball of light at your head. When this attack occurs, repel it back with your sword back and forth (now this is familiar) until she gets hit. Three hits and you change phases. Now Ganon is a wolflike beast. This phase is arguably the toughest. There are two parts to this phase (a sub-phase if you will). First, he'll run around smashing things and then disappear into a portal. Stand in a relatively safe spot against the wall and aim your bow ready to shoot. Wait for a hole to appear (and the anticipating sound effects), then stun him with an arrow as he barrels out the portal. When stunned, slash the silver scar on his body. He may try to squash you from above, so look for his shadow on the ground and avoid it at all costs. Continue the same arrow-stun, scar-slash strategy until when you try to fire an arrow at him, he disappears quicker. Change to wolf Link and stand in the middle of the portals. When Ganon jumps out of one, L-target and press A to grab him, then fling him away to stun him, giving you ample time to attack that silver scar again. Continue this strategy to move on to the third phase. Now you fight the real Ganon on Epona. Zelda becomes your riding partner (yippee-ky-yay!). The fight is similar to the King Bulbin fight on horseback when you saved Colin. Ride close to Ganon and L-target him for Zelda to stun him with a light arrow. Once stunned, slash away with your sword. Charge a spin attack as you ride and when the time comes, unleash it to deal major damage. Avoid the phantoms that Ganon unleashes or you'll be knocked off Epona and have to mount her again. After a while, you'll enter the final phase, a good old-fashioned swordfight. The shield becomes pretty useless here, so use the Back Slice religiously and backflip or sidestep to avoid Ganon's mighty sword attack. If he leaps into the air, roll to avoid his squashing bod. If you press A at the right moment, you may be lucky enough to engage in a close-up game of arm wrestling with your swords clashing. It's very climactic and stressful, so keep pressing A if that happens. Once Ganon is down but not out, perform an Ending Blow to finish him off.

# Reward: End of Game

Difficulty: \* 1/2 (first phase), \*\*\* (second phase), \*\*\* (third phase), \*\*\*

(overall) \*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\* [Z12]  $\sim \sim$  $\sim$   $\sim$   $\sim$   $\sim$  $\sim$   $\sim$   $\sim$   $\sim$   $\sim$   $\sim$ ~~~~~~~ \*Enemies\* Here is an alphabetical list of enemies found throughout the game and some tips on beating them. Armos Knight Approach to activate. Use Back Slice or arrows on the glass orb on its back. Watch out after hitting that as it explodes. Bari Electric jellyfish found in Lakebed Temple. Use clawshot to defeat. Beamos A rotating statue with a red orb on it. Shoot an arrow at the orb to disable it. Big Skulltula A sophisticated version of the original Skulltula that can hang by webbing or walk on the ground. Use the stab sword move or Back Slice it. It may need an Ending Blow if it lays stunned. Bokogoblins Blue Bulbins found in fields. Use sword or arrows. Bubble A smaller version of the tradition flaming skulls from Zelda games past. Use sword or arrows to disable its flames and wings, then use the sword on the remaining skull. Bubble Bug A new creation mainly found in Lakebed Temple. Use arrows to break bubble or clawshot to bring the bug towards you, then use the sword. Bulbin Ugly green monsters adapted from Moblin characters of past Zelda games. Use sword or arrows.

Chilfos

Tough skinny guys that throw ice picks or use them as swords. Use ball and chain or sword attacks like Back Slice to attack. Chu A blob of different coloured jelly that can expand in size and break into multiple blobs. Upon defeat, scoop into your bottle (yellow= lamp oil, red= red potion, blue= blue potion, purple= random health effects, gold= rare potion) Dark Insects Found only in the twilight realms of lands as a wolf using your senses. Attack to unveil Tears of Light to restore the spring and bring light to the area. Darknut Tough hombre redesigned from previous Zelda games. Much tougher and uglier. Use Back Slices and Helm Splitters to shatter its armour. Deku Baba Venus Flytrap plant from past Zelda games. Use sword to attack. If attached to ceiling, use arrows or boomerang to bring it down. Dodongo Fire-breathing dragon from past Zelda games. Attack weak tail with Back Slice. Fire Keese Can make clothes or wooden shield burn if touched. Use sword or arrows. Fire Slug Use arrows to attack on ceiling. Use sword on the ground. Freezard Small ice blocks that freeze you upon impact. Use ball and chain or sword to destroy. Can slide around on ice. Ghoul Rat Rats only visible with wolf senses and defeated as a wolf or with Midna's attack. They may attach themselves to Link, slowing down his movement until you transform into a wolf and defeat them. Giant Deku Baba Combination of two plants. Defeat the Deku Baba part with your sword, then Ltarget the eater plant and feed it a bomb to destroy it. Giant Freezard Block of ice that blows cold wind that freezes you upon impact. Use Ball and Chain to destroy, breaking it into smaller Freezards.

Helmasaur Weasel creature with silver armour. Use Back Slice on its hind or take off its armour with the Clawshot and attack with your sword.

Helmasaur King Bigger version of Helmasaur. Cannot remove its armour. Use Back Slice.

Ice Keese Bats that can freeze you upon impact. Use sword or arrows.

Kargoroc Big birds that swoop down to peck you. Use your sword when they get close. If stunned, use the Ending Blow.

Keese Bats returning from previous Zelda games. Use sword or arrows.

Leever Cabbage-like creatures that spin around. Use sword or arrows.

Lizalfos Big lizards with sword and shield. Use sword attacks like Back Slice.

Moblin Archer Often sit atop cliffs and watchtowers, shooting fiery arrows down below at you. Use arrows to pick them off from afar or use the sword on the ground.

Rats Vermin. Attack with sword or arrows.

Redead Knight Screaming mummy figure that can freeze you with fear and attacks with a big mace. Use your sword and try to attack with its back to you so you don't freeze up.

Scarabs Tiny gnat-like bugs found in Arbiter's Grounds that travel in droves. Harmless but a real pain!

Shadow Kargoroc Ugly black bird that derives from the Twilight region. Use your sword when it divebombs or gets close.

Spiders Found mainly on ivy walls. Use your slingshot or arrows to pick them off before climbing.

Stalfos Skeletal remains with a shield. Attack with your sword, then bomb its remains to stop it from rebuilding. Stalkin Miniature Stalfos that just take a single sword slash to defeat. Come in armies. Tektite Spider creature that hops along to catch you. Use sword or arrows. Twilight Being/Beast Ugly black masked creature, often comes in groups of 3 or more. Defeat all but two normally, then use either Midna's charge attack as a wolf or a spin attack as human Link to defeat them. Leave one behind and they regenerate. Twilit Vermin Similar to normal Rats. Only found in the Hyrule Castle sewers area. Undead Dogs Only found at night. Skeletal creatures. Must be wolf Link. Use senses to see. White Wolfos Found at Snowpeak Ruins courtyard. Use sword or wolf attacks. They leap fast, so if being a wolf has its advantage by tapping A to catch up. \*^\*^\*^\* [Z13]  $\sim \sim$ ~~~~ ~~~~~ ~~~~~~~~ ~~~~~~~~~~~ \*Cave of Ordeals\*

Located in the cave right by the Gerudo Mesa warp portal, this side quest/mini-game is solely devoted to perseverance and strength by fighting fifty floors of various enemies, increasingly more difficult as you ascend the floors. Every tenth floor holds a Great Fairy that will create fairies in the spirit fountains encountered throughout the lands. There are also three Poe Souls to be found on the floors, indicated in the checklist below, which also gives enemies and short instructions.

Remember that this cave should not be navigated until very near the end of the game, probably after finishing the Palace of Twilight, but before Hyrule Castle (as indicated in my walkthrough). You need a full stock of arrows, spinner, ball & chain, Dominion Rod, and Double Clawshots. No enemies drop hearts, only rupees, so collect those to boost the power of your Magic Armour, though you can sometimes find some rupees & hearts if you dig in select areas using your wolf senses. A silver rupee is hiding on one of the last floors of the cave.

A brilliant strategy is to use the Magic Armour on the last few floors when your fairies and red or blue potions have given out. If you desperately need it before then, equip it, fight, then take it off and salvage its remaining power for harder floors. Also remember to fight all "undead" enemies as wolf Link with senses on.

I have beaten the Cave twice. I used all the above strategies. Try to enter the Cave with 1000 rupees in your wallet from the onset and use the Magic Armour for the last 2 or 3 floors (especially the last!). Have all 4 bottles filled with Fairies or Red Potions, though Great Fairy's Tears are especially helpful!

Without further adieu, here's my floor guide.

1) Moblin 2) Keese (3), Rats (3) 3) Deku Baba (4) 4) Big Skulltula (3) Moblin Archer (3) 5) 6) Fire Slug (9) 7) Fire Keese (5), Dodongo (2) Tektite (6) 8) Lizalfos (2), Moblin Archer (2) 9) 10) Great Fairy Use spinner to activate next room; Helmasaur (3), Rat (15) 11) 12) Giant Black Chu- don't scoop up the purple jelly, may be poisonous Bubble Bug (4) 13) Bubble (10) 14) 15) Moblin (10) Keese (8), Rat (8) 16) 17) Undead Dog (10), Poe 18) Leever (10) 19) Chu (countless) - scoop up the red, blue or shiny Chu for potions 20) Great Fairy 21) Use Ball & Chain on the ice mass to continue; Moblin (5), Ice Keese (5) 22) Keese (5), Rat (5), Undead Rat (countless) - dig at the hole for hearts 23) Mini-Stalfos (countless) 24) Gibdo (5) Moblin (10), Moblin Archer (4) 25) 26) Stalfos (3) - bomb their remains 27) Bubble (4), Big Skulltula (3) 28) Lizalfos (2), Moblin (10) 29) Bubble (4), Stalfos (2), Mini-Stalfos (countless) 30) Great Fairy Use Dominion Rod to move both statues off the switches to open 31) the gate; Beamos (5), Keese (5) 32) Fire Slug (5), Bubble (5), Fire Keese (5), Dodongo (2) 33) Gibdo (4), Poe 34) Undead Rat (countless), Chu (countless) 35) Ice Keese (5), Giant Freezard 36) Ice Warrior (4) 37) Bubble (5), Leever (10) 38) Bubble (3), Ice Keese (3), Ice Warrior (4), Giant Freezard (2) 39) Dark Nut (2) -- dig at the hole for a Silver Rupee 40) Great Fairy 41) Use Double Clawshots to continue; Armos Knight (9)

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42)
       Moblin (6), Deku Baba (6)
43)
       Lizalfos (5), Moblin Archer (8)
44)
       Dinolfos (4), Poe
       Moblin Archer (2), Gibdo (5), Giant Black Chu
45)
       Ice Warrior (3), Freezard (2), Undead Rat (countless)
46)
       Moblin, Mini-Stalfos (countless), Rat (countless)
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       Dragon Knight (2), Dark Nut (1)
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       Dark Nut (3)
       Great Fairy
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[Z14]
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 Mini-Games
The games are back and better than ever! Below is a chronological list of
mini-games found throughout the game, some originating from earlier Zelda
games, especially the beloved fishing hole. You'll also find my traditional
star ranking system that ranks the fun level of each game. Enjoy!
Fun Meter:
*= boring
**= fair to good
***= fun
****= very fun
****= fasten your seatbelts!
Target Practice
Where: Kakariko Village, after obtaining the Hero's Bow at the Goron Mines
dungeon
How: Use the Goron by the Bomb Shop to be propelled to its roof, climb up the
ramps to the Highest Building, use the Goron there to be propelled to the
high ledge, talk to Talo
Cost: Free
Basics: Shoot two red & white targets that Malo sets up, then shoot the pole
by Talo on the Highest Building
Strategies: The targets are easy, just aim at the bulls-eye. As for the pole,
to distinguish it from the rest of the village, look to the highest building
just to the right where you can faintly make out two sticks on either side of
the building. Aim for the left one.
Reward: Heart Piece
Fun Meter: **
Falbi's Flight-by-Fowl
Where: Lake Hylia
How: Pay Fyer 10 rupees to launch up to the site
Cost: 20 rupees (+ 10 for Fyer)
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Basics: Use a cucco to fly across to the multi-tiered platform below and

collect prizes from the chests on the levels.

Strategies: Save before playing in case you mess up countlessly and you can reset without losing rupees. Pick up a cucoo and stand on the edge. Use your point-of-view camera with the C-stick to spot the multi-tiered platform below. Your aim is to reach the high tier that is not spinning around. When you fly out, ignore the big rupees in the sky as they only distract from the bigger prize. Speed up and slow down continuously and pull the C-stick down to keep a bird's eye view of the platform. The lower you are to the chest, the likely you will drop to it, so make sure you're close enough when you land. See also Falbi's Flight-by-Fowl secret.

Reward: 100 rupees (highest moving platform), Heart Piece (highest nonmoving platform), the next tiers contain 50 rupees, 20 rupees, 10 rupees. Fun Meter: \*\*

Lantern Boat Ride Where: Upper Zora's River after getting the Second Bomb Bag from Iza How: Inside her shop, talk to Iza Cost: 20 rupees Basics: You'll be rafting down the river again, but this time there are lanterns hanging above you. Use Bomb Arrows to shoot them, earning points (yellow= 1, red= 2). If you hit walls or wood, you lose a point. You can earn a maximum of 30 points, but the minimum goal is 25. Strategies: Save before playing to use the same strategy as Falbi's game (if you fail numerous time, reset and start over with your original cache of rupees). Retain a point-ofview angle on the C-stick camera to maintain neutral control of the boat and nab the lanterns. Avoid the walls and wood by gently steering with the Control Stick. Allow the current to move you along the course naturally. Reward: Earn 25 or more points (maximum of 30) for the Giant Bomb Bag Fun Meter: \*\* 1/2

Plumm's Fruit Target Ride Where: Lake Hylia, after finishing Lakebed Temple, talk to Plumm, a parrot sitting by the Bird Grass off Fyer's place, then howl at the Bird Grass to summon your ride Cost: Free Basics: Fly through the rocky obstacle course to Zora's Domain and hit the fruit targets for points (watermelon= 1, oranges= 3, strawberries= 10). Hit any rocks or walls and you lose. Strategies: Hit the same fruit target as many times as you can in a row to double your points and really rack up a large total. Focus on the strawberries for this strategy as they are the most points. Reward: Score at least 10 000 points for a Heart Piece. Personal High Score: 51 214 Fun Meter: \*\*\*\*\*

STAR, Part I Where: Castle Town, west road, down the southern path, look for a colourful tent and enter Cost: 10 rupees Basics: Use your Clawshot to collect all the star orbs within the metal cage, using the platforms as leverage, within the time limit. Strategies: Try to collect several orbs in a row by looking for groups of stars. You have to act quickly and towards the end, you may find yourself nabbing a single star a few times in a row to finish it up. Reward: Big Quiver (60 arrows max) Fun Meter: \*\*\* 1/2

Block Sliding Where: Hyrule Field, warp to Castle Town, then take the path north, up the cliff to the south end around east (represented as northwest on the map), bomb the cave & enter Cost: Free Basics: Use the Ball & Chain to destroy the icy wall ahead, then go forward. Slide the blocks along the icy floor to rest one on the switch(es) to activate the door ahead. Complete three puzzles total. Strategies: Here are my written instructions as dictated in the walkthrough. I'll label each block A, B & C to make the instructions easier. Scroll down past them for my step-by-step ASCII diagrams. Step-by-Step ASCII Diagrams x= switch(es) A, B, C= blocks - = top/bottom of puzzle area | = sides of puzzle area X= complete All diagrams are "drawn" with north as pointing up. Snowpeak Ruins Block Sliding Puzzle: (9 steps) One block is on the old switch now (let's call it A), the block right of it is B, and the new block you uncovered is C. Push A north, then C south, east, north to meet A. Push A west, south, east, north to hit the switch. 1) \_\_\_\_ |C 1 

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Hyrule Field Block Sliding Puzzles

First Puzzle: (10 steps)

A is to the southwest, B at southeast, and C at northwest. Push C south to meet A, then push B north to the corner. Push A east, north, west, then south to meet C. Push C east, then B south, then A east onto the switch. Head north to the second puzzle.

