The Legend of Zelda: Twilight Princess Game Guide

by Brokaliv

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______ THE LEGEND OF ZELDA TWILIGHT PRINCESS Version 1.0A By Brokaliv Email: brokaliv@yahoo.com Date Started: October 21, 2008 _____ This Walkthrough is allowed to be hosted at the following sites: GameFaqs - www.gamefaqs.com Neoseeker - www.neoseeker.com Cheat Happens - www.cheathappens.com IGN - faqs.ign.com The Genie - www.thegenie.net Evermore Forums - www.evermoreforums.com Super Cheats - www.supercheats.com Cheating Dome - www.cheatingdome.com Noobz Space - www.noobzspace.com Cheats Guru - www.cheatsguru.com Games Radar - www.gamesradar.com Cheat Planet - www.cheatplanet.com Trainers City - www.trainerscity.com Gamers Hell - www.gamershell.com Loose Lemon - www.looselemon.com Help Stop FAQ Theft - Check Out Michael Sarich's FAQ Theft Guide: http://boards.gamefaqs.com/gfaqs/genmessage.php?board=2000094&topic=20885654 If you would like to donate some money to help pay for my college funds or if you just want to help me afford the games to write you a guide please donate some money to me through www.paypal.com at acstupak@yahoo.com Thank you for your support. This guide is based off of the GameCube version of the game and may be different from the Wii version in some ways. I do not own the Wii version, therefore if something is different than I can not really help you on it. From

what I hear the major difference between the Wii and GameCube versions are that all directions are flip-flopped. So if I tell you to head east on the GameCube version than you have to go west on the Wii version. Due to the FAQ being really long, it is best to use the CTRL+F feature to search the Table of Contents to get to the section you want faster.

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Dash (When on horse) Confirm B Button - Swing Sword Cancel C Stick - Change Camera Angle L Button - Lock on target center camera behing Link R Button - Grab Object X Button - Use assigned item Senses Mode (When in wolf form) Y Button - Use assigned item Dig (when in wolf form) Z Button - Talk to Midna 2. Walkthrough 2.01 - Ordona Province

Watch the introduction cut scene and then the next morning you will be woken up by Fado as he needs help herding the goats. Head over and talk to him as he asks you to get Epona and head over to the ranch. Take this opportunity to run in the grass and collect loose rupees, as well as lifting small rocks and rolling in to trees to start a hefty collection. Now head north west to enter the next area.

Along the west wall you can find a hole to climb through that takes you to the place you need to go, otherwise continue north and just take a left to make it to the spring. Watch the cut scene once you make it there and then talk to her. She asks that you find some grass by the pond edge and play the song Epona likes.

Find some grass and pick it up and blow in it to automatically make the song. Epona automatically comes over to you, talk to Ilia one last time and then get on the horse to head back to the house. Now head south in to the actual village area. Don't bother trying any doors as they are all locked due to wild monkies coming in and stealing things as the villagers will tell you.

 If you talk to Rusl you will learn that his son is making you a fishing rod that should be ready tomorrow. Continue south and talk to the mayor to learn that Fado has already headed up to the ranch. Continue down the path and enter the next area.

Head over to Fado and tell him you will help with getting the goats back in to the barn. The trick is to go to the back of the field and get the goats moving away from the edge and towards the barn. Always let the goat be on the closer side to the barn, so don't get in between the goat and the barn! Slowly change sides to get the goat to turn if needed, but don't stay on one side for to long or they will move sharply in the wrong direction. And remember, do not use excessive Whoops as this will make the goat angry and attack you.

Once that is done you will get the chance to train Epona on how to jump fences, the trick is to dash a moment before the fence so you gain some quick speed to jump it, not when you are right on the fence. Save your game, this can also be done by going in to your collection screen and choosing save at the bottom of the screen.

Watch the cut scene and three kids will wake Link up this time. Now head down the two ladders and go outside to talk to the group of kids to find out that the shop has a slingshot for sale. Now start heading around the area in search of rupees, you need a total of 30 rupees. Go talk to Colin by Epona and he will tell you that the fishing rod is done. Now head south to enter the village again.

Talk to Hanch staring at the tree and he tells you that he needs the bee-hive from on top of the tree. You will also be told that their cat has run off after his wife scolded it for taking a fish they would have had for dinner. Now head to the tall plateu of land where Jaggle is standing to learn how to lock on and talk to people at a distance, as well as how to climb walls and call hawks with grass.

Jump over to the hawk grass and skip it to keep going to the roof, then turn and jump to the next two pieces of land to get an eagle called by the grass. Now aim out over the water to see something jumping up and down in the far distance. Shoot the hawk out that way and you will see that it is the mischevious monkey holding a baby cradle. Take the cradle south to the pregnant Uli and she will thank you. Follow her back to the house and you will receive the fishing pole.

*Note that you can use the first hawk grass area to send a hawk over to the beehive to safely remove the nest without worrying about any bees.

**Note that you can speed the walk up by running past her and getting to her house first to start the cut scene early.

Climb the tree where the beehive was and you can find 15 rupees on the branches

(A Yellow and Blue rupee). Now equip your fishing rod and head over to the cat that Jaggle showed you earlier. With the fishing rod out the cat will be interested and start to meow. Take this time to fish and catch one to get the cat to start a cut scene as it heads back for the shop.

Now chase after it and go inside the shop to get milk in a bottle. Now since you collected the 30 rupees that you were told to, buy the slingshot and leave the store. If you still don't have enough rupees head south from the fishing spot to climb the ladder and crates to get on the mayor's roof. From here climb the ladder to get a yellow rupee as well as blow the hawk grass. Use the hawk to grab the chicken below and jump off the roof to the patch of land with the other yellow rupee. Lift the rocks for a blue and green one as well.

Now go talk to the mayor by the ranch entrance as a goat comes running down the path. Move the to the left or right to get in front of the goat, then hold A until the goat is flipped. Now head back to the fallen beehive and drink the milk you received. Use the empty bottle on the beehive and head back to your house.

*Note that if you still haven't knocked out the beehive yet you can shoot it with the slingshot, but this method will make the bees chase you.

When you enter the next area Rusl will tell you that he left a gift in your room for you. Head over to the group of kids and talk to them with the slingshot equipped to show them you bought it. They will set up a course for you to shoot at. Hit all the targets and then they ask what Rusl brought you. Head over to your house and shoot the Walltula off the ladder to climb it. Go inside the house to find a chest in the middle of the floor containing the Wooden Sword. (I think the first and only time this was used was in the original NES version of The Legend of Zelda)

Head back outside and show the group of kids the new sword you have, then teach them how to fight with swords as you can not continue until you say yes. During this opportunity you learn how to attack with the sword.

(Horizontal) Slice, simply press the B Button. (Vertical) Slice, Hold L Trigger and press the B Button.* Stab, Hold L Trigger, tilt the analog stick forward and press the B Button. Spin Attack, Hold the B Button and release after a second. Jump Attack, Hold L Trigger and press the A Button.

*You don't actually have to do this one in the tutorial.

Right when you finish a monkey will appear as Talo runs after it followed by the group of kids. Head over to Colin and talk to him to learn that they ran in to the woods, get on Epona and chase after them. You will find that Beth couldn't keep up with the other two and didn't get to far. Head north to find little Malo as he says they went over the bridge. Head across to the new area.

Head north and jump the low gate then turn to the right to enter a tunnel and shortly after you will come to a fork in the road with a sign in it. Head to the right as the sign says and talk to the man named Coro by the fire to get a Lantern. Now empty your jar and buy lantern oil off of him for 20 rupees, as you will need it soon.

Now head back to the west and go north on foot as the horse can not fit in to the cave. Kill the Deku Baba and then head inside. Just before entering the next area you will find Talo's wooden sword.

Light the torch ahead and put away your lantern to save fuel. Head forward and kill the Keese that comes after you. Light the second torch and move on to kill the Deku Baba that pops up. Head along the path and use the lantern on the spiderweb...how did Talo get through? Kill the rat, light the torch and then shoot the pots in the webs with your slingshot to break them. Now head west down the path and kill off the Deku Baba and Keese in the tunnel to reach the treasure chest containing 10 rupees.

Head north and light the spiderweb on fire to continue out of the cave.

Head north killing off the Deku Babas, Bokoblins, and Keese that get in your way. You will want to make it to the north east corner with the red circle on it and enter the cave guarded by Keese.

Inside the cave kill the two Keese and the Bokoblin and open the chest for a Small Key. Now light the two torches on both sides of the chest to make a second chest appear which has a Piece of Heart inside. (Instead of 4 pieces like all the other games, you now need 5!) exit the cave and fight your way to the south west corner.

Kill the two Bokoblins guarding the gate and read the sign. Another person is selling oil as well, head through the gate and kill the next Bokoblin to move in to the next area.

Kill the two Bokoblins talking and press on towards the red dot on the map. You will then come up on a bird named Trill who has a shop selling red potion and lantern oil. your lantern should be near empty by now but you should have the bottle filled with oil. You can either fill the lantern and leave the bottle with oil or use the bottle of oil to fill the bottle with potion.

*Note that if you take something from the shop and don't pay him, or even under pay him altogether he will attack you the next time you come to visit him. He will only attack when you re-enter his fence.

Head north and you will pass a large root on the left, turn left to kill the Deku Babas and open the treasure chest for a Yellow Rupee. Now head north to start a cut scene and race up the path to kill off the Bokoblins. Now attack the cage with your sword and watch the cut scene.

After the cut scene grab some horse grass and call Epona, you must herd the goats in to the barn again, but this time with 20. My best time is 00:24:56. Once you are done head back to the village and watch the cut scene. Once again stop a goat from escaping. Now talk to everyone for a goodbye message and head back to your house.

*Note that now that you have your sword and you are in the village you can attack the Cucco (chickens) with it. If you attack one enough you get to temporarily control it.

Take this opportunity to head inside your house and use the lantern to go in the cellar to find a treasure chest holding a Purple Rupee worth 50. Take Colin over to Talo and Malo and give them the sword.

Now go in to the woods and head over to the springs to find that the gate is locked. After the cut scene head back a ways and search for the hole in the wall to crawl in to the springs and start another cut scene.

Save your game when it prompts you to do so.

Go to the left of the entrance smashing the crate and dig under the gate. Head in to the next cell and lock on to the hanging chain to bite it. This opens a barred doorway in to a tunnel leading out of this area.

In this next area you will learn about senses, you can look at the glowing spirit with senses activated to see a soldier trying to hide from someone or something. Drop in to the water and kill the Twilit Vermin ahead of you. Go west and pick up the skull on the edge of the walkway and throw it against the wall, these serve as pots and hold items. Now lock on to the chain here and crawl through the hole to smash a crate for a rupee.

Head back east and through the open gate on the walkway as Midna will remind you how to fight as a wolf...it is the same way as when you are human. Grab the chain by the next skull to open another opening and head in to kill the Twilit Vermin and smash the skull. Back out and drop in the water to kill a third Twilit Vermin, then continue east to open another crawlspace with a Twilit Vermin inside.

Go in and turn on your senses to find two dig spots, they sparkle when your senses are activated. Now head out of this crawlspace and go south to pull on a chain that raises the water level back up. Head north and swim across the spikes. Kill the Twilit Vermin and get on the edge to find another spirit talking about the Twilit Vermin.

Head west and pull the first chain to kill a Twilit Vermin and switch on your senses to see where to dig. Head further west to see a spirit and then pull the chain on the opposite end to lower the water again. Now head north to open another area and dig in the tunnel and smash the crate. Head east down the main path.

Watch the cut scene and Midna will tell you that you will have to help yourself for a second. Drop in to the water and turn to the right to find a hole you can enter and crawl in to a room. Smash the skulls, dig in the two spots, and listen to the spirit before heading around the corner to meet back up with Midna.

You can kill the two Twilit Vermin playing in the water, just wait till they come out so you can properly attack them. Then head up the stairs and perform a running dash off the ledge to try to make it to the other side, but it will collapse. Head back up the way you came and stop on the ledge. Now talk to Midna and she will help you by having you target her and jump quickly across as the rest of the steps collapse.

Continue up the stairs and Midna will help you again to get on a tall piece of stone. Soon you will see a rope that you can carefully cross for a few skulls and kill a Twilit Vermin. Cross back over and head up to the top of the section. Now cross another rope and let Midna help you climb again.

You will now be at the top, as three Twilit Keese come to attack. Kill them off and smash all the crates. Head over to the north west corner and Midna asks if you know where you are yet. Now lock on to her and make a few jumps to get to the door and head outside.

Now head north and check on the spirit up here, he mentions that this place you are at is Hyrule Castle. Push the crate to your right towards the construction and climb on top to get to the other side and fight a Twilit Kargarok.

Continue north to fight another Twilit Kargarok as you reach the end of this path Midna will tell you that it is very close. Use her to quick jump to three spots and you will end up on the roof. Now head down the right side to break some crates and then kill off the three Twilit Kargarok's to safely make it across the spine of the roof to get in to the towers window.

Head up the stairs and enter the door on the left for a cut scene. Now head back down the stairs and watch another cut scene and you are sent back to the springs...still in the form of a wolf.

After the cut scene switch on your senses and search for holes to dig. Head back to your house and kill the Bulblin Warrior along the way.

Kill two more Bulblin Warrior's and head south to the village since there isn't really anything else you can do and a squirrel will stop and talk to you. Now head south to enter the village.

Head over to the house with the waterwheel on it and you can over hear that the shield is in the loft and Rusl was wounded. You will also learn that the sword that you were going to bring to the royal family is at Rusl's House. Now head back across the river and Hanch will yell at you thinking that you are one of the monsters back to attack the villagers. He will send a hawk after you that you can not defeat.

Head to the left of the shop and Midna will tell you to get on the roof to scare the man from his spot. Lock on and jump twice to get on the roof and then run over to Hanch to scare him off.

Once you reach the spot where Hanch was you will get the ability to howl. As you howl use the analog stick to change your pitch so it matches the lines that show up on the screen to make the hawk come over to you. You will now be allowed to call the hawk over whenever you see hawk grass. Now call Midna and double jump on to the roof of the waterwheel to get inside.

Drop down and get on the table with the three pumpkins to have Midna help you jump up to where the shield is. Once you are up in the loft slam in to the wall two times to knock it down and obtain the Ordon Shield. Now jump out the side window to the right of where the shield was to get outside.

After the cut scene head over to Rusls' house and go to the left side with the senses turned on. You will see an area you can dig at to enter the house. Head over to the couch and pick up the Ordon Sword.

Now head back to the forest spring where you came from and fight the Twilit Messenger. Once you kill it off watch the cut scene and then head north across the bridge to enter the Twilight realm again.

2.06 - Faron Province

Watch the next cut scene and then head north as you get trapped and have to fight three monsters at the same time, to make things worse you have to also kill all three of them at the same time. Fight them until Midna yells at you for taking to long and she gives you the ability to hold the B Button for an energy field. Get all three of the Twilit Messengers inside and release the B Button to kill them off.

Now head north and enter the spring to talk to the spirit that lost its light. You will then receive the Vessel of Light. Your new task is to head through the woods to the spots indicated on the map and use your senses to reveal the insects that are holding the light. Use your new power and freeze the enemies to kill the Twilit Parasites. Remember to watch out for the Twilit Baba's sitting around as well.

#1 Just down the path from the springs hanging out with a group of Twilit
Baba's.

#2 Same place as #1.

- #3 Head over to Coro's shack and look on the left side of the building to and shake it off by hitting the wall.
- #4 Head around the right side of the shack and climb the ledge behind the practice dummy. Now go to the edge and use Midna to jump up to the open window of the shack to enter it. Listen to Coro's spirit and then the parasite will appear.
- #5 Same place as #4.
- #6 Head over to the dark tunnel and use the dig spot against the gate to dig over to the other side and get to where the parasite is.

#7 Same place as #6.

You can either skip the tunnel by digging next to the first torch or head through and fight the Twilit Keese.

#8 Right when you exit the dark tunnel or dark tunnel shortcut look on the right wall for the parasite.

#9 Same as #8.

This area is now covered in what appears to be a purple mist or poisonous water. Head over to the north east side and use Midna to triple jump to safety allowing you to climb higher up. Now head up the path and use Midna again to jump over to the large tree stump.

#10 You will locate the parasite here in the tree stump.

#11 Same place as #10.

#12 Same Place as #10.

Now move north west and use Midna again to get past a lot of enemies on the branches and roots. Continue to use Midna to jump past three Twilit Baba's and past a swinging log. Then make it across another large series of jumps to safely make it to land.

#13 Chase after the moving dark spots and dig the parasites up out of the ground to attack them.

#14 Same place as #13.

Head through the entrance to the next area heading for the forest temple. You once again are trapped in a pen with three Twilit Messengers so dispose of them all again with the power Midna gave you. Head north past the shop and up to the Forest Temple.

#15 Kill the parasite teasing the monkey spirit.

#16 Same place as #15.

Once you kill off the last one watch the cut scene and then collect the tears to start another cut scene. From this scene it mentions "The green tunic that is your garb once belonged to the ancient hero chosen by the gods...His power is yours. His is the true power that slept within you. Your name is Link." This can be a clue as to where this game takes place in the timeline of all the zelda games...as well as how each Link comes to be. But that is just a theory of course.

Now head north through the tunnel and talk to Coro to get the Small Key for the gate. Buy the bottle of oil from him for 100 rupees but DO NOT REFILL THE LANTERN RIGHT NOW! Head through the dark tunnel and come out the other side to see that the purple fog. Heading over to the edge of the fog a cut scene will start and the female monkey will steal your Lantern.

Follow her through the fog and kill off the enemies as they come. Once you reach the next area the monkey will drop the lantern and it will be empty. Pick it up and head in to the next area. Now make your way to Trill's shop and fill the lantern back up with fuel. Head back to the mist filled area to the south if you want to collect every chest.

Just like the monkey did, wave the lantern around by tapping the button you assigned the lantern to and it will move. Head back to the large tree with the arching branch you went under. Instead of going through it turn around so the trunk is on your left and wrap around it to find a ledge to climb. Jump up to the next ledge and you will find a chest holding a Red Rupee worth 20. Head back to the south west entrance and then look turn back to face the fog. Look to your right for a broken walkway. Head this way and steer in to a small closed area guarded by a Deku Baba. You will find a treasure chest holding a Purple Rupee worth 50. You will also find a chest just outside the opposite cave holding a Yellow Rupee worth 10. Now go back through to the next area.

Make sure you have one jar of oil and the other of red potion in case you need to refill your health in an emergency. Now head north to the glowing wolf and you will learn a hidden skill.

Attack the skeleton warrior and you will get knocked down, it will then teach you a lesson and then explain how to do the Ending Blow.

Now head up the path to the entrance of the Forest Temple. Kill the Bokoblins, burn the spiderweb and enter the Forest Temple.

At this time you should have the following: 3 Life Containers Ordon Sword Ordon Shield Hero's Clothes (Green Tunic) 1 Heart Piece Wallet (300 Rupee Max) Hidden Skill (1 of 7) Fish Journal Bottle (x2) Fishing Rod Lantern Slingshot 2.07 - Forest Temple

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Immediately kill the two Keese that come flying at you and head north in to the actual entrance room to see a brief cut scene. Kill the Walltula's on the right vines to climb and find a chest containing a Yellow Rupee worth 10. Now move north killing the Deku Baba's and the Bokoblin. You will once again find the monkey trapped in a cage, free her and then kill the Walltula's on the vines to enter the door.

Head forward and fight the Skulltula that is hanging in the middle of the room. Once you defeat it drop down the right side and hit the Bombling to activate its detonation, pick it up and quickly run over to the middle of the north wall down here to place it by the boulder. Back up and let it explode to open an alcove holding a chest with a Red Rupee inside.

Now climb back up to where you fought the Skulltula and light all four torches to activate stairs to the door the monkey wants you to and look to your right for a chest containing the Dungeon Map. Head through the door the monkey wants you to go through.

Watch the cut scene and head back through the door you just came through.

Head over to the east and the monkey will jump on the rope allowing you to leap off the edge and catch her arms so you can be thrown further over to the door

and enter the next room.

Head left and hit the Bombling and let it sit there so it blows open the wall revealing a secret room with pots. Lift up the pot with the creature inside and you will obtain Ooccoo, the ability to leave and return to this dungeon whenever you want to.

Head to the right and burn the spiderweb to enter the main part of the room. Jump across the two wooden platforms and shoot the Skulltula down to allow the monkey to pass by safely. Now jump in to the water on the left side of the rope bridge and swim over to the tree where you will find a secret room containing a chest that has a Yellow Rupee.

Now swim around to the south west corner and get out of the water. Since you can not go through a locked door head through the north door back to the Windy Gorge.

Right when you enter the wind will pick up and turn the bridge so you can run straight across to the other side and enter the next room.

Immediately turn to your left and open the chest for a Small Key, then turn back around and head through the door you came from.

Run straight ahead and the bridge will turn so you can easily make it across without having to worry about the Keese. Enter Room 4 again.

Now you have the key to the door the monkey wants you to head through, so unlock it and move on.

Head over to the bridge and watch the cut scene of it breaking. Drop down or run down the path to the bottom and roll in to the totem pole three times to knock the cage off the pole. Once this is done two Bokoblins will attack, take them out and then look under the left section of board walk.

Under here you will find a chest containing a Yellow Rupee. Now head back up the ramp with the monkies to have them help you across the gap. Get out to the

previous room.

