



- [Z3.7] Locations
  - [Z3.71] Chronological List
- [Z4] Basic Controls & Actions
  - [Z4.1] Link's Basic Actions
  - [Z4.2] Sword-Play
  - [Z4.3] Wolf Moves & Midna
- [Z5] Item & Weapon Information
  - [Z5.1] Important Items
  - [Z5.2] Weapons
  - [Z5.3] Dungeon Items
  - [Z5.4] Collectible Items
- [Z6] Walkthrough
  - [Z6.1] Starting Out at Ordon Village
    - [Z6.11] Getting Started
    - [Z6.12] Faron Woods
    - [Z6.13] Wolfie Link
    - [Z6.14] Getting Midna's Weaponry
    - [Z6.15] Faron's Tears of Light
    - [Z6.16] Finding the Forest Temple
  - [Z6.2] Forest Temple
    - [Z6.21] Monkey See, Monkey Do
    - [Z6.22] Getting the Gale Boomerang
    - [Z6.23] Getting the Big Key
    - [Z6.24] Diababa, Twilight Parasite
    - [Z6.25] Exploring Hyrule Field
    - [Z6.26] Eldin's Tears of Light
    - [Z6.27] Iron Boots
    - [Z6.28] Climbing Death Mountain
  - [Z6.3] Goron Mines
    - [Z6.31] Hot to Trot
    - [Z6.32] Iron Man Meets the Magnetic Walls
    - [Z6.33] Biggoron, the Hero's Bow & the Big Key
    - [Z6.34] Finding the Boss Door
    - [Z6.35] Fyrus, Twilight Igniter
    - [Z6.36] Errands
    - [Z6.37] Lanayru Province
    - [Z6.38] Lanayru's Tears of Light
    - [Z6.39] Extra Errands
    - [Z6.391] Deep Sea Diving to Lakebed Temple
  - [Z6.4] Lakebed Temple
    - [Z6.41] Swimming & Stairclimbing
    - [Z6.42] Getting the Clawshot
    - [Z6.43] Getting the Big Key
    - [Z6.44] Morpheel, Twilight Aquatic
    - [Z6.45] Midna's Desperation
    - [Z6.46] Sacred Forest Meadow
    - [Z6.47] More Errands...
    - [Z6.48] Accessing the Desert
  - [Z6.5] Arbiter's Grounds
    - [Z6.51] Trudging Through the Quicksand
    - [Z6.52] Getting the Spinner
    - [Z6.53] Getting the Big Key
    - [Z6.54] Stallord, Twilight Fossil
    - [Z6.55] Even More Errands
    - [Z6.56] Climbing Up Snowpeak
  - [Z6.6] Snowpeak Ruins
    - [Z6.61] Scatterbrained Yeta
    - [Z6.62] Getting the Ball-and-Chain
    - [Z6.63] Getting the Big Key
    - [Z6.64] Blizzeta, Twilight Ice Mass















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.

\*\*\*\*\*

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

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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 FAQ on accessing Death Mountain.

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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.

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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

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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.

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Version 2.0  
August 10, 2008

Added FAQ on Heart Piece locations via fortuneteller.

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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.

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Version 2.0  
June 18, 2008

Walkthrough now also available at Wiiniis United.

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Version 2.0  
June 14, 2008

Added secret chest locations in Lake Hylia.

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Version 2.0  
May 27, 2008

Added RESPONSE to FAQ regarding Link's uncle (not father) in LTP.

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.

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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.

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Version 2.0  
February 6, 2008

Added FAQ on manipulating the scales in the Temple of Time.

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Version 2.0  
February 3, 2008

Added CORRECTION to FAQ on Female Dayfly.

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Version 2.0  
January 30, 2008

FAQ now available at [CheatCodes.com](http://CheatCodes.com)

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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](http://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](http://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.





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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)

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Version 2.0  
September 29, 2007

Added two Secrets. Added FAQ reply to my Warrior query.

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Version 2.0  
September 25, 2007

Added FAQ on restoring Ilia's memory. Added FAQ on Cave of Ordeals.

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Version 2.0  
September 16, 2007

Added FAQ on Death Mountain Howling Stone.

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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](http://Gamesradar.com) and [Cheatplanet.com](http://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



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\*Game & Technical Info\*

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[Z3.1]

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\*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)

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[Z3.2]

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\*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.