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Second Puzzle: (14 steps)

Note the L-shaped corner in the top right and the two switches.

A is southwest, B is southeast, and C is

northwest. Push B north, then C south, then east. Push B west, south, east, then C north, west, south, and east onto a switch. In an added twist, there is a second switch to hit. Push A north, east, south to the second switch, then head forward to the third and last puzzle.

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Third (and Last) Puzzle (20 steps)

Note the expanded puzzle area.

A is southwest, B is southeast, and C is northwest. Push A north, B west, then north, and C east. Push B east, then north, and A east. Push C, west, south, then east. Push B north, west, south, east, then north. Push A west, then (finally) C west, north, and east on the switch. Open the chest at the far north end.

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Cat Hide 'n' Seek Where: Hidden Village Cost: Free

Basics: By the Howling Stone, talk to the cucoo to begin. There are 20 cats in the open and some hidden in the buildings and alleys of the village. As a wolf, find each one and talk to them to keep a running total and to distinguish them. Strategies: Most are in the open. Check the top of the stack of crates in the front, in front of Impaz's house, the very back of the village, by the horse trough, in a barrel, on the rafter, and in the alleys surrounding the buildings. The key is to break the windows to reach otherwise impassable spots. You will have to change into human Link to clawshot any webbing you find throughout. To reach the opposite building, dash as wolf Link across from the reachable building. When you have all 20, return to the cucoo. Reward: Heart Piece Fun Meter: \*\* STAR, Part II Where: Castle Town, west road, down the southern path, in the colourful tent Cost: 15 rupees Basics: Now that you have the Double Clawshots, the game is that much more difficult with a bigger prize, but it's really fun. Save before attempting this to salvage rupees if you go broke trying to beat this. Just reset and you'll recover your rupees. To play, use the clawshot to grapple the wall and stick to it to collect even more star orbs along the way up to the highest point of the cage. Strategies: The easiest way to navigate is to collect all the star orbs at the bottom and work your way up, trying to grab them in groups of 3-5 and try to limit the number of single orbs to collect at the end. \*\*Tip from Tsuku: I found a simple way to beat the Star Game II (100 Arrows Quiver). Actually, there's a pattern to follow to beat the game in way less than a minute, if you shoot your Clawshot well. Starting the game, Link looks at the left to WHITE stars; shoot there (one white star), then from here, search to shoot to the most WHITE stars in a row you see up to the RED star, then search to shoot for the most RED star in a row up to a YELLOW star, then search to shoot to the most YELLOW stars you see up to the a BLUE star, etc, etc. If you follow this correctly, you end up to the YELLOW star at the center top of the cage, then (A) to let you fall from above, then DONE :D Reward: Giant Quiver (100 arrows max) Fun Meter: \*\*\*\* Fishing Where: Hena's Fishing Hole off Lake Hylia to the north Basics: A recurring activity from Ocarina of Time, new & improved with a boat and variety of lures and fish species; all fish caught are recorded in your Fishing Log on the game menu Cost: 20 rupees to rent a canoe and lure fishing rod, extra 100 rupees for an optional guide (not worth it)

Controls:

Boat-Control Stick- navigate B- take out fishing rod A- options (return, change lures, quit) Z- info/help (guide's advice when present or read guidebook)

Fishing-C-stick down- throw out line Control Stick- wiggle line B/Control Pad down (hold) - reel in empty line B + Control Stick down (hold) - reel in catch A- bring in fish when close to boat Control Stick up (hold) - relaxes line if fish jumps

Types of Fish:

Gillfish- most common smallfry, found almost everywhere Hylian Bass- next most common fish, fatter species, found mainly everywhere, especially at west end of south bank Hylian Pike- long, slender species, found mainly in the north or northeast area Ordon Catfish- fatter long species, found around the northeast area Skullfish- attack fish found in Lakebed Temple, safely fish them in front of the boss door, forbidden & unrecorded species Reekfish- stinky species found in Zora's Domain by Mother & Child rock formation on west side, must use Coral Earring hook Hylian Loach- found around north or northeast area of the fishing hole and in a secret underground pond in Lake Hylia by the Howling Stone (dig south in the spot sensed as a wolf, which includes a beehive for larva bait); average length of 15 inches, grows up to 27 inches

# How to Catch the Legendary Hylian Loach

Found in Hena's Fishing Hole by the lily pads in the northern cove (look for frogs and listen for bubbling or gurgling sounds), only in summer season with the frog/sinking lure and Coral Earring hook; not too hard to catch, just use regular fishing tactics; if caught, the fish is kept in the tank and your photo is taken for display. Mine was 27 inches, but it supposedly varies in size. Not as exciting to catch or as big as the Ocarina of Time Hylian Loach.

Other Items Caught

Empty Bottle- fish in the pond east of the bridge just past the no-littering sign to fish it and reel it in Heart Piece- at north on the rock structure, fish it and reel it in Bag of Rupees- random amount found Junk- random useless trash found

## Types of Lures:

Starting- basic general lure
Popper- noisy lure for deep water fish
Spinner- active lure for big fish by waterfall, especially useful in fall or
winter
Frog- unlocked lure (complete level 1-8 of Roll Goal), wait 2 1/2 seconds after
a bite before reeling, good attraction for Loach
Sinking- acquired in secret by catching one each of Bass, Pike & Catfish at
the fishing hole using lure fishing (rent a boat for 20 rupees); at the
southwest corner by the shack, use your rod to fish it from the water;
confiscated by Hena if she catches you using it (so don't use her as a guide
afterwards); cannot be wiggled, but sinks lower than other lures and attracts

the Loach Types of Hooks: Bone- starter hook on own fishing rod Coral Earring- acquired in walkthrough through Prince Ralis, attracts bigger, better fish Types of Bait: Bee Larva- found by knocking down a beehive using an arrow or hawk; scoop into a bottle; found at Ordon Village, Hena's Fishing Hole, and secret pond in Lake Hylia (see Hylian Loach) Worms- found in Lake Hylia by the entrance sign inside, dig at the three mounds of dirt; scoop into a bottle; also found in Hyrule Field from the eggs of the fast-moving bird enemy Seasons: Seasons change in their natural order every time you leave the fishing area and return from Upper Zora's River area. Winter- snowy Spring- pink cherry blossom trees Summer- very green, lily pads to the north Fall- red leaves Weather Conditions: Morning- sunny, clear waters, increasing fog during the day Night- rainy, murky waters Personal Fish Length Records Ordon Catfish- 15 inches Greengill- 11 inches Reekfish- 27 inches Hyrule Bass- 20 inches Hylian Pike- 23 inches Hylian Loach- 27 inches Rewards: Peace & tranquility; also Heart Piece and Empty Bottle Fun Meter: \*\*\*\* Roll Goal Where: Fishing Hole, inside the shack, use the C-stick point-of-view angle to find the game sitting on a table Cost: 5 rupees Basics: Use the Control Stick to gently tip the table, moving a marble along an elevated course to the goal (a fish dish!) in 2 minutes. There are 64 courses in total to play. Use the C-stick to change camera angles. Strategies: Move the marble gently about one section of wood at a time. Ignore the clock as it only distracts from the goal. Only use the C-stick if you can't tell where to move the marble.

Reward: 10 rupees per win. Winning level 1-8 unlocks the Frog lure. Fun Meter: \*\*\*

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\*Secrets\*

Here's a list of secrets I discovered through Internet searches and my own playing, now organized by geographic area. Random ones are listed at the bottom, as is my list of major secret rupee chests (mostly orange ones).

#### ORDON PROVINCE

\*Slashing cucoos allows you to control one for a little while. You can also possess them as Wolf Link.

\*If you pour hot water (purchased in Castle Town from the Goron merchant) on fruits, vegetables, or plants they will grow before your eyes! You can also pick them up and get a description of them, but can't keep them.

\*As human Link, you can pick up dogs and cats and carry them around.

\*There is a mirror in the basement of Link's house in Ordon. Use the lantern and the point-of-view angle on the C-stick to see his reflection.

\*If you go into the Ordon Ranch as a wolf, the goats will attack you! They won't take any hearts away from you, but they'll send you flying. You can't hit them back, unfortunately.

\*I found an Orange Rupee behind Rusl, Uli, and Colin's house, in Ordan Village, I used the clawshot to nab it on the right side of the back of the house (its just a small sparkle through the vines)

\*I found out while wandering around Ordon Village, looking for rupees, if you howl at any hawk grass, it tells you if some treasure or somthing is nearby. Like in Ordon, if you howl from on top of the mayors house, the hawk shows you two yellow rupees on the roof of Rusls house, at the back.

\*You can call Epona as a wolf by howling at a spot with Horse Grass. You can also talk to her as you can the other animal critters as a wolf.

\*If you roll into one of the Ordon goats headlong as Human Link (which can be tricky to line up right), Link will be thrown backwards quite a ways.

\*Growing your own pumpkins improves the items inside. You can also water people, but not all respond.

\*The Ordon Shield is one-of-a-kind. Buyable replacements are slightly

different.

\*Talo and Malo are the latest (game-release-wise) in a line of pairs of relatives, one having a T name and one an M name (Marin, Tarin, Talon, Malon...)

#### FARON PROVINCE

\*You can swim around in the boss room in Forest Temple after Diababa goes down. It's very pretty, but the water is bottomless. I've not tried to actually drown Link manually using the Zora armor (instead of the Iron Boots) and swimming downward, but it's probably possible. \*UPDATE: Yes, Link can drown with the Zora Armour here. It's actually a swift death. Not like it's at all a useful gimmick.

\*You can cut certain rope bridges with the Gale Boomerang.

\*In the Faron section of Hyrule Field, you'll see a bridge over standing water. Under the bridge is a place you can clawshot to for an orange rupee. To get out of the bridge, just clawshot back.

\*Wading through water where there's water plants and gunk, like inside the Forest Temple, sometimes yields rupees.

\*If you save while in a castle, once you start your game back up it would have taken you back to the beginning of said castle. While this is true, there is a way around this (at least up to a certain point). To keep from saving out and losing your place in a castle all you need is Oocoo. Warp out of the castle with the aid of Oocoo and son, THEN save your game. When you start your game back up all you have to do is warp back to Oocoo and you will be right back in the room you warped out of, which saves plenty of time and irritation. This DOES NOT work at the City in the Sky (believe me, I tried 2x).

\*You can't throw away the golden cucco; it'll fly right back up, like the Oocca (most of the time), as far as I know.

\*In the Forest Temple, en route to the boss chamber, there is a room with a single bridge you must turn with the Gale Boomerang in order to advance. If you activate the Gale Boomerang on the bridge's windmill mechanism and roll forward while the Boomerang is out (so that Link falls over the edge and catches himself as the bridge turns into place), he will get trapped under the bridge with his hands poking through the crevasse. From here, either he will pull himself up through, or you must fall and restart the room. Whew!

# KAKARIKO VILLAGE

\*To find a 200-rupee stash in Kakariko Village, use a cucco and head up the south ramp marked "Dead End", then glide and climb to the hot spring off the hotel roof. Glide across to the bomb shop roof, then climb the ramps to a watchtower with the Goron standing there. Glide to the scaffolding on the cliff, then glide again to the weak roof of Renado's house. Use a bomb arrow on the glint inside the bell to earn it. Or shoot it from afar using the Hawkeye (if needed) with a bomb arrow, then navigate to the chest as a wolf using Midna's jump.

\*Use your lantern in the renovated Bomb Shop to receive a warning, then try it again. Barnes will turn the sprinkler system on you! \*GLITCH: If you save in the cannon room in Kakariko Village before warping the cannon with Midna to Lake Hylia, you will be unable to progress! Midna will not warp the cannon with Shad in the room, but he becomes invisible and impossible to talk to! If you try to leave via the stairs, Shad will prevent you from exiting. All possible tactics to correct the problem have failed. For more info, check out an explanatory video on YouTube or DustinSoftware.com. See the FAQ section for more details.

\*Do you know there is a shortcut from Kakariko Graveyard to Lake Hylia? After getting the Zora Armour from Ralis, the Zora child, and the water bombs from Barnes, you need to do this: after reaching the secret passage that leads to that part of the graveyard, equip the Zora Armour and get to that little lake in front of you. Now go to the left, with the iron boots equipped, and you will see a suspicious pile of rocks. Blow them with a water bomb, and swim through that new passage. You will fall from Lake Hylia's waterfall!

#### DEATH MOUNTAIN

\*You can walk on the ceiling without the Iron Boots by approaching a magnetic wall with the boots on an item button, but not on your feet. Step on a magnetic field, then equip the iron boots. In mid-air, pause and replace the boots on your item button with another item, keeping the boots off the other item button as well. Come back to the game screen and Link will be attached to the ceiling in his hiking boots!

\*Your arrows can be refilled. This can be done when approaching a room with archers on towers. When the arrows miss you, they stick in the ground and you can pick them up.

\*You can recover your own arrows, in addition to being able to pick up enemy ones.

\*As you climb Death Mountain, by the geisers there is a cave that is reached by using the Clawshot on the vines just underneath it. Climb up and you'll find Rare Chu Jelly that you can bottle up after beating the active Chu enemy.

\*In Death Mountain, on the main ground level near where the giant hot rock crash-landed, climb the short mesh to a hidden cave blocked by a rock with a paw-print and rising steam. You can see beyond the rock if you use the POV camera (C-stick up). It blocks a shortcut to the hot springs. To bypass it, climb up Death Mountain and enter the room that leads to the Goron Mines. Use the elevator at left with the Iron Boots to reach a cave area. Push a similar rock to the right to open up a shortcut to the hot springs. In the same cave, drop down to the other rock and push it aside to open up the cave from the main bottom area of Death Mountain. Eureka!

\*Near the cave mentioned above is a wide plank of land. If you look up and right high above, you can see a baby Goron up there! Clawshot to the vines and head past the baby Goron to the cave. Drop through for a rupee prize in the chest. The other cave is the exit from the upper one.

\*You can hear part of the Goron Lullaby in the background music of the Goron Mines.

\*It's also the only dungeon in which one doesn't recieve the dungeon item

in the same room as the miniboss.

\*Similar to the Fire Temple of OoT, within the Goron Mines is a room in which a treasure chest can only be reached with the item from a water temple; in OoT it was the Longshot, and in TP it is the Clawshot.

\*What the Gorons of Twilight Princess are actually mining for seems a mystery, but since there is a medium possibility that the Goron Mines are located on the site of the old Dodongo's Cavern (and that, in OoT, the rocks within that place were supposedly great-tasting), perhaps that explains things.

### LANAYRU PROVINCE

\*You can pull cucoos, Ooca creatures, and small items (hearts, etc.) to you by using the Clawshot.

\*The fisherman from Ocarina of Time has his picture posted in the fishing hole shack with the Hylian Loach from OoT.

\*In Falbi's Flight-By-Fowl, pay to play. Instead of grabbing a cucco and jumping off, throw them off of the ledge. Once all of the cuccos are gone, talk to him twice. The first time he'll tell you not to be afraid. The second time, he'll say 'Hey! Where'd my cuccos go?' It's kind of funny!

\*In Lake Hylia, after shooting out of Fyer's cannon to Falbi's Flight-by-Fowl gaming area, aim the Gale Boomerang at the pinwheel on the roof of Falbi's building to stop the rotation of the highest platform on the tiered platform below (part of the game).

\*On the "Falbi's Flight-by-Fowl" game if you look all the way to the Lanaryu spring entrance right on top there are two chests. One is a big one with an orange 100 rupee and the other is a purple 50 one. You just need to land by one and use your double clawshots to get the other one using the targets by it and the one in the middle.

\*In the part where you use the fishing rod to get the Heart Piece in Lake Hylia fishing hole, you can also use the clawshot to get it while underwater with the iron boots.

\*That rock whatchamacallit that landed in the Zora's Domain (after you midnawarp it) looks like it has eyes. It's actually a Goron that's trapped in the rock. [nintendo\_girl21 note: This is where you get the Third Bomb Bag].