Since you can't do anything with the gate yet in the south corner just head back the way you came in the opposite south end.

Now head straight across to the west end of the room and burn the spiderweb down to enter the next room.

Head down the ramp to encounter the Baba Serpent. Once you knock it off the stem, the head will give chase. Kill them both and head up the stairs and turn right when you are looking at the Deku Like to head up more stairs. Attack the Bombling and run the bomb over to the top of the platform above the second Deku Like you saw to drop the bomb in its mouth.

Once it is dead head back to the Bombling and make another bomb to jump the gap you safely made and throw it at the pile of rocks to locate a hidden door. Head south for now and kill the Walltula's to jump over and grab the vines to climb to the top.

Now head over to the Bombling here and make it a bomb to toss over the edge ahead and kill the first Deku Like. Make your way back to the bottom and go to where the first Deku Like was to open the chest it was guarding for a Piece of Heart.

Climb back to the top and go back to the area where you have to leap over and grab the vines. Head back up and enter the door to the next area.

Once you enter this room a cut scene will play as Big Baba swipes the key off the floor and drops it in to its large Deku Like sack...why would it wait for someone to enter the room to go for this "food".

Carefully head over to the edge of the circle and wait for the massive plant to swoop down and hit it with your sword. Keep attacking it as it lunges for you and eventually it will drop dead. The Big Deku Like will now open allowing you to go over and get a Bombling and throw it inside to blow it up getting your key back.

Release the monkey from its cage and leave the room.

Simply jump forward and climb the platform to the west side and enter the door

to the next room.

Head down the right side of the path and roll in to the totem pole to knock a chest down. Open the chest to get the Small Key and make your way over to the bridge leading to the other side. As you approach it you will see Tile Worms moving around. Cross on the far left side of the bridge and they will not touch you.

Once on the other side watch where you step and stay off the tiles to light the torches and raise the platforms to make a stairway up to the monkey. Climb the vines on the right side to find a chest containing a Red Rupee. Now climb the platforms and kill the Skulltula that drops to get to the door and release the monkey.

Now head back across staying to the right side of the bridge since they don't attack on that side and get out of the room.

Head back down the stairs and go through the west door.

Cross the first rope gap and then the monkies will want you to head north again to the Windy Gorge.

Having the four monkies you can safely make it across the large gap and enter the northern door.

Quickly kill the advancing Baba Serpents so Ook can't use them for a special attack that he may use.

As Ook throws the boomerang dodge it and then run over to the totem pole he is standing on to roll in to it. This will knock him down and temporarily unconcious. While he is out run over to his rear end and attack it as fast as you can. After doing this two more times you will defeat him.

Watch the cut scene and you will obtain the Gale Boomerang. Now head back to the locked door and use the Gale Boomerang on the fan above to raise the bars back up.

 The monkies have now vanished, so head the only other way you can. The bridges are all timed wrong so you will have to pull out the Gale Boomerang and use it on the second bridge to turn it so you can go across both at the same time. Kill the Bokoblin and free the monkey in the cage. Now head south and fix the bridges as they turn and get back to the Staircase Cavern.

Drop down and head through the western door to re-enter the Tile Worms room.

Now as you cross the bridge you can use your boomerang to uproot all of the tiles on the ground and pull the Tile Worms out and kill them off properly. Head across and then use the Gale Boomerang on the back left torch to blow it out, causing the last platform to drop and reveal an alcove. Inside the alcove is a chest that contains a Piece of Heart. Now leave the room.

Head out the east doorway.

Use the Gale Boomerang to target the spiderweb holding the chest in the air and open it to find the Compass. Now head through the east door.

Head over to the main area and either cross the rope bridge or climb the vines to get over to the wind mills. Target the front right windmill, followed by the front left, then back right, and back left in a combo to get them all spinning at once and open the gates.

Open the chest inside to get the Big Key and exit out the north door.

Head across the windy gorge and a monkey will meet up with you to help show you the way. Head north and enter the door to the next room.

Take out the Gale Boomerang and use it on the fan above the bridge to turn it. Get on and turn it again to kill the two Bokoblins and enter the western door.

Kill off the two Skulltula's hanging from the ceiling and then go over to the spiderweb in the floor on the right side. Swing the Lantern while standing on it to open a passage to the room below and rescue the monkey trapped in the cage.

Once you drop to the ground below kill the wandering Skulltula and then the Deku Like if you want before climbing back out and leaving if you want to.

Nulling N

Since you don't have the Small Key for the other room right now use the Gale Boomerang to move the bridge to face north and head through the door.

As you enter the room the solo monkey will join the others on the right wall. You need two more so head west and use the Gale Boomerang to cross two bridges and kill the Bokoblin on the other side. Kill all of the Walltula's and climb the vines to go up and head through the door.

Start by killing off all three of the Baba Serpents and then throw the Gale Boomerang at the Bombling and it will return to you as the bomb. Now run and throw the bomb in to the mouth of the Deku Like to kill it off. Jump across the now accessible stepping stone and get to the chest containing a Small Key.

Head back towards the door and now lock on to the Bombling as the first target and aim at the boulder itself as the second target to make the bomb slam in to it activating the explosion early. Climb the vines and kill off the Bokoblin and the two upside down Baba Serpents.

Now stand on the edge of where you climbed up and get another bomb, then throw it at the boulder to destroy it and free the monkey. Now head back through the door.

Make your way back down the wall and across the bridges to exit back through the south door.

Now that you have the Small Key head to the eastern room.

Nulling N

Uproot all of the brown tiles so you can kill the Tile Worms hiding underneath and then move forward to the cave in the corner. Jump in to the pit with the Skulltula and kill it, then kill off the Walltula's to climb the vines. Once at the top target both of the fans and the gate will open. Head west through the tunnel as you kill the Baba Serpent and then head to the right and open the chest for a Red Rupee. Exit the room when finished.

Activate the bridge and head north in to the next room.

Watch the cut scene and then time your jump to be right when they start to come back to you. Jump off to the other side and enter the Boss's room.

Target a Bombling and target a Diababa Serpent head as the secondary target to bring the bomb straight to it. Repeat for the second head and watch the next cut scene.

Head back against the wall so the Diababa Serpeant heads don't get you and wait for Ook to come in to the room. He will bring out a Bombling and swing around for you to grab it. Target the Bombling and then if you want a Diababa Serpeant head, otherwise go for the real monster in the middle.

Once you get the bomb to the middle creature it will fall on to the shore where you can unleash your sword on its eye. Do this a second time and it should kill off the Twilit Parasite Diababa.

Once it is defeated it will drop a Heart Container and give you a Fused Shadow as well. Grab the Heart Container and head over to Midna to get transported out saving your game when asked.

At this time you should have the following:

4 Life Containers

Ordon Sword Ordon Shield Hero's Clothes (Green Tunic) 3 Heart Pieces

Wallet (300 Rupee Max) Hidden Skill (1 of 7) Fish Journal Fused Shadow (1 of 3)

Bottle (x2)

Head from the springs to Coro's place to buy any oil if you want to and then take the northern path out of his place that you haven't been able to yet to enter Hyrule Field.

Kill the two Bokoblin's that come charging at you and press on. As you reach the middle of the field a man will scream at you and deliver a letter for you to read. This man is known as the Mailman, if you look at the side of his hat he has the rabbit insignia on the side of it. This is from Ocarina of Time when you gave the running man the rabbit mask and he would run really fast with it on.

While using the paths you will be attacked by the flying Kargarok and at night the Stalhounds will come out to "play" with you. The Bomskit's are generally harmless and run away from you when you approach. If you can kill it you can quickly bottle the worm that appears and use it as bait for your fishing pole.

Head over to the middle area with the groups of trees that are out of reach and look a little to the north for a single tree that has something in the branches. Use your Gale Boomerang to grab it out of there and you will receive a Heart Piece.

Now head over to the west group of trees in the middle of the field and look around (preferably at night) for a glowing bug on trees. It can be on the trees in the unaccessible area or on the trunk of the tree just to the east of the group. SLOWLY walk up to it and grab it or use the Gale Boomerang and then slowly walk up to it and grab it to get the Male Beetle.

Now head to the east side of the lake and go to the east wall where the ground is higher than you can climb. Look at all the tree trunks here for another glowing bug and use your Gale Boomerang to bring it over to you so you can grab it. This will give you the Female Beetle.

Since the west exit is locked by a Bulblin gate and the northern exit is blocked by a land slide head to the east exit and enter the Twilight.

Head down the path now back in your wolf form and you will come up to the Wooden Sword you let Talo borrow to learn the Youth's Scent. Continue north to get in to a fight with three Twilit Messengers. Once you defeat them all you will unlock your first set of portals where you can teleport out of Twilight and in to another area that you previously defeated the Twilit Messengers.

Choose to go to the North Faron Woods portal and look on the west wall for the missing bridge piece. Call Midna and tell her to warp back to Kakariko Gorge. Now cross the bridge and pick up the scent of the children again. Don't bother taking the other path as it is blocked.

Head over to the locked gate and dig your way under it to attack the Twilit Bulblins to enter the next area.

As you enter the village three Twilit Messengers will once again trap and attack you. Kill them off and then watch the cut scene that follows. Head in to the spring and speak to the spirit of light. The spirit will hand you another Vessel of Light to collect the Tears of Light given to you by the Twilit Parasites roaming the area.

As you head in to town you will see that the children's scent leads in to the first building you come to that also holds a Twilit Parasite.

#1 Head over to the side of the building where there is an overhang and use Midna to do a series of quick jumps to get on the roof. Walk in the middle of the roof on the straw patch and you will fall in to the building. Use your scent and you will spot the children and start a cut scene.

Head over and pick up the stick that Barnes dropped and light the ends. Head up the stairs and jump all the gaps to light all four candles and open the cellar door. If you listen to Renado he will be surprised that the door opened on its own. Head in to the cellar and go down the path to the first room. Use your senses to spot the Twilit Parasite and kill it.

#2 Same place as #1.

#3 Same place as #1.

After taking care of #3 head north and use Midna to jump out of the well and in to the graveyard. Now kill off all the Twilit Keese so they don't bother you in your search.

#4 You will find the next Twilit Parastite underground running around. Dig it out and kill it for the Tear.

Exit the graveyard back to the village and cross the street.

- #5 Head in to the side yard of the General Store and crawl through the hole in the side of the building to get inside. Now jump up to the first floor and climb over the counter. With your senses on you will see the bug on the wall up a few shelves, so climb up and attack it.
- #6 Head up the steep path to the left of the General Store and make a running leap off the edge to the roof of the inn. Now enter the doorway and drop to the floor below. You will find the Twilit Parasite in the stove in the corner so grab the stick and light it with the torch to start the stove.
- #7 From #6 head through the doorway to the next room and kill the two Twilit Bolblins. Go up the stairs and kill a Twilit Bolblin guarding the doorway and go inside to find the Twilit Parasite on the wall. Slam in to the wall

to shake it loose.

#8 Now head down the street and look at the last shack on the right to climb on to it from the street. When you are on the roof perform a running jump in to the window of the building next to it. Head up the stairs and slam in to the dresser on the wall to find the parasite behind it.

Now climb on top of the dresser to get on the loft and head out the door.

- #9 Head north up the winding path and look for the dig spot next to the shack up here to enter it. Smash the group of pots inside to find the Twilit Parasite.
- #10 Now head back down the mountain and go south to the lone shack over here. You may have seen a electric charge crawl in to a hole in the side of the building, go in after it. You will find the parasite in a stack of wood stuffed in the stove. Grab a burning stick and light it. After the cut scene quickly follow Midna through the hole and watch the next cut scene to escape the blazing building and collect your tears.

#11 Same place as #10.

#12 Same place as #10.

#13 From #12 head west and find the platform in the cliffside to drop on to the roof below and smash through the weak part to get inside. Push the large crate to flush out the Twilit Parasite.

Now head over to the tall dresser and use Midna to quickly jump back out through the hole in the roof. Head down the north path towards the last three Twilit Parasites.

Head up the path to see that it is blocked off, go on the low ramp and use Midna to quickly jump to the top. Use your senses to see your first Goron, the inhabitants of Death Mountain. Continue north and kill the approaching Twilit Vermin.

#14 Search around the steaming geysers for the next Twilit Parasite.

Climb up a little further to find a stone with a circle cut in it. Check it to activate a howling session that you must match, then you will call on the white wolf again. You will then unlock the ability to learn another skill the next time you are Link and can access the Ordon Springs.

Head north along the narrow steam geyser filled path and you will make it to a large open area with four Twilit Messengers. First you will probably notice that you don't see the fourth. Look really close at the cage walls to see it on the other side...or is it. They created a maze for this one, so find how to get in to the small room and kill it, then kill one more. Use the special ability Midna gave you and kill off the other two.

#15 Now slam in to the heavy wooden gate to shake the Twilit Parasite loose.

Around this time the ground will shake as the active volcano lets out some falling debris. Dodge it and then get on the low rise of rock to have Midna help you get on top of the cliff above. Use your senses to see the Goron guarding the area and continue down the path.

Get on the sloped area and use Midna again to get on to the far ledge when the steam geyser isn't going off. Now head around the corner and you will see another Goron standing here, drop down after listening in and kill all of the Twilit Vermin below.

#16 Check the cliff you just dropped from and slam in to the wall to knock the Twilit Parasite down.

Now that you collected all of the tears you are transported back to the springs where everything will change back to normal.

After the cut scene the children are re-united with Link. Head east behind the first building to locate the Graveyard again.

Image: Market State Image: Market St

Head to the far back and climb on the raised ground to find a Male Ant on the ground to add to your bug collection. Now head back out of the graveyard as there isn't anything else to do here.

Head down the road of Kakariko Village and enter the third building on the right to find the Male Ant. For now that is all you can do here, so head up the path to Death Mountain.

Climb the mesh siding of the mountain and then a cut scene will play. After you are knocked off the cliff head back down to Kakariko Village.

Watch another cut scene immediately and then head down the path towards the village. Soon a cut scene will start with Epona going crazy with two Bulblins on her, once you get on hold the analog stick in the direction it tells you to and then hold the A button at the end to calm her back down.

Head out of the area to Kakariko Gorge and jump the locked gate. Right when you land the Mailman will come and deliver a second letter to you from Ooccoo. Now head to the east section where you will find a section of tall grass and some flowers. Cut it all down and you will find a Female Pill Bug to add to the

collection.

Now cross the bridge and get off the horse to look to your right and you should find a Male Pill Bug in the short grass here a few feet from the bridge. Now head to the southwest and look at the tallest rock coming out of the abyss. Use your Gale Boomerang to grab the Heart Piece on top of this rock to form a full Heart Container.

Now head on to Hyrule Field.

Nothing really new to do around here so head south and re-enter the Faron Woods area.

Head past Coro and make your way back in to the Ordon Woods.

Now head across the bridge and enter the springs to find the white wolf sitting in the corner waiting for you again. Head over to it to start a cut scene and then learn a new skill, the Shield Attack.

First you must show him you can still do the Final Blow to earn the right to learn this second skill. Once you learn it continue south down the path.

There is nothing here, so continue south in to the village.

Spread the good news that the children are safe and then head south to see the mayor standing in his usual spot. He invites you inside for for the first time and tells you that you must promise to keep his secret move a secret. Tell him yes and then he will teach you the ways of sumo.

You will fight until you successfully have throw him out of the ring twice. Then he will tell you that the real secret is in the chest behind him. Go over and open it to find the Iron Boots.

Now get on Epona and head south to the ranch.

Talk to Fado twice, once to inform about the kids and another to herd the

goats in to the barn. In return for completing the task you will receive a Heart Piece. Now it is time to head back to Kakariko Village to deal with the Gorons.

Right when you enter the area you will see a cut scene, chase after King Bulblin and his riders. Head north and jump the gate here to watch a cut scene.

Here you must chase after King Bulblin and slice off his armor when you get up to him as his riders are chasing you with archers on there backs. When you get low in speed fight off the riders and then focus speed on catching King Bulblin again to get a good hit or two in. Eventually you will knock him out and he will run for the long stone bridge.

You are now jousting so as you head towards him quickly move to the side of him at the very last minute getting close to the middle and swing your sword at him. Continue to do this until he is defeated.

Watch the cut scene and then head down the street to talk to Talo about Colin and Malo. He says his little brother is getting started in the old General Store. Head across the street to see that all of the old signs now have the face of Malo on them...how old is this kid again??

Enter the shop to find it named Malo Mart and check out his merchandise. You should still have Red Potion left over, unless you had to use it. You already have a Flammable Wooden Shield....so you might as well buy the Hylian Shield since you are about to play with fire on the mountain....He's standing on a crate and STILL can't even see over the counter!!

Now head next door and enter the inn. In the kitchen you will find the Mailman drying off a letter he dropped in to the hot spring. Now head upstairs from the front room and talk to everyone in the bedroom. Now it is time to adventure out in to the wild. Take Epona and jump the spiked gate again to the north to go back to Hyrule Field where you fought King Bulblin.

As you head out to the field the Mailman will stop you again for a third letter. Head to the south east exit and then turn to the east to search for a glowing bug on the ground. Once you pick it up you will have found the Male Grasshopper. Now go to the northwest corner and search for another bug jumping around the grass, once caught you will have the Female Grasshopper.

Head over to the northern bridge where you fought King Bulblin in the joust and look on the wall just before getting on the bridge to see a bug. Use your Gale Boomerang and get it down to take. You will receive the Male Phasmid. Now cross the bridge and go to the east where a large rock sits alone. Look east on the rock wall beyond and up over the ledge to find another bug. Take your Gale Boomerang out and use it to collect the Female Phasmid. Now that you have these out of the way head back to Kakariko Village and make your way back up Death Mountain.

Climb back up the area and equip the Iron Boots. Now just like you use to deal with the goats grab and throw the Goron off the side of the cliff and start heading up. You can either continue to have the Iron Boots on to slowly walk up the mountain or quickly equip it as the horde of Gorons come at you one at a time.

When you reach the steam geyser area you will find Bulblin Archers in the cliffs with flame arrows. Run forward to the low rise and to the left you will find some Hawk Grass to blow on. Use it to send the hawk over to each of the Bulblins so you can advance a bit.

Run over to the under side of the howling stone and you will find more Hawk Grass to call and take out some more Bulblins. Now with the rest of them killed head north up the path to where the flaming rocks will start to fall. Make sure you equip the Hylian Shield over the Ordon Shield so it doesn't burn away.

As you head around the corner watch the cut scene as more Gorons see you coming and show a clue to how to get up the mountain. Head down to in to the pit and make your way over to one of the two Gorons. Use your Shield Bash technique or wait for the Goron to swing at you to hit them with the blade and it will curl in to a ball. Now climb on its back and face the cliff to be propelled up on to the next level.

You have to decide which way to go now. If you go to the left use get the Goron to hurl you up to the area above to make it to the Hot Springs or go right and the Goron will hurl you up to a steel pipe. Which takes you down a path that eventually dumps you out at the Hot Springs anyways.

Drop down in to the Hot Springs and you will find everyone is peaceful in here, at the opposite end is a shop that has items that you don't need to buy unless you are out of lantern oil. Use the mesh wall to climb back out and then go to the right to have another Goron hurl you up the mountain.

Now equip your Iron Boots and sidestep with the shield out to pass the steam shooting out and head up the path. Now head up the winding path and get ready to throw on your Iron Boots to stop two Gorons from rolling you off the mountain. Then use the next two Gorons to have them hurl you up to the entrance of the Goron Mines.

Once you enter watch the cut scene and tell him you want to participate in the contest of power. The first round he will slap you out of the ring easily because your Iron Boots were off. Now equip them and get back in the ring to talk to Gor Coron to start the next match. This time it is just like battling the mayor but a little longer. The two guards step aside allowing you to enter the Goron Mines.

At this time you should have the following:

5 Life Containers

Ordon Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) 1 Heart Piece Wallet (300 Rupee Max) Golden Bugs (10 of 24) Hidden Skill (2 of 7) Youth's Scent Fish Journal Letters (3 of 15) Fused Shadow (1 of 3) Bottle (x2) Fishing Rod Gale Boomerang Iron Boots Lantern Slingshot 2.09 - Goron Mines

Place your Iron Boots in one of the two equip spots so you can get them on quickly. Also place the Gale Boomerang in your other slot since you will use it very often.

Make your way across the platforms to the other side to avoid the lava. Enter the caged area on the right and head smash through the wooden barricade. Equip your Iron Boots and step on the switch to press it down. This shuts off the shooting flames ahead on a timer so unequip the boots and run past is so you can get to the other side.

Smash through the next wooden barricade and equip the Iron Boots again to step on the next switch. Unequip the Iron Boots and run through the cage to leap over the gap. If you don't jump it you will step on to a slippery slope straight in to the lava below. Quickly turn to the left and run across the plank that goes right in front of the blasting zone and cross it before the fire starts up again.

Watch your right side for the Fire Toadpoli to come up at spit molten rocks at you. This is a reason why you want the Hylian Shield over your Ordon Flammable POS Shield. Use the Hylian Shield to Shield Attack the rock back at the monster to kill it off. Now jump the gap and climb the ladder to head south.

Jump the gap and kill the Torch Slug so you can safely open the chest containing a Red Rupee. Now jump back and head across the platforms to the other side of the room. Go north and kill the Torch Slug that falls from the ceiling and head back to the south to kill another one. Activate the switch to turn off the flames ahead and run across the platforms to the north and run to the left as the path turns to avoid the flames.