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[Z3.3]

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\*Difference Between Wii & GameCube Versions\*



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

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!

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[Z3.61]

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\*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

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[Z3.62]

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\*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 the Hyrule hot springs shop

#### Lanayru Province

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 cuckoo-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

Chudley/Malver

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

Oocoo

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

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[Z3.7]

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\*Locations\*

I have listed descriptions of the locations of the game in chronological order (based on when you arrive there during the game).

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[Z3.71]

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\*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, Goron, 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









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\*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 continuously 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.

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[Z5]

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\*Item & Weapon Information\*

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[Z5.1]

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\*Important Items\*

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



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)

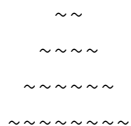
**Small Key:** Found in chests within dungeon. Used to unlock doors.

**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 pressure. 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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[Z5.4]



\*Collectible Items\*



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 pudgy-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.

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[Z6.12]

\*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





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 climbing 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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[Z6.14]

**\*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





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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[Z6.2]



\*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 Skultula 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.

\*^\*  
[Z6.22]

\*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 off-balance, 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.

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[Z6.23]

#### \*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 activating 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!

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[Z6.24]

\*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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[Z6.25]

#### \*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.





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



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.

\*\*\*\*\*  
[Z6.3]



\*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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[Z6.32]

#### \*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.





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, assembling 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.

\*^\*  
[Z6.34]

\*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



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 Leever's 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.

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[Z6.37]

#### \*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.



\*Lanayru's Tears of Light\*

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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[Z6.39]

#### \*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.

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[Z6.391]

\*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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[Z6.4]

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\*Lakebed Temple\*

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



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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[Z6.43]

#### \*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 H2O (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.

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[Z6.44]

\*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







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 cuckoo 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 cuckoo (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 cuckoo 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.

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[Z6.48]

#### \*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.





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 mini-boss 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





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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[Z6.54]

\*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.

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[Z6.55]

\*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.

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[Z6.56]

\*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. L-target 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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[Z6.6]

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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

\*\*\*\*\*  
[Z6.61]

\*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



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.

\*\*\*\*\*  
[Z6.63]

### \*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. L-target 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.

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[Z6.64]

\*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 Leever 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 outmaneuver 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.

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[Z6.66]

\*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.







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 mini-boss, 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!

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[Z6.73]

#### \*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.

\*\*\*\*\*  
[26.74]

\*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-stature at west and move it north to the ledge onto a switch. Release control, then toss a mini-stature 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.

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[Z6.75]

\*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.

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[Z6.76]

\*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



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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[Z6.8]



\*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.

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[Z6.82]

#### \*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.



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.

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[Z6.84]

\*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 L-targeting 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.

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[Z6.85]

\*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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[Z6.9]

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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

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[Z6.91]

\*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 that'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.

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[Z6.92]

\*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







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 BAAAACCKK! 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.

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[Z6.95]

#### \*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.



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.

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[26.97]

\*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



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 way

How: 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 Leever 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. Open the chest that appears.

35) Where: Temple of Time

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

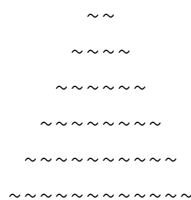
How: Two rooms after getting the first Sol, head west to the passage through the fog carrying the Sol, then drop the Sol and clawshot the target by a chest, opening it.

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.

1) 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 Leever's 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

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[Z9]

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\*Poe Souls\*

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.

- 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







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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!

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 off-balance 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 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 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

King Bulbin, Part I

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. Chaaaarge! 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)

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

Difficulty: \*\*

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

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

Difficulty: \*\* 1/2

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 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 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 slash slash slash. 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 wolf-like 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), \*\*\*





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 L-target 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

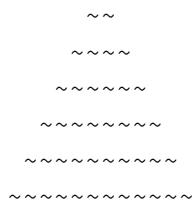
Only found at night. Skeletal creatures. Must be wolf Link. Use senses to see.

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]



\*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!

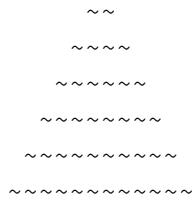
Without further adieu, here's my floor guide.