\*Another way to catch Loach: Okay, first you have to have coral earring hook. Then, you have to get some kind of bait. After that, you go to the spirit at the Lanayru Province, and then all you have to do is cast your pole and you have a good chance of getting a Hylian Loach. (The only thing is that they can be a small size)

### \*\*FOLLOW-UP\*\*

\*Besides the Lanayru Province Spirit Spring, you can also catch baby Hylian Loach(es?) while bobber fishing in Hena's Fishing Hole. Although one does have to have the coral earring, no additional bait is required, although it ups the chance of catching a fish obviously.

\*Warp to Zora's Domain and DONT TAKE THE WATERFALL. Take the right path and when you're at the waterfall, take a right. There should be a small pond and

some boxes nearby, smash the boxes and get the fairie(s).

\*If you look at the Legendary Fisherman's picture and then back at Hena quickly, she will be scratching her back, just like the guy in the picture did in OoT and MM.

\*In the Lakebed Temple, it is possible to complete the dungeon (complete as in defeat Morpheel, not get everything, as you'll have to pass up a Heart Piece for the time) having only raised the water level once. Using the Clawshot, one can reach the chandelier in the "hub" room and carefully drop down onto the platform where the Boss Door is located.

\*While in the subterranean cavern containing Toadpoli, you can avoid taking damage from them by simply sinking to the floor using the Iron Boots; they can then be observed swimming overhead. However, it is impossible to damage them from there as far as I can tell. Perhaps someone should check this out with Water Bombs...?

\*If you pay Fyer to go in his cannon, walk away, transform into a wolf, and come back, you can walk into the cannon without being launched off. The inside of the cannon is rather dark, so you can't see anything, but it's still fun to do.

\*Bomb Fish may not be catchable for the bombs in their mouths, but you can clawshot them. Of course, this means Link will be left holding a ticking bomb...

\*There is an opportunity to catch baby Hylian Loach in the Lakebed Temple Boss Key room.

\*If you bobber-fish near Fyer's when Plumm is around, the music that plays when Link's hooked a fish (FISH ON!) won't activate and the minigame "theme" will continue to play.

#### GERUDO DESERT/ARBITER'S GROUNDS/MIRROR CHAMBER

\*During the cinema at the Mirror of Twilight that shows backstory on Ganondorf and the sages, battle music from Ocarina of Time (N64) plays.

\*I found an easy way to defeat the main boss of the Arbiter Ground. After you hit him with the Spinner, use the Hidden Skill #5, the Mortal Draw on him. After that hit, use two jump attacks followed by a four hit combo with the Master Sword. Repeat Step #1 again and on the third attempt, attack him again with only the Mortal Draw. The first Mirror Shard is yours!!!!

\*\*FOLLOW-UP\*\*

\*I found another way to easily defeat the main boss at the Arbiter's Grounds Temple. After you hit him with the Spinner, hit him with the Mortal Draw, followed by two jump attacks, then finish with two four hit combos with the Master Sword. On the second attempt, do the Mortal Draw again and the jump attack. The first Mirror Shard is yours!!!!

\*Running around the entire Mirror Chamber is a strip of carvings/designs showing signs from the OoT Medallions. You can check it out with the Hawkeye.

\*Images of the Triforce appear as decorations in Arbiter's Grounds. The Gerudo Goddess of the Sand's image is also featured. \*The Fire, Water, Light and Spirit symbols in the Mirror Chamber may be partially justified. Keep in mind that this is just my theory, but...

Fire: for the fires illuminating inside the temple, for Din's element, and for Ganondorf's Triforce of Power.

Light: for the balance of light and shadows everyone's always talking about, and for the Mirror of Twilight's linking the two worlds.

Spirit: very symbolic. It can also represent the Spirit Temple, Nabooru the Gerudo, and of course the Poes inside.

Water: the Sage killed by Ganondorf.

Why Forest and Shadow Didn't Make the Cut:

The way I see it, in the TP era, the Kokiri race has disappeared from Hyrule. And what is the element they are/were tied to? That's right, the forest. There's a lot of talk in the Zelda universe about Shadow Races, such as the Dark Interlopers. However, back in the days of OoT, there were also the Sheikah, the servants of the Hylian Royal family. Other than Impaz and possibly Fanadi, the Sheikah seem to have dwindled in number even more.

It can also be argued that...

Fire represents the Gorons. Water represents the Zoras. Light represents the Hylians. Spirit represents the Gerudo. Ganondorf is a Gerudo, and not only is he one, he's also a major player, which makes up for there maybe only being one of his race. These are all surviving races in the Twilight Princess era, supposedly 100 something years after Ocarina of Time in the "adult" timeline.

The races lacking representation here would be the Oocca and the Twili. There are also the Ordonians, the (perhaps) Sages, the Yetis, the Skull Kid/s, and the Deku Scrubs, but they are sort of bit actors in the legend of TP.

These, the Oocca and Twili, are races specific to Twilight Princess, and thus are not linked to the Sages and Medallions. However, it can be argued that the Twili are represented in the Mirror Chamber by the fact that the Mirror of Twilight is obviously there.

The Oocca are not major players here, as they are more of a supporting race and have seemingly severed ties with the Hylian Royal Family (whether benevolently or not), and at the point when the player first comes to the Mirror Chamber the Oocca's origins/backstory have not been revealed.

\*Death Sword, the Arbiter's Grounds miniboss, is apparently sealed by the papers hanging down from the ropes that hold its sword. This is a kind of allusion to Eastern culture, where special charms with inscriptions are hung to ward off spirits.

\*Interestingly, in the Japanese game, Death Sword is named Sword of Gobera.

\*Death Sword's... sword debatably bears some similarity to an iconic weapon in the video game FINAL FANTASY VII--the Buster Sword.

\*In the Arbiter's Grounds, in the room with the spikes that pop up and you have to manuever around to the other end of the room, I found a glitch. If you go right at the beginning of the room and walk over to the "fake spike" holes right next to the first pillar and stand in one of the corners nearst the pillar, you will sink into the ground an inch and pop back up and you'll start walking as if you were in quicksand or wearing the Iron Boots, you will also move twice as slow when you walk in quicksand. The only way to get rid of the "Slowness" is to leave the room.

#### CAVE OF ORDEALS

\*In the Cave of Ordeals if you extinguish the torches near the ledge, sometimes the door to the next floor will open. This even works if you haven't killed a single enemy in the room yet.

\*The Cave of Ordeals has half the Trials of another Pit...the Pit of 100 Trials (of course!).

#### PEAK PROVINCE/SNOWPEAK RUINS

\*I found an easy way to defeat Darkhammer, the mini-boss of Snowpeak Ruins. Clawshot behind him and make sure your back is to the other door and he'll miss with his Ball & Chain. Before he pulls his weapon back toward himself, quickly roll toward and behind him and use Hidden Skill #5, the Mortal Draw. You just defeated his mini-boss in one hit!! The Ball & Chain is now yours!!

\*When you are chasing the reek fish smell to find the yeti there is a place before you find him that there is a couple of trees next to a ramp that your supposed to go up if you go into wolf form and use your sense next to the tree closest to you, you go into a cave place with a rock you can blow up and there is a gold sparkly chu, i dont know what it does, so he left and came back but then it wasnt there so THIS IS A ONE TIME THING

\*A tip for the race with Yeto and Yeta--I've noticed that Yeto is much bigger than you and, if you get too close, he will knock you senseless. I predicted that Yeta, though smaller, would do the same thing. I was wrong. In fact, YOU are the bigger one now and can knock HER senseless. You can use the B button to swing your sword while boarding and if you hit Yeta, she will lose control temporarily and go quite far off course. She can regain control much better than you can when you're knocked down, but it still takes her a few seconds. Those few seconds can give you an advantage and are EXTREMELY valuable during the last leg where she can easily overtake you if you are ahead. I haven't been able to actually knock her off the side of the cliff, or at least I haven't been able to confirm that she went off, so I'm unaware if doing so affects her performance any.

\*Recovery hearts can only be found once in Snowpeak Ruins: after the boss fight along with the Heart Container.

\*Yeto's comment about the "rare color of wolf" is actually sort of ironic, as the only 'wolves' in the game are the White Wolfos. Stalhounds, though also canine, are closer to hyenas or jackals in appearance and are not related to the Wolfos. Relatives of Wolfos have Wolfos in their names, it would seem: White Wolfos, Wolfos. White Wolfoses are distinctly different compared to Stalhounds, which are like the Stalchildren, as in they come out of the ground at night.

\*Arbiter's Grounds, George Washington, the Poe Sisters, and other subjects are addressed in the Paintings within Snowpeak Ruins.

\*Inside Snowpeak Ruins, you can damage the ice a tiny bit by throwing a cannonball at it. However, I'm not sure how effective this is...

\*Check out the portraits in the Snowpeak Ruins. They're really quite interesting. Is that an X-Wing I see? Maybe not...

#### CASTLE TOWN

\*In Castle Town's west side, a dog hangs out by the Doctor's office. You can play fetch with him using a bone and he'll bring back rupees, too!

\*After getting all 60 Poe Souls, Jovani will hand over 200 rupees at will whenever you need cash.

\*\*FOLLOW-UP\*\* After you leave his home he goes somewhere and can later be found at Telma's bar, bawling his eyes out cause he was dumped. Returning to his home and talking to his cat, to let it know where his/her master is, is the only way to get more silver rupees. He or she only does this once per visit into town so to get more you have to leave town and go all the way back in. You can do this at any point in time as long as you've already given Jovani his 60 poe souls.

\*After you win the STAR mini-game, talk to the three girls outside the tent and they will scream with joy, leaving behind hearts.

\*If you enter Castle Town as a wolf, you'll scare off a lot of people. If you attack the soldiers with Midna's charge, they'll drop hearts, arrows, and rupees.

\*There's a Goron merchant in Castle Town whom you can find by entering the door near the outdoor cafe-type-place in the main plaza and then following the path. He is overlooking the plaza, having noticed what's been going on. He references that old "secret to everybody" line from the original Zeruda no Densetsu game.

\*You can scare pretty much everybody out of the Castle Town plaza. I'm not sure if it's possible to clear the place completely, but I'm thinking yes.

\*South of the stairs leading out of Castle Town is a Goron staring at a rock wall. Buy hot spring water in South Castle Town for 20 rupees and it will go in an empty bottle. Talk to the Goron at the wall and give him the bottle. He will continually roll into the wall for some time. Return later (likely after finishing the next temple dungeon) and the road will be opened.

\*In Agitha's Castle, you can attract bugs with the Lantern, and Link can also kick pill bugs!

\*Agitha, the bug-collecting 'princess' of the castle town, encompasses many aspects of lolita girls in Japan. Lolita is sort of a broad term, and though it can mean a whole way of life for some, it is most commonly identifiable in the West as a fashion trend. Agitha's clothing, manner of speaking, and the music in her surreal, butterfly-filled home are all traits of the lolita. However, it can also be argued that she leans more toward the gothic lolita style instead.

\*Agitha is an unusual character, as she is seen carrying bottles. She also refers to Link as a 'giant grasshopper', similar to the nickname Romani gave to the Link of Ocarina and Majora's Mask, and wears something that appears to be a replica of the Pendant of Memories.

\*Agitha's Japanese name, Ageha, is derived from that language's word for

swallowtail butterfly.

## TEMPLE OF TIME

\*You can make Link damage himself) with the Ball & Chain--just aim it straight up. It also works with statues as long as they're not the kind that are the size of a pot or those stupid owls. \*UPDATE: You can throw the B&C straight up and damage Link, and also throw it against the bars in the miniboss room to do the same. But as it's a very, very hard trick to replicate, it's probably too tricky to pull off regularly.

\*The Temple of Time may be the old Temple of Time; the Door of Time may be the one the statues are guarding.

# CITY IN THE SKY

\*To change night into day quickly, visit City in the Sky, then return back.

\*You can't throw any Oocca over ledges; they'll fly right back up. But you if you throw them at just the right angle off a ledge, they will fly back up, barely hit the ledge, and fall back down. They will not fly up again.

\*The City in the Sky is the only dungeon featuring a shop, and one of arguably 4 which are populated (Hyrule Castle is out since Zelda is out, and the Monkeys don't seem to actually live within the Forest Temple).

# HYRULE CASTLE

\*Use the Fishing Rod to distract Ganon during the final boss fight, a recurring secret from previous Zelda games.

\*In Hyrule Castle, there is a locked door next to the boss door leading to Ganon. Inside is a room full of treasure chests with rupees & other items (arrows, bombs, etc.). Rupee prizes include a couple of orange (100) and a silver rupee (worth 200). Here's how to access it:

In Hyrule Castle, by the poles where you opened the gate for the dungeon map, use your wolf senses to find a digging spot and dig in to land in the Hyrule Graveyard. If you use your senses again, you'll see a bunch of ghostly swordsmen by a tree with a big rock lodged in the ground. Bomb it to reveal a switch, then step on it to stop the rain from falling. Nice trick, eh? Light the two torches in front of the gate to open the opposite gate with two owl statues. Use the Dominion Rod to lead both statues into the gaps between two stone pillars near where you dug through the ground. Climb up on the right side and hop across to the other side. Head up and pull the chain to release the gate and open the treasure chest for a key. Midna will direct you back to the castle. Head through the castle to the boss door and enter the locked door left of the heavily locked boss door to enter the treasure trove room!

#### RANDOM

\*For a cool sheathing move, press A immediately after defeating a monster enemy for Link to sheath his sword, similar to the move after defeating a boss or getting a hidden skill.

\*Like in previous Zelda games, the empty bottle can also be used like a sword to repel projectile attacks.

\*In a reference to their good pal Mario, there is a Bullet Bill on the left arm of Fyer's shirt

\*The Skull Kid is a recurring character from A Link to the Past, Ocarina of Time and Majora's Mask.

\*The postman that delivers mail to you wears the Postman's Hat from Majora's Mask (N64). The Bunny Hood is symbolized on his flag. He can also recognize you as a wolf, though you automatically change to a human before he runs towards you.

\*The Warrior's breathing and the armour covering his face is reminiscent of Darth Vader in Star Wars.

\*Debatable: The Warrior/Golden Wolf is the original hero of the Zelda series. See FAQs & Other Oddities.

\*The forest or earth temple is in the Faron Province. In the Ocarina of Time Farore, one of the three golden goddesses, is explained to be the goddess of courage but also earth or at least she symbolizes it. The same goes with the Eldin Province. This is where the fire temple is located and as in the Ocarina , of Time Din, who is also one of three golden goddesses, is explained to be the goddess of power or rock and fire or at least symbolizes it. By now you may have guessed that the Lanayru Province does this too. The water temple is in this province and Nayru, who is the third golden goddess, is explained to be the goddess of wisdom and water or at least symbolizes it in the Ocarina of Time.

\*Fanadi, Telma and Agitha are supposed to represent the three main races from OoT. They all have three dots of makeup near their eyes corresponding to the pieces of the Triforce.

\*The three Link-fan girls outside STAR have the hair colors of the Godesses, but that's probably just conincidence

\*Purlo is based on Tingle (although not as overweight or middle-aged). He also wears a clock in a reference to the days of old, a.k.a. OoT and MM.

\*Gor Amoto's name is a pun on the father of Zelda and Mario, Miyamoto Shigerusan.

\*Howling Stones seem to be modeled on the Gossip Stones of OoT-era Hyrule, and bear the sign of the Sheikah.

\*Doors in the Forest Temple have the Kokiri symbol (lending credence to the claim that it is the Deku Tree's remains?), doors in the Goron Mines have the Goron symbol, doors in the Lakebed Temple have the Zora symbol, and if I remember correctly some doors in Hyrule Castle have the Royal Crest on them.

\*Ooccoo is actually the hexidecimal code (OOCCOO) for the color of Link's green tunic, found in the first Zelda game.

\*If the Arbiter's Grounds really is the Spirit Temple, then maybe the boss is what's left of Volvagia from OoT? (Also, there's that mirror...)