Now head down the path and jump from the top platform over to the lever sticking out of the wall. Equip the Iron Boots and you will open the large gate

blocking the doorway. Kill the three Torch Slugs and then head through the door.

Head up the ramp and then turn to the right to go down another ramp to the floor below. You will find a few Bulblin's and a chest holding a Small Key. Head back up the ramp and go to the other side. Head up the ramp and then time your jumps to get on to the rotating platforms. After doing this twice you will make it to the locked door.

In this game the Dodongo has changed from a dinosaur-like creature to more of a fire-breathing lizard. Head down the path and attack the Dodongo by side jumping out of the way when it breathes fire and attack the tail. Now jump across the lava and kill off the second one.

You can't do anything going down the middle path so take the far path northwest to find a third Dodongo and a chain that you can pick up and pull to open the timed door. Quickly run back to where you killed the second Dodongo and leap to the middle section. Get through fast as the side of the door has spikes on it ready to crush you.

Jump in to the water and equip the Iron Boots to walk under the open fence. Make your way to the switch and press it to have the ceiling/floor activate its magnetic field and pull you out of the water. Walk up to the door and head inside.

Talk to Gor Amoto and he will hand you a Key Shard. Now go behind him and open the chest to locate the Dungeon Map. Check the other chest for a Red Rupee. Climb the ladder and inspect the moving pot to find Ooccoo again. Now head through the door to the east to continue on.

Equip your Iron Boots and head up the side of the wall. Head across the room kill the Torch Slugs on your way across. Make it to the other side and go through the door.

Head over to the switch and equip your boots to activate the magnetic ceiling so you can get attached. Now head left so you are going northeast. Kill off

the Torch Slugs and you will find an alcove holding a chest that has a Heart Piece for you.

Now make your way back the way you came and go to the middle of the ceiling to head west. Then when you wrap around the other side take the left path to move in the right direction. Once you pass the torches you can safely remove the Iron Boots. Head through the door to continue on.

Head down the path and kill the Bulblins standing around. Then equip your Iron Boots and stand on the switch to turn on the magnetic crane. Head over to where it picks you up and wait for it with the Iron Boots on. Once you are on the crane make sure you wait until it is at the northern drop off point to move on.

As you drop three Fire Keese will come to attack you, kill them off just like any normal Keese. Now head up the ramp and kill the Bulblin's so you can activate the switch. Another magnetic crane will swing over and pick you up to bring you straight to the place you want to go. Drop down and kill more Bulblins. Now head in to the next door.

Start by killing the Tektite's and then jump in the water and swim over to the right side of the diamond you will see on the ledge above to the far right. Equip the Iron Boots and sink to the bottom to open a chest for the Small Key and then unequip the Iron Boots.

Swim to the southwest corner and use the Iron Boots again to sink to the bottom and push the block out of the way. Get in the cage and unequip the Iron Boots to come back up. Then climb up the ledge in the back and activate the switch to turn on the magnetic ceiling.

Head over to the upper ledge and drop down on to it. Now head up and activate the next switch and get on the metal platform. Equip your Iron Boots and drop to get caught by the magnetic current and pulled on to the wall ahead. Head over to the end of the path and unequip the Iron Boots to drop to the platform below. Open the chest to get a Red Rupee and then hit the crystal switch to open the timed gate below. As it opens leap over to the ground and run through the door before it closes.

Now attack the Bulblins as they come running down the ramp and head over to the magnetic surface to your left. Head up and to the left to locate another Heart Piece. Now drop back down and get back up the magnetic surface to go left and drop on the upper platform you come to up here. Head over to the middle of this wall and slice the rope holding the walkway up to drop it and access the door beyond.

Smash the wooden planks blocking the boardwalk and continue up the path. Go to where your path can go left or right and go left over to the area with the Beamos. Right when you enter turn to the left to find a small chest that contains a Small Key. Now jump in to the water back in the larger area and go to the northeast corner to find a chest under the dock. Use your Iron Boots and smash through the planks to get to it and you will receive a Purple Rupee. Head south and climb a stack of rocks that is far enough away from the archers so you safely get to the top.

Now head back over to where you went left to get the Small Key and take a right instead to reach the locked door. The platform on the way up to the door has a large gap on the left side, so stay on the right.

For now just turn left and head down the ramp to the area below or drop in to the water. Go to the back water section and kill the two Tektite's. You can go fishing in this spot if you wish to catch some fish, just Greengills though. I was up to 11 inches at this time. Other than that just head back up the ramp.

Wait for the platform to turn and stop before you jump on and get off the other end. Go up the ramp and on to the platform for the next spinning panel. This time you have to run to a magnetic spot and equip your boots for a full rotation before going for the next spot...or if you want a go on the single magnetic side. Once you make it to the other side enter the door.

Head over and talk to Gor Ebizo and you will receive the second Key Shard. Head up the stairs to the right behind Gor Ebizo and open the chest for a Yellow Rupee. Then climb the ladder and head out to the west.

Turn to the left and use your Iron Boots to head across the magnetic walls and drop on the platform along the south wall. Open the chest for a Yellow Rupee and go through the door.

Run around Dangoro blocking his attacks. When he raises both of his arms you can target his stomach to attack. Slash it up with four hits and he will roll in to a ball. Now equip your Iron Boots and just like all the other Gorons that rolled at you grab him and throw him off the arena floor.

Now head over to the edge of the arena and repeat again to get him back in to the lava. You must do this a total of three times to conquer him. Once he is defeated head south through the door.

Head up to the chest and open it to receive the Hero's Bow. Now head up to the

south edge and fire an arrow at the rope to break it and thus lowering the bridge to cross. Now head across it to the next area of the room to see six Beamos sitting inactive around the room.

Now head south through the small hallway and the Beamoses will activate. Jump back a bit so you are out of range and then fire an arrow from your new bow in to its eye. Dispose of all of the Beamos in the room and then pull the west Beamos out to get to the chest containing the Compass.

Pull the east Beamos to enter another room.

Talk to Gor Ligg to get the final Key Shard completing the Big Key. Head behind him to get a chest that contains a Purple Rupee, then head back the way you came.

Now head south and pull the Beamos that triggered the rest of them so you can access the door if you haven't done so already and enter it.

Head forward and kill off the Fire Keese, then roll in to the fence ahead to knock it down. Now jump over to the platform and kill the Torch Slugs that fall to move on. Once you reach the edge of this platform you can use your new Bow to kill everything out there from this location easily.

Make it over to the closed gate and then run around the left side to activate a switch and get sent up to the magnetic ceiling with the Iron Boots on. Head over to the Dodongo on the ceiling and kill it off with the sword or arrows.

Now on the ceiling standing above the closed gate look in to the hole that you will find up here and shoot an arrow at the crystal switch to open the gate. Drop down and run through the gate before it closes and enter the doorway.

Head left and jump the gap to the other side to open a chest containing a Purple Rupee. Now turn the other way and go to the edge by the bridge to shoot the rope with an arrow to continue on your way. Activate the switch and then ride it back over to the north side to enter the north door.

Now the water has Water Toadpoli in it, kill them just like its fire type by repelling the rock it spits out right back at it. Now go across the rocks to the other side and use the bow to shoot the crystal switch so the gate opens.

Head in and kill the Bulblins, then shoot the two Beamos in the eye to kill them as well. Head up the ramp and across the platform to reach the door on the other side.

Head forward up the catwalk and kill the Bulblin heading your way. Now as you make it towards the back end a Bulblin will come up on to the hill to your upper left and give the word to attack. Bulblin Archers will surround you on the cliffsides so run back a bit. Take out your Bow and kill them off one at a time slowly advancing.

Once they are all dead head up to the Beamos you avoided earlier to get the key from and shoot it in the eye. Pull it away from the wall and you will activate a secret doorway. Head up the ramp, turn around and kill more Bulblin Archers.

Head over to the magnetic cranes right side and activate the switch to get it operational again. Now leap off the edge with the boots off and then as you fall in to the beams path activate the boots to fly up on to the magnet. Now facing the west aim your bow at the rope holding the drawbridge up and hit it to lower the platform so you can safely fall on to it from the magnetic crane.

Jump on to the north ledge and run east to smash the pots and crates to find a fairy to put in to your bottle. Now head west and go through the door.

Head straight to the low beam ahead and start firing your arrows at the enemies below. Kill off all the Bulblins and advance down to the lower area to shoot the rope off the top of the bridge. As the bridge comes down aim at your height for seven charging Bulblins on the other side. Start shooting them as fast as you can and then switch to the sword to take the rest out.

Head up to the door and prepare to head in to battle.

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Begin by running away from the beast and watch out for the fire he shoots off in a radius around himself. Turn around when you are at a safe distance and let an arrow loose at the glowing gem on Fyrus' head to somewhat stun him.

Now run behind Fyrus and equip your Iron Boots. Grab one of the chains that go to his feet and pull in the opposite direction that he is stumbling. This will trip him allowing you to run around with the Iron Boots unequipped and unleash combos on the gem with your sword.

After three rounds you should defeat him. Your reward will be the second Fused Shadow and the Heart Container. As for that last chest, we will come back to that later.

Talk to the patriarch and then talk to Midna to warp out of the area.

Save your game when prompted and then watch the cut scene.

At this time you should have the following: 6 Life Containers Ordon Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) 3 Heart Pieces Wallet (300 Rupee Max) Quiver (30 Arrows Max) Golden Bugs (10 of 24) Hidden Skill (2 of 7) Youth's Scent Fish Journal Letters (3 of 15) Fused Shadow (2 of 3) Bottle (x2) Fishing Rod Gale Boomerang Hero's Bow Iron Boots Lantern Slingshot 2.10 - Traveling to Lanayru Province

The hot springs above the inn are now open. You can bottle the hot springs water which refill all of your hearts and give you a power boost except after a days worth of traveling the water will cool down and loose its powers...so I wouldn't really bother with it.

As you head down the road talk to Renado to learn that Talo has become the lookout at the observation platform and tells you to go speak to him. Head back north and talk to the second Goron you come to, he will offer to hurl you up to the roof of the Bomb Shop. Now climb up the cliff and talk to the Goron to get on the balcony quickly...or enter the lookout building and climb the two ladders.

Inside the second floor you will find a chest with a Purple Rupee inside. Head up the ladder outside to talk to Talo and teach him how to shoot a bow. Once you hit all the targets and the pole that Talo tells you to hit you will get a Piece of Heart from Malo.

Now while it is still day time head in to Malo Mart and see what he has to offer this time. Purchase the Hawkeye to use as an addition to the Bow to see further. Now head over to the Bomb Shop and try to purchase some bombs. He will notice that you don't have a Bomb Bag yet so he offers you one with a stock of bombs at a special price...take it.

Now head back to the Spirit Hot springs and you will see a rock just to the right of the springs before you reach the area. Place a bomb by this rock and

back up a bit so the blast doesn't hurt you and it will open a secret cavern. Go inside to find two Cuccos and run through the tunnel ahead to jump in to the water in the back of the spring. Equip the Iron Boots and head in to the deep end to locate a chest containing a Heart Piece which will complete another heart for you.

Now head back to where you just blew up the rock and look above the entrance to find another rock. Use the Bow and Bomb combo to fire an explosive arrow at this rock to blow it up and find another Heart Piece you can get with the Gale Boomerang.

Now grab a Cuccos and head up the dead end path to leap over to the inn roof. Get up to the hot springs of the inn and then run jump off the cliff to the roof of the Bomb Shop. From here head up the mountain to the look out building and look around the corner to the right to see a chest on the ledge. Jump off with the Cuccos and you will just make it to the ledge next to the chest. Open it to get an Orange Rupee worth 100.

Now wait for night fall and the small Goron you may have seen in the inn's hot springs will open a shop just across the road from the Bomb Shop. Trade out your Red Potion for the Blue Potion since it refills all of your hearts versus just eight of them.

Now head north up the path to Death Mountain.

Use the Goron to launch you up the first climbing wall and head up the path to the second. This time turn to the left instead of just going up the path to grab on to a ledge. From here head offroad to the north and eventually you will come to a cave on the left. Drop down to find a chest containing a Heart Piece.

Now head back to Kakariko Village.

Refill your bombs and then get on Epona to head out to Hyrule Field to the northwest.

As you head down the path the mailman will come to give you another letter. Now look to your right to see a bombable rock. Destroy it and then climb the now accessible ledge and go along the rock path to leap the gap and climb the vines. You must now run around a bend and drop a level to find a large boulder on top of some vines, shoot the boulder with an explosive arrow and leap over to grab the vines.

At the top turn to the right and look down for the ledge with the chest on it and drop down to it. Inside the chest is a Heart Piece to add to the collection.

Now get back on Epona and turn back through Kakariko Village, don't destroy the rock wall blocking your way to the short cut yet as this triggers a story event

that you don't want to do yet.

Head through the village and take the southwest path to Kakariko Gorge.

Head across the bridge and look to the left to find a bombable area within the cliffside. Blow it up and make sure you have plenty of lantern oil before you enter. When you go inside take a right at the fork in the road and then a sharp right at the next intersection. Soon you will wind up at another intersection where you need to take a left, and then a right near the end. Kill the Skulltula and then light the two torches to make a chest appear. Inside the chest is a Heart Piece.

You may notice a floating lantern in the left branch at the end of the cave if you go exploring, this is an Imp Poe that you can not hurt at this moment, so just leave it alone.

Head out of the cave and head south back to the Faron Woods.

Just as you re-enter the area turn to the right and blow up the rock here to enter a little section off to the side with some rupees and stuff to chop up, nothing to special.

Now head back to the Hyrule Field.

Head north and blow through the rocks to make it to the next field. Now head across the bridge and blow up the large line of rocks ahead to trigger the cut scene event. Turn around and fight the Twilit Messengers. Since you are in human form you do not have Midna backing you up. Kill one of them, and then get the other two close together while you perform a charged spin attack on them.

Now head north up the path and cross the bridge to where the Twilight hits the ground. Have Midna pull you in and you will take the form of the wolf. Head west down the path and kill off the Twilit Keese as you come up on Ilia's pack. Sniff it to learn the Scent of Ilia, forget the Scent of the Children since you already rescued them and learn it.

Run down the path to start a cut scene over looking the castle. Continue to follow the scent of Ilia to the next area. Focus on following the scent trail to enter Hyrule Castle Town.

 Once you enter you will see spirits all over the place, so listen to the group to the north and you will hear about a Zora being found closer than usual. Head west and follow the train to the next area. Listening in on more towns people you learn that they are having a water shortage and it is most likely coming from Lake Hylia.

As you head down the path you will see that Ilia's scent went in and out of the medical building. Now head south to the next area. As you follow the trail you will head down an alley and go inside Telma's Bar, where the Zora is as well.

Head over to the first group of spirits to locate Ilia over looking the Zora child and then head to the back room to over hear the soldiers talking. Now just as the head soldier instructs, study the map and head out of the town the way you came from since all the other exits are blocked.

Now head straight to the west to enter the next area.

Now head down the path and go left at the intersection. Now head for the bridge and as you cross it Midna will ask if you smell something funny. You are standing on oil! An Archer Bulblin will fire two flaming arrows at both ends of the bridge igniting the fire.

Quickly run forward and pass the first set of crates to reach the second set. Here you must push the crate against the wall and then quickly climb up and jump off the edge of the bridge to land in the shallow lake bed below.

Swim to the southwest to find some spirits that once looked at through Scent View you will see that they are Zoras. Listen in on what they have to say and then head up to the weird looking building.

As you listen to what the man has to say he will spot a monster, as you approach it he grabs a Hawk Grass and blows it to call a large Twilit Carrier Kargarok. Wait for the Kargarok to strike and then pounce with the A Button to begin biting it as you hold on. Do this until it drops the rider. Now head over to the rider and kill him so Midna can take control of the Kargarok.

With Midna in control she tells you that it would be a good idea to use it to find the source of the river. The Kargarok grabs you and flies in to the next area.

You must now control the Twilit Carrier Kargarok in maneuvering the cave tunnel to make it to the other end.

Listen to Iza at the Boat rental talk about how it is something the Zoras

themselves are doing to stop the water. Drop down in to the riverbed and head west to see that ice is starting to form. Head in to the next area.

Head forward to start a cut scene and then continue in fighting off the Twilit Keese. Get on the low ramp and use Midna to quick jump up and head west up the narrow trail. Go around the ice that just fell and use Midna for another quick jump, watch out for the falling ice.

Once you make it to the top head north to enter the next area. In this cave you will find Twilit Messengers you must dispose of. Head over to the far messenger to dispose of him as the gates come down and then find your way back in with the other two to take them out at the same time.

Once you defeat the Twilit Messengers use your senses to start a cut scene showing the Zoras beneath you trapped in the ice. Now pull up your map and activate the portals with the Z Button. Head over to Death Mountain.

Head over to the giant molten rock that almost hit you when you were here and call Midna to have it warped to the Zora's Domain.

Watch the cut scene as the ice melts and the river flows once again freeing the trapped Zora from the frozen prison. Start to leave and a spirit will stop you to talk. She tells you that if you save her son she will give you the power to swim and breathe underwater.

Now head south and use the current to take you back to Lake Hylia since you can't do anything for the prince in wolf form. Head south and then watch the cut scene. Now jump off the waterfall and let the high speed current pull you out of the area.

You will luckily awaken at the opening of the springs that you needed to go to, so enter the cave. Speak to the spirit and once again you must gather the stolen Tears of Light with the Vessel of Light. Leave the cave now to start searching for the Twilit Parasites.

#1 Head east from the cave and jump out in to the water where the fence breaks to swim for the shallow edge of land ahead. Continue along the island path to reach the section of land on the east wall where the flying Twilit Parasite is.

Now head back to the spirit cave entrance.

#2 Head west along the boardwalk and you will find the Twilit Parasite at the end on the land.

Head west across the path to deal with the Twilit Messengers that appear.

- #3 Go southeast up the ramp path and jump to the next section of ground on the right. Now make your way over each gap to get on to the higher ground and you will spot the Twilit Parasite on the ground.
- #4 Head northwest hopping down the cliffs to the lower land and get on the bridge to the weird shaped building. Head around the back side of the shop to find it flying around.

Now go over to the Hawk Grass and call the Twilit Carrier Kargarok to take you up the river. Once in the cave turn on your sense view right away.

#5 Stay slow and ram the Twilit Parasite as you come up to it.

#6 Same place as #5.

#7 Same place as #5.

#8 Same place as #5.

#9 After #8 head over to the Boat Rental to listen to Iza and the Twilit
Parasite will scare her.

Now head across the now floating bridge across the front of her shop and wrap around to find another stone with the hole cut out so it is howling. Examine it to activate the two wolves singing together. This will activate the ability to get another skill the next time you are in human form and able to reach just outside Castle Town.

Now head west to see two Zora talking about how to get to Hyrule Castle really fast from this location. Don't follow just yet and head west on the land to the next area.

- #10 Head north staying on the path until you reach an area with a frozen over cave. At this point jump in to the water and go to the middle of the area to where the floating rocks are and you will find the Twilit Parasite flying around here.
- #11 Same place as #10.
- #13 Head back over to the west side of the area with the iced over cave and use Midna to get on the ledge above. Go north and use Midna again to jump to

another ledge. Now go up the ramp of land to use Midna to get on to this next ledge, as well as call her again for another set of jumps.

Now head up the hill and turn around under the spout to go up another small ramp and use Midna to perform a lot of jumps. Now slide carefully down the slope with the Green Rupees. When you reach the large alcove turn left and you will find a Twilit Parasite flying around.

Now dive back in to the water since you can not get back on to the slop with the Green Rupees from here and climb your way back up to the path just before heading down the slope.

#14 Instead of heading south down the path where the Green Rupees were turn around and use Midna to perform more jumps. Now on the top head north along the path and enter the Zora cavern.

Now either run around through the back halls to the other side or step across the shallow part of the river to get to the other side. Slam in to the wall to knock the Twilit Parasite loose from the wall.

Now leave the cave and dive in to the water, then swim to shore on the west side. Head south to leave the area.

Now wrap around to the right to jump in to the water that the Zoras did earlier and you will come out at the Hyrule Fields to the north of the castle.

Head west and take the southern path just like you did earlier when you were tracking Ilia's scent. Then go east back in to Castle Town, just before entering the gates you will have to face three Twilit Messengers to pass through the gates.

#15 Follow the scent of Ilia or just go back to the alley right before the bar where Ilia is. Now head to the southeast corner to smash some crates to find the Twilit Parasite there.

The 16th parasite is missing, but all of a sudden will be revealed on your map. Midna suspects something odd about this but wants you to go check it out any ways.

Teleport out of Castle Town back to Lake Hylia to start a cut scene.

Head down the path to the spirit spring caves and then jump in the water to swim towards the spot where the last Tear of Light is. Once you reach the spot get on the large platform as the cut scene starts. Out of the water pops up what seems to be the mother of all Twilit Parasites Twilit Feeder of Darkness: Twilit Bloat. Start by dodging out of the way as the huge Parasite charges its electrical field and heads in to hit you. Once the electrical field stops pounce on it and start biting it with the A Button.

#16 Once you get that round off it will drop in to the water and start to circle around you ramming the sides to try to knock you in to it and shock you. After a while it will try to once again try a charged aerial ramming attack again. Fight back a total of three times and it will lay in the water upside down. Jump on its belly at this time and use your special attack from Midna to attack all of the tendrils in one combo to completely kill off the monster.