- 1) Moblin
- 2) Keese (3), Rats (3)
- 3) Deku Baba (4)
- 4) Big Skulltula (3)
- 5) Moblin Archer (3)
- 6) Fire Slug (9)
- 7) Fire Keese (5), Dodongo (2)
- 8) Tektite (6)
- 9) Lizalfos (2), Moblin Archer (2)
- 10) Great Fairy
- 11) Use spinner to activate next room; Helmasaur (3), Rat (15)
- 12) Giant Black Chu- don't scoop up the purple jelly, may be poisonous
- 13) Bubble Bug (4)
- 14) Bubble (10)
- 15) Moblin (10)
- 16) Keese (8), Rat (8)
- 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)
- 25) Moblin (10), Moblin Archer (4)
- 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
- 31) Use Dominion Rod to move both statues off the switches to open 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)

- 42) Moblin (6), Deku Baba (6)
- 43) Lizalfos (5), Moblin Archer (8)
- 44) Dinolfos (4), Poe
- 45) Moblin Archer (2), Gibdo (5), Giant Black Chu
- 46) Ice Warrior (3), Freezard (2), Undead Rat (countless)
- 47) Moblin, Mini-Stalfos (countless), Rat (countless)
- 48) Dragon Knight (2), Dark Nut (1)
- 49) Dark Nut (3)
- 50) Great Fairy

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

[Z14]



\*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)

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 non-moving 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-of-view 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    |  
|     |  
|  x  |  
|     |  
|   B |  
|  A  |  
|-----|
```

2)

```
-----  
|C A  |  
|     |  
|  x  |  
|     |  
|  x B|  
-----
```

3)

```
-----  
|  A  |
```

|     |  
| x |  
|     |  
| C B |  
-----

4)

-----  
| A |  
|     |  
| x |  
|     |  
| CB |  
-----

5)

-----  
| A |  
| C |  
| x |  
|     |  
| B |  
-----

6)

-----  
| A    |  
| C |  
| x |  
|     |  
| B |  
-----

7)

-----  
|     |  
| C |  
| x |  
|     |  
| A B |  
-----

8)

-----



```

|   |
|  C |
|  x |
|   |
|  AB |
-----

```

9)

```

-----
|   |
|  C |
|  X |
|   |
|  B |
-----

```

### 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.

1)

```

-----
|C   |
|   |
|  x |
|   |
|A  B|
-----

```

2)

```

-----
|   |
|   |
|  x |
|C   |
|A  B|
-----

```

3)

```

-----
|   B |

```

```
|   |  
| x |  
|C  |  
|A  |  
-----
```

4)

```
-----  
|   B|  
|   |  
| x  |  
|C   |  
|   A|  
-----
```

5)

```
-----  
|   B|  
|   A|  
| x  |  
|C   |  
|   |  
-----
```

6)

```
-----  
|   B|  
|A   |  
| x  |  
|C   |  
|   |  
-----
```

7)

```
-----  
|   B|  
|   |  
|A x |  
|C   |  
|   |  
-----
```

8)

```
-----  
|   B|  
|   |  
|A x |  
|   C|  
|   |
```

9)

```
-----  
|   |  
|   |  
|A x B|  
|   C|  
|   |  
-----
```

10)

```
-----  
|   |  
|   |  
|  X B|  
|   C|  
|   |  
-----
```

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.

1)

```
-----  
|C  |_|  
|   |  
|  x |  
|  x |  
|A  B|  
-----
```

2)