\*There's that whole thing about a cursed swordsman in the Hyrule Castle graveyard (you're supposed to bomb a rock on the ground). The 'cursed swordsman' may refer to the Hero's Spirit, who assumes the form of a wolf. \*\*FOLLOW-UP\*\* \*The Gerudo may be descended from the "Dark Interlopers". \*There are 21 ways (besides the obvious random hearts from enemies, bushes, etc.) to heal Link in the game: 1) Eating bee larva 2-4) Potions (red, blue, purple) 5-9) Chu jelly (red, blue, purple, green, rare) 10-13) Yeto's soups (simple, good, superb, nasty) in Snowhead Temple 14) Fairy 15) Great Fairy's Tears 16) Heart Container 17) Heart Piece 18) Milk 19) Game Over 20) Kakariko Village hot springs \*When Link is riding Epona with his sword sheathed, you can speed boost and then draw the sword. Link will do a heroic/somewhat cheesy "Charge!" pose. \*If you mount your horse from the back, Link will get on quickly and speed off. It's also possible to backflip from the saddle, when enemies are around. \*TP's Link is the first to ever open dungeon doors manually. The first time, dirt will fall off, but after that they'll be clean. \*Killing an entire flock of Guays in a field area will cause rupees to fall from the sky beneath them. \*Firing a bomb arrow into the sky makes a firework! \*Sometimes Midna hums her own theme. This can be heard when entering the Twilit Faro Woods the first time, for example. \*While she is posessed by Ganondorf, Zelda's earrings change color. \*The opening notes of Midna's theme seem to bear some resemblance to Zelda's Lullaby, albeit played in reverse and in a different key. \*When Link is a wolf but Midna is not on his back, she still appears in his shadow. \*Midna does not reflect in mirrors. \*Ganondorf seems to have slightly yellow eyes with dark pupils, Midna has yellow eyes with red pupils, Zant has yellow pupilless eyes, and Puppet Zelda's pupils are yellow. \*If you couldn't already tell, Ganondorf's TP appearance seems to be largely based on his look from OoT. His hands and feet have shrunk, though, but now he can even more rightly be called the desert man in black armor.

\*Twilight Princess may be the first game in which Link can kick minor enemies. This can be done by rolling with the iron boots. \*UPDATE: Outside Hyrule Castle Town, near the warp point, you can take out several Helmasaurs with just one roll after their masks are removed. Though the timing is difficult and you chance rolling into an enemy's attack, it would appear that the Iron Boots used offensively are twice as strong as the Master Sword against regular enemies! (Two slices from the Blade of Evil's Bane defeat Helmasaurs.) The shield is not needed; one simply has to catch the enemy off guard/from behind. Maybe it works with other enemies, too?

\*In the Goron Springs, where you can fill a bottle with spring water, I had filled a bottle with some, and then I promptly saved. I stopped playing immediately. However, I started it up again, and saw the bottle still filled with "spring water" (rather than normal water). I knew that after 5 minutes or so the water should lose its heat and convert. However, for some reason after restarting, the spring water never changed to normal water. I walked around, perplexed, for a good 30 minutes and still had spring water in the bottle. It didn't change.

\*Sword combinations:

- When charging for jump strike and before striking the ground, circle the control stick and press any button, then the jump strike will be followed with a spin attack immediately.

-Roll stab: When rolling, press B, then lock on an enemy. The sword will automatically thrust at the locked enemy. This technique is as powerful as the jump attack.

- 4 kinds of mortal draws: One is taught. The second is when Link is able to draw an enemy, push the control stick toward Link's face or back direction and press A. A faster and wider horizonal draw will be performed. This is very effective to most enemies, even facing the mummy [Stalfos]. Lock on an enemy just a short moment, push R to perform a shield attack, then use mortal draw. This can make a mortal draw very safe, because the enemy is stunned. Lock on an unarmed Darknut, keep shield attacking him and circle to his back near his bare hand before the last shield attack, then release the L button and press A. An unarmed Darkut can just stand three mortal draws and a jump attack. The third mortal draw is done by putting away your sword, roll to an enemy, and, just at the end of the roll, the control pad will have a short shake. In the second half of the short shake, press A, then a very fast mortal draw will be performed faster than any enemy's swinging sword, at least they are defeated before Link is attacked. It seems as if the sword is drawn from mid-air. For the fourth mortal draw, just combine the second and third mortal draws: in the second half of the short shake, push the control stick toward Link's face or back direction and press A at the same time. Remember, it would be better not to roll by the enemy you want to draw. If so, Link may be found and attacked before the roll is over. The end of the roll shoud be the first time you are near the enemy you want to draw.

Here is a video that demonstrates these sword moves in the Cave of Ordeals: http://v.youku.com/v\_show/id\_XMTYzNjE3NjY0.html

The video is 36 minutes long, so it may take time to load!

\*You can stand on Beamos enemies by jumping from a height onto them. If you dangle off the edge, the laser eye will not fire at you, even if it passes by you. Besides arrows, you can also use the B&C to destroy the eye.

\*Link appears to be right-handed in LoZ: OoT, MM, and TP.

\*Apparently, the scene of the sages sending ganondorf back to the twilight was how he was imprissoned origionally before LttP, and some of the symbols, when not circling, are shown in some parts of LttP, such as the alternating triangles (see graph for detail) on the border of the triforce image.

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\*Compare the world maps from the Legend of Zelda, Adventure of Link, Link to the Past, and Twilight Princess. The Legend of Zelda world is actually present in Adventure of Link only it is much smaller. I think the original world actually grows over the preceding world in each incarnation. Its like the people keep growing exponentially larger OR there is a minish cap type thing going on.

\*I've added a new section for secret rupee chests, which I haven't included in the walkthrough--the reason for that is because they're not necessary to complete the game...and because it's my walkthrough...nyah nyah nyah! Just kidding :oD

- Southwest of Castle Town- on a pillar in the old amphitheater- use the Dominion Rod to move the owl statue to reach it
- South of Castle Town- on a pillar surrounded by water- clawshot to the target atop a tower, drop to the ledge, use the spinner & jump off about halfway to reach it
- South of Castle Town- from the above chest, climb up the tower after clawshotting the target, then walk the tightrope as wolf Link; change back to human Link, then dangle off the edge & wiggle across; change back to a wolf, and walk another tightrope to a chest
- Kakariko Village- from the lookout atop the Highest Building, looking left from the very north edge; use a cucoo & hug the right side as you take off towards the chest to land beside it

### RUMOURS:

#### \*A New Sword:

To get this sword you must get it before you repair the bridge of eldin, Throw as many bombs as you can, warp to Kakoriko Village buy more bombs warp back then throw the bombs even more. It'll give you a secret key then defeat even worse guys and then Ganon Don't completely kill him. Go further then in a chest or in a pedestal, You WILL GET THE STONGEST SWORD, THE MIRROR SWORD!-- from AdamTCC

My Reply: I haven't come across this before, and I can't check it now since I've restored the Bridge of Eldin.

# \*UPDATE:

I checked out that mirror sword thing and it doesnt work if it did, there would need to be an extra slot like the armours but there isnt-- from Tommy

\*If you throw the ball & chain against something like the bars in the room where you fight Darkhammer, it'll rebound and hit Link. I'm not sure...might have to check that one out.

\*UPDATE: See Secrets

\*Can you catch the Bomb Fish in the Lakebed Temple room by the boss door?

#### \*UPDATE:

No. And it's not just because Bomb Fish are far-sighted--which they are. Amusingly, if I cast the bobber (with Earring and naught else for bait) into the area the Bomb Fish was patrolling, it would be attracted to my lure and swim around it as long as it was held in the water, but was unable to actually bite the lure and thus impossible to catch. For whatever reason, though they can certainly bite Hylian tunic, they can't Coral Earrings... --from Treshu

\*Can you land on the small rocks in chasms even briefly (i.e.: those found way far down in some gaps such as during the Yeti race and on the way to the Sacred Grove with the golden cucco, among others)?

#### \*UPDATE:

You'd have to be a heck of a lot better than me--and willing to see a few game-overs. So I say no, until someone else confirms otherwise. The one found in the chasm-filled route to the Sacred Grove through the woods seemed promising: just let go of the cucco with precise timing. Perhaps these are simply cosmetic features and not actually stable patforms.

If you have any secrets from Twilight Princess to add, send me an e-mail with detailed information and I'll check it out. If it's legit, I'll post it here with credit to you.

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\*FAQs & Other Oddities\*

\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*

Q: (paraphrased): What way is north, south, etc.? -- from Chuck

A: This is answered under Decoding My Directions. It follows the compass given in dungeons and on area maps. Generally, north is upwards, south is downwards, east is right, west is left, northwest is up & left, southwest is down & left, northeast is up & right, and southeast is down & right. Distance to follow on these directions depends on the area. See walkthrough's instructions for further help.

Q: I'm now trying to find the hidden village near the bridge of eldin, but i can't find it.There's a section that says you have to pay 1000 rupees to fix the bridge? To whom do you donate the money, the old dude in castle town or is it someone else? i don't really have a big enough wallet.. so should i catch all the bugs so that i obtain a large one? do i have to pay to repair it or can i do it without paying? -- from Victoria

A: When you approached Lanayru Province before Lakebed Temple, the bridge broke and the Shadow Beings appeared, right? That's when you should have beaten them to open the warp portal. You get another chance when returning Elia to Kakariko Village from Telma's Bar in Castle Town. You also fought King Bulbin on the bridge, right?

The Hidden Village is just north of Eldin Bridge. You should have a red dot on the map after talking to Renado and the Goron Elders in Kakariko Village. If not, after the wooden bridge surrounded by all those Moblin Archers, hug the left wall and climb onto the ledge there. Follow the path into the cave and Darbus should destroy the rocky dead end for you.

The 1000 rupee donation to repair Eldin Bridge is made in Kakariko Village at Malo Mart (the general store with Malo's pictures plastered around). You don't need a big wallet to pay it (you can pay it over time and not all at once). Did you collect any big rupee prizes in the previous dungeons? There are lots of chests with 20, 50, or even 100 rupee prizes. As for the Golden Bugs, check out my section on that and try to collect them that way. Agatha in Castle Town (in the south road area on the left side) will pay 50 rupees for each bug and 100 rupees for the partner. That will cover a lot of the donation.

BTW, you don't need to warp the piece of bridge to access the Arbiter's Grounds (which is in Gerudo Mesa, though you may have already finished that dungeon), but I can see the problem in accessing the Hidden Village.

### \*\*FOLLOW-UP\*\*

Q: The donated money fixes the east bridge into Castle Town, as it was demolished before the game timeline even started. About the Eldin Bridge, all you have to do is warp the piece from Gerudo Mesa-from Ryan

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- Q: Is the Warrior/Golden Wolf the original hero of the Zelda series? -- from nintendo girl21
- A: It goes to show that you learn something new every time you play a video game. In receiving the final Hidden Skill from the Warrior (a.k.a. the Golden Wolf), he tells you the following:

"Although I accepted life as the hero, I could not convey the lessons of that life to those who came after. At last, I have eased my regrets."

Could he be referring to his own past as the hero originally known as Link? If so, when and for how long was he the "hero"?

E-mail me and tell me what you think! I'll add your comments here with credit to you.

Hi, yeah, uh, wanted to point out the fact if that long-dead-but-stillincredibly-powerful warrior that Link meets and teaches those hidden skills to, if he really is Link's father er somethin because when you learn the final skill the warrior says "Do not faulter my child!" er somethin to that nature.--from Matt

A: I don't believe that Link's father has ever played a role in the Zelda series (only his mother was mentioned in a flashback story in Ocarina of Time). Also, it would be unlikely that the warrior would be his father and not be mentioned explicitly as part of the game's story. In my opinion, his reference to Link as "my child" is not meant to be taken literally, but instead as an address to a younger person. For instance, a man might call a boy "son", yet not be father and son biologically. But, congrats on really paying attention to the dialogue in the game, since people normally skip over it and don't pay attention to the underlying messages that sometimes stand out.

#### \*\*RESPONSE\*\*

You forgot Zelda: A Link to the Past(snes), near the beginning Link's father dies just after teaching him a special attack. The spin attack we all know and love, just something interesting to think about. --from Creature

A: D'oh! Forgot about that game...probably because I've never played it! Thanks for the tidbit of info.

\*\*RESPONSE\*\*

- Q: Someone states that you see said father die in A Link To The Past. I have to say he's quite wrong, that was his uncle. I remembered it so, but just to make sure, I looked it up on Wikipedia-- from Salvidrim
- Q: The man that collapses in Link to the Past is Link's Uncle, and it says this in the final scenes after beating the game. I just thought this may clear some issues up, as LttP is my favourite game ever!-- from Stuart
- A: Thank you both for clearing this up!

\*\*RESPONSE\*\*

Q: I guess all I'm writing for is to point out a few things about the Golden Wolf/Hero's Spirit guy. I, for one, believe that he was indeed a Link of the past (which one he is/was is debatable, but personally I'm guessing Ocarina).

First of all, he's wielding a \*Master Sword\*. I didn't notice the first time I saw it, but it would seem the Hero's Spirit was once capable of using the Blade of Evil's Bane. If you ask me, that's a little clue as to his identity...Oh, and by the way, it's pretty evident when he and Link cross swords. Then there's the fact that he's a lefty (there are two people out there who didn't notice this. I am writing this on their behalf). So is Link. Okay, so the Golden Wolf's a righty in the Wii version, but Link is too. So how many left-handed heroes are there? The Hero's Spirit tells Link that the techniques he teaches do not leave [their] bloodline. This might be stretching it, but there are only two choices here: either the two of them are related (however distantly), or the spirit is referring to his family... very oddly. Hmmm. Based on info you recieve upon learning the Spin Attack in several Zelda games, it's a technique passed down through Link's bloodline. The Hero's Spirit teaches the \*Great Spin\*, a Spin Attack "upgrade". Coincidence?-from Cobalt

A: Excellent points! Maybe my question was too easy after all :oD

\*\*RESPONSE\*\*

Q: In A Link to the Past (and almost all the other games), it mentions that Link is a decendant of the original Knights of Hyrule. In fact, the only game which doesn't (ignoring any game that is unrelated to Hyrule itself) is this one, at least not directly. Indeed, their captain was the only one at the time who could wield the Master Sword. Also note the armour he wears is similar to what the guards actually wear in Hyrule Castle Town (but a lot more rusted, and a lot bigger). So whilst I'd say he's too old to be Link's Father, he is indeed an ancestor. But he is not a Link, because more than likely, he is from before the start of the story of the Legendary Hero (i.e. possibly the father of the Link from OoT?), due to his armour (as Link's armour never changes much in terms of shape, whilst this man's armour is quite different).

\*\*RESPONSE\*\*

Q: For the stuff about the golden hero/spirit, i had a brief contact with the lead storyboard desinger of TP, (when we met, a swore a beam of light shone on me, and i heard angels sing gloria) and he said that he doesn't exactly remember, but he thinks that the hero was a Link from the past (no pun intended) that is related to Link, but from before the MM or OoT, because the sword he wields is the spirits own version of the master sword that can manifest energy into balls of light (from skill #2, shield attack) but is not as powerful. he also said that this spirit was trapped in the twili realm, and died their, thus the wolf form, but decided to leave that for the gamers to figure out. and the last thing he said was that midna hints to knowing this hero some how with the Twili people's legend of a wolf coming to save their realm, when your in the twilight realm. he said that the people were told that the golden wolf would return and save them--from LinkoftheMeadow

#### \*\*RESPONSE\*\*

Q: Also, the undead soldier: Each incarnation of Link apparently always becomes king on completion of his quest. I think this is one of the dead Links. Probably the Link that captured Ganondorf when he was banished into the twilight realm. The twilight realm also resembles a realm in A Link to the Past where Ganon was banished--from Joseph

- Q: This might be a really obvious question, but I just couldn't figure it out. I am in the begining of Lake Bed Temple, after going through the tunnel and am now in the huge room with the staircase that turned around. How do you pull down the levers that activate stuff, such as the stairs? I moved the stairs by grabbing one, but it was on accident and I dont't know how I did it. -- from Sara Mulder
- A: You just need to jump towards the lever and Link will automatically grab on and pull it. As a wolf (in other areas), you need to L-target

it and press A to "Bite" it. As for directions on how to navigate the room, see my Lakebed Temple walkthrough.