Now collect the tear and then you will automatically come back to the spring to give them back to the spirit.

Jump in to the water and equip your Iron Boots to locate two chests containing a Blue Rupee and a Yellow Rupee. Now leave the cave to the north since everything else isn't accessible yet.

Take a left and go on the board walk and head for the strange floating building to talk to a Zora and then Fyer. Pay him 10 Rupees and you can walk inside the building to get a cannon ride to the top of the area.

Look at the roof of the building you are outside of and use the Gale Boomerang to hit the weather vane on the top to stop a platform on the new floating area from rotating. Now enter the building and climb down the ladder to talk to Falbi to pay 20 Rupees and assign the Iron Boots to one of the equip buttons if it isn't already. Grab a cucco and run off the edge, use the boots to make yourself heavy and descend as you need it. Remember to take them back off to continue to float.

You do not have to make it on to the very top platform, the most important one is the platform just below this small platform. Inside the chest is a Heart Piece that will give you the rest of Heart 8. Now head south of the strange building on the lake and go up the wooden ramp on the right. There you will find a ladder to climb.

Continue south and look at the puddle on the left which has a crate floating in it. If you no longer have the fairy from the last time you died smash this crate and capture another fairy for later use. Now continue south and blow up the wall to enter this second dark cave.

Head north and bomb the west wall for a chest containing Bombs, north for Keese and a Yellow Rupee, and west to move on. Enter the next room to fight a Chu and bomb the west wall for a Red Rupee. Now bomb to the east and kill the Torch Slugs on the ceiling. As you enter the next chamber watch out for the Poe Soul as you can not attack it yet.

Bombing west gets you some Arrows and bomb north to move on. Head across some planks and then fight three Tektites. Head down to the chamber and shoot the Beamos in the eye with the Hero's Bow. Bombing north gains you a Red Rupee and heading west lets you further in to the cave.

Once you reach the next chamber kill the Chu and light the two torches to make a chest appear which contains an Orange Rupee. Bombing north releases some more Tektites and a chest with a Red Rupee, head west to move on.

The next chamber houses a Dodongo to dispose of. Bomb east for your easy escape route once you finish the cave and north for more Bombs. Head west to move on deeper in to the cave.

Watch out for the holes and cross the plank to make it to the next chamber which has another Beamos to kill. Bomb west for a Purple Rupee, south for a ton of Keese and arrows, and then north for a tunnel with Torch Slugs.

As you head east along the north path you will have to walk around the pits as Torch Slugs fall from the ceiling. Make your way through the path to the next chamber where a Poe Soul is. Bomb east for two Tektites and some Bombs, north for a Purple Rupee, and south for even more tunnels.

Now at this chamber kill two Dodongos and bomb north to kill a Chu and get a chest with Seeds. Head east to the next chamber and bomb east for a ton of Keese and an Orange Rupee. Bomb to the south for another tunnel to move to the final chamber. With the Poe Soul chasing you light the two torches to reveal a chest which contains a Heart Piece. Now climb the ledge and get teleported out of the cave.

Now head back to the cannon and pay to get shot back on top of the area to the cucco flying game building, go down the ladder and leave out the door to Hyrule Field.

Head over to the bridge spanning over Lake Hylia and go under the first arch. Turn around and look on the right side for a bug to catch with the Gale Boomerang being the Male Mantis. Now attempt to cross the rest of the bridge and the mailman will stop you to give you two letters.

Head across the rest of the bridge and then go under the large dead tree past the Chu and look on the right side for another bug, the Female Mantis. Now head back across the bridge and go north to the next area.

As you enter turn to the left and look up on the cliff for a bug flying around the flowers here, Female Butterfly. Now head to the bridge leading to Castle Town and turn to the right to head up the path to a group of flowers where you will find a bug to catch, the Male Butterfly. Now head back to the steps heading to the bridge to Castle Town and look left for a ledge you can climb on to with the vines to reach the White Wolf.

Go back over the Shield attack with him and then he will teach you the Back Slice. Perform the new skill and then you will have learned it. Now head north to the next section of Hyrule Field.

As you head in to the next area turn to the left and destroy the bomb rock to get a Purple Rupee. Now head up the side path that you see straight ahead and go up the ramp to destroy multiple bomb rocks with a bomb to reveal three Yellow Rupees. Go down the path and destroy another line of bomb rocks to get four Blue Rupees. Now head back to the northern section of Hyrule Field. Now head back to the fork in the road that has a nonbombable rock to find a tree right after. On this tree is another bug to catch, Male Stag Beetle. Now go north taking the small path up the rocks, then go right at the fork in the road. When the area opens wider look to the left up on the rocks near the top of them is another bug, Female Stag Beetle. Use your Gale Boomerang to bring it over to you.

Jump in the river and swim to the gates, in the middle of the gates is a cage with a chest in the middle of them. Use your Iron Boots to sink in to it and get an Orange Rupee. Now head north back and take the high northern path to find a bomb rock blocking a cave entrance. Bomb through and head in.

If you have arrows head straight along the path to take the stairs ahead. Bomb the first rock and then use an arrow bomb to destroy the next as the ramp will make the bomb just roll back at you. If you do not have any arrows to do this just dive in to the water below to take care of it in a few minutes. Talk to the Zora by the large waterfall and he will ask you if you want to head to the throne room, tell him yes and he will swim you up to the top. From here place a bomb on the rock that you couldn't destroy if you didn't have any arrows.

Now go north in to the cave and light both of the unlit torches to make a chest appear in the water for a Purple Rupee. You can look behind the throne to find the Mailman trying to figure out which Zora to give the letter to. Now head out of the cave and dive down the waterfall.

Head over to the east side and climb the slope to see a bug flying around, Male Dragonfly. Now go back to the west side and get on the land to head south to the next area.

Head east and reach the boat rental shop, look over the water and you will find another bug flying around here, Female Dragonfly. Now talk to Iza to hear they are temporarily closed, then head back to the north to get trapped in a Twilit Messenger cage and then continue north to make them drop down. Kill one of them off and then get the other two at the same time as always and then Iza will let you inside.

Tell Iza you will help her and she will hand you some bombs and arrows. Shoot the rocks straight ahead twice to get them unlodged and then she wants you to jump in the boat to head down river and take care of the rest of the blocks. Learn to steer the boat properly on the way down to the assisstant and eventually you will make it to the blackade. Once again hit it with two bomb arrows and head through. Now head down the rest of the river following the assisstant and you will receive a Bag with Bombs. You can now carry bombs in this pouch as well.

Now head back out of Lake Hylia and get back to Upper Zora's River this time head in to the Fishing Hole for now to the north.

 Head down the path to the right and you will find another sign just before a bridge talking about not throwing empty bottles in to the lake. Now while on the bridge fish on the right side and you will find an Empty Bottle to use for storing something in.

You can catch every fish except the Reekfish in this area by the east bank near the wooden bridge:

Greengill Hylian Loach Hylian Pike Hyrule Bass Ordon Catfish

Also note that whenever you leave the main door and come back in you will change the seasonal weather in the Fishing Hole which makes the fish grow to a larger size during different seasons as well. The way to tell what season you are in is as follows:

Spring - The trees will blossom pink with flowers
Summer - The trees and area is green
Fall - The leaves on the trees have turned color and are starting to fall
Winter - Snow is on the ground and covering the trees

Enter the shop and look around at objects in first person to get Hena to explain what you are looking at. Now go to the east wall and look at her game on the table to play.

The game consists of 8 levels each with the same eight boards. So you have to go level 1 board 1...up to level 1 board 8 and then you start at level 2 board 1 up to level 2 board 8...etc.

You must get the marble to the other side of the board without falling off the path within the time limit. Once you win a board leave the cabin and return to find a new board is built.

Make it to the end of level 1 board 8 and you will receive the Frog Lure which attracts all types of fish including the legendary 27-inch Hylian Loach. If you complete all of the levels and boards level 8 board 8 Hena will max out your wallet.

Now ask Hena to go lure fishing and she offers to take you at a discount price since it is your first time. You can change lures by pressing the A Button and selecting the lure of your choice. If you go with the Frog Lure than let the fish take it under the water for a bit and then reel them in, otherwise they will always drop it.

Now from the docks head to the left towards the waterfalls but look to the right on the arching rock in the middle of the lake for a Piece of Heart that is sitting on a ledge to the left of the arch. Cast your fishing rod on it to pull it down and over to you.

Now while you are out Lure fishing hunt for and keep the following fish:

Hylian Pike which are found north of the rock formation found in the middle of the lake.

Hyrule Bass which are found swimming mostly around the rock formation in the middle of the lake.

Ordon Catfish which are found south of the rock formation in the middle of the lake.

*Note if you want to use the Frog Lure for this next fish continue on with it, otherwise you can wait a little later in the game to get a new lure and catch it at that time.

Now make sure it is summer and take a boat out with or without Hena to head north to the furthest spot on the lake. Here you will find lily pads that are hiding the games largest fish, it only comes out during the summer season. Equip the Frog Lure, this is the only lure it is goes for besides the Sinking Lure (which you can not get yet unless you want to wait until then), and cast it in near the middle and start searching for the great fish. Once it bites let it take lure down a ways and then start to reel him in. Once caught you can keep it if you want and place it in the tank to look at forever.

Now you have completed everything here so leave the Fishing Hole.

**Note Do NOT try to get the Sinking Lure right now, you need an additional item before it will work.

Head back to Iza's boat rental and she tells you that she has re-opened the shop thanks to your help. Rent another boat and this time you will be aiming for large Green and Red pots. The Green are worth 1 point while the Red are worth 2 points. Get at least 25 points on your way through and you will win the Giant Bomb Bag.

There is nothing else to do here so head over to Castle Town finally.

Head east and you will see a tall man on the northern side that is taking donations. Give him a total of 1,000 Rupees and he will make a Heart Container drop from the heavens. If you caught all of the bugs up to now through my guide you can get your needed rupees here in a second. Now head east to the next area.

Head over to the southeast corner during the middle of the day when there is a group of people outside the shop and you will have to get your shoes shined for 10 Rupees by th kid just outside the door so you can enter. Inside the shop you will find a lot of common items you can buy at other stores for cheap...the

cheapest thing on the menu is a bundle of 10 Arrows valued at 2,000 Rupees! The prize you really want is the Magic Armor, but we can't get it right now at 100,000 Rupees.

Now head over to the cafe in the southwest and enter the door. In here you will find the Gorons that opened the little shop in Kakariko Village after you saved them. You can buy Red Potion from the baby at the base of the stairs and Lantern Oil at the top of the stairs. Go upstairs and out the door to talk to the Goron out here to buy Arrows.

Leave the tower and head to the southern area.

Talk to everyone at the stalls if you want and then head through the west alley to find a door to the north. Inside you will find a fortune teller that will be able to give you a clue to where you have to head next under Career and an image of where a Heart Piece is that you can reach under Love. At this time you shouldn't have any images pop up for Heart Locations and she will refund your money.

Continue down the alley to the west and enter the next door for Agitha's Castle she is collecting the Golden Bugs you have. Talk to her and hand them over for the Big Wallet and a Purple Rupee for one bug, but you get an additional Orange Rupee if you have the mate. Hand over all your current bugs that you want to at the moment if you want to gain the Rupees from the others that won't fit in the wallet yet. (Use this money for the donations to the church for that Heart Piece, then head back to hand in more bugs for cash and drop those rupees off to get the rest of the 1,000 in)

Now head south to reach the fields just south of the town.

Head down the stairs along the west side and look for a bug flying around the group of three trees that you come up to after the stairs for a Female Ladybug. Now head down the rest of the stairs and look to the left for a tall rock tower that you can climb. Don't bother climbing it, just run around it looking for a bug, Male ladybug. If you look further south you will find a Goron looking at the landslide, he says he can probably move it if he gets some Hot springwater.

Now head back to Castle Town and go east through the lower of the two alleys to reach Telma's Bar.

Watch the cut scene and then you will be taken out to the Hylian Fields all ready to go with Epona as an escort to the wagon. Equip the Hero's Bow and the Gale Boomerang and head down to the Lake Hylia Bridge to start a cut scene.

 Don't charge at full speed, this time use the Hero's Bow to shoot King Bulblin as he charges you again like old times. Hit him in the head three times to send him packing and you will recieve the Gate Keys. Follow the wagon as Bulblin archers open fire on the carriage and most likely catch it on fire. Now lock on to the wagon and use the Gale Boomerang to put out the fire.

Soon you will reach the gates that you can use the keys on by getting off Epona and running up to the gates. Now run back to Epona and hop on, more Bulblins on warthogs as well as a few Kargaroks will come chasing after. It is easiest to return fire with the Hero's Bow if you have the ammo for it, otherwise use your sword.

Once you reach the end open the second gate and enter Kakariko Village for a cut scene.

Head south to follow the spirit of the Queen of Zoras to the Graveyard.

Head to the back and light the two torches to the left of the stairs to reveal a chest holding a Purple Rupee. Now head up the stairs and the spirit will vanish revealing a hidden tunnel straight ahead. Crawl through the hole to find a hidden grave.

Swim over to it to get another cut scene, you will then be rewarded the Zora Armor as promised. Now watch another cut scene and then leave the Graveyard.

Head to the bomb shop and free up one bomb bag by selling the bombs on the right end. Now go to the normal end on the left and fill at least one of your two bags up with the new Water Bombs.

Head south and enter the cave you freed the Cuccos from earlier and dive in to the pool with your Zora Armor and Iron Boots equipped to sink to the bottom. Use your new Water Bombs to blow up the rock down here and collect the Purple Rupee.

Now head to the graveyard and crawl through the hole Queen Zora showed you no more than a minute ago.

Now drop in to the water and bomb the rocks under here and you will find a tunnel that takes you to Lake Hylia. Head back to the top by cannon and then travel to Zora's Domain and enter the throne room.

Now with the Zora Armor and Iron Boots equipped head to the bottom of the pool in front of the throne room where the Zora used to be frozen and sink to the very bottom to find the now cooled off molten rock.

Use a Water Bomb to blow it up and a Goron will come out of it. He will reward you a Bomb Bag for freeing him, now head back to Lake Hylia. You can go by foot or head through by taking a straight shot to it with the boat ride.

Now head over to the large pit in the lake where the Zora Temple is marked and swim to the very bottom. Go to the north end and blow open the jet stream at the bottom of the entrance door and then hold another bomb for 2 seconds and drop it in the stream to have it raise up to the door and blow it open.

At this time you should have the following:

8 Life Containers

Ordon Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) 3 Heart Pieces Big Wallet (600 Rupee Max) Quiver (30 Arrows Max) Golden Bugs (20 of 24) Hidden Skill (3 of 7) Scent of Ilia Fish Journal Letters (6 of 15) Fused Shadow (2 of 3) Bomb Bag (x3) Bottle (x3) Fishing Rod Gale Boomerang Hawkeye Hero's Bow Iron Boots Lantern Slingshot Save your game and head in to the Lakebed Temple. 2.11 - Lakebed Temple *****

Room 1: Entry Way

Equip the Iron Boots and head along the floor to slide down in to a lower half of the room to avoid the two Bari above. As you hit the bottom however you must fight two Shell Blades that can only be hurt by hitting the muscle when it opens its mouth.

Make your way to the other end and then swim up the hole in a spiral fashion to avoid two more Bari as you enter the room above for the true introduction to the temple.

Get out of the hole and for now you can where your Green Tunic if you want. Open the two chests to the south for Water Bombs and Arrows as you fight off the Chu's that come after you. Now go up the stairs and jump off the ledge to grab on to the handle and it will unlock the gate to reach the door. Head through to the next room.

In this room you will see a stalactite fall from the ceiling and crash to the ground. Midna tells you that you should hit the rest with enough force to knock them down as well. Use Bomb Arrows to shoot the rest down and fight through the Tektites and Helmasaurs. The only way to hurt a Helmasaur is by attacking its backside.

Climb the fallen stalactite to the north and climb the last one just to the right of the door to open a chest that holds more Water Bombs. Head through the door to continue.

Watch the cut scene to see the massive size of the room and then head across the bridge and fight the charging Lizalfos to safely enter the next room.

Head down the stairs and take a left to head all the way around to the other side killing the Tektite hopping around. Open the chest for some Arrows at the dead end and then head a few feet back around to find a golden handle dangling just off the edge. Leap off to grab it and the entire staircase will turn to catch you.

Drop down on the stairs and then ascend them to a new area you have yet to look at. Head right and kill the Tektite that attacks, keep going and you will find Ooccoo again. Now head over to the west side and kill the Tektite to leap off and grab the handle right in front of the doorway here.

The stairs will turn to catch you again, so drop and descend them. Now head left and open the chest for the Dungeon Map. Now head through the door to the east to move on.

Kill off the Helmasaur and move on to the next room.

Shoot the two stalactite to block the geysers and then go to the left to head down the tunnel to the bottom floor. From here cross the pathway to reach the pillar with the grass on it. Climb this and then shimmy across to the left to make it to the opposite side.

Now jump across to the single pillar and wait for the geyser to shoot the next platform that you made up so you can make it to the other side and open the chest for a Small Key. Now head back over to the other side and go through the door you came from.

Cross the bridge and enter the door on the other side.

Head straight up the stairs and take a right to reach the eastern door that was locked and enter it.

Kill off the Helmasaur and move on to the next room.

Kill the Tektite and then head right to open the chest for Water Bombs. Shoot the two stalactite on the left side. Climb the fallen stalactite and then climb the vines on the right wall to land on the top of the wall. Now jump out and grab the golden handle here to unlatch the door below for easy passage back and forth.

Head around the passage and blow up the rock to release two Helmasaurs that you need to kill off. Now head in to the door on the inner wall just before the rock was that you blew up.

Jump on to the large cog and then fight the Lizalfos. Jump off the cog to the other side where the Lizalfos was originally and go through the door. Head to the right and kill the Keese to reach the chest holding a Small Key. Now jump back across the cog and take a right to head up the ramp to the next door.

Room 7: Eastern Reservoir

Watch the cut scene and then kill the Chu Worm by firing Bomb Arrows at it to destroy the bubble, then attack it with the sword. Head over to the locked door on the left and open it.

Now drop down below or leap for the vines on the north side to grab on to them for a quicker climb and get to the top of the other side. Start climbing the water chute as you kill off the Tektite as well.

At the top open the chest for more Water Bombs and then climb one of the two ladders to leap out to the golden handle and release the first bit of water. Now head down the ramp in a large water slide to the bottom and swim to the center island so you can jump out and grab another golden handle that releases the water from the room and through the channels in the floor you have been watching. Now head west and choose the left door to move on.

Fight off the Chu's that drop and then head along the now rushing water to find the water wheel now turning. You can head under the wheel to find a pot holding a Fairy in it if you have used your previous one, otherwise head through the door before the wheel and re-enter the cog wheel room. Now jump across the moving cog to the other side and go through this door, take a left and leave to the west.

Head across the bridge with the now moving water in the channel and enter the next door.

Now leap off the edge at a sharp angle either way to drop in to the water below and swim to the central pillar, swimming around it to find an alcove you can now access with a chest holding a Red Rupee.

*Caution there are Skullfish that are like pirahna in these waters that swim after you. You can kill them with the Hero's Bow.

Now jump back in the water and head for some vines to climb back up to the first floor. Head around to the south side and jump off the ledge to pull the lever down and move the stairs. Head up the stairs and go to the west side killing the Tektite.

Now jump at the golden handle and turn the stairs and head down them to go through the door heading east.

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Head across the bridge and enter the next room.

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Jump on the hanging platforms and take the northern door.

Turn to the right and open the chest for a Small Key and then exit the door you came through.

Take another ride to the east door and head through to the other side of the previous room.

Kill the Helmasaur and head through the locked door to reach some deep water. Equip the Zora Armor if you have unequipped it and put on your Iron Boots to slowly make your way through this dark underwater walkway.

Enter the first cave to the left and open the chest to get a Red Rupee. Now head through the current and to the north and turn to the left for a chest holding a Water Bomb.

Head along the rest of tunnel and put a Water Bomb on the rock you come to. Fight the Shell Blade and then swim up the tunnel to reach the next room.

As you take a few steps forward the hole you came out of will seal and then some Toado's will drop down to attack you. Kill a few off and then the Deku Toad on the ceiling will drop down to attack.

First you must defeat the large swarm of Toado's coming after you, start with a spin attack to take a lot of them out.

The Deku Toad will then launch in to the air and try to slam down on top of you so roll off to the side at the last second and then it will slam on the ground unconcious for a minute. Now Jump attack its tongue a few times.

Now it will get up and belch at you, get close and throw a bomb in its mouth to cause some more damage to it. This will stop him from shaking off more of the Toado's off of its back as well as not getting a chance to jump.

The Deku Toad will then fall back down with its tongue out and allow you to jump attack it some more. Repeat the bomb in the mouth and then attack the tongue one more round and you will defeat him.

As the Deku Toad dies off it spits out a black ball of goo that falls apart and

reveals a chest which contains the Clawshot. Now head south equip the Clawshot and shoot at the circular piece of metal above the gate with the red dot on it to hang from the ceiling, this also serves as a switch that gets pulled out and opens the gate ahead.

Now head south through the door.

Kill the Helmasaurs by using the Clawshot to grab the armor off the monster and attack it with its own shell then head south through the door to move on.

Make your way to the western door and head through.

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Kill the Helmasaur and then head through the west door.