```
-----  
|C  |_|  
|   B|  
|  x |  
|  x |  
|A  |  
-----
```

3)

$$\begin{array}{c}
 \text{-----} \\
 | \quad | \_ \\
 | \quad B | \\
 | \quad x | \\
 | C x | \\
 | A \quad | \\
 \text{-----}
 \end{array}$$

4)

$$\begin{array}{c}
 \text{-----} \\
 | \quad | \_ \\
 | \quad B | \\
 | \quad x | \\
 | \quad x C | \\
 | A \quad | \\
 \text{-----}
 \end{array}$$

5)

$$\begin{array}{c}
 \text{-----} \\
 | \quad | \_ \\
 | B \quad | \\
 | \quad x | \\
 | \quad x C | \\
 | A \quad | \\
 \text{-----}
 \end{array}$$

6)

$$\begin{array}{c}
 \text{-----} \\
 | \quad | \_ \\
 | \quad | \\
 | \quad x | \\
 | B x C | \\
 | A \quad | \\
 \text{-----}
 \end{array}$$

7)

$$\begin{array}{c}
 \text{-----} \\
 | \quad | \_ \\
 | \quad | \\
 | \quad x | \\
 | \quad xBC | \\
 | A \quad | \\
 \text{-----}
 \end{array}$$

8)

$$\begin{array}{c} \text{-----} \\ | \quad | \_ \\ | \quad C | \\ | \quad x | \\ | \quad xB | \\ | A \quad | \\ \text{-----} \end{array}$$

9)

$$\begin{array}{c} \text{-----} \\ | \quad | \_ \\ | C \quad | \\ | \quad x | \\ | \quad xB | \\ | A \quad | \\ \text{-----} \end{array}$$

10)

$$\begin{array}{c} \text{-----} \\ | \quad | \_ \\ | \quad | \\ | \quad x | \\ | C \quad xB | \\ | A \quad | \\ \text{-----} \end{array}$$

11)

$$\begin{array}{c} \text{-----} \\ | \quad | \_ \\ | \quad | \\ | \quad x | \\ | \quad XB | \\ | A \quad | \\ \text{-----} \end{array}$$

12)

$$\begin{array}{c} \text{-----} \\ | A \quad | \_ \\ | \quad | \\ | \quad x | \\ | \quad XB | \\ | \quad | \\ \text{-----} \end{array}$$

13)

```

-----
|   A | _
|     |
|   x |
|  XB |
|     |
-----

```

14)

```

-----
|     | _
|   X |
|  XB |
|     |
|     |
-----

```

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.

1)

```

-----
|C     |
|     |
|   x  |
|     |
|A     B|
-----

```

2)

```

-----
|C     |
|A     |
|   x  |
|     |
|     B|
-----

```

3)

-----  
| C |  
| A |  
| x |  
| |  
| B |  
-----

4)

-----  
| C |  
| A |  
| B x |  
| |  
| |  
-----

5)

-----  
| C |  
| A |  
| B x |  
| |  
| |  
-----

6)

-----  
| C |  
| A |  
| x B |  
| |  
| |  
-----

7)

-----  
| C |  
| A B |  
| x |  
| |  
| |  
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8)

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| C |  
| AB |  
| x |  
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9)

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| |  
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10)

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|C |  
| AB|  
| x |  
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11)

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| |  
| AB|  
| x |  
| |  
|C |  
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12)

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| |  
| AB|  
| x |  
| |  
| C|  
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13)

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| B|  
| A |  
| x |  
| |  
| C|  
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|B |  
| A |  
| x |  
| |  
| C|
```



14)

$$\begin{array}{|c|c|} \hline & \\ \hline & A \\ \hline x & \\ \hline & \\ \hline B & C \\ \hline \end{array}$$

15)

$$\begin{array}{|c|c|} \hline & \\ \hline & A \\ \hline x & \\ \hline & \\ \hline & BC \\ \hline \end{array}$$

16)

$$\begin{array}{|c|c|} \hline & \\ \hline & A \\ \hline & xB \\ \hline & \\ \hline & C \\ \hline \end{array}$$

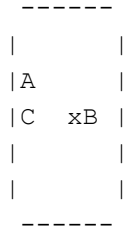
17)

$$\begin{array}{|c|c|} \hline & \\ \hline A & \\ \hline & xB \\ \hline & \\ \hline & C \\ \hline \end{array}$$

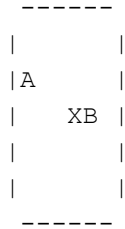
18)

$$\begin{array}{|c|c|} \hline & \\ \hline A & \\ \hline & xB \\ \hline & \\ \hline C & \\ \hline \end{array}$$

19)



20)

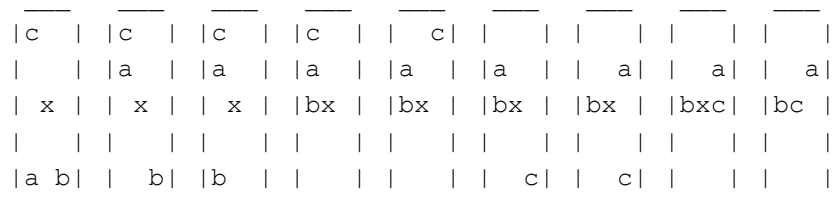


\*\*Here are alternative solutions provided by Tsuku:

First

Move the blocks in this order :

- a North ;
- b West, then north ;
- c East then South ;
- a East ;
- c North, then West.