- Q: How do you reach the big treasure chest on west castle town entrance by the stairs/flowers surrounded by water? I've searched the walkthrough but i cant find it.I dont know if I missed it. I finished the game but im curious about how to reach that chest. --from Miguel "Mike" Agrispin
- A: You use the Spinner on the wall track to reach it. I didn't include it in the walkthrough, because a) I didn't notice it and b) it contains rupees, not a major item or Heart Piece. But good job finding something new!

\*^\*^\*

- Q: Hi, my question is regarding the first howling stone in Death Mountain. Well, i tried many times to howl the melody in the right order, but the golden beast never showed up. After so many tries i got fed up and went to look for the other bugs, eventually i got turned back into human. So now i'm stuck with no mark on my map for the skill. Is there any way i can do the melody again? Please i need your help!-- from Ty
- A: Don't panic! You will eventually be able to turn into a wolf without having to enter the Twilight with Midna. Once you have that ability, you can enter Death Mountain, change into a wolf, and attempt the Howling Stone again, then find the Golden Wolf. Remember that the Hidden Skills are relatively optional, though they certainly make enemy or boss fights easier. Also, with the Howling Stones, it's easy to mess up the notes, but if you hit some notes correctly, a blue streak will appear. Quit and listen to the song again, keeping in mind the blue parts that you've already played correctly.

\*^\*^\*

- Q: i've read your faq of the game, but i am stuck. U stopped where i need help 2 get lila s memory back. Sorry form english not that good.--from Joan
- A: The section "Temple of Time" indicates where & how to restore Ilia's memory. After completing the Temple of Time, you should have the Dominion Rod. After that, you do the following [as indicated in that section of the walkthrough]. I hope that is all clear to you. If you printed my walkthrough, maybe it cut that part off, otherwise it should be there under Temple of Time in the walkthrough.

- Q: at Gerudo i fell in a cave,all i do is fithing enemy s and go up with an alivator.But you don t get any hearts.I met a fairy who ask if i will fight her.My question, is there an end 2 this, i ve don about 10 stages.Because if you death,you have 2 start all over.-- from Joan
- A: It seems you've found the Cave of Ordeals. It's best to wait until near the end of the game (before going into Hyrule Castle) to try this

out. For the rules and general strategies, see my Cave of Ordeals section. You don't receive any hearts, as it's a tough challenge (you need to be fully prepared to replenish health before entering). You can, however, collect rupees to fill your wallet and subsequently add time to use your Magic Armour. To exit, you need to talk with a Great Fairy and have her take you back outside the cave, otherwise you will likely die in the cave and be rerouted to where you last saved.

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Q: Hi, I just finished looking through your most recent walkthru, and wondered if you have heard anyone mention about a problem in the Twilt Dungeon. I have been all the way to the spot to meet Gant, and when I walk into the last room, when I'm supposed to get the big key (for the big door) at the end, I meet 3 of the twilit beasts, one at a time, and they fall easily. but no matter how long I wander in there, and move the cloud around, the warp portal doesn't open, and I can't fight the final 3 to get the key, I hope this makes sense. I've left, and gone through the other rooms again, came back, same problem, I've left the city and come back twice, and it still doesn't seem to activate the warp portal battle. Any suggestions, or hints as to what to do, other than start over?

Also, I have found that when you need rupees, you can run into trees, and some of the trees drop multiple rupees.

Also, the rare chu jelly can be located in two places easily that I can mention, in the dig spot in the barn of the goat herder, behind the postman that is there, and in the dig spot in the lower hyrule field, below castle town.

My other problem spot is the Cave of Ordeals, but I also wanted to mention something else I discovered there. First of all, I find you have to take in the blue/or rare chu jelly, it lasts longer than the red. The fairies only fill about 8 hearts, so they don't help as much as they did in the beginning of the game. Some of the floors have dig spots, with various benefits in them, I go around as the wolf, after every battle on each floor, with my senses on, and on the 3rd floor you can get a heart, on subsequent floors, it varies from nothing, to 1, to 3 hearts, sometimes rupees, on the floor with the 2 darknuts, if you check it out after you beat them, it provides a silver rupee, the only one I've seen so far. that's worth 200, which helps in the necessary armor usage. Anyway, check out each floor, it might vary per game or per use. My problem with the cave of ordeals, is that I can get as far as the 3 darknuts, but no further, I keep dying on that floor.lso, when you die in the cave of ordeals, you always end up at the top of the original stairs into the in the desert, with 3 hearts.

Anyway, please tell me what to do to get done with the twilit palace. Let me know if you have any questions about my meesley donation hints. Thanks. -- from Denise

A: First of all, thanks for your hints and secrets. I already knew about the wolf digging spots in the Cave of Ordeals and the tree-banging thing, but I'll have to check out those chu jelly things. I also didn't know about the silver rupee in the Cave after beating the Darknuts. That's awesome! There are actually two other ways to get a silver rupee: see the Poe Souls page (get all 60 and Jovani gives you one) and in the bell tower in Kakariko Village (see Secrets). The room to get the Big Key to fight Zant is a bit complex. I don't know if you're following my walkthrough, but you should have the Light Sword to cut the fog. Once you have that, you should be able to activate Sols (orbs) using the Light Sword and take a bunch of elevators. Here's the section I think might help you (starting from the main area where you got the Light Sword):

Go north of the pedestals atop a ramp. Defeat the Shadow Birds that flock, then use a spin attack on the wall of black fog to clear a space, then jump across through it before it closes up again. Head through the north door. Cut the fog with your new sword and defeat the variety of enemies here. At the north end, carry each of the two deactivated Sols to two pedestals in the middle of the fog, using your Light Sword to cut an opening, and make stairs appear. Climb them to find a black, deactivated light orb and hit it with your sword to create a glowing blue tile on the floor. Use it like an elevator to the east end and drop off. Defeat the enemies, then head east and defeat the four Masks of Zant with your new sword that cuts through them easily. Open the chest that appears for a Small Key. Near the chest are three deactivated Orbs. Stand in the middle of them and use a spin attack to light up all three at once. An elevator platforms carries you west. Drop off and head through the locked door. Defeat a slew of Shadow Beings and Shadow Birds here, then activate two orbs simultaneously at the west end with a spin attack. Ride the elevator south, then east, and get off there. Defeat the single Mask of Zant and a few more appear. Spin attack two orbs and ride back to the balcony, defeating the Masks until a chest appears in the north end. Open it for a Small Key. Use a spin attack to cut the fog on the east side, then go through it and clawshot the target at north. Take several more targets to the top and open the chest here for the Big Key.

The Cave of Ordeals is really, really tough. I've beaten it once and have failed (badly) since to beat it again. You need a full inventory of arrows and bombs, and basically have a full wallet for the Magic Armour. I would use the Magic Armour on the last two floors. For any floor before that, if you need it badly, use it sparingly. For more tips, see my Cave of Ordeals page. Sorry, I don't have a lot of advice on the Cave. It takes a lot of luck and hard patience. If you die on the final floor, you need to refresh your heart meter. It sucks, but that's the way it is.

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Q: Just letting you know of an error in the walkthrough you made for The Legend of Zelda: The Twilight Princess (copy and pasted from walkthrough with quotations and underlined problem)

"Head east to two parallel trenches. Search the northernmost one to find the \*Female Dayfly\* fluttering about. Use the boomerang to bring it in. Head east from here, hugging the south wall until you reach a wooden gate. Head northwest from this point to find the \*Male Dayfly\*. In the northwest area near a Moblin camp, step into the firelight and a Mobin Archer will spot you and engage battle by riding boars (or buffalos). Defeat the riders and mount a boar to ride it (!)."

The thing is where it said head north west (like toward the moblin camp) (its underlined where it is) to get the day fly, but it is (supposed) to be south west, i spent an extra hour looking north, then i looked east and finally went south and found it flying. (so you could say head south west toward the middle/lower part of the map)

hope you fix this problem soon or others might have the same problem.

P.S. Love the walkthrough it made the game easier for me, even though i was mostly reading it to find the heart peices and bugs. (read the walkthrough on Gamespot) if that helps.-- from Jslight4

A: Wow, I'm sorry that my directions left you stranded for a while. My walkthrough is "Version 2.0", but even then you find errors. In checking with Mr. Shotgun's walkthrough (which I used myself before writing my own), the direction should be NORTHEAST from the south wall with the wooden gate. My apologies! I'm glad you were able to find it despite my mistake.

#### \*\*CORRECTION\*\*

A: Upon further review (and actually playing the game through with my instructions), the original direction of NORTHWEST is correct. The direction is followed from the wooden gate along the southeast. I think that is what threw me off in answering the FAQ above. Sorry about all that! I've corrected it again in my walkthrough.

- Q: At the pond, where you get your second bottle, how do you catch it? No matter where I position my boat, when I cast, the lure always lands on the dock. What am I doing wrong?-- from Denise Amos
- A: First of all, you don't need the boat to get the bottle at the Fishing Pond. Upon entering the pond, head right to a small dock and face right. Cast your fishing rod into the small pond and keep trying to pull something up until you find it.

- Q: i feel like a retard having to write you about this but you seem friendly and willing to help. i have read several of these walkthroughs extensively and spent days searching the twilight princess game. for the life of me i can not find the cave of ordeals! i know it is at the mesa warp point and i have seen the entrance indicated on maps but i cant find it. i have looked as a human and using the wolf senses but i have been unsuccessful so far. please give me more on the exact location and what it looks like. i have already beaten the game so it is not a big deal, but it bothers me that i cant find it. i am playing on the gamecube version. thank you in advance nintendo girl, and let me add that your faq has helped me very much on this game-- from Justin (AxeGod5150)
- A: Oh my, what a crisis! If you finished the game, you should have unlocked the Mesa warp portal by defeating the Twilight Beasts atop the small hill with a tower-like structure, then warped it to Bridge of Eldin to restore the broken bridge. DIRECTLY AT the Mesa warp point is a big hole. There is no sign or indication that it is the Cave of Ordeals, but that is exactly what it is. Drop down inside and BINGO!

Q: Greetings, your Highness. I beg for your help. I have a big problem on Twilight Princess for the GameCube. My problem is on Arbiter's Grounds. You see, on your walkthrough you wrote: "Open the chest ahead for the Big Key. Use a track to cross east into a previous room. In the middle is a hole. Stand in it and use the spinner's egg beater move with A to rotate the wall". The problem is, my wall is already rotated. You see, I try to never use walkthroughs (because they hurt my pride a bit), and I started the dungeon as I start most dungeons: Running about and getting whatever I can find before developing a strategy. So I did it in the wrong order I guess.

Long story short: I don't have the big Boss key, and I don't know if I can get it now that the wall is rotated. If you are so kind as to spare some words of advise with a clumsy guy, I'd be much thankful.--from Miguelangel

A: Thank you for recognizing my royalty in the gaming world (that's a first!). I see no problem in trying the game yourself, so I completely understand if you're stuck and just need some help to get out. That's okay if you already created the track, because the Big Key is through a door in the room before this one. If you use the spinner in the hole again (press A to use the "egg beater" move), you can reverse the step. In the previous room, ride the track along the north wall west and drop off at the top of the ramp.

Climb up to a second ramp and at the top are two parallel tracks with spike barriers on both ends. Ride them and jump between the spikes to the end and through the door. Open the chest ahead for the Big Key. Use a track to cross east into a previous room. Here's where you made the wall appear. Just do that step again and pretty soon you'll find the Boss Door, but I won't spoil that for you if you'd like to try it on your own!

### \*\*FOLLOW-UP\*\*

Q: In the Arbitors area..I accidentally did what the other guy that wrote to you did with respect to inserting the spinner into the floor grove and moving the room. I also used the spinner to get to the top and hopped onto the ledge and got the spiralling track which too me to the locked door of the boss.

Unfortunately..just like in your FAQ's from Miguelangel (page 117-118 of 131) I didn't get the boss key. I read your reply to him that says to go back to center of the room and insert the spinner there and press A to reverse the room walls opening. I tried and tied and tried but the spinner won't lock into the notches in center of room,..it just spins away from there no matter how hard I try. I did notice that the room that's closed is partially open at the top and I can hookshot to it, and get to the other side, but when I do its the round room with the giant corkscrew that can take you down to different levels.

Is there any way I can get back to the beginning of the rails so I can start that? (Where the heart was) I already got the heart etc. Im afraid I may have to start all over from the beginning YUK! 50 hrs. So hopefully you can lead me to the boss key from that round room. What am I doing wrong that the spinner wont reverse the room action?

In your answer to him on page 118.. you say once the door is there go thru it and get on the rails..there is no door anywhere behind the only door from center of room is the one I told you..with giant corkscrew that I can access but leads really nowhere..no rails..Eagerly waiting for your answer.

Oth yes, I brought a barrel of water to the goron on east side of castletown, but when I bring a bottle of springwater to goron on south side outside and give it to it it spills on the ground grrrrrrrrrr what am I doing wrong?

For reversing the key to get the walls to move.. I have tried and tried to

park on top of the center round thing and when I apply the spinner it rans away. Afraid it may be locked.where is that room that opens when the spinner is reversed? I looked around the room and there is the room leading to the boss, the room where I can see the Boss key but cant get to it backwards, a tunnel leading out, and that closed door that I can hoookshot to that has the giant corkscrew on other side..but no tracks -- from Dave

A: Wow...that's a tough one. I realize that I gave bad advice to Miguelangel, because you can't reverse the spinner's actions. I probably should turn on the game & check for myself before dispensing answers :oD

Good news...I found a way back! From the spinner room where you tried to reverse the wall, hookshot back to the corkscrew and push the lever to lower the floor and exit out the door. You need to backtrack to the room with the rotating spike blade. Navigate this room with the undead rats and spikes, pull the wall out at the end to open up the door and head all the way around the spikes to sneak through. Take the door ahead and here's the rotating blade! Head east & climb up the broken steps using the hookshot to the upper area of where you fought the Stalfos Warriors. Next to the door is a spinner track. Follow it and hop to the left track, then through the door. Here's the complicated spinner track course. Follow it according to my walkthrough to the heart piece, then along to the ramp by the Stalos Warrior. From there, you'll reach a door and the Boss Key.

As for the Goron on the south side of Hyrule Field off Castle Town, check my FAQs from Nancy & Joyce.

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- Q: alright im going after the poe soul in Kakarico village ontop of the bomb shop, well both of them, my problem is every walkthrough says go through the second story window of the bomb shop. well for some reason its boarded up! and i cant use a gorgon cause its night time. so i have no clue how to get up there. please help me-- from Steve
- A: In looking at my list of Poe Souls, I'm guessing the one you are going for is from the Bomb Shop wreckage (after you blew it up). You don't need to enter the window (you're right, it's boarded up after you restore the village's light). At night, use a cucoo from the hot spring off the hotel roof to reach the second level of the Bomb Shop and find a \*Poe Soul\* by the wreckage you made earlier (ah, memories). Don't forget the other three Poe Souls in Kakariko Village!

### \*\*FOLLOW-UP\*\*

Q: Awhile back, there was someone who asked how to get the Poe near the blown-up Bomb Shop. You said to use a cucco and aim for the little overhang jumping from the hot springs, but you can also just go into the bomb shop, climb the stairs, and make your way up the path until you reach the wreckage. Of course, you've still got to do it at night and all, but I found it easier this way-- from Cobalt

A: Oh, of course! I don't know why I didn't think of that :oP

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Q: I've been doing the Twilight Princess game and I've got a problem. I get a bottle of the hot spring water from the Goron near the south gate

in Castle Town to give to the Goron at the road block on the south side. Every time I try to give the Goron at the road block a drink, I dump the stuff on the ground. What am I doing wrong?-- from Nancy

A: First of all, congrats on making it across the field with the hot water barrel. That alone can pose a challenge with the surrounding enemies! The best strategy here is to L-target the Goron, then toss the water on him. You can't miss that way!

### \*\*FOLLOW-UP & CORRECTION\*\*

Q: I have a problem handing water to the Goron in Castle Town. I found the following in your Q&A [Nancy's question above]. Your answer is for the lazy Goron sitting on the bridge. We need a solution for handing the water to the Goron in Castle Town who is (supposedly) going to burrow through a rock wall to open the south passageway.