*Note that you can now use the Clawshot and shoot the vines next to the door to jump the fenced bridge and get in to the rushing water on the other side. Battle some enemies here and collect a few Rupees, thats all that is over the edge.

Turn to the right and Clawshot over the wall to the other section of this floor to continue. Now go to the west side and turn to the east to see a Clawshot spot where a lever should be. Use the Clawshot to move the bridge here and the water will be moved to this spot flowing under the door.

Kill the Tektite and then head underneath the water wheel to the other side and go through the door.

Jump over to the first hanging platform and then Clawshot the spot to the right on the large cog overhead. Descend down on to the platform below and open the chest for some Water Bombs.

Now look to the north and fire the Clawshot at the vines on the pillar to shimmy around the side and drop on to the platform here. Look south at the large dark pillar just in front of you and shoot at the vines near the ceiling.

Shoot the Clawshot spot to the east and open the chest for a Red Rupee. Head

back to the west and jump on to the platform and then Clawshot on to the vines from which you came. Now shimmy to the platform here and shoot the Clawshot over to the vines by the western door. You can then shimmy on over to this spot and go through the door.

Turn to the right and kill the Chu Worm, then turn around and shoot the stalactite to drop it on to the geyser below. Jump on it when the geyser lowers and then ride it up to the top and jump through the hole in the wall.

On the other side kill the two Tektite and then use the Clawshot on the spot in front of the closed door to open it. Head up the path and use the next spot to get on top of the high rise pathway allowing you to enter the door.

Kill the two Chu Worms and then Clawshot the vines on the ceiling through the right side to climb in to the other half of the room. Drop down on the right side and then use the Clawshot to shoot the vines on the wall to cross the water channel.

Climb up on to the dry water slide and when you reach the gap shoot the Clawshot at the spot on the wall to continue up. Kill the Helmasaurs as you continue and shoot the gaps.

At the top open the chest for some more Water Bombs and then go under the ladders to find a spot to Clawshot that brings you to another chest holding the Compass. Now hop over the low fence and climb the ladders to jump at the lever. This once again will release more water and have it travel down the chute below.

Now ride the chute down as you land in to the water pit below infested with Skullfish. Swim to the center island and pick off the Skullfish with the Hero's Bow if you want. Now jump to the lever and release the water to flow back in to the central point raising the water level more.

Now head back to the other side of the channel and use the Clawshot to shoot the vines on the ceiling and drop on the other side. Go through the door on the right since you haven't been this way yet.

Drop on to the lower platform just before the water and use your Clawshot on the Bari to pull out the innards and destroy them to kill it off. Now drop in to the water with the Zora Armor and Iron Boots and kill the Shell Blade down here. Walk to the other side and open the chest holding a Red Rupee.

Get out of the water on the other side and go underneath the water wheel when you can. Now enter the door on the left to come back to the larger cave.

Jump on to the now turning cog wheels and fight off two Lizalfos wearing skull masks. Now go back to the first cog and shoot the Clawshot at the vines leading back to the northwest door that you have been through before and enter the door. Head to the right and go underneath the water wheel killing the Chu Worm to make your way over to the chest for some Bombs. Kill the Chu's that drop down.

Now head back under the waterwheel and through the door you just came through. Now enter the southeast door and take a right to open a chest holding a Red Rupee. Kill all of the Chu's and then head the other way and use your Clawshot to activate the switch to open the door in front of it. Now head back the way you came and Shoot the Clawshot at the northern vine wall.

Climb down a bit to the platform and then shoot at the spot on the moving cog that you used before to get underneath. Now lower yourself down carefully but do not drop until you are over the ledge with the western door. Once on the ledge head inside.

Equip your Zora Armor and the Iron Boots before jumping in to the water ahead. Jump in on the right side and walk around to the edge of the cliff. If you look around you will see that it opens up in to a two level area. Unequip the Iron Boots and swim over to the other shelf holding some pots to flush out a Shell Blade to kill.

Now drop to the bottom section with your Iron Boots on and head north to turn to the left to find an opening. Head through and kill the Bari with the Clawshot Blade Combo and just to your left around the corner. Now unequip the Iron Boots and swim south on to the top of the shelf here. A Bombfish will come out of the ground looking just like your Water Bombs and attack you. Get it to be in front of the rock and hit it to ignite it or use your own Water Bombs to blow up the rock.

Head through the new hole and look down in the next chamber to find another rock blocking a hole to the left below. Unequip your Iron Boots and swim to the surface to find a chest holding more Water Bombs. Now drop back in to the water and put the Iron Boots back on to sink to the bottom and blow up the rock.

Now draw your sword and go through the new entrance to fight another Shell Blade. Now get to the surface and go through the door.

Kill the Worm Chu and then use the Clawshot on the spot found on the ceiling to open a hole directly below you. Descend with the Clawshot safely on the platform below and open the chest containing the Big Key. If you want to, you can fish for Skullfish and small Loaches here, but you can't record any of the Skullfish since they are a forbidden fish.

Fire Arrows and lob Water Bombs in the water to kill off the Skullfish and then jump in once the coast is clear. Now head west through the door with your Iron Boots and Zora Armor equipped.

Use the Clawshot Sword Combo to kill the two Bari and then head up the curving tunnel. Now head back through the first wall you blew up where the Bombfish comes out of the ground. Turn left and swim over the Bari or kill it, then take a right. Now surface to reach the door you originally came through and enter it to press on.

Use the Clawshot to attach to the first cog and then rotate over to the first platform you come to and drop on it once your shadow appears over it. Now time your next clawshot to hit the only spot on the second cog wheel to rotate over to where the opened chest is.

Drop down on to this platform and then use the Clawshot to shoot the vines on the wall ahead to get up and over to the east door and leave the room.

Head under the moving water wheel and kill the Tektite to get to the other door safely.

Watch the cut scene showing that the water level has risen to allow you in to the central door in the middle of the room now, but do not go just yet. Now kill the Tektite that attacks and then equip the Zora Armor and Iron Boots to head up the flooded stairs.

Now kill another Tektite at the top of the stairs and stand on the upper step to shoot the Clawshot at the spots hanging above the chandelier. You will be pulled to the ceiling just above it, so drop down and open the chest for a Heart Piece.

Now to get down line yourself up with the bottom of the stairs and with the Zora Armor on dive in to the deep end of the stairs so you don't have to bother with diving in to the Skullfish infested waters.

Now head back up the flooded stairs and go through the eastern door.

Kill the Helmasaur and continue on through the door to the east.

Now kill the Tektite and head left through the opening and kill the two Helmasaurs to reach a door at the far east side.

Now go through the door on the right and cross the water channel to the other side. Climb up on the edge of the water slide and equip the Iron Boots to start walking up the wet slope, use the Clawshot at the spots as you come up to them to move a little faster, watch out for the Tektites as they come down to attack you.

*Note that you can also climb on the ledge that initially gets you on to the water slide and walk/run up it faster. Just be careful with not falling off the edge in to the water or you will have to climb all the way up again.

Once you make it to the top go under the ladders and use the Clawshot to shoot the spot to reach the higher ledge. Now open the chest and you will get a Purple Rupee. Now jump off the low fence and head over to the edge of the slide to either ride it down or jump off the edge in to the pool below. Head out of this room through the right door.

Head along the path and leave through the western door.

Cross the bridge and enter the door to the west.

Kill the Tektite that approaches and then go down the flooded stairs. Head around to the east side and jump out to the lever to pull it down and make the stairs turn the other way so the water is diverted to the east instead of west. Now head through the first floor east door.

Kill the Helmasaur and enter the eastern door.

The water being diverted to this chamber will now fill the room up raising the bridge that was on the floor before. Head to the left and go down the tunnel to walk along the path and kill all of the Tektites that attack. Or ride the platform around to the spot with the bridge and run across.

Step on the button located on the floor a ways away from the gate to release the Lizalfos. Kill him and then stand on the button again, this time use your Clawshot to shoot the spot on the other side of the gate. Open the chest to receive another Piece of Heart, which if you got all of the other available pieces up to now will make a full one.

Now shoot the target on the ceiling to get out of this locked area and get out of the room by heading up the tunnel and through the east door.

Head across the bridge and enter the door to the west.

Now is a good time to use Ooccoo and head out of the dungeon and save your game before you head in for the boss battle. Now find a spot where you can drop in to the central water pool and swim to the center island. This time you will be on the ledge above the alcove you opened a chest on. Unlock the door with the Big Key and head inside. If you don't already have a fairy in at least one bottle or want to have another one go over to the pots and smash them to make another appear. Now equip the Zora Armor and Iron Boots and drop down in to the central hole.

As you descend you are heading straight down in to the monsters mouth, so unequip the boots and swim off to the side a bit and continue down. Once you are on the ground make your way over to the large tentacle sticking out of the ground to start the cut scene and fight.

Back up a bit and use your Clawshot to grab the eyeball from the tentacle as it comes up to look around. This will pull the eye out and bring it to you so you can attack it. As you are attacking it however, the Morpheel will send a couple of Bombfish after you. Hit the eye as many times as you can and then deal with the fish. They land in a circle around you so perform a spin attack to activate them all and then swim out of the way.

You must repeat this process roughly 10 or 11 times to get it really angry.

Once you have accomplished this it will come out of the ground and show its true size, one very long eel monster. Now is a good time to unequip the Iron Boots and swim out of the way as it crashes in to a lot of the pillars. Swim over Morpheel and target the eyeball on its back with the Clawshot.

Once you hit your target you will get on the back of the Morpheel and hold on to the eye socket. Start hacking away at the eyeball and eventually you will be throw off of its back. Quickly swim back along with the Morpheel and repeat this two more times to finally kill off the mighty boss.

Once the battle is over you will get the last Fused Shadow and a Heart Container. Once you are finished head over to Midna and tell her you are ready to go. Save your game when it prompts you to.

At this time you should have the following:

10 Life Containers

Ordon Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) O Heart Pieces

Big Wallet (600 Rupee Max) Quiver (30 Arrows Max) Golden Bugs (20 of 24) Hidden Skill (3 of 7) Scent of Ilia Fish Journal Letters (6 of 15) Fused Shadow (3 of 3) Bomb Bag (x3) Bottle (x3) Clawshot Fishing Rod Gale Boomerang Hawkeye Hero's Bow Iron Boots Lantern Slingshot 2.12 - Collecting Loose Treasures Hyrule Field

Watch the cut scene and then you will be transformed back in to a wolf. Now head west and reach Castle Town.

Now go back to Telma's Bar and enter the open to get booted out. Head back up the steps and Louise, Telma's cat, will know who you are. Louise tells you to get in the window, so push the box over and climb through.

Do not hit any pots as you move around up here. Cross the ropes and listen in on the Goron talk. Then cross the second rope and listen to Telma. Once you reach the other side pick up the small pots and place them behind you and carefully move around the large pot. Once you make a path to the third rope cross it as you listen to the people at the table.

Climb up the ledge and enter the doorway to move on.

You drop on to a pile of gold and find a gold man sitting on a chair. Talk to the statue to find out that it is the missing Jovani, he was consumed by greed and sold his soul to the dark creatures to have all the wealth. Turn on your senses and attack the Poe spirit behind you carrying the lamp and use the A Button to perform a finisher and gain the soul. Talk to Jovani again and he will tell you that he needs 20 of them to free his soul from the curse, once it stops raining you can also come and go through a hole in the yard where all the cats gather. Jump in to the treasure chest to reach the waterways below.

You will fall on to a flooded ramp and slide down in to a room filled with rats and overflowing water. Pull the chain and then it will open a flood gate ahead. Drop in to the water and the current will take you to another room.

Get out of the water and kill the two Skulltulas up the stairs. Go back down the stairs and grab one of the many sticks to light it. Head back up the stairs and catch the web on fire to proceed.

Kill the Keese that attack and then head back for another stick that is lit to light the three torches inside this upper room. Now climb to the east with a lit torch and light hte web on fire.

Drop down the other side and kill the Keese and Bulblin that come after you. Head north through the doorway and kill another Bulblin, then use your sense ability and dig in the hole in the center of the room to go down to the sewers that you started in back when you first transformed in to the wolf.

Head north and kill the Vermin straight ahead, then turn to the right and go up the stairs to kill the Bulblin. Continue up the tower using the ropes and killing the Bulblins as you ascend since you can not use Midna's help in jumping. Once you reach the top head north out the door.

Head north killing the Bulblins, watch out for the strong winds blowing around. Head east and kill the Kargarok and then head north again.

Once again since you don't have Midna's help you will have to wait for the wind to blow and a broken bridge will temporarily raise allowing you to quickly cross it before the wind dies down again. Now face west and leap down on to the roof.

Head along the spine of the roof and kill the Kargarok waiting around, then jump up the ledges and get inside the window.

Head up the stairs and through the door to start a cut scene.

 Talk to Midna and warp straight to the North Faron Woods so you can head north.

Just after passing Trill's Shop your monkey friend will come hopping down as four Puppets surround her. Kill them off and she will talk to you. Head up the ramp of the stump and talk to Midna to do some timed jumping with her help.

Once at the entrance kill the Keese and enter the area. Wait for the two bridges to turn in the wind so you can get on the second one and wait for the wind again. Now carefully cross the ropes to the other side of the cliff as two huge logs swing back and forth.

You will then come up to the howling stone to perform a song and unlock the ability to get to learn a skill once you become human again. Now continue forth and enter the Sacred Grove.

Just as you enter you will find another howling stone to howl at, so do so. This actually calls the Skull Kid from on top of the tree and he will summon more Puppets to attack you.

Now head through the log that he opened and take a quick left through another log as well to move on. The Puppets are continous and won't stop attacking, so only destroy them when they catch up.

Head up and to the left to climb up the ledge to where the Skull Kid is playing his instrument, attack him and he will run off opening a new hole.

Turn around and go back through the tunnel you came through. Head across the water and enter the now open tunnel here to reach a new section. Climb the area to look around and then drop back down and head through the tunnel the way you came and you will be in a new area...Lost Woods style.

Now head through the waterfall and climb the ledges to find the Skull Kid above to hit. Drop out of the tree and go through the opening he went through and follow the path through another opening.

Now go through the water and enter the only opening around and you will find the Skull Kid on a high ledge in the trees. Now go past this tree he is on and to the left to enter the area you came to and climbed originally and had to turn around at.

This time climb the ledges and go up the branch pathway to sneak up on the Skull Kid and hit him. Now drop down and chase after him through the once stone wall and take a right to drop in to a large ruins area.

Now the Skull Kid jumps to a lower spot and sends his Puppets after you, fight through the Puppets and hit him again. Repeat this three times and then the way forward will be opened.

Now step on the triforce in front of the two statues and howl the song the Skull Kid was playing. This makes parts of the ground disappear and the statues come to life. If you want to solve this puzzle on your own just draw the beginning pattern like so with pen and make your changes with pencil or copy and paste mine in to notepad a lot of times to see what you can come up with:

L means Links starting position F means the finishing spots for the statues S means the Statues starting positions

*Note that the Statues are facing you so if you turn left they turn left which means only the Statue on the single piece of land will actually do what you are doing.

[][] [][] [][F][S][F][] [][][][][] [][L][] [][][] [][][] [][][]

If you come up with a solution less than 13 moves email me the solution and I will put it in the guide.

Here are the steps I took to completing this puzzle:

_____ || || || || || SACRED GROVE STATUE SOLUTION DIAGRAM FORM || || || || || || STEP THREE STEP FOUR STEP ONE STEP TWO [][] [][] [S][] [][] [S][] [][] [S][] [][] [][F][][S][] [][F][][F][] [][F][] [][F][] [][][] [][][] [L][][] [][][] [L][][] [][L][] [][][L] [S] [S] [S] [S] STEP FIVE STEP SIX STEP SEVEN STEP EIGHT [][F][L][F][][][F][][F][S] [][F][][F][] [][F][][S][] [S][][] [][][L] [][L][] [][][] [][S][] [S][][] [][][] [][][] [] [] [] [] STEP ELEVEN STEP NINE STEP TEN STEP TWELVE [][] [][] [][] [][S] [][] [S][] [][L][][F][] [][F][][F][S] [][F][][F][] [][F][][F][] [L][][] [][][] [][][] [][L][] [] [] [] [][][] [][][] [][][] [] [] [] [] STEP THIRTEEN

[][S][][S][] [][][L][][] [][][][]

Left, Down, Right, Right, Up, Left, Up, Up, Left, Down, Down, Right, Up Alternate solution:

Right, Down, Left, Left, Up, Right, Up, Up, Right, Down, Down, Left, Up

This will complete the puzzle for you unlocking the door forward. Head up the stairs and go over to the Master Sword to Check it and watch the cut scene. Now that you have the Master Sword you can also transform in to a wolf whenever you want which means you can also teleport whenever you want.

Now head south and enter the left door of the ruins and turn around to look on the wall above the door. You will find a Male Snail to grab here for your collection. Now leave this area to the west.

Blow up the rock in the middle of the area and then transform in to a wolf by talking to Midna. Now use your senses and attack the Poe that comes out and get its soul.

Now search the ground where you blew up the rock with your senses on to find a dig spot that takes you in to an underground cavern. Kill all of the Baba Serpents and a chest will appear holding a Piece of Heart. Now head to the other side and get out of the hole.

The way out is back to being a stone wall, so your only choice is to teleport out of the area. Head for the Ordon Woods to start collecting items and work your way up to the top of the world.

Head south to Ordon Village.

Head south to enter the actual village area.

Head south to Ordon Ranch.

 You can herd the goats to see if you can beat your best time. Now transform in to the wolf and head in to the barn. Use your sense to locate a hole in the ground and dig down in to a secret cavern.

Transform back in to a human and make sure you have an empty bottle. Kill off all the Vermin and then attack the Rare Golden Chu. Bottle up its jelly and you will be able to replenish all of your health as well as get an attack boost when you eat it. You can always come back and get a refill when you run out.

Now warp to the North Faron Woods.

Head east staying in wolf form to enter the mist covered area. Head down the dock to have Midna help guide you with timed jumps and then go to the other side of the area. Once over on the large land head to the east side of this spot to have Midna help you with more timed jumps.

Now go up the ramp for more timed jumps and attack the Poe that is over here to take its soul. Now go back to the southern piece of land and get to the other side of the dark tunnel to head north past Coro and enter Hyrule Field.

Now head over to the pond and look underneath the bridge to the north to find a Clawshot spot to get over the wooden braces. Use it to find a chest holding an Orange Rupee.

Now wait for the sun to go down and head over to the middle of the field to find the Poe on a raised ledge with a tree that you can reach, take it down. Now head for Kakariko Gorge to the east, just before reaching the path connecting the two areas you should get stopped by the Mailman.

As you head in to the gorge area go left off the path and up the hill, at night head over to the tree at the top of the hill and attack the Poe that is sitting around here.

Now go across the path and in to the dark cave again that you previously explored. Take a right at the first intersection and then south at the next. At the third intersection go left and then left again at the final intersection to locate the Poe you couldn't defeat before. Once it is defeated head back out of the cave.

Now head back in to Kakariko Village.

During the daytime head over to Malo Mart and talk to Gor Liggs outside to find out that Malo Mart is taking donations for repairing the bridge to Castle Town to bring in more traffic to the area. Head inside and talk to Gor Ebizo to find him holding a donation box. Give him 1,000 Rupees to finish the bridge donations, you can get extra money by firing an Arrow Bomb at the bell above the sanctuary for a Silver Rupee. You must transform in to a wolf behind the building then get on top of it like you did before to grab it.

Now head in to the Graveyard.

Head east and crawl through the hole at the end to find the Zora Prince standing over here, talk to him. Now leave the Graveyard back to Kakariko Village to the west.

Head to the Bomb Shop to find a new bomb is available for purchase. Now teleport to Death Mountain by standing out of site from everyone.

Now climb the mountain with Midna's help and drop in to the hot springs to enter the elevator room and transform back in to a human. Step on the elevator and use the Iron Boots to activate it. Now head in to the Goron Mines to the north.

Head down the ramp and then jump to each platform as the lava stops firing up in to the air so you can make it to the other side. Now head through the cage on the right and smash the two barricades of wooden planks in the way. Now activate the switch and run past the blasting hot spot to the other side.

Activate the second switch to run past a second blasting hot spot and then jump the ledge to the platform. Turn around and cross the plank quickly on the right side to avoid the blasting hot spot from turning back on and jump to the next platform. From here climb the ladder and look to the right to jump to another platform.

Head to the right along a narrow ledge and kill the Torch Slug. Head back to the south and kill the Torch Slug here to activate a switch on the ground. Now you must quickly run to the north and leap the gap to the other platform and pass the next hot spot by going to the left.

Once down the path hop down to the ground below and enter the door to the north to enter the next area.

Activate your Iron Boots and let the giant magnet grab you and take you to the

second stop, then unequip the boots. Head up the ramp and activate the Iron Boots again as you kill off the Bulblins and Fire Keese. Let it take you to the north and then head through the door to the next room.

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Kill the Water Toadpoli by reversing the rock it spits at you with a Shield Bash, then hop over the rocks and hit the crystal on the ledge above with an Arrow or the Clawshot.

Head through the gates as they open and kill the Bulblin and the two Beamos to move north in to the next room.

Now make your way past the Archer Bulblins and get to the north east door area. Head north to the raised platform and then use your Clawshot to hit the net hanging from the platform ahead to climb it and get to the last chest in this area containg a Purple Rupee.

Now leave the dungeon by saving and quitting, then re-loading the game save.