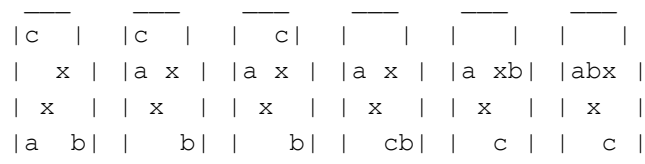


START a N b W b N c E c S a E c N c W DONE

Second

Move the blocks in this order :

- a North ;
- c East then South ;
- b North then West ;
- a South; East then North ;
- c East, North then West.



START a N c E c S b N b W +

+-----+

V

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  _____
|   |   |   |   |   |   | | | | | |
| bx | | bx | | bx | | bx | | bxc| | bc |
| x  | | x  | | a  | | a  | | a  | | a  |
| a c | | ac  | | c  | | c  | |   | |   |
  _____
a S    a E    a N    c E    c N    c W  DONE

```

Third

Move the blocks in this order :

- a North ;
- b West then North ;
- c East then South ;
- a East ;
- c North then West ;
- b South, East, North then West.

```

  _____
| c   | | c   | | c   | | c   | | c   | |   |
|     | | a   | | a   | | a   | | a   | | a   |
| x   | | x   | | x   | | b x | | b x | | b x |
|     | |     | |     | |     | |     | |     |
| a b | |   b | | b   | |     | |     | |     |
  _____
START    a N    b W    b N    c E    c S  +
+-----+

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V

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  _____
|   | |   | |   | |   | |   | |   | |   |
| a | | a | | a | | a | | a | | a | | a |
| b x | | b x c | | bcx | | cx | | cx | | cx b | | cb |
|   | |   | |   | |   | |   | |   | |   |
| c | |   | |   | | b | |   | | b | |   |
  _____
a E    c N    c W    b S    b E    b N    b W  DONE

```

Reward: Heart Piece

Fun Meter: \* 1/2

Snowboarding

Where: Snowhead

Cost: Free

Basics: Talk to Yeto to race him along the snowboarding course. Win and race Yeta for a prize. Use the Control Stick to navigate and press A to crouch then release to jump gaps.

Strategies: Racing Yeto is fairly straightforward, just follow the map and use the shortcut if you want. Yeta requires the use of the shortcut at left at the very beginning of the ) shaped curve on the map. Just jump to the left plane at the tree stumps and collect the rupees, jumping the gaps. Stay on the shortcut even when Yeta jumps off and slow down near the end to land well and hug the right side a little more.

Reward: Heart Piece

Fun Meter: \*\*\*\*

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

Hylia Bass- next most common fish, fatter species, found mainly everywhere, especially at west end of south bank

Hylia 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

Hylia 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 Hylia 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 Hylia 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 Hylia 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

Hylia Pike- 23 inches

Hylia 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.



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](http://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 receive 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 Lanayru 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 midna-warp 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 maneuver 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 nearest 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 Goddesses, but that's probably just coincidence

\*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 Shigeru-san.

\*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 hexadecimal code (00CC00) 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 possessed 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 horizontal 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 Darknut 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 should 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](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 imprisoned originally 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.

Graph:

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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.



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

\*\*\*\*\*

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.

**\*\*RESPONSE\*\***

Hi, yeah, uh, wanted to point out the fact if that long-dead-but-still-incredibly-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 falter 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 receive 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 descendant 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 designer of TP, (when we met, a sword 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 spirit's 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 there, 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 somehow with the Twili people's legend of a wolf coming to save their realm, when you're 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 beginning 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 don'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





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 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.

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.

\*\*\*\*\*

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 walk-through 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 grrrrrrrrrrrrrr what am I doing wrong?

For reversing the key to get the walls to move..I have tried and tried to



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).











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

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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







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

\*\*\*\*\*

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 essentially 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 wrong? Is there a place i suppose to store these?--from Kristy









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 Hyrule 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 L-targeting breaks off, you need to get closer to latch onto it.

\*\*\*\*\*

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.

\*\*FOLLOW-UP\*\*

















...you're still here?

....get lost already!

.....scram!

....please?

.....okay, bye now!

.....I mean it!

.....I am ejecting you.....

...NOW! \*reader disappears in a puff of smoke, nintendo\_girl21  
laughing menacingly\*

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