I can throw things, I just can't seem to "hand" this water to the Goron who's standing there south of Castle Town staring at rocks-- from Joyce

A: Oops, my mistake! I couldn't remember another point in the game that involved using hot water. I managed to get him to drink up. Buy the hot spring water and it goes into an empty bottle of yours. Bring it to the Goron at the wall and talk to him (L-target and press A). He will smell it on you and ask for it. Say yes and he will drink the water. He begins to roll into the wall, trying to break it down. He says to return later. I guess all that does is open up the road. Wow, that was a mystery. I've looked through my walkthrough and cannot honestly say that I covered that part, but apparently it is not too important as I completed all parts of the game without doing it before.

### \*\*FOLLOW-UP ANSWER\*\*

I DID IT! I DID IT! I finally solved my mystery! All this time the Goron has been facing the wall and I walk up behind him and (A) speak to him. That's when he tells me he needs the water. Well, the last time I tried, I overshot my mark and ended up in front of him - between him and the wall. HALLELUJAH! He smelled the water, asked for it, and is busting down the wall right at this minute. So in case you ever get the question again, the answer is not to talk to his back and make him turn around. Run around in front of him and talk face to face.-- from Joyce

- Q: right... when i finished the goron mines quest and i had to go accross the stone bridge to go to castle town... half of it dissappears when you get to the other side, and so i saved it and turned off my wii and when i started again i was on the wrong side of the bridge with half of it missing... what do i do now? because i cant carry on-- from Matthew Carr
- A: Well, first of all, my walkthrough is for the GameCube version of Twilight Princess, so any directions I give you will need to be reversed (if you're confused about why this is, check out my game info page in my FAQ/ walkthrough).

After the Goron Mines, you should be able to purchase bombs in Kakariko Village. Once you have those, head north into Hyrule Field, then keep going north, then northeast to Eldin Bridge. After crossing it, you'll

bomb a wall of boulders, then the Shadow Beings will appear and remove a piece of the bridge. That is when the bridge becomes off limits for the time being. You'll restore it with Midna and also by donating rupees to the Malo Mart fund.

#### \*\*FOLLOW-UP\*\*

Q: The donated money fixes the east bridge into Castle Town, as it was demolished before the game timeline even started. About the Eldin Bridge, all you have to do is warp the piece from Gerudo Mesa-from Ryan

- Q: I can not for the life of me get the second skill and I am still with old mate wolf until I figure it out. The shield attached (phase 1 of the second hidden skill) I got without a dramas, but then he wants me to "reflect his spell" (which I will call phase 2 of hidden skill 2)? I have been trying to "reflect" it but it just keeps going out when it hits my shield. I am sure there is a really simple answer (hence not seeing anything on the internet telling you how to) and would really appreciate it if you could please help me. I am playing on a Wii (if that makes any difference?) -- from Beckie
- A: First of all, remember that my walkthrough is written for the GameCube version, and I outline why this makes a difference in my game info section.

Anyway, after poking around some other walkthroughs, it seems you need to press the Z button on the Nunchuk controller and flick it towards the enemy (a.k.a. your TV screen). This will stun it, then you jab with your sword by swinging the Wii remote. For the second part of the skill, you need to swing the shield to bounce the light ball back to the warrior. I would suggest using the Z button and swinging the Nunchuk. The controls are very different with the GameCube version, so I'm afraid I can't be much help.

Try searching the basic controls and/or hidden skills sections of the Wii Twilight Princess walkthroughs on GameFAQs. Judging by what I can find, it's a tricky skill to learn, so keep practicing. As far as I know, the golden wolf doesn't give up on you if you keep missing.

- Q: Southeast of Castle Town (over the rise where a bug was caught) there is an old amphitheater where I found a Poe Soul. In the process of finding him (her?), I found a treasure chest sitting on top of a pillar on the right side as you enter the area. Clawshot doesn't work; no medallion. Ball and chain doesn't move it an inch. Spinner off the seats just sinks to the base of the column. No vines to climb. Out of sheer frustration, I even shot a bomb arrow at it. Didn't work. Any idea how I can get my hands on that treasure?-- from Joyce
- A: You can access the chest after completing the Temple of Time dungeon and receiving a new item, the Dominion Rod, which will move the statue that looks like an owl in that area. What you do is position the owl statue near the pillar with the chest, then hop over to it. It contains an orange rupee, worth 100, if you are interested. By the way, these steps are in the Temple of Time section of my walkthrough (towards the end).

- Q: I started my search for bugs a little late in the game, and think the female snail may be stuck in the Temple of Time where I can't get back to. I didn't realize the significance of the bugs early, but I did manage to collect quite a few along the way. However, I now have the sword and have defeated that little scarecrow and left the Temple of Time. I now want to collect the bugs and have found all but one, because I can't figure out how to get back into the TOT (the path is closed now that the scarecrow is dead and there is no option to warp there.) Is this possible?-- from Justin
- A: Warp to the Sacred Grove within Faron Province, which should be available as you fought the Twilight Beings there. You should be able to return to the Temple of Time through the door you used to enter it originally. The door is behind you. Climb the blocks in the small cave and there it is. Press A at the door to enter. Voila! Remember that the Skull Kid (scarecrow) was off another path and led you to the grove, not the temple itself. I know this will work, as I turned on my finished file and tried it myself.

- Q: As you leave Hyrule Castle to the South and start down the steps on either side, there is a treasure chest in the middle raised up high enough that it cannot be reached from ground level. It is on a round raised rock platform and this is mostly surrounded by water. I have never been able to get to that treasure chest. Is there some secret to it, or is it so simple that I am missing it totally?-- from Ron
- A: Okay...found it! I had to check on YouTube, since no one seems to explain this one in print. Right of the chest's platform is a tower. Use the clawshot on the target to reach it and drop below it to a ledge. Use the spinner and jump off about halfway across towards the chest. Open it and VOILA!

There is actually a second chest in this area if you want it. When you clawshot the tower, climb up instead. Change into a wolf and walk the tightrope. Change back to human Link and dangle off the edge, wiggling your way across. Change into a wolf again, walk another tightrope, and you've found another chest! Both chests hold an orange rupee (worth 100).

- Q: In the beginning of the game, before you rescue Talo and the Monkey in Faron Woods, Faron Province, there is a chest we found but cannot get to. Just south of where you light the torches to get the first heart container is a ramp from which you can jump onto 2 pillars, then to central pathway. If you stand on the ramp and look up/behind you there is a chest. We can get onto the central pathway, but can't make the jump after it, it just seems to far. This jumping path seems to circle around and possibly lead to the chest? Are we on the right track? Do we have to be the wolf or use a special weapon (clawshot)? What's in this chest? How do we get to it, and is it worth the time to get to it.-- from Anthony
- A: I found the chest you're talking about. If you're following my walkthrough, I come to that one after the Temple of Time but before City in the Sky. You need the Dominion Rod item to access it. The chest holds a Heart Piece that is quite important if you are collecting them to increase your health meter (and to fully complete the game).

You can also find this chest under my Heart Pieces section (#40), however the instructions won't do you much good until later in the game.

- Q: I hope that you can help me. I'm playing the Game Cube version of the Zelda Princess of Twlight. I have been stuck in the Temple of Time at the SCALES for over two weeks. I'm not sure what I am doing wrong. I step on the first of the two massive scales, and Link sinks down. However I have made every attempt to place, toss, throw, or heave the small statute head (weight) on to the other scale, and I just can't get it there. If I walk up to the scale and toss it it just falls down to the scale I'm on. If I throw it, it hits the edge and bounces backwards. I've tried running and throwing it--it ricochet's off, and lands on the first scale I am standing on. I've even tried to stand on the ledges of the first scale, and tossing it; I just can't get it up there. I can't proceed with the game, or cross over the Scales if I can't land the statue on the other scale--any suggestions?-- from Rodaan
- A: When you first approach the scales, you are supposed to climb on the first one and be lowered, then toss a mini-statue onto the second scale. I suggest standing where the statue sat originally, then toss it upwards by pushing the Control Stick up as you press A. It shouldn't be too difficult if you stand not too far away and not too close to the scale.

If you're past the initial encounter with the scales, there is a point where one scale remains locked in position in order for you to access some higher areas in that room. I'm not sure if you're following my walkthrough, but it should outline how to use the scales properly to continue on.

\*\*FOLLOW-UP\*\*

- Q: Just a follow-up, as I had this problem at first too. It's a LOT easier to do this if you stand dead in the center of the lower scale, and face the upper one. Then, L-target, which will make the screen go into wide screen mode, but you won't target anything as there aren't any enemies close enough to. Then you have the option of throwing by just pressing the A-button, without pressing up, which could cause you to get too close to the scale and the statue to bounce off-- from Ryan
- A: Thanks for the additional info!

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- Q: I've been trying to scan all of these walkthroughs even this Prima Guide that I bought. In the back of the Prima Guide It lists Mirror shard #2 #3 #4 but it doesn't list the first shard. Can you help me? Thank you-- from Jim
- A: The first Mirror Shard is given after completing Arbiter's Grounds. It is actually part of the mirror already. The three missing shards are found in Snowpeak Ruins, Temple of Time, and City in the Sky.

Q: I'm having a problem with getting the third bomb bag. I've talked to every Zora in the throne room and have blown up the hot rock we used from Death mountain to melt the ice but I never saw any goron. Am I doing something wrong or is my game busted? I am playing the gamecube version like your walkthrough is written for-- from Althena532

A: First of all, make sure you are in the correct room of Zora's Domain. Some rooms are very similar. You should have spoken with the Zora by the waterfall, who will carry you up, then you can enter the north room. Sink down to the bottom floor with the Zora Armour & Iron Boots. Use a Water Bomb to bomb the remains of the rock. Make sure it actually explodes, because the Goron will spring out of the rock when you bomb it and will land beside you. Talk to him to get the third bomb bag as a reward.

If you happened to have completed this already and forgot, check your items and see if you have 3 bomb bags. Maybe you lost track & have it already!

Otherwise, I'm not sure how else to explain this, since it's pretty automatic. I read through my walkthrough very recently while re-playing the game, so my instructions should be correct.

If the game you are playing is used or damaged, it may affect game play, otherwise everything should be running smoothly!

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- Q: im stuck in the house up the top of the mountain after the snow beast. i have done the first bit wher eu find teh pumpkin but i cant do teh second i am stuck on many levels of this part and am struggling, i got frustrated wid my wii and even broke one controller lol plz can u help i cant get the cannons to fore or dont nowhere to go--from Gareth
- A: Keep in mind if you are following my walkthrough that it is written for the Game Cube version, and the directions are reversed in the Wii version. However, if you have been following it up to now, it should be working out for you.

Just to briefly set you on your way, you should return the pumpkin to Yeto in the kitchen, then get a new mark on your map from Yeta. To fire the cannon in the courtyard, you need to head through the open window and then through the door. Carry the cannonball to the cannon in this room and fire it through the ice. Through the next door, you'll get the Compass, then backtrack to the courtyard area, get the key buried in the snow as a wolf, then go through the locked gate to bring a cannonball into the courtyard via the mechanism on the wall. Just place the cannonball in the horseshoeshaped slot, then pull on the handle to transfer it outside, then load the cannon and fire it at the Giant Freezard.

All this information is in my walkthrough, and everything after this point as well. If your Wiimote is broken, you might want to invest in another one, just in case it is affecting your game playing.

Q: I don't like to use guides unless I have to (i.e. when I'm really stuck), so I just wanted to ensure that there were no one-time events/items in this game before I start it. I know that in the past Nintendo has put one-timers in their games before (espcially in the Metroid Prime series with the bio-scans, and in Wind Waker with the picture taking of the bosses; those one chance type of events). Anyway, are there any items or events that you only have one chance to obtain or witness in this game? Any help would be greatly appreciated, as I don't quite have the spare time these days to go through the game more than once to get things perfect and right-- from Jason

A: I see what you mean, as I've also been a very thorough Zelda game player. As far as I know, everything that you collect in Twilight Princess is always available to go back & find, though some items in dungeons would be quite annoying to go back & collect, so I suggest trying to get them when you're there in the first place. Some Poe Souls have to be collected in areas already explored as the ability to capture them comes later in the game.

- Q: I beat the game once before and this didn't happen to me. I'm by the fishing hole at the bottom of Zora River. I just got done finding the mirror. A warp area with the shadow monsters appeared but I'm still link. I can't transform, because the girl at the bridge is nearby. I can't for the life of me figure out how to beat this part without being the wolf. Any advice?-- from Quinn
- A: Sure thing. This is supposed to happen. Just beat one Shadow Being normally with your sword, then get close to the other two and use a spin attack twice to beat the lot.

- Q: I'm stuck on one of the side quest, it's the one when you have to bring spring water to the goron near castle town every time I go to bring him spring water in a bottle nothing happened and I cant find the cave of ordeals-- from Andrew
- A: If this is the one about the Goron standing in front of the wall just off Castle Town, see Joyce's FAQ above. If this is about the Goron exhausted on a bridge near Castle Town and you need to bring hot spring water from Kakariko Village, just be careful walking across the field so you don't bang into enemies and spill it. When you approach the Goron, L-target him and toss the barrel on him. He should be re-energized, leave, then return with a Heart Piece for you.

- Q: i am seriously stuck! I already had the scene where i got the Iron Boots from the mayor, but i can not find them anywhere, and i couldn't stop the Goron at the mountain!!! where the heck are the boots and why can't i find them?! i even went back to the mayor and he said i should go back and tell no one of the boots!!-- from Amanda
- A: If you defeated the mayor in a game of sumo wrestling, then a chest with the Iron Boots should have appeared in the first room of the mayor's house. If you already opened the chest, then the Iron Boots should be amongst your other items.

Q: ok. so. i just beat the game. and i went through all the credits and watched everything after you beat ganondorf. and it got to the "THE END" and when i loaded my profile back up. i had to start all the way over from after you beat zant. so in your walkthrough. make sure to tell readers to save before you start the 4th stage of ganondorfs fight. also. in castle town. when you warp there. and you go through the door. there is a old guy standing there. and if you talk to him, he will ask for money. i gave him some, the he told me something about love will bestow upon me. or something like that. why is he there? do i get something if i give him a certain amount of money? thanks for the help-- from Ky

A: The man in Castle Town will give you a Heart Piece after you donate 1000 rupees. It is listed in my Heart Pieces section and within my walkthrough.

Okay, I've added a note about saving before entering the boss door to fight Ganon. I'm pretty sure that if you wait until all the credits are finished, you get to save and re-open your file to return to the game to get any leftover items, Heart Pieces, or whatever WITHOUT re-fighting Ganondorf. Then again, maybe I'm getting it confused with Wind Waker :oP

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- Q: Omg I'm in the Temple of Time and i just got my self to the huge golden scale i tried nearly 100 time to through the statue on the other scale so its equal weight but it just falls down (not staying up at all). Please respond ASAP-- from Ted
- A: See Rodaan's FAQ above for help with the same issue.

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- Q: I'm really stuck in Twilight Princess and really need your help. Going by a walkthrough here's where I am [edited for length] However, after the cutscene I saved my game w/o defeating the shadow creatures and turned it off. Now when I start I'm on the OTHER side of the bridge and can't back. What do I do? Can I replace the bridge??-- from David
- A: The bridge can be replaced by paying 1000 rupees to the Malo Mart fund. The bridge should be repaired WAY before you enter the Palace of Twilight (or what you called the Twilight Realm), unless you mean another area where you need to collect Tears of Light?

You may also benefit from reading Matthew Carr's question above.