As you head down the mountain to the south talk to the Goron just after the steam geysers to have him launch you on to the ledge to the west above the normal path. Wait until night and look to the south to find a Poe to take out.

Now head back in to Kakariko Village while it is still night and climb the stairs inside the Bomb Shop to make it to the roof. Now head over to the old destroyed bomb shed and kill the Poe here. Head up the path to the look out point to find another Poe.

Now quickly while it is still night head for the Graveyard.

Image: Second Second

Look around the graves for a Poe sitting around, then head back to the entrance and turn left to see a grave you can push just before you leave. Once pushed this will release a Poe for you to attack.

Now head back out of the Graveyard and in to Kakariko Village.

Pay off the rest of the bill for the new bridge and then Gor Ebizo asks for

2,000 more to buy out the shop owner, Do not bother giving any Rupees to this yet because we can get the cost lowered a lot. Now head out to the north and enter Hyrule Field.

Head to the west and you will find the bridge finished. Cross to the other side to find a Goron exhausted from all of the hard work, head back to Kakariko Village.

Now talk to Gor Liggs. You will be handed a huge barrel of Hot Springwater. You can not ride your horse with this barrel so you will have to run through the field on foot. Stick to the very southern edge to avoid as many enemies as possible and stand still to place the barrel down when you have no choice but to fight them off.

Once you reach the Goron with the barrel of Hot Springwater throw it on him to revitalize him back to his normal strength and watch the cut scene. Once he comes back he will drop off a Piece of Heart on the bridge for you.

Now head west through the cave and cross the bridge past the Bulblins to enter Castle Town.

Head south down the alley and enter the shoppers street. Head south to find the Goron shop and buy some fresh Hot Springwater to place in one of your 3 bottles and quickly exit to the south.

Head all the way to the south to find a Goron staring at a landslide ahead. Hand over the Hot Springwater and he will start to dig it out for you. Once you leave the area and come back you will have access to the area.

Now climb the tall rock as you head towards the castle and transform in to the wolf at the top. Dig down in to the secret cave below. Once inside transform back in to a human and kill the Tektites and a chest will appear holding an Orange Rupee. (You can use this for Malo's funds!) Leave this cave and wait until night to look around the stairs for a Poe.

Now descend back down the stairs and go west around the structure to find the White Wolf ready to teach you a new skill. You will now learn the Helm Splitter. Now drop down in to the water through the large hole to reach Lake Hylia.

You will appear on the dock, transform in to the wolf and then head along the land to find a Poe by the tree. Now go back to the docks and run along the shallow water of the small islands to make it over to the entrance to the spirit cave. Head along the boardwalk to the right of the entrance to make it to the connecting piece of land.

From there head south jumping (best in human form) to the other platforms and make it to the other side to find another Poe flying around. From here head north and jump down to a platform that allows you to jump on to another large platform. Turn left to go across the bridge and then climb the ladder and head west quickly to the tall tower and kill another Poe. Transform in to human form and climb the tall tower to talk to the man at the top, Auru, and you will receive Auru's Memo. We will use this a little later after we gather all the items we can in this part of the world.

Now the sun is most likely rising so head for the Spirit cave and enter it. Go along the left path and jump to the two platforms ahead and then use the Clawshot on the vines. Climb up to the top and then head through the door in to a cave room. Light the two torches and a chest will appear beside the other two containing a Heart Piece. The other two chests have Bombs and a Blue Rupee.

Now leave the spirit cave and turn to the left to cross the boardwalk again. Head over the wood bridge and climb the ladder to hop up a ledge. Now transform back in to a wolf and use the stone to howl the tune coming from it. Once you succeed play the song with the White Wolf and it will allow you to find it for another skill.

Turn around and head to the left to find the Dark Cave you entered previously and enter it again. Follow the path to the right and then the right again to reach the third intersection. Here you will find a Poe to attack. Now go north and take a left at the next intersection.

Make your way to the north eastern intersection to attack another Poe. Now head south and curve to the west. Once at this intersection move to the south and attack the next Poe. Leave the cave by stepping in to the light ahead.

Now head over to the cannon house and get launched up to the top, pay for a ride on the cucco and get on at least the first ledge of the floating game island below. Now attack the Poe on the second to last level of this floating fort for a soul.

Head back up and buy another ticket for the cucco game, jump off to the left and keep turning to the left to find a hidden ledge underneath the building. Land here and transform in to the wolf to take out a Poe at night. You will now have the 20 Poe souls that Jovani wanted you to get.

By now it is daytime so transform in to the wolf and head over to one of the two Eagle Grass spots to call on your large bird friend that you gained while in the Twilight Realm. This time through the river you will get to play a mini game collecting fruits for points. You must score 10,000 points or more to win the prize here. To do this you must chain your fruits together by getting the same ones after each other. Once you start seeing the red Strawberries, only get these and you will easily break way beyond the 10,000 point margin. My High Score was 56,334. Once you beat the 10,000 point mark you will earn a Piece of Heart.

Head back to Lake Hylia and use the cannon to get on the upper level if you have to. Head south across the bridge and underneath the large tree. Once you cross the small wooden bridge look up on the wall to the right to find a large boulder you can shoot a Bomb Arrow at and reveal a spot for the Clawshot. Climb up to this spot and then fire some more Bomb Arrows across to the other boulders across the gap.

Clawshot over to the next two spots and kill the Poe at night for its soul. You can also open a chest here for a Purple Rupee. Up in this spot you will also find a circle of grass that houses a dig spot in the middle that leads to a cave below. You will now encounter the Bubble, Fire Bubble, and Ice Bubble. Once defeated a chest will appear on the other side containing an Orange Rupee.

At this time the landslide the Goron was clearing out is now clear so you can freely out of any of the three exits of Castle Town when you need to. Make your way back to Kakariko Village as you should have enough Rupees now to donate for the cause.

Now that you have repaired the bridge and helped refresh the Goron so he can start his store back up in Castle Town the 2,000 Rupee donation has dropped to a small 200 Rupee price. That should fit your budget just fine. Hand over the 200 Rupees and the snobby store with outrageous prices will close down. Do as Malo instructs and start to head for Castle Town now.

On your way over to Castle Town the Mailman will stop you to hand a letter over to you from Malo. Now head out to Castle Town.

Head in to the central square and head inside the new Male Mart store. Inside you will find everything redecorated and the prices have been cut a lot. You can now afford the 100,000 Rupee Magic Armor for just 598 Rupees. Go out and collect more so you can buy it.

Magic Armor allows you to be invincible against your enemies, however it sucks up Rupees to keep the magic going. When you run out of Rupees you will not be able to move very well in the armor as well, so only use the armor in big fights when you really have to. Also note that with this armor you can always empty a chest in the dungeons if you are full by equipping this armor now and letting it suck the amount out that you need.

Now head over to Princess Agitha's and drop off the bug that you found for some Rupees and then head in to the STAR Tent since you now have a Clawshot. Use it on the mesh sides of the cage and you can go from one side of the cage to the other very quickly and gather all of the stars. Once you get them all you will gain the Big Quiver to hold more arrows.

Now go to Jovani's House and talk to him to allow him to move again. He will still be a gold statue though. As for the cat it is completely cured. He will hand you a Bottle with Great Fairy's Tears in it and tell you that you can get more from a cave in the west part of the Gerudo Desert. He will tell you to get 39 more souls to make the 60 to see if that will complete his soul.

Before heading further in to the story we must collect a few more Poe Souls before moving on. Leave Castle Town to the west and enter Hyrule Field.

You will notice that not only are Bulblins attacking you but Helmasaurs and Baba Serpents have been added to the area. Head north to enter the northern Hyrule Fields and you will find Lizalfos attacking you here. Now head left from the path you came from and you will find a patch of grass with a circle in the middle. Go in to wolf form and dig a hole here to land in a cave below.

Stay in wolf form to kill off the Deku Baba's inside and kill off two Poe's down here. Now leave the underground cave and head over to the bridge at night to find another Poe to kill off. Now go southwest to the western side of Hyrule Field.

At night head to the south end to find an ampitheater with a Poe at the bottom of the seats to kill. Now head through Castle Town to the east side and kill the Poe on the bridge. Now have Midna teleport you to Zora's Domain.

Head out of the throne room and dive off the waterfall. Now head over to the east piece of land and climb the ramps to find a Poe at night floating around. Now swim over to the west bank and use Midna to climb two timed jumps to get behind the waterfall and you will locate another Poe.

Now go south along the river to the Upper Zora River.

As you enter the area wrap around to the right and cross the river to the opposite bank with the torches on it to find another Poe to kill. Now head for the north side of the broken Bridge of Eldin.

Look on the east wall for a spot to use the Clawshot and get on the ledge with the bug you collected a while back. Head south along the ledge and enter the cave here.

You will enter a large cave with lava everywhere. Kill off the Fire Keese and then make a decision to either take a short cut or clear out the entire cave. If you want to take the short cut go to the middle of the platform and turn to the west to look all the way down for a magnetic beam going on below, there is a beam below the first beam here. Run off the ledge and equip the Iron Boots in mid-air after passing the first beam to get taken by the current, or go to the edge of the ledge and kill the Bulblins with Bomb Arrows, or standard Arrows. Drop down on to the magnetic beam that is closer to you. If you took the shortcut skip this paragraph. Run off the edge and jump off to the magnetic beam as you equip the Iron Boots in mid-air. Now drop to the land below and head up the path. Now run off the next ledge and equip the Iron Boots in mid-air like before to get caught by the current. Drop down in the tunnel turn to the right to kill an awaiting Dodongo. Go in to the fenced off area and open the chest for a Red Rupee. Now go back to the tunnel and run off the edge as you equip the Iron Boots for the magnetic beam below.

This is where the shortcut and the normal path merge. Drop down from the magnet and light the two torches to make a chest appear containing an Orange Rupee. Now continue along the path to kill a Dodongo and open the chest for a Piece of Heart. Head down the tunnel to exit the cave.

This concludes the available items at this time, so now you are ready to move on with the story.

At this time you should have the following:

11 Life Containers

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) O Heart Pieces

Big Wallet (600 Rupee Max) Big Quiver (60 Arrows Max) Golden Bugs (21 of 24) Hidden Skill (4 of 7) Scent of Ilia Poe Souls (29 of 60) Fish Journal Letters (8 of 15)

Auru's Memo Bomb Bag (x3) Bottle (x4) Clawshot Fishing Rod Gale Boomerang Hawkeye Hero's Bow Iron Boots Lantern Slingshot

Teleport to Castle Town and head inside the gates.

 Your letter from Telma told you to come talk to some traveler's that have stopped by her bar, so head there now.

Head north and Telma will start a cut scene. Now talk to the three travelers by the table as instructed and learn some of the Hyrulian history; some that was mentioned in a lot of Zelda games, as well as some new information. After you talk to the three look at the map to find the location of Auru, which you should have already met earlier and head back to Lake Hylia.

*Note that if you look to the left as you walk in to the bar you will find the Mailman looking at letters by the wall.

Head over to the cannon house if you already grabbed the papers, otherwise talk to Auru at the top of the tall stone tower. Place the paper's in an item slot and then use them when standing next to Fyer to get a free ride to the Gerudo Desert.

Watch the cut scene and then wait for nightfall and go back to where you landed and look south. You will find a Poe to kill off and take its soul. head west to find a bug, Male Dayfly flying around to catch. Now head along the southern wall and go west to find some ruins with a chest on the southeast corner.

Turn to the north and go down in the second trench you come to and head west. Soon you will find another bug, Female Dayfly to catch. Now go to the southwest where the structure is sticking out of the ground. Use your Clawshot on the old tree to get up a level, then use the Clawshot on the flying Peahat; in previous Zelda games the Peahat was an evil creature that tried to hurt you.

Drop on to the higher ledge and then you will be closed in to a small area to fight the Twilit Messengers. Use a sword spin on all three to kill them all off and then climb the small ledges up to the side of the broken bridge piece to kill the Poe at night. Now that you found the missing bridge piece have Midna take it to the Bridge of Eldin, then warp back.

When you reappear you will notice an entrance that was blocked by the bridge. This is the Cave of Ordeals, do not bother entering it yet as you do not have all the items needed to complete it. Now head north and a Bulblin Camp will spot you. Kill the two charging groups of Bulblins and get on one of the Bullbo's that are left behind.

Now that you have the power of a Bullbo head for the camp and start ramming in to the wooden structures with the A button used to put the Bullbo in to a mad rage. Once you destroy the camp head to the east to find a dead tree to use the Clawshot on it. Wait for night if it isn't already and kill the Poe that appears. Once it is killed, dig down in to the hole it was flying around to kill two more Poes. In the underground cave you can destroy the bomb rocks to light three torches and then open the chest that gives you an Orange Rupee. Leave the cave and head back in to the camp to steal a Bullbo by the fire, head north through the gates that are blocking the way and climb the ledges.

If it is still night transform in to the wolf and run past the White Wolf to come to a dead end with a Poe to kill. Now return to the White Wolf and transform back in to human form to talk to him and learn a new skill, Mortal Draw. Now head down the path to the right to move on to the next area.

Head north and start using the Hero's Bow with the Hawkeye combo to snipe the Bulblin from the tower to the right of the gate. Head past the first wall and look to the left to snipe another Bulblin sitting on the ground. Head to the right where the tower was that you sniped the Bulblin and then climb on the crate to look through the small window.

Snipe the Bulblin walking around on the ground as well as the Bulblin in the tower to the right. Now head down the path the other way, climb the steep ramp and snipe the sitting Bulblin. Turn around the corner and snipe the Bulblin on the tower to the left as well as the one sitting down to the right.

Now go to the northwest corner and look through the window for a Bulblin walking on the ground, snipe him from this position. Stay along the left wall and wrap around slowly to snipe a Bulblin coming up a ramp around the corner. Head down this ramp and carefully look around the corner to snipe another Bulblin on the ground.

Now go through the area you cleared out through the small window earlier and turn to the left to snipe the last Bulblin, take the Small Key he drops. Now attack the roasting Bullbo and it will explode after a couple of hits revealing a Piece of Heart. Now head back to where the last sitting Bulblin was by the torch and unlock the gate to the Bullbo.

As you approach the Bullbo a cut scene will start with King Bulblin attacking you once again. Perform the Back Slice skill or the Helm Splitter to deal some serious damage on him. After three hits he will run away and catch the place on fire. Take this opportunity to run over to the Bullbo that is now getting to its feet and ride it out the way you came smashing your way straight to the north and in to the next area.

Turn back around and get off the Bullbo to climb the ledge and re-enter the Bulblin stronghold. Straight ahead back in the room you were just in is a Poe that appears at night, take care of it. Now head back the way you were going to the north. If it is still night head up the stairs and look to the left for another Poe flying around. Now head to the other side and light the torches to get a chest to appear and open it for a Purple Rupee. Now it is time to head in to the temple.

At this time you should have the following:

11 Life Containers

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) 1 Heart Piece

Big Wallet (600 Rupee Max) Big Quiver (60 Arrows Max) Golden Bugs (23 of 24) Hidden Skill (5 of 7) Scent of Ilia Poe Souls (37 of 60) Fish Journal Letters (8 of 15) Auru's Memo Bomb Bag (x3) Bottle (x4) Clawshot Fishing Rod Gale Boomerang Hawkeye Hero's Bow Iron Boots Lantern Slingshot 2.14 - Arbiter's Grounds

Room 1: Entrance

Head down the long hallway and turn to the left to use the Clawshot on the spot. Now jump to each platform and quickly get on and off the square one as it will sink. Now roll out to the land with the gate, and roll again to the other platform on the other side of the gate to the right.

Kill the Stalkins that attack and then use your Clawshot to grab the lever so it pulls it out of the quick sand. Now pull on it to open the gate to your left and go through it. To the right of the locked door are some pots and a filling station for the lantern. Now smash through the wooden planks on the other side.

Head across the sand with a roll and open the chest for the Small Key. Now turn around and quickly roll back over to get on the ledge as a swarm of Poison Mites come after you. They will jump on you and slow you down so do not get caught with them on you as you cross sand. Head through the locked door.

Head in to the dark room and light the lantern. Head in to the room and fight off all of the Stalkin as they come up from the ground. Once they are all dead navigate around the room to light the two torches by the door and head through to the north.

Head straight ahead and then watch the cut scene. Transform in to a wolf and attack the Poe and take its soul. Just like in the Forest Temple of Ocarina of

Time killing these Poe's will release the flames to re-open the doors again. Smell the fallen Poe to learn the Poe's scent and you will be able to track the remaining three down.

Head to the right of the stairs going north and Clawshot over to open the chest for a Piece of Heart. Now go to the left side of the stairs and roll across the sand to each platform and open the chest for the Dungeon Map. Now go to the east side and dig to the right of the door to find a chain that once pulled will drop the floor to reveal stairs to a door. Head down and enter the door.

Kill the Bubble and then grab the lever in the center to turn it counter-clockwise revealing a chamber with a Redead inside. Attack from a distance due to its scream makes Links bones shiver until he is attacked. Open the chest inside for a Small Key. Now turn around and look up in to the hole in the ceiling to find a spot to use your Clawshot, do so.

Kill the Rats and transform back in to wolf form to follow the Poe Scent through the door.

Now kill the two Bubbles and search the walls for the Poe to kill him. Now head south back through the door.

Drop down the hole and rotate the pillar clockwise to get back through the door you came through.

Watch the cut scene as the fire heads to its place back on the torch. Now head east through the door without going down the stairs.

Head straight to the east and enter the next room.

Roll over to the northwest platform and then roll east to avoid the hidden spikes in the sand. Roll to the platform on the right and then north for safe passage as you kill the Bubble and Moldorm.

Climb up the ledges and facing south pull the cage to the north. Then face east and push the cage in to the hole until it stops moving. Now climb up the stairs and go to the right to wrap around the ledge and leap over the stairs towards the spikes. Once here grab the chain and pull it until the chandelier is raised high enough to let you run underneath it.

Head up the stairs and kill the three Bubbles to reach a statue. Go behind it and open the chest to get the Compass. Now grab the lever in front of the statue and push it to turn the room and reveal new doors. Head to the east and kill the Redead to open the chest behind the wooden planks for the Small Key.

Head west following the Poe's Scent and open the locked door to move on.

Fight your way through the corridor with the Stalkins and the Redead a little further in as you track down the scent. Once they are all dealt with you will find the scent goes in to the ground next to the wall. Dig here to locate a chain to pull which will reveal a moving wall to your right. Once the wall is open you can attack the Poe inside for its soul and free the fire.

Now head north and go through the door.

Head down to the lower level and turn left to open the chest containing the Small Key. The lights will go out and a nest of Ghoul Rats will head after you. Transform in to the Wolf and use your sense mode to see the rats and kill them all.

Now get on the upper level and jump the gap to the right and unlock the door to head back to the main hall.

Watch the cut scene as the fire heads to its place back on the torch. Jump across the chandelier to the west and enter the next door.

Head down the stairs and drop down before the cage to push it forward until it falls in to place. Climb up on the cage and pull the chain towards the chandelier to raise it and then run underneath it to open the chest on the other side for a Red Rupee.

Look to the east for a Clawshot spot and head over there to drop down below. Head along the path killing the Bubble and then opening the chest you find holding another Red Rupee. Get back to the chain and pull it to go under the chandelier but stop in the indented part to allow the chandelier to fall over you.

Head west and enter the door.

Room 10: Stalfos Room

Head over to the skeleton laying down on the ground and watch the cut scene. You must knock the Stalfos back down and then place a bomb on it to fully kill it. Once it is dead the door will open back up. Before you head through the door smash all the wooden planks to get the two chests containing Bombs and more Bombs.

Now go through the door to the south.

Head up the stairs and roll across the sand to get some good distance and run over to the other side. Now you must solve the torch lighting puzzle. Simply look at the torches with your Wolf sense turned on to see that the Poe went to the front torch and the back left one only.

After lighting the two torches the wall will move revealing the way out.

*Note that if you light the wrong ones you will get attacked by a swarm of Stalkins.

Head in to the room and transform in to the Wolf if you haven't already. Watch the cut scene as the Poe turns in to 4 of them and then circles around you. Use the Lock-on to find the real one and attack it once they stop moving to finish the battle. Now head north through the door.

Now use your Clawshot on the same spot you did before and head through the door to the west.

Watch the cut scene as the fire heads to its place back on the torch and the gate raises. Head north deeper in to the dungeon.

Head in to the room and kill the Bubbles then go to the east and enter the door here.

Drop down the pit and kill the Bubble above. Now turn the lever clockwise twice

and you will see a chest to the south. Do not go for it head on as hidden spikes will shoot out of the ground. Head west through the tunnel and wrap around to open the chest and get a Small Key.

Now turn the lever counter-clockwise and descend to the second basement and enter the door to the south.

Transform in to the wolf form immediately and head in to the room. Prepare to fight more Ghoul Rats and head west and then north to cross a nonworking spike trap. Before you hit the next trap turn to the east and cross the sand to the other wall and turn south.

Now head south until you reach the southern wall, before you pull the chain to move the wall head west and kill the rest of the Ghoul Rats as well as a Redead in the opposite corner. Now pull the chain and get back to where the Redead was but cross to the left just before that area to safely make it to where the door is closing and slip through quickly.

Turn to the west and wait for the rolling spikes to come at you to run around it and roll to the next safe land. Spin attack all of the Poison Mites and wait for the rolling spikes to go away from you this time to run along the edge and get to safety before it hits you. Roll to the other side and then roll over to the south side to find Ooccoo in the pot here.

Now head north through the door.

Start by killing off the Poison Mites with spin attacks and then roll in to the room right after the log swings by to make it over to one of the two alcoves. From here continue to get moving to the north and drop in to the next area of this room.

Here you must fight two Stalfos, you can either do the classic attack and bomb or simply shoot them with Bomb Arrows to kill them. and head east to kill a third one in the alcove. Once all three are dead a door will open back up in the spiked log area.

Roll to the left alcove once the log swings by and head through the new area. Now get out your Clawshot and start using the spots on the walls to move quickly up the slope to the other side before to many Poison Mites get on you to slow you down to much.

Leap across the gap and head up the stairs to enter the door.

Head in to the room and chop one of the ropes securing the sword to activate a cut scene. Now transform in to the wolf and use your sense to see a spirit using the sword.

Use the A Button to latch on to him when he flashes white and tap the button to

bite him repeatedly. Soon he will become somewhat solid, so transform back in to human form.

Shoot him with the Bow and then take out your sword, he will fly around you and soon land. Once he lands to attack hit him first to make him collapse, take this opportunity to get some good jump attacks in on his head. Once he is defeated head north and open the chest at the end to get the Spinner.

Now go on one of the sides of the room and use the Spinner on the track along the side of the wall to get over the pit you dropped in to to get to the chest. Jump off the track and head back through the door.

Now use the Spinner on the right wall as you come through the door to ride the track. Once you reach the sand jump off the track and get to the other side to get on the other track and head up to the ledge with the door.

Nulling N

Activate the Spinner and use the rail to your right to gain speed. Now transfer to the ledge on the left and move to the right. De-activate the Spinner and climb this ledge to get to a chest on the other side holding Bombs.

Get back on the ledge and head west to jump to the other ledge on the right and get to the chest for a Red Rupee. Roll off the ledge and head around the corner to the right to get on to a floor here and open the chest for a Yellow Rupee. Now head across the sand with the Spinner to the middle of the room and ride it up the track and over the spike log.

Kill the Stalfos and head up the steep ramp to open the chest for a Piece of Heart. Now head along the track on your left if facing the chest, timing it right so you don't get hit by the swinging log. Once on the upper ledge hit the A Button to jump track and get on the opposite side to move on with the track.

Hop track in mid-air before you run out and get on the other track to have it drop you in to an enclosed area and attach to another track piece to get up and over in to another part of the room.

Get off the Spinner and go to the far wall and look right to shoot the Stalfos with a Bomb Arrow and head over here to kill a second. Open the chest for a Yellow Rupee. Head the opposite way and go up the ramp to find a middle ramp. You must use the Spinner to go across the pit as you jump from side to side and avoid the other spinning spikes on the track.

Once on the other side head through the door.

Nulling N

Head over to the large chest and open it to get the Big Key. Now use the Spinner on the track along the side of the wall to get over the whirlpool of sand and back in to the main room. Stand over the cog shape in the floor and activate the Spinner to lock it in to place. Now tap the A Button and turn the cogs to activate the spinning wall. Head inside and use the Spinner to go up the track to the very top and you will find a Fairy to place in a bottle if you don't already have one. Now use the Spinner to start back down but once you reach the ledge that is just above the center island with the ledge sticking out on your side jump off the track and let the momentum propel you over to it.

Land in the center cog lock and spin by tapping the A Button again to activate the torches and make a hidden Spinner track appear out of the sand below to reach the path above. Get on the new Spinner track and head up to enter the Big Boss door.

Head down in to the pit and start a cut scene and then run up to the edge to use your Spinner to start riding around the room in a circle. Avoid the Fossil Stallord's breathe and jump off the track when you get to the back side of the beast. Avoid the Staltroops it summons and press the A Button just before hitting the spine to attack. Repeat this for a total of three times and the beast will fall over.

The room will now sink down and darken again leaving a lifeless head and you alone. Head to the middle of the room and use the Spinner lock in the middle of the pit and tap the A Button to raise the center stone to normal level. Watch the cut scene and then get on your Spinner to use the track on the pillar you just raised to get back up.

As you head up the head of the Twilit Fossil Stallord will attack with fireballs. Jump to the other side and wait until it tries to hit you with another fireball until you jump back to the center again and raise up more. Eventually the skull will look at you, take this time to leap off the track and strike it with the A Button just before hitting it to knock the skull out for a few. Drop to the ground with it and attack the motionless head until it gets back up. Repeat this until it is defeated.

Grab the Heart Container and then cross the bridge to go through the door. Save your game when prompted and then you will be outside on a ledge.

Head up the stairs and then through the hall to start a quick cut scene.

Ninter Chamber

Head towards the statue and then the familiar gates will come up as five Twilit Messengers drop down to attack. Take them out and then ride the path to the top of the statue and tap the A Button in the Spinner lock to unlock the ruins. Watch the cut scene and then teleport to the Bridge of Eldin.

Now start running north and the Mailman will deliver another letter to you. Head north along the path and you will reach a small wooden bridge. Cross it and use the Spinner to get on the track along the side of the wall and ride it down to a cliff with a dig hole for you to use.

Transform back in to link and shoot the three Stalfos with Bomb Arrows to make quick work of them. Once they are all destroyed a chest appears holding a Piece of Heart. Continue to head north to Hyrule Field.

Go west across the field and go to the far west path to use the Spinner on a track you find here. You will have to jump from one side of the wall to the other to make it to another track, then jump again repeating multiple times to make it to a hidden ledge above. Open the chest you find here for another Piece of Heart which will create a full container if you have followed this guide so far.

Now make your way to Castle Town.

Now head over to Telma's Bar and talk to everyone to learn your next move. Look at the map to get the location of Ashei. Leave the bar and teleport to Zora's Domain.

Leave the throne room and drop off the waterfall. Now head to the west and enter the tunnel to head up in to the next area.

Move forward to find Ashei standing at the edge and watch the cut scene. You will get Ashei's Sketch. With no plan yet head back to Zora's Domain and show the Zora guarding the entrance to Snowpeak and he will tell you that the fish it is holding is called a Reekfish and only Prince Ralis was able to catch them.

Now get to a spot where no one will see you and teleport to Kakariko Village.

If you head over to the inn you will hear from the two kids downstairs that Prince Ralis is at the cemetary praying. Head there now.

Graveyard

Show Prince Ralis the sketch and he explains that the Reekfish can only be found in the Zora Village. He will hand you his Coral Earring so you can catch a Reekfish. Now teleport back to Zora's Domain.

Zora's Domain

Leave the throne room and dive off the waterfall to the area below. Now head east in to Zora's River and enter the Fishing Hole.

With your new hook you can now get the Sinking Lure. Head straight up to the water and turn left to go behind the cabin and fish in the water over here. Eventually you will catch something on your hook and pull it out to find the Sinking Lure.

With the Sinking Lure it attracts anything and can not be used when you have a guide in the boat with you or she will throw it out and you will have to catch it again. Now head back to Zora's Domain.

Swim to the east area and start fishing for the Reekfish here. Once you catch a Reekfish transform in to Wolf Form and smell the fish for a scent and forget the Poe Scent. Head west following the trail with your sense activated.

Drop down and hop across the icebergs to reach the other side. Now with your sense view on follow the trail as you attack the White Wolfos that appear. Follow the trail and as you come out from the second rock on your left look to the left to find a Poe flying around here to take its soul.

Follow the path to the wall of ice and go to the left a little bit to find a ramp you can climb get up the mountain. Continue to the left a bit with your sense view on to find a Poe by a lone tree at the edge of the cliff. Now turn around and hug the wall on your left. When you reach the fork in the road head right and kill the Poe by the tree. Now go back to the fork in the road and take the other path carefully up the mountain. Once you reach a snow wall slam in to the center of it to make the snow fall and reveal a ramp to climb up as you kill two Ice Keese.

Now climb up the mountain to find a Howling Rock to summon the White Wolf and activate a spot to learn a new skill. Follow the trail and dig at the hole where a recent landslide occured to enter a cave.

Transform in to human form and go around the ice blocks without touching them to avoid being frozen solid, then climb the ladder and vines to reach a door to the top of the mountain. As you approach the yeti you must fight three Twilit Messengers and then a portal will open, use this time to teleport to Kakariko Village.

Head east and enter the Graveyard.

Head up the steps to reach the hole where you will find the White Wolf waiting to teach you a new skill. You will learn the Jump Strike. Now teleport back to Snowpeak and talk to the Yeti, named Yeto.

Roll in to the tree and make a leaf fall, then walk over to it and select it with the A Button and start sliding down the mountain like on a snowboard. Take the main path or locate the shortcut, you will need it for later anyway and make your way to the end and locate Yeto's house.

Turn around and transform in to the wolf form and run up to the mound on the left just as you cross the bridge. Get on the top and kill the Poe here to get its soul and then head in to the house.

At this time you should have the following:

13 Life Containers

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) O Heart Pieces Mirror Shards (1 of 4)

Big Wallet (600 Rupee Max) Big Quiver (60 Arrows Max) Golden Bugs (23 of 24) Hidden Skill (6 of 7) Reekfish Scent Poe Souls (45 of 60) Fish Journal Letters (9 of 15)

Bomb Bag (x3) Bottle (x4) Clawshot Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Iron Boots Lantern Slingshot Spinner

2.16 - Snowpeak Ruins

Move forward and transform in to wolf form to kill the Poe flying around here and then track down the Chu's. Now head through the north door.

Head over to Yeto's wife, Yeta, and she will hand you the map to the house as well as the supposed location to the key so you can unlock the room with the mirror. Now go through the door to the east.

Number 1 Number 2 Numbe

You will enter the kitchen as Yeto is cooking food for Yeta and you. Now check the south east corner to find Ooccoo stuck in another pot. You can use as much soup as you want to refill your hearts two at a time. Now go through the north door.

Push the southwest block to the east. Now push the northeast block to the west. Push this same block to the south and then push one of them in to the other so you can then push it on to the unfrozen switch.

Head west through the door.

Transform in to the Wolf Form and dig to the west through the crack in the wall to reach the courtyard.

Nulling N

Kill the two White Wolfos that attack and then open the chest for a Red Rupee. Now go north to see the top of another chest poking out of the snow, go in to Wolf form and dig it out to get a Small Key.

Now either jump through the open window or use the door to the east to enter the room.

Head north and kill the two Mini Freezard by repelling them with your shield and striking them with the sword. Head north and unlock the door to enter the next room.

Kill the three Mini Freezards then enter the east door.

Head south towards the door and a gate will fall down as two Chilfos attack. Once they are defeated head through the door and open the chest for an Ordon Pumpkin. Now head south through the door.

Climb the boxes and hop down the other side, now go through the south door.

Talk to Yeto and he takes the Ordon Pumpkin from you, the soup now restores 4 hearts. Head out the door to the west.

Head over to Yeta and talk to her and then head north out of the room.

Nulling N

Head north killing the three White Wolfos and then jump through the open window to the west and go through the door.

Head in and kill the Mini Freezards throughout the whole room. Once they are all killed go back and grab the Iron Ball on the floor. Make your way back to the cannon on the north side and drop it in the hole in the back. Now turn the cannon to the east and drop a bomb in the hole to fire off the Iron Ball.

This will shatter the ice to the east, head over to this area and open the chest you find to get more Bombs. Now repeat the cannon process aiming it to

the south and fire it to reveal a door. Head south through the door to the next room.

Use your Clawshot and shoot the Mini Freezards as you go. Now cross the beams and slide down a slippery slanted one. You must now face east and leap from beam to beam while fighting Ice Keese and shooting another Mini Freezard to make it over to the chest where you will get the Compass. From here use the Clawshot to shoot the spot on the wall by the door and leave.

Kill the Mini Freezards as you head east through the door.

Transform in to a wolf and search the area for a dig spot and dig to find a chest under the snow containing a Small Key. Now head through the door to the west.

Grab an Iron Ball and place it in the holder on the wall next to the east door you came through. Now go through the east door back to the Courtyard.

Nulling N

Pull the lever on this side to make the Iron Ball roll to the other side and take it to the cannon to load it. Now aim the cannon at the Freezard and fire the cannon with a Bomb in it. Kill off the Mini Freezards that appear and then head through the door.

Head north and a cut scene will start with a fully armored Lizalfos with a Ball and Chain. You must wait until he throws the ball at you, dodge it off to the side and then get to his back side to attack the tail to hurt him. Do this four times with some good jumping attacks and you will defeat him.

Once defeated go to the ball and grab it to obtain the Ball and Chain. Head north in to the next room.

Smash through the ice wall straight ahead and open the chest for some Ordon

Goat Cheese. Now go south through the door.

Head south through the next door.

Head south and enter the door.

Talk to Yeta and she will mark your map again as well as open the west door to look through the rest of the house. Head east first back to the kitchen.

Give Yeto the Ordon Goat Cheese and he will add it to the soup which will allow you to get 8 hearts refilled per serving. Now head back through the west door.

Head through the west door that she just opened for you.

Head through the north door.

Nulling N

Push the crate to the north and grab an Iron Ball to bring it back to the south door and load it in to the holder. Now head through the southern door.

Pull the lever to load the Iron Ball in to the room and then forget about it for now. Head over to the west side of the room and smash through the ice with the Ball and Chain. Now wait for the Freezard to spray its cold air away from you and advance to find a spot open in the cage. Swing the Ball and Chain in to the cage and destroy it. You can optionally destroy the Mini Freezards since they can not attack you down there.

Head up the spiral a little more to find another Freezard trapped in a cage. Wait for the Freezard to spray away from you to advance, this time climb up in to the alcove on the left. Wait for the Freezard to spray to your right now so you can safely get over to the opening and defeat the Freezard.

Smash the ice at the top of the slope and kill the two Ice Keese that appear. Head back down the slope and take the Iron Ball to place it in the cannon and turn it to face it east, but do not fire it yet.

Now head to the south room where you will be able to use the Ball and Chain on the floor just to the right of the red carpet opening a passage to the room below. Drop down and open the chest for a Piece of Heart, then Clawshot back to the room above.

Now go through the door to the north.

Turn to your left and kill the Chilfos and then hit the hanging platform a few times to get it swinging. Time your jump to make it on to the swinging platform and then jump to the other side. Kill the Ice Keese and open the chest for the Small Key. Now get back on the platform and use the Clawshot on the spot to get back over.

Smash the ice and head through the south door.

Head to the side room straight ahead and then go east to unlock the door and enter it.

Smash the ice on the left to reveal a Clawshot spot and then hit the hanging platform with the Ball and Chain a few times to get it swinging. Time your jump to get over to the other balcony and kill the Chilfos and then get back on the platform.

Now turn to the south and hit the next platform with the Ball and Chain to get on it. Kill the Ice Keese that attacks and then get to the next platform to kill another. Now get to the platform with the chest to open it for a Piece of Heart. Drop down and smash the statues in the entry to reveal a Poe and two chests containing a Red and Yellow Rupee.

Head up the left stairs and Clawshot to the spot you revealed. Now cross the platform to the other side and enter the door.

Kill the Mini Freezards by approaching them and then swinging the Ball and Chain arround to let them get hit by it to automatically kill them off. Now go near the ice in wolf form to get a Poe to attack and claim its soul. Head north through the door.

Push the crate on the east wall to have it fall below. Now drop down and use the Ball and Chain on the frozen crate and center button. With one crate on the other button, make sure the other crate near it is just to the right of it. Now push the crate you just unfroze to the south.

Now push the crate that is over the first switch to the north. Now push the crate in the southwest corner to the east, then north. Now push the northern block to the west, south, east, north and you will activate the new switch.

Climb up the crate you pushed down on the north side and get back to the doors you were at earlier. Now head through the door to the west.

Nulling N

Run along the broken wall like it is a sloped path and kill the Chilfos as you go. Head north and Clawshot over the wall to enter the door to the east.

Nulling N

Now use the Ball and Chain on the hanging platforms to reach the other side and open the chest for a Small Key. Head through the door to the south.

NUNINARY NON 4: Freezer

Drop down and climb back up the side to reach the south door.

Head to the locked door to the west and head through.

Kill the two Freezards and the Mini Freezards they drop as they die. Now head to the west side and push the crates down in to the pit below. Head west and fire the already loaded cannon to get the Iron Ball on the ledge of the crates you just pushed.

From here load the Iron Ball in the holder by the north door and go through it.

Pull the lever and take the Iron Ball to the cannon straight ahead to load it in there. Aim the cannon at the Freezard to the northwest and fire it to kill it off. Now hop down the west side and go through the west door.

Nulling N

Head north to climb the ladder and kill off the Mini Freezards left over from the Freezard. Head through the west door.

Start moving around the room smashing the pews with the Ball and Chain while Chilfos appear and attack. Clear out the whole room to make the door to the north open and then go inside to find a chest holding the Big Key. Exit to the east.

Nulling N

Yeta will be outside waiting for you and will lead you up to the room, head up the ramp to the north. Now unlock the room and watch the cut scene.

While the large mass of ice moves towards you use your Ball and Chain to whittle down the size. After the fourth hit it will start to shoot out Mini Freezards in a large circular radius. Avoid by standing out of the ray in which it fires or shoot the Ball and Chain straight through it while attacking the ice mass.

Once you hit it 8 times another cut scene happens and Yeta is encased in a crystal as ten other crystals form around her. Watch the reflection in the floor as the crsystals chase you. They will start to spin just before striking the ground so constantly move. Once they are all down, hit them with the Ball and Chain to help make an escape for the next step to the attack.

Whatever crystals are left from your attack will go back to the main crystal forming a circle over you and then they will fall down around you. Quickly get out of the circle by going through an open spot where you destroyed a crystal earlier and then Yeta will crash down in the middle, crushing you if you can't escape. Now turn around and hit her with the Ball and Chain. Repeat this three times and you will win the battle.

Gather all of the hearts that drop and get the Heart Container and Mirror Shard as promised. Now teleport out of there.

At this time you should have the following:

14 Life Containers

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) 2 Heart Pieces Mirror Shards (2 of 4) Ball and Chain Big Wallet (600 Rupee Max) Big Quiver (60 Arrows Max) Golden Bugs (23 of 24) Hidden Skill (6 of 7) Reekfish Scent Poe Souls (48 of 60) Fish Journal Letters (9 of 15) Bomb Bag (x3) Bottle (x4) Clawshot Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Iron Boots Lantern Slingshot

Spinner

Teleport to the top of Snowpeak and talk to Yeto and Yeta to start a sledding race. My time was 1:13; once you beat Yeta not Yeto you will win a Piece of Heart. Now head south across the bridge far enough to teleport to the top of Snowpeak again.

This time head through the door to the east. Head down through the tunnel to reach the ice and smash the one on the left to find a Poe to kill. Smash the other side and light the two torches to get a chest with an Orange Rupee to appear. Now teleport to Upper Zora's River to head down the southwest river to the northern Hyrule Field.

Get off on the east side to wrap around the northern path and enter the cave you opened earlier that had an ice block blocking the way forward.

Smash through the ice block with the Ball and Chain then enter the next section of the cave to start the first of three block puzzles. Push the southeast block north and then west. Now push the southwest block east. Push the northwest block south, east and then north. Now push the north most block west, south, east, and finally north to open the gate to the third section. This second one is a little more challenging so I had to start using a diagram to continue.

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Now head north to the third and final block puzzle. Once again this one was pretty tough so I had to make a diagram.				
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Now head through the gate to the north and open the chest for a Piece of Heart. Now leave the cave.

Now head back to Castle Town and go to Telma's Bar to learn of your next move. As you cross the bridge you will get a letter from the Mailman. Now head in to Castle Town.

Head to Telma's Bar.

Talk to Telma and the others, then check out the map to get Rusl's location marked on yours. Head out and teleport to the North Faron Woods.

Head north and go to Rusl to start a cut scene. Pick up the Golden Cucco and leap over the branch straight ahead to land on the ledge in front of you. Now leap to the next ledge and the to the ground in front. Use the Gale Boomerang to turn the bridge and then float over with the Golden Cucco.

Turn the bridge again and then float over to the other piece of land. From here float past the swinging logs to the small ledge and then to the larger piece of land. Now enter the entrance to the Sacred Grove.

Head forward and the Skull Kid will reappear summoning puppets. Kill them and chase after him through the only opening. Now chase the light and look through the tunnel to see light shining on the other side. It should be the path to the left of when you first enter the room. Now climb the ledge in the back of this room and attack the Skull Kid behind the tree to scare him off.

Jump off the ledge and head to the left through the new entrance following the light. Jump in the water and head under the waterfall to find a path heading up to the tree stump and kill the Poe in wolf form. Follow the path and take a right in to the next area. Pass the large tree with ledges on it and look through the tunnel to the left to see a light shine through once in a while, head through this one.

Light the two torches here to make a chest appear holding a lot of Bombs. Now

head through the next tunnel with light in it to move on. In this area shoot the Skull Kid with an Arrow and then follow him through the newly created tunnel.

At the fork in the road take the right path with the light coming from it. Now go through the left path. After that go through the water to the door on the left. Now pass the large tree with the ledges and take the right path and then a sharp left in to the next area. Take the next left, followed by another left. Now climb the steps of the large tree and get on the bridge. Look up in the trees to the right and shoot the Skull Kid with an Arrow.

Head through the tunnel he opens across the bridge. Drop down and head straight ahead through the tunnel to the next area. Now drop down again and move forward to start a cut scene. Hit the Skull Kid three times with an arrow and he will let you in to a secret place.

Head up the path and then push the block to reveal the same place where you found the Master Sword a while back. Now head to where you first got the Master Sword and wait for nightfall and kill the Poe that appears. Head over to where you took the sword and use the A Button to place the sword back in its slot to unlock the entrance to the temple you are looking for.

Now head down the stairs and as you cross the triforce a portal will open dropping five Twilit Messengers and a lot of Keese will fly in as well. First start killing off the Keese and then kill off the messengers so you can claim a portal to this area finally.

Head to the ruins and climb up the block you dropped and then head over to where the statue use to be and enter the time portal.

At this time you should have the following:

14 Life Containers

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) 4 Heart Pieces Mirror Shards (2 of 4)

Big Wallet (600 Rupee Max) Big Quiver (60 Arrows Max) Golden Bugs (23 of 24) Hidden Skill (6 of 7) Reekfish Scent Poe Souls (51 of 60) Fish Journal Letters (11 of 15)

Ball and Chain Bomb Bag (x3) Bottle (x4) Clawshot Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Iron Boots Lantern Slingshot Spinner

Head down the stairs and turn to the right and look on the column at the corner of the stairs to find the last missing golden bug for your collection. Catch it and then head back out of the room the way you came. Teleport back to Castle Town.

Head to Agitha's Castle and hand her the last of the bugs to complete the collection. You will receive the Giant Wallet which holds 1,000 Rupees. Now teleport back to the Sacred Grove.

Now head back through the doorway of time.

Head north to where you got the Master Sword again. Now place the sword back in the slot to activate a staircase and then you will see Ooccoo and her son head up the stairs, follow them and enter the Temple of Time.

Head all the way across the room and Midna mentions that there is only one statue. Transform in to wolf form and use your senses to look on the left side of the door to see the other statue that use to be there. Now back in human form grab the circular object on the square platform to the right of the stairs you came up and place it on the switch of the left platform.

This raises a ledge allowing you to climb on to a higher ledge. Now head up the stairs to find Ooccoo and she tells you that this is the temple she has been searching for. Head down the other staircase and light the two torches to make a chest appear containing a Small Key.

Now head back up the stairs and to the south to unlock and enter the door.

Kill the Young Gohma and then grab a large pot off one of the raised platforms to place it on the switch in the middle of the room. Now head south to open the chest for Arrows. Go east killing the next Young Gohma and then turn around to use the Ball and Chain on the pot making sure you are on the other side so you get trapped in to the hallway.

Head up the stairs to the next room.

As you head up the stairs start attacking the Lizalfos as they rush you. Enter the room and approach the Armos in the east corner to fight it, you must hit it in the back to hurt it. Once it is defeated open the chest that appears for the Dungeon Map.

Kill the Keese in the windows and open the chest in the south for a Red Rupee. Now take both heavy weights and place them on the switches to the north to open the gates. Head up the stairs and enter the door to the next room.

Head to the right and shoot the white Beamos in the eye wrapping around to kill the Lizalfos. Now head up the stairs along the outside wall using the Spinner when you reach the large gap. Now head across the bridge and to the central pillar to push the lever.

The lift will take you down in to the pit with the Baby Gohma, kill them all and the electrical field will drop. Now take the weight on the ramp and load it on the lift to take it back up. Run around the ring avoiding the two spinning wheels and take it to the southern side to place it on a switch. Now go to the east bridge to grab another and do the same.

Just as you place the second weight run up to the ledge that raises as a mini lift to reach a door and head in.

Head around the outside ledge and quickly get behind the Armos to attack the back before it even wakes up. Repeat for the second one and then a chest will appear to the west containing a Small Key.

Head up the stairs to the south and open the chest for a Red Rupee. Now head north and out the door.

Head around the ring again and go north to unlock and enter the door.

Kill the White Beamos and then hit the Green switch to move the walls. Run around where the White Beamos is and then go through the new opening. Stand on the circle and shoot an Arrow through the ring to hit the Red Switch and move the walls back.

Kill the White Beamos and wrap around the side to enter the next area. Open the chest to the west for the Compass. Now fire and arrow at the Green Switch to move the walls and head west up the stairs killing the two Lizalfos.

Shoot the Red Switch from the circle and head in to the next room to kill a Lizalfos and a partially armored Dynalfos. Stand in the circle again and shoot the Green Switch to move the walls. Head south to kill another Dynalfos. Stand in the circle and shoot the Red Switch to move the walls.

Now go south and head up the stairs to enter the door.

Kill all of the Young and Baby Gohma's to make a chest holding a Purple Rupee appear. Now head up the stairs and step on the scale. Grab the weight and toss it up on to the other scale to even out the weight. Now climb the ledge ahead and use the Clawshot to shoot over to the wall and drop down to grab the weight. Now drop down and head back to the scales and throw it on to the scale with the other two weights.

Climb up to the pillar and Clawshot on to the ceiling in the middle of the room to land on the top of a ledge. Now use the Spinner on the track to head to the right and get on the far ledge ahead. From here transform in to Wolf Form and kill the Poe. Head south and open the chest for a Red Rupee.

Now head east and enter the door.

Kill the Armos and two Helmasaurs on the floor and then use your Clawshot to get on the ledge above. Open the chest for a Red Rupee and then place the two weights on two switches. Now take both of the Helmasaurs helmets and place them on the other two switches to open the gate.

Open the chest below to get the Big Key and leave the room.

Now turn to the south and drop down a ledge to the one below and enter the door to move on.

Head down in to the room and shoot the White Beamos with an Arrow. Now time your run and head east to reach a safe hallway and go up it.

Kill the two Lizalfos and then run with the spiked log to climb on the ledge with the swinging blade. Get behind the blade and open the chest for a Small Key. Head to the northeast corner and take the weight and go around the gate avoiding the log to place it on the switch.

Move north up the stairs.

Head in to the room and kill the Baby Gohma and two Armos. Open the chest that appears and get a Purple Rupee. Now go west where the gate opened and unlock the door to enter.

Target Darknut and perform a backflip when he raises his sword above his head to get out of the way of the downswipe motion. Now immediately press the A Button to jump attack him a few times quickly before he blocks with the shield. Repeat this five times and then he will start to attack with a new weapon.

Now perform roll around back attacks and attack him as he recoils. Repeat this about five times and you will defeat him. Now open the chest for the Dominion Rod. Shoot the statue above you with the Dominion Rod and then walk it over to the bell to have it teleported out of the room. Head out of the room.

Use your Dominion Rod on the statue again and move forward. Now use the rod to have the statue raise its massive hammer and hit the gate to break it open. Head south and place a pot on the switch to load the statue on the lowered ledge. Now remove the pot once the statue is in place and direct it down the stairs.

Have the statue go through the current and step on the switch, de-activate the statue and step through. Now re-activate the statue and have it block the spike logs for you as you and the statue navigate around the turns. Now head down the stairs and have the statue smash the White Beamos.

Load the statue on to the ledge in the south and de-activate it for now. Use the Dominion Rod on one of the two weights beside the lift to activate it. Now have it go to the switch and de-activate it to weigh the switch down.

Re-activate the statue and have it go under the bell to have it teleported out of the room. Head north out the door.

 Activate the statue and have it go on to the scales. Now take the weight that is on the scale with it and throw it on to the other scale. Climb back up the ledge and Clawshot over to the ledge. Grab the weight and then throw it on to the scale with the others. Now use the Dominion Rod and activate the weight on top of the pillar and get it to come off. Pick it up and go up the stairs to drop it on the scale with the rest of them.

Now activate the statue and have it walk across to the next scale. From here throw all four of the weights on to the empty scale and get off the scales yourself to allow the statue the ability to go down the stairs.

Now get the statue under the bell and head out the door to the west.

Head down the stairs and activate the statue, move it past the wall that will close. Now de-activate it and hit the Green Switch to move the wall. Now go through the opening and re-activate the statue, have it land on the switch and de-activate it so you can walk through the electrified gate. Open the chest for a Piece of Heart to complete a container.

Now head back on the other side of the electrified fence. Activate the statue and have him follow you around the corner, up the ramp and down the stairs. Instead of shooting the crystal anymore just use the statue to smash the walls apart and get it to the bell. Now leave to the south.

Get on the central lift and raise it one more level to reach the statue. Now activate it and get it on the lift with you before you de-activate it. Lower the lift to the bottom and kill all of the Baby Gohma to de-activate the electric field.

Re-activate the statue and get him off the lift and out of the center. Have the statue smash the White Beamos and then slam the ground quickly so it kills all of the hiding Baby Gohma as well. Now head over to the west gate and use the Dominion Rod on the weight above to have it sit on the switch.

Transform in to Wolf form and kill the Poe inside. Now have the statue smash down the gate to the bell and let it teleport it out of the room.

Head back to the lift and place the weight on the lift to go up one level. Now take it to the south door and place it on the switch. Get the other weight on the east bridge and place it on the other switch, quickly move to the lift to let it raise you up and enter the door.

The room is now filled with Baby Gohma and Young Gohma, kill them and then grab a weight by the stairs. Now go up the stairs and throw the weight on to the left ledge behind the fence. Activate it with the Dominion Rod and walk it down the steps to have it hop in to the pit and on to the switch. Now go back up the stairs and activate the weight already on the ledge to walk it down and on to the switch. Open the chest that appears and get another Piece of Heart. Now leave the room.

Either drop and roll off the edge of the bridge or use the lift to lower down to the level below. Head east through the door.

Head down the stairs and kill the Keese, now use the Clawshot to get over the gate and kill the Lizalfos and Armos. Now take the statue down the stairs and smash the the gate.

Head across the room and load the statue in to the bell. Head north to leave the room.

Nulling N

Activate the statue and place it to the left of the door so you can proceed to the next room.

Nulling N

Shoot the White Beamos and then jump the gap avoiding the spike trap. Now dodge the second spike trap and use the Dominion Rod on the weight along the left side to stop the spiked log. Go past this spot and shoot the two White Beamos.

Now re-activate the weight and have it move on to the switch inbetween the two swinging blades to open the gate. Go through the gate and move the weight off the switch to open the next gate.

Kill the Young Gohma's and smash the pots to find a Fairy to bottle. Now unlock the boss door and head inside.

Nulling N

Out roll two jets of fire and then locate her in whichever corner she stops in. Now stand in the middle of the room and fire an Arrow in to its eye. This will make Armagohma fall to the ground, get over to the statue that it is closest to and activate it with the Dominion Rod, have it smash the spider. Repeat this two more times with the inclusion of killing the Bbay Gohma's she sends at you.

Now shoot the eyeball three times as it is protected by Baby Gohma and you will win the third Mirror Shard and a Heart Container.

Teleport out and head south. Go to the right of the stairs and use the Dominion Rod on the statue to reveal a Poe to kill. Now go to the left side and use the Dominion Rod on statue to reveal a hidden room with a chest containing a Piece of Heart. Now leave this time portal and talk to Ooccoo outside. 2.19 - Heading for the Skies At this time you should have the following: 16 Life Containers Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) 2 Heart Pieces Mirror Shards (3 of 4) Giant Wallet (1,000 Rupee Max) Big Quiver (60 Arrows Max) Golden Bugs (24 of 24) Hidden Skill (6 of 7) Reekfish Scent Poe Souls (54 of 60) Fish Journal Letters (11 of 15) Ball and Chain Bomb Bag (x3) Bottle (x4) Clawshot Dominion Rod Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Iron Boots Lantern Slingshot Spinner Now head for Castle Town to go to Telma's Bar.

Telma tells you Shad is in Kakariko Village looking around the area. Now head over to the table and talk to everyone as well as checking the map. Leave Castle Town to the east in to Hyrule Field. Hyrule Field

Head across the field for Kakariko Village and the Mailman will catch up to you to deliver a letter. Now continue on to Kakariko Village.

Head over to the sanctuary and speak with Renado to get Renado's Letter. Now head back to Castle Town to meet up with Telma.

Present the letter to Telma and she will tell you that the doctor was the one that brought Ilia to her. She gives you an Invoice of his tab at the bar and tells you to go find him.

Head to the medical building right before the eastern exit.

Once the doctor is done talking hand him the Invoice and he will mention that Ilia had a Wooden Statue when he found her. He spilled medicine on it which made it stink so he put it outside to dry and it was stolen.

Head to the back of the office and push the crate to the side to find a green stench on the wall and floor. Transform in to Wolf Form and smell the Medicine Scent forgetting the other and follow the trail. Use the crate to get on the ledge and smash the pots as you head outside.

Head to the left and open the chest for a Red Rupee. Now jump down and follow the scent trail. You will find yourself back in front of Telma's Bar where her cat will tell you it stole it, but it was then stolen by dog beasts. Now head out the southern gate and wait for nightfall.

Walk around the field and a massive group of Stalhounds will come out to attack, kill them all and then eventually the Wooden Statue will come popping out in a cut scene. Now warp back to Kakariko Village.

 Head in to the sanctuary and hand Ilia the statue. Ilia will remember a little more from what happened and then the elder Goron will mention that the statue was from a tribe that protected the royal family long ago. You must find a hidden village in the Lanayru Province by heading across the Bridge of Eldin.

Now get Epona and leave the village to the north. Head across the Bridge of Eldin and go to where Darbus went to help open the cave for you.

Get across the small wooden bridge and look to the left to see a new cave has been opened where the red dot is. Head inside and walk up to Darbus to watch him smash through the wall.

Darbus tells you that the place is swarming with evil, 20 at the most with both Bulblin Archers and Bulblin Warriors. Head through the cave and equip the Hawkeye and Hero's Bow to snipe the enemies so they don't see you.

Approach the sign of the village and a cut scene will start as some western shootout music starts to play. You get a counter with how many are left, so start advancing down the street sniping them all. Once they are all killed the woman will come out of hiding named Impaz.

she will hand you Ilia's Charm which should be the key to saving her memory. Now head to the east building and climb through the windows to get to the far east side. You may have to transform in to a wolf in the cave leading back to Hyrule Field if the game glitches. In wolf form go to the Howling Rock and activate it to get the location of the final skill.

Now teleport to Castle Town.

Head up to the entrance to the castle and approach the White Wolf to start your final training, the Great Spin. Now teleport back to Kakariko Village.

Head in to the Sanctuary and give Ilia the charm. She will then recall a lot of her memories and hand the charm back as the Horse Call. Now head outside and call Epona to head north for the Hidden Village again.

Transform in to Wolf Form and go back to where the Howling Rock was along the east wall and talk to the Cucco here to start a Cat Hunting minigame.

- 1. On top of the stack of crates just after the sign.
- 2. Just to the left of #1 by the post holding the balcony up.
- 3. North of the stack of crates from #1.
- 4. North of the stack of crates from #1, will come running up to you.
- 5. In the street sitting to the right of the cart.
- 6. In the southeastern corner.
- 7. At the door of Impaz's house.
- 8. Just to the left of Impaz's house near the back.
- 9. Enter the northeastern house and go up the stairs and around the balcony.
- 10. Just outside #9's location.
- 11. In the alley inbetween the eastern buildings.
- 12. Enter the southeastern building, on top of the stack of crates.
- 13. On the floor of the southeastern building.
- 14. In the southeastern building, use the Clawshot to reach the second floor to reach the cat.
- 15. On outside balcony of southeastern building.
- 16. Use the Clawshot on the mesh on the northwest building to find the cat on the balcony.
- 17. On the balcony of the middle western building.
- 18. Head around to the back of the balconies on the middle western building and jump through the windows to the southwestern building.
- 19. Drop down to the first floor from #18 and find the cat behind the barrels.

20. Behind the middle western building in the back alley.

Now head to Impaz's house and get the Piece of Heart there and head inside. Show the Dominion Rod to Impaz and she will hand you the Ancient Sky Book. Now go back to the north west building and use the Clawshot on the mesh to get up on to the balcony and go around the corner to the right. Once it hits nightfall a Poe will appear here for you to attack.

Now head out for Kakariko Village.

Head in to the Sanctuary and drop in to the hole. Head over to Shad and hand him the Ancient Sky Book and he will then mark your map with all of the owl statue positions throughout Hyrule. The Dominion Rod will also power back up as well. Due to the object in the center of the statue you can not easily bring it to life and move it. You still need to locate the magic word that is missing. Climb out of the pit and teleport out to the South Faron Woods.

Head north up to Coro's hut and take the western path you blew open earlier. In here you will locate a statue that you can bring to life. Behind it is a glowing circle that when stepped on will start a cut scene. You will obtain one Sky character. Now have the statue walk over and fall in to the pit. Transform in to Wolf Form and go up the sloped rock to have Midna help you on some timed jumps. Now enter the next area to open the chest for a Piece of Heart. Now teleport to Kakariko Gorge.

Head north to the marking on the map and move the statue to reveal another glowing circle. you will locate one Sky character. Now teleport to the Bridge of Eldin.

Kill the Bulblin Archer on the right and then use the Dominion Rod to move the statue on the left. Stepping on the circle will let you obtain one Sky character. Re-activate the statue and head across the bridge to the other tower and kill off all of the enemies attacking you.

Now have the statue fall in to the pit to the right where the tower is falling apart and then de-activate it once it is about in the middle. Jump across the gap using the statue as a center piece and get to the room on the other side. Climb the ladder and kill the Bulblin up here before opening the chest containing a Piece of Heart.

Now teleport just outside of Castle Town.

Head up the hill to the ampitheater and kill the Bulblins at the bottom so you can move around free. Use the Dominion Rod on the statue to move it off the pedestal and towards the seating to create a bridge for you to jump across and get another Sky character. Now head around the corner to Lake Hylia.

Wrap around to the left as you enter the area just before the bridge to find the statue within the cliffside. Get it off the ledge and position it under the vines so you can use the Clawshot on the vines and drop down on it. Leap over to the ledge and get another Sky character.

Now warp to the Gerudo Desert.

Head east across the desert to reach the small ruins and activate the statue on top to move it in to the pit below. Use the stair-like blocks to jump over to the statue and get up to the circle to fill the last of your book with the characters needed. Now teleport to Kakariko Gorge and head towards Kakariko Village to activate the mailman. He will deliver a letter from Shad telling you he is waiting at the Sanctuary.

Now head back to Kakariko Village.

Enter the Sanctuary and drop in to the hole to meet up with Shad, hand him the Filled Sky Book. Shad will take the book and speak the new word to make the ornament on the statue dissolve. Once he leaves the room use the Dominion Rod to activate the statue and move it to reveal a secret chamber.

Head down the tunnel and enter the chamber for a cut scene as Shad enters behind you. Talk to Shad and have him leave, then have Midna teleport the cannon to Lake Hylia.

Now head across the bridges and talk to Fyer who immediately wants a tour of your cannon. Now pay him the 300 Rupees he asks for and he will start to work on it for several days. Once you are ready to head up go around back and use your Clawshot to enter the cannon and Ooccoo will join you as it fires you off.

At this time you should have the following:

17 Life Containers

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) O Heart Pieces Mirror Shards (3 of 4)

Giant Wallet (1,000 Rupee Max) Big Quiver (60 Arrows Max) Golden Bugs (24 of 24) Hidden Skill (7 of 7) Medicine Scent Poe Souls (55 of 60)

Fish Journal Letters (12 of 15) Ball and Chain Bomb Bag (x3) Bottle (x4) Clawshot Dominion Rod Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Horse Call Iron Boots Lantern Slingshot Spinner

Nulling N

Use your Iron Boots to walk underwater with your Zora Armor equipped to breathe and open the two chests down here for Water Bombs and a Red Rupee. Now head east killing the Baba Serpent and enter the Shop.

NUNINARY NUNIN

Talk to Ooccoo on the right to get her in your inventory, she will help you warp back to this shop at anytime. Buy any supplies you may have forgotten and head back out.

Now head along the north path to the main city. Now shoot the crystal above the door with an Arrow to open the gate and head through the door.

NUNINARY NUNIN

Grab an Oocca and fly across the gap to the ground to the north. Now go to the corner and use your Clawshot on the vines to go up a level. Grab the Oocca with the Clawshot and use it to fly north again. Now climb up the ledges and enter the door.

You will now face a Helmasaurus, the larger version of the Helmasaur. Head over to the northwest corner and Clawshot to the window where you will find a Fairy to bottle if you need to. Now go to the southwest corner and Clawshot to the window and go through the hole in the grate.

Room 5: Peahat Gorge

Climb down from the window ledge and use your Spinner in the Spinner lock to turn the gears which will make a bridge cross the channel to the building beyond. Clawshot to the vines across the gap and then cross the bridge avoiding the fierce wind. As you cross Kargarok's will most likely attack you so be on guard. Head through the door.

Head west and jump the small gap, then use your Clawshot to hit the southwest spot on the ceiling and lower yourself down to the chest. Open the chest to obtain a Small Key, then drop to the ledge below and use the Clawshot on the vines to the east to get back up on the floor. Head through the door you came from.

Head across the bridge, when you reach the door the dragon from earlier will come down and destroy the bridge you just crossed. Now enter the doorway.

Clawshot to the vines on the pillar and shimmy around to drop on the ground. Now head east through the next doorway.

Head around to the right and kill off the two Baba Serpents to reach the Spinner Lock. Just like last time use your Spinner and move the gears to bring out a bridge to the other tower.

Cross the bridge and unlock the door with the Small Key you obtained.

Kill the two Helmasaurs and head to the south wrapping around the side. Use the Clawshot on the crystal to de-activate on of the fans and head back around. Use your Iron Boots to go past the first fan and then use the Clawshot on