\*\*FOLLOW-UP\*\*

Q: The donated money fixes the east bridge into Castle Town, as it was demolished before the game timeline even started. About the Eldin Bridge, all you have to do is warp the piece from Gerudo Mesa-from Ryan

Q: I have a bit of a problem with a part in Zelda: Twilight Princess. I have followed through with all the steps in the game from someone online, apparently they did not know what they were doing. Someone asked a question similar to this earlier on one of your forums. For some reason I did not obtain the female snail in the Temple of Time. The problem is that I cannot warp back to Sacred Grove because I did

not fight the Twilight Beings before I left, instead I had Midina warp me out. Do I have to abandon the female snail with this mistake? Thanks for your help-- from Will

A: You can return to the Sacred Grove the same way you originally got there. This is taken from my walkthrough (even though Rusl might not be there, the Golden Cucco should be):

Warp to North Faron Woods. Head west of the winding ramp to the Forest Temple to find Rusl. Use the Golden Cucco that appears to cross two platforms north, then southwest through a tunnel to a wider gap. Use the boomerang to rotate the pinwheel on the bridge, then fly with the cucco to it. Activate the pinwheel on your own bridge to continue south. Jump two gaps, dodging the swinging tree limbs to reach the Sacred Grove.

From there, enter the area with the Twilight Beings and defeat them to create a warp point. Enter the door to the Temple of Time and you'll find the Female Snail as stated in the walkthrough.

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- Q: HELLO QUICK QUESTION AFTER YOU BRING THE HOT ROCK TO MELT THE ICE YOU ARE WASHED AWAY TO A LAKE. I TELEPORTED AWAY FROM THE LAKE AND KNOW I CAN'T GET BACK. IS THERE A WAY TO GET BACK-- from Mario Thompson
- A: If you need to get back, head to Zora's Domain and talk to the Zora at the bottom of the waterfall. Say yes and he will take you back up to the room where you melted the ice. Or you can use Midna's warp portal for Zora's Domain.

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Q: I got the Twilight Princess game for the Gamecube. Started playing it but when it came to getting the fish on the hook and casting 2 fish to shore, none of my controls worked!!! Grrrrrrrrrrrrr. No remote with Gamecube. Don't have the instruction manual.

Also, in almost all the on line Walkthroughs they do it for the Wii but say we can use it for Gamecube as only diff east and west. However, when it comes to hooking the fish they refer to the ninchuk or remote grrrr!!!!!!!! Went to a game store asked them if they have a remote for the gamecube..and they pointed me to a regular controller!!!

Can you tell me what controls or buttons I can use to catch the fish and pull it on shore? It lights up FISH ON in green. Would be most appreciated. If I dont get the fish I get no bottle and no slingshot.

Also, Majoras Mask is for what game system? I know the Phantom Hourglass is for the DS.-- from Dave

A: If you see "FISH ON!", you're on the right track. I'll start at the beginning, just so you know all the right buttons. Cast your line out with C-stick down (after taking the rod out, of course!). Wiggle the line with the Control Stick to attract fish. If you're using the bobber rod (which are you always use, unless you're in Hena's Fishing Hole), wait for the bobber to sink under the water for about 2 seconds, then press and hold the C-stick down. Continue holding it down until the fish is yours! If you want to know how to fish in the Fishing Hole, the controls are a bit different, so see my Mini-Games section under Fishing for the controls.

Majora's Mask is for the Nintendo 64 system.

\*\*FOLLOW-UP\*\*

Q: Majora's Mask was also packaged with Mario Kart: Double Dash (Nintendo Gamecube) on a separate disk if you bought it early enough (it was a limited edition package, I think). It is also available on the Wii Virtual Console from the Wii Shop Channel.

- Q: I went to see the person who will tell you where heart pieces are and she showed me three places: 2 Walls or Buildings with spinner tracks, Water with towers in it surrounded by cliffs, and Lake Hylia facing Lanyruu's Place. I can't figure where two of these places are. I can't figure the Lake Hylia area. It shows me the land and I've searched as a wolf and senses on-- from animefan200081
- A: Check out my Heart Pieces section and see if you can match these descriptions to my list. The spinner track one is probably # 27 in my list. The Lake Hylia one could be either Falbi's game (#13), #18 (which is directing inside Lanayru's Spring), #19, or #20. The water with towers and cliffs is way too vague, so you might have to read over my list and see if something jumps out at you.

- Q: good day to you your highness, i have a major problem...i am stuck in the snowpeak ruins. in your walkthrough it says " Again, this is insurance if you fall. Look east and rock the chandelier with your B&C. Jump on and wait for it to stop. At south, rock and ride another chandelier to the south ledge and open the chest for a Small Key. Head through the nearby door. Climb up to the upper south side and through the south door." Well i entered the door but theres no place to climb and if your not sure what im talking about its the room above the puzzle room and the door is the solataire one and well yea....cant find where you climb i hope you reply fast because us Zelda fans can't stand not being able to get past a dungeon--from Pepper
- A: In looking at this part of the game myself, I mean that you need to drop down to the block sliding puzzle and climb up the big boxes in the east again to reach the "upper south side," heading back the way you came to get the Small Key, only this time you can open a locked door in that area.

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- Q: I'm trying to find Hena's fishing hole but I cant find it anywhere. I've tried following the directions in the walkthrough but the only tunnel I see is the one to Snowpeak or whatever its called. I don't even know if I'm in the right place or not. Any help would be greatly appreciated--from Nadine
- A: Hena's Fishing Hole is in a separate building north of the Howling Stone in Upper Zora's River. You are in the right place (Zora's Domain) and you should be able to exit out the far south tunnel to Upper Zora's River.

- Q: I'm playing Twilight Princess for Wii and I'm stuck. For some reason the bridge of eldin is non-existent and I can't understand it. I already paid the goron in malo mart in Kakariko village all the money for the bridge. I've also already paid him 200 rupees to set up shop in castle town. I'm about to go to the city and the sky and i'm so fed up, is there any reason there isn't a bridge? is it maybe that i haven't done something or i have to warp it in or i haven't woken up the fifth dentist to like trident? Any input would help very much--from Liam
- A: Just a reminder that my walkthrough is written for the Game Cube (see my Game Info section on the difference between Wii & GC game versions).

If you're up to City in the Sky, then you should have already dealt with the bridge, because you need to cross it in order to access Zora's Domain before you started Lakebed Temple.

Check Midna's warp portals because if you defeated the Shadow Beings that appeared there (and made the large piece from the bridge disappear), you should have access to the bridge. If you didn't do this, you should be able to find it by heading north out of Kakariko Village into Hyrule Field, then head north & then northeast to the bridge (it joins Eldin Province to Lanayru Province). On the other side of the bridge, you can exit Zora's Domain & head through the long passage to reach it as well. If you haven't replaced the large piece of bridge, it's located in Faron Province in the area after the area you crossed with the monkey (head through the cave across from Coro's lantern shop).

\*\*FOLLOW-UP\*\*

Q: The Bridge of Eldin is the bridge you fight [King Bulbin] on, in order to return Colin to Kakariko (before starting the Goron Mines, but once you've picked up the Iron Boots). After you finally cross that bridge (on the way to Hyrule Castle for the second time), a Twilight portal takes it away. The bridge is actually in the Gerudo Mesa, sat ontop of the entrance to the Cave of Ordeals. When you first get there, Midna will point out the unusual piece sticking out of the top of the plateau that sits on the west of the map (you have to open the Gerudo Mesa portal to get to it, which you do on the way up to the piece of bridge). So ask to Warp, and pick 'Bridge of Eldin.' Midna warps the bridge piece first, as when you warp, you appear on top of the bridge. Bridge fixed.

\*\*FOLLOW-UP\*\*

Q: The donated money fixes the east bridge into Castle Town, as it was demolished before the game timeline even started. About the Eldin Bridge, all you have to do is warp the piece from Gerudo Mesa-from Ryan

Q: I think that my game my have a glitch in it or I have completly missed something. SO I am trying to get to the mines. I have gone to see the mayor bo and gotten the iron boots. I have the hylian shield as well, so I go and climb up and I can't get passed him, I keep getting thrown down. I have tried a million times and I can't get passed him. I have talked to the people and everyone wants me to go to up to the goron. I'm playing the gamecube version if that helps. So hopefully you can help me, and hopefully it isn't my game that I just bought. So please let me know--from Carlene

A: Well, I hope it isn't a glitch! You do need to climb the mountain to reach the Goron Mines. Make sure you have the Iron Boots equipped by using the X or Y button (whichever you assign the boots to). As the Goron rolls towards you, an A button icon should appear on the screen. Press and hold the A button to stop, lift & throw the Goron off the cliff. If this continues to fail, make sure your controller is properly plugged into the console. If all else fails (which is 99.9% unlikely), then your game is unfortunately glitchy :oP

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- Q: Hello. Do you have a Wii? Before the game came out, someone from Nintendo said that you would be able to use the Wii controls using the Gamecube version of TP if you played it on the Wii (that is, the GC disc on the Wii). Wikipedia also says that is true. I have not heard about it anywhere else. Can you check if this is true? I want to get the GC version if that is the case. Thanks--from Gerardo
- A: Yes, I have a Wii and I play the GC version of Twilight Princess on it, since GC discs work on the Wii, but I use the GC controller to play it. I think you need the Wii version of TP to use the remote & nunchuck. When you start up the GC disc, you select it from the Wii menu with the remote, but then you need to press Start on the GC controller to begin, and that's impossible to do on the Wii remote. Maybe there's a separate device I don't know about to connect the two together? Also, keep in mind that when TP was in development, a lot of changes took place that were initially reported, but altered upon its release.

Q: We all know that if two Chus get close enough, they merge into a larger one. Well, I found either a glitch or a secret to the Chus that I thought was rather interesting. Let's call each size of Chu a certain level, the single Chu being the first level.

\*\*CORRECTED\*\*

==Merging Chart==

1 Chu + 1 = 2 Chus 2 + 1 = 4 (This one messed me up) 2 + 2 = 4 4 + 1 = 8 (This one I had SO much trouble with that it wasn't funny. I don't know HOW this works, but it does.)

The ones with the stars I haven't really tested, but assuming that the game's mechanics work the way I think they do, that should be right. Anyway. When you make a Level 4 Chu, you would think that when you cut it in half, you would make two Level 3 Chus. Oddly, they don't. You make a Level 3 and a Level 3.5 Chu. This means that somewhere, a Level 1 Chu had come out of nowhere, thus duplicating it. So, instead of having 8 Chus, you have 9 Chus total. You can cut up the Level 3.5 to cut out the single one, and then merge the Level 3's to make another Level 4. Cut it up again, then cut the Level 3.5 and try to merge the Level 1's together. I have yet to really test out how large a Chu can get and if you can exploit this more. I am also considering working on merging the Chus together to see which Chu is dominant over the others, and see if you can exploit it. I'd like to see all 4 of my bottles filled up with Rare Chu jelly if I can, hehe.

It seems like a glitch or bad mechanics, but either way it's something nobody seems to know. The only reason I would see people doing this is to mass-produce Blue Chus for their Jelly. If only I can merge a Rare and make it huge.. That would be the best find of the game. =P --from Sonny

## \*\*FOLLOW-UP\*\*

Q: The reason why I'd want it large is to see if I can get the Rare Chu to get big like that and then have 4 bottles filled with it. If I am able to do that, then you could have 4 bottles of Rare Chu Jelly, which is normally impossible as you're only able to find a Rare Chu if you don't have it's jelly already. It's a glitch to duplicate Chus like that, and I want to see if I can exploit it for Rare Jelly--from Sonny

\*\*FOLLOW-UP\*\*

- Q: Second off, I have only done limited testing on the Purple Chus, but what I have is nice to have though. Here are four current effects I got from drinking Purple Chu Jelly:
  - 1) You lose a single heart
  - 2) You replenish a single heart
  - 3) You lose all your hearts except 1/4 of your last heart
  - 4) You replenish all your hearts

I'm curious to see if there's any in-between range, like lose/replenish 4 hearts or something, but I need to be at like 8-12 hearts so I can see if there is one, just in case if I replenish that many or not. In the meantime, I hope this was useful to you. I have some progress on the Chu merging, but nothing that's too spectacular yet. I'll give you the list when I finally get it finished, or close to finished.

## \*\*FOLLOW-UP\*\*

Q: There was some question about which Chus take precedence over others. The answer is the better jelly, the lower the rank. To illustrate this:

Purple Chu > Red Chu > Blue Chu > Rare Chu

Going by this, mixing a Red and a Blue will result in a Red Chu which will split into more Red Chus. Bye-bye Blue Chu. Mixing two like color Chus will result in the color remaining the same (eg. Blue + Blue = Blue). This means that mixing a Rare Chu with ANY other color will essentually kill the Rare Chu and yield no Rare Chu Jelly. I would guess that this is meant to prevent stocking more than one Rare Chu Jelly at the same time. Also, I spent several hours searching known Rare Chu spawning locations and not once did find more than one Rare Chu at a time.

Q: Im new at this game. I've only been playing for maybe 2 weeks. I lost my lantern after the monkey stole it. I picked it up but didnt fill it right away i thought it would just go back to where it always sat on my controls. Now I can't burn the cobweb to continue. How do I got this back? I also lost my slingshot and fishing rod. What am I doing worng? Is there a place i suppose to store these?--from Kristy A: The only way you can lose your items is if you didn't save your game and turned off the console. But you would just start off from where you last saved your game. If the items are not on your X or Y button slots (in the GameCube version), they should be in your inventory by using the Control Pad, pressing up or down. You can then move items to the X or Y button slots.

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- Q: We have the Wii version; but am curious if the gamecube version has a particular chest in it. In our version, if you go to the tallest building in Kakariko village the one where the kid keeps lookout, and has the pole go to the platform with the Goron (the one you walk onto from the path), stand on the very north edge of the platform, facing north, and look to the left, there is a chest on the top of the hill wall (has fencing around the back). We're trying to get to it--can't clawshot, cucoos don't seem to quite make it, can't drop down to it from the top of the building even though there appears to be some planks sticking out from some angles. I can't seem to find it in any walkthroughs, and I'm curious if it's in the Gamecube version--from Van
- A: I found the chest and was able to reach it. Get a cuckoo from the hot springs and use it to reach the higher building. You can't go all the way up the tower with the cuckoo, but you can see the chest from the door leading into the tower. Hug the right side as you take off and you'll land on the right side. Luckily, you open the chest from the back and not the front because it's on the edge of the cliff! You can probably guess its contents since it's not on my Heart Piece list.

- Q: Hi, I've been wondering about these stones I've seen in Twilight Princess. After beating the game a while ago, I've come back to complete my collection of Poe souls (one more to go!) and have once more noticed these odd stones in Death Mountain(not howl stones). I'm not sure if they're located in other places as well, but this is where I remember seeing them. There's two that I've found, both in little tunnels that definitely block hidden rooms. They've got a weird design on the front, what looks like steam or smoke rising from a symbol that almost looks like a paw print in a dark circle. It's really hard to describe, but I'm sure you've seen them. Do you know how to get past these? I've tried everything, bombs, gale boomerang, the ball and chain, even using some of the hot spring water nearby, but Link just drinks it. This is driving me crazy, any ideas?-- from Lynsey
- A: I found the cave you're talking about and unfortunately I can't bypass it either :o( After Googling around, I found a reference to it at Zelda Dungeon.net...But it appears to just be a shortcut to the hot springs?!? I can see past the rock if I stand right up against it and use the POV camera (C-stick up). [See Secrets].

## \*\*FOLLOW-UP\*\*

Q: You need to climb Death Mountain and go to the room where you did the sumo match against Gor Coron. Go to the left of this room and you will see and elevator with a switch. Equip the Iron Boots to activate it. You will go to a room where you will see the same rocks, but this time you can grab them. There are two of these rocks and after you move them, the shortcut to the hot springs will be complete! Now, about the baby Goron you can't reach... simply go to Death Mountain using the path from Kakariko village. When you arrive to the part with the geisers and the Howling Stone use the clawshot on the vines underneath the Goron. Pay close attention and you will see them. In this way, you can also obtain the Heart Piece if you enter the cave above the one which has the chest; and you can also get the Poe Soul if you go to the south from here without falling-- from Gustavo

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Q: Hi, I am hoping you can help me with a question for The Legend Of Zelda: Twilight Princess. My question is for the Wii version. I know your walkthrough is for the Gamecube version but I'm hoping the two versions are similar enough that it won't matter. Anyway, here goes.

In regards to section Z6.77 of the walkthrough for Missing Sky Book Letters, I have removed the last of the owl statues in Renado's basement and I saved my game after I walked into the room with the cannon. The next night (tonight) I loaded the game and I'm stuck. All of the walkthroughs say to talk to Midna and then speak to Shad to get him to leave the room. Well, Shad is nowhere in the room. I've looked everywhere for him and he's not in there. When I try to exit the room via staircase, I get a message from Shad asking why I'm leaving. I've talked to Midna a million times and she keeps telling me she can't warp because he's watching us. She won't turn me into the wolf because she says I'll scare someone. I've tried resetting the game and killing myself with bombs to reset the room but I have the same results-no Shad. Please tell me I don't have to start all over from the beginning. Am I doing something wrong. Any help you can give me would be appreciated. Thanks-- from Dan

A: I've heard about this glitch and unfortunately the only solution seems to be starting over :o( I found a hint posted on YouTube in response to a video about the glitch that says try holding C+A+B+Z when Midna says Shad is still there. I don't know if it works, and I'm also not sure if this glitch exists for the GameCube version as I've never encountered it (not that I'd like to!). Let me know if it works & I'll post the solution on my FAQ/walkthrough. By the way, if you have a backup file, you can always use it and you'll know not to save in the cannon room. Otherwise...you're starting over. Ouch. [See the Secrets section for more details].

## \*\*FOLLOW-UP\*\*

Q: Thanks for the quick response to my problem with Twilight Princess. I tried pressing Z+C+A+B when I talked to Midna but unfortunately it didn't work. The YouTube link really helped me, though. It shed some light on the issue and let me know that I'm not going crazy (I just picked the wrong time to save). Other gamers have encountered the same problem and it seems to be associated with only early versions of the Wii game. I've had my copy since the Wii launched so that seems to fit the bill. The only other backup file that I have is near the beginning of the game, so it looks like I'll have to start all over :( Some people suggested there could have been a patch for the game through WiiConnect 24 or to contact Nintendo directly and they may replace the disc with a newer version. The sad part is that it's taken me 2 years to get this far and with so many new games to play, I don't know if I'll ever be able to invest the time to start over again. Thank you once again for all of your help.

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- Q: This might be a dumb question, but how do I do the Howling Stone in the Sacred Grove (Not the one that's outside it, the one that calls the Skull Kid)? I mean, I know how... I have all the notes correct and everything! The blue dots line up exactly with the green dots... but nothing comes up! Why does this happen? I've tried numerous times... and nothing works! Did I have to do all of the howling stones before this particular one? Please help... I read your walkthrough, but it just says "Listen and howl this tune again." I did exactly that... nothing works...Please, help me. Thanks!-- from Catlin
- A: You shouldn't have had to get all the Howling Stones before doing this one, so that's not the problem. If you've used Howling Stones before (even though this one looks different), you probably know that you need to make sure that the notes are perfect. If you get them wrong, the outline in blue will help you fix any wrong notes. When you get it right, you hear a chime and Wolf Link will spin around, but this time, instead of the Golden Wolf appearing, the Skull Kid will appear in the area and summon a bunch of Deku Golem enemies. Then you need to start navigating a maze, heading through an open cave just ahead of you.

Other than that, I'm not sure what to suggest! If you haven't seen any of the stuff mentioned above, you probably haven't done the tune right, so keep trying it!

## \*\*FOLLOW-UP\*\*

- Q: Wait, the blue dots are the WRONG notes? How can that be, if when I press B to hear the pitch again, they are exactly right? Argh, this is so confusing. :( When I go to do the howl tune, I keep my control stick neutral for the first note, for a brief second. Then I go straight up, again for a brief second, then go down to the last line, to the middle of it. Repeat. They always produce blue dots, rather than a blue line, or so. I've tried so many times, and it never works. :( Oh well... I'll keep trying, with your advice in mind. Thanks!-- from Catlin
- A: No, the blue dots/lines show what notes you got right, but any blank spots are where you messed up, so try listening to it again, and fill in the blanks with the right note.

## \*\*FOLLOW-UP\*\*

Q: That's the triforce stone with royal/zelda's theme, you need it at the end to activate the statues before the master sword-- from Lukas

## \*\*FOLLOW-UP\*\*

- Q: I have a question/need help. Did Catlin from your FAQ ever get the howling stone that summons the skull kid to work? I'm having the exact same problem. The blue dots match up with the green dots exactly, but nothing happens. Is there any other thing I should have done prior to this? Maybe certain howling stones I have to do first? I've been stuck at this point for 2 weeks now. I was having fun with the game playing it almost constantly, but it's all come to a screeching halt at this point. Any advise you can give would be much appreciated. Thank you!-- from Geoff
- A: I didn't get another follow-up from Catlin to say if she succeeded or not. It's not just a case of lining up with the dots, but holding the notes for

the length of the blue streaks as well. You can check out some videos on YouTube of players completing this Howling Stone. Here's one in particular you might benefit from seeing (around 2:15):

https://www.youtube.com/watch?v=Xg9pyFrCxMA

It's likely a case of you missing a short note (especially the 2nd and 5th ones which are REALLY quick) or not holding a note long enough.

- Q: I sure hope you can help me. I am playing this game for the second time around, I even have the guide, so I should get no problems but I have a problem and I am hoping you can get me out of it. Right I am up to the 3rd dungeon The Lakebed Temple I have got the water bombs, the bow, the underwater swimming suit, I have combined the bombs with the arrows, I am ready to dive, once I am in the water I cannot use any of my weapons, I need the arrows and water bombs to expose the entrance to the temple but I am unable to use them, any ideas what I should do?-- from John
- A: Since you've played this before, maybe I can jog your memory a bit :0) Make sure that your Zora Armour is actually on through the start/pause menu (find it there, select it & press A to equip it). You also need the Iron Boots you got from the Ordon mayor to access the Goron Mines dungeon. Use both the Zora Armour and Iron Boots to sink down at the spot where Lakebed is located on your map (a purple dot). Once underwater, you can only use certain weapons, namely water bombs to access Lakebed.

\*\*FOLLOW-UP\*\*

Q: He tries to use the arrow+water bomb combo underwater, he has to bomb the geiser then drop a bomb in it-- from Lukas

- Q: I am playing Legend Of Zelda: Twilight Princess for the GC and I have found all the bugs but one: The female Grasshopper. I have followed the guide, plus tried to look at other guides, also went all over the field looking for the critter, but still not able to find her. Any advice?-- from GrabFootTwoDawns
- A: This bug can be tricky to find since it isn't really near anything that stands out. From Kakariko Village, head out the gate north into Hyrule Field, then head northwest until you hit the wall (literally the edge of the game's world!) You should see the golden glow of the bug around there. If not, try looking at night when its glow will really stand out.

- Q: My question is if there is any way to get the Poe Soul on the 3rd floor of the Temple of Time if you missed it when you went through with the large statue that can smash the golden gates under your control. I read in one of the earlier questions that you think everything is available to go back and find but I can't figure out how to get that gate smashed now...-- from Andrew
- A: I think you can get the Poe Soul by using your Dominion Rod (after you get it fixed during the Sky Book section of the walkthrough) to

move a small statue onto the yellow switch. The switch should open the gate, which will allow you to nab that Poe Soul.

- Q: Hi, using your walkthrough for game cube twilight princess. in Hyruile field fighting the moblin on the shadow bird I can,t get one hit at the bloody bird without getting caught in its claws PLEASE HELP-- from Rob
- A: I'm guessing that you're fighting the Shadow Bird/Archer mini-boss at Lake Hylia, but if I'm wrong, please reply and clarify this. Make sure that you keep close enough to L-target the enemy, and when it swoops down, you need to lunge at it with the A-button, stay attached, and then continue to attack with A. Once you attack it, you need to back off a bit, then continue the process. If your Ltargeting breaks off, you need to get closer to latch onto it.

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- Q: Is it possible to change from day to night quick or do I need to wait for it to change itself in the Twilight Princess game?-- from Rob
- A: That's a good question, and unfortunately, no, you can't automatically change day to night & vice versa like in Ocarina of Time, but if you visit City in the Sky, then return back, supposedly it changes the time of day for you, though I've never tried it and obviously it's useless until you get that far in the game. It's especially frustrating when you're hunting Poe Souls and it turns to daytime. I tend to keep a book nearby to read while I wait for nighttime to come :oD

Q: When Link and Midna approach Ganondorf sitting on the royal throne of Hyrule, there is a broken-off statue head on the ground. Which one is it? I think it might be Din's, but I'm not 100%-- from Treshu

A: Anyone here know?

- Q: City in the sky boss--3 days trying to beat this boss I can get to 2nd stage of fight where you have to grapple the thing on its back, I can get it twice but can not get it any more how many times do you need to kill it and can you suggest some way of getting past the first two hits-- from Rob
- A: I've been there too...can you imagine having 3 bottled fairies & STILL getting whacked by this thing?!? It happened to me a while ago. Assuming you've read my bosses section, all I can further suggest is keep some fairies or red potion handy in bottles & refresh some hearts from the skulls on the ground. You need to watch the flaming breath, because it changes direction after a couple of hits on Argorok. It should take 3-4 hits to finish it off if I remember correctly. Remember to keep a constant L-target on the Peahats for smoother movement from one to the other.

- Q: I can't seem to get my crosshairs to turn yellow to signify I have a shot at the boss in the sky temple, could this be a fault in my game, I've tried with 4 bottled fairies and still no luck-- from Rob
- A: You need to wait until you're behind Argorok and you should see a glowing target on his back. Shift your L-targeting focus from the Peahats to the target. A yellow arrow should appear when you have a close enough aim. Once you hookshot to Argorok, use your sword.

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Q: A couple of random questions for ya:

~What happens if you run an owl statue off a cliff? ~What does a green chu do if you make Link drink it? ~Personally, do you think Ocarina or Majora's Mask is better? -- from Treshu

- A: 1) I assume that the owl statue will return if you exit the area, then re-enter, but I can't say for sure. In some Zelda games, if something goes haywire, it either resets before your very eyes or you need to exit & come back.
  - In the past, a green Chu/Jelly refilled the magic meter, but I'm not sure about that in TP.

Q: HELP! I've read every part in your Walkthrough about beating the boss in City in the Sky. I of course got to part 2 (who can't beat part 1? LOL).

But when you say wait for the yellow arrow to be on his back, I can circle around the peahats approximately 1 billion times (an exxageration, of course) and I see the yellow arrow, but my clawshots will only point to the other peahats. I don't know if I'm explaining this correctly, but whenever I have my chance, I switch targets a countless number of times but they only target the peahats and NEVER the ruby on his back. I don't know what else to do, as I cannot un-target them, and trying to go around all of the peahats manually is utterly IMPOSSIBLE to get away from the flames quick enough lol... Please help, I don't know what I can possibly do to get my L-Target to go for the ruby-thing haha. It's horrid!!!-- from James

A: You're not alone...lots of people have struggled with this boss fight. I assume you read the FAQ from Rob about the fight, too :o) I just watched a YouTube video of the fight & it seems that your L-target on the Peahats does NOT automatically transfer to Argorok, so you have to judge when it's a good time to MANUALLY aim at the ruby on its back.

When Argorok begins spitting out the fire, he no longer focuses on you, so once you get safely behind him, change to a C-up camera angle & manually target its back. Once you latch on, then it's clobbering time!

Here's the YouTube video if you'd like to view it yourself:

https://www.youtube.com/watch?v=0QpqFvqQkg0

- Q: Hi, sorry to bother you but ive been reading your FAQ for twilight princess and im at the temple of time part, but i cant even get to the sacred grove anymore, the stupid golden chicken cnt fly u d whl way n ive tried n tried bt d boomerang wnt spin d damn bridge n d frustration is unbareable. it just wont reach and if it hits a fence it bounces back. please help, is thr a nack to it? cs its a weird one person glitch to have y'knw?-- from Charles
- A: It's probably not a glitch but just the dynamics of it. Firstly, obviously don't throw the golden cucoo away when flying from platform to platform. Just lay it down beside you on the bridge and it shouldn't walk off. If it does, I think it reappears for you. You may be able to retrieve it with the clawshot, but I'm not sure about that. As for the gap, make sure you give yourself a running start and leap off the very edge of the platform for a better leap. That's pretty much all there is to it.

- Q: i am trying to get the 2 heart pieces in the forest temple cause i have already beaten ganondorf but the monkeys arent there to help me across. how do i get the heart piece.plz respond i dont know wat to do!-- from R.D.
- A: The monkeys don't return, but you can use the clawshot on the vines near the doors that aren't accessible on foot, and that will get you to the rooms with the two Heart Pieces.

- Q: In twilight princess i have gotten all of the howling stones except for the last one in the hidden village. when i walk up to it as wolf link, doesn't let me howl. I have just started doing the Twilight palace. Is it a glitch or am i not far enough in the game?-- from Bobby
- A: You're definitely far enough in the game--any time you find a Howling Stone, you should be able to use it. For the one in the Hidden Village, you need to have defeated all 20 Moblins, gotten Ilia's Charm, and returned it to her in Kakariko Village. If all that is done, then you should be able to use the Howling Stone like you normally do. If that doesn't work, try doing the cat hide & seek game. If all else fails, it must be a glitch (though I can't understand why).

- Q: In the cave in the southern part of the Kakariko Gorge (Gamecube version) there is a poe in the cave but when I tried to kill it the poe landed in the wall and I couldn't get it to come out. So I left the cave and came back to the poe but it was gone, and it never came back. So I couldn't get all 60 poes-- from Luigiisthezelda
- A: The Poe glitch is interesting. If you've gone back to check on it, make sure it's nighttime (even if going indoors; that's what I

always forget to set before hunting them down). I'll post your glitch issue & see if anyone else has had that problem. Any comments or remedies anyone? Has anyone had this problem, too?

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Q: Is there anyway to save in the Palace of Twilight without having to return to the beginning of the area?

If you go into the Cave of ordeals to get the last Poe on 44th floor, is there any way to escape that dungeon so u can keep the last 3 Poes but NOT fight the foes on floors 48 & 49?

--from Tej Pata

A: In my Secrets section, someone nicely explained (better than I can!) about how to use Oocoo to solve the saving problem at dungeons: "Warp out of the castle with the aid of Oocoo and son, THEN save your game. When you start your game back up all you have to do is warp back to Oocoo and you will be right back in the room you warped out of, which saves plenty of time and irritation. This DOES NOT work at the City in the Sky."

I don't believe so...You can only quit at the Great Fairy junctions. Unless there's a secret exit I don't know about ;)

Q: When are more FAQs going to be listed? -- from nintendo\_girl21 A: When more people e-mail me with questions! Sheesh (lol).

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Gerardo
Sonny
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Lynsey
Dan
Catlin
John
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GrabFootTwoDawns Andrew Rob Treshu Brian James Charles R.D. Bobby Geoff LinkoftheMeadow Tej Pata

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Contacting Me...

Please do. I can really only be reached by e-mail at mlynch2[at]rogers.com. Remove the brackets & change at to @ before sending (or keep them there if you like to get Mailer-Daemons... freakazoid). The brackets and "at" are there only to avoid additional spam e-mail. I get enough of those already as it is.

\*\*A REPLY MAY TAKE UP TO 1 WEEK\*\*

E-mail me with additional information, secrets, errors within my walkthrough or checklists, to share game anecdotes, shoot the breeze, etc. If you need additional help with the game, please keep e-mails as detailed as possible. Any e-mails with @&\*&@&\* excessive profanity, speling erors (thats a jok btw), 2 manE shrt frms lk ths, eMaILs tYpEd lIkE tHiS, or otherwise unreadable e-mails will be promptly deleted.

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Any additions to this walkthrough will be credited to you, faithful reader, in the Thank-You section. I look forward to the sleepless nights reading your messages by the light of the moon...he he he.

\*\*THE END\*\*

...you're still here?

....get lost already!

.....scram!

# ....please?

# .....okay, bye now!

.....I mean it!

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...NOW! *reader disappears in a puff of smoke, nintendo_girl21
laughing menacingly*
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.....I am ejecting you.....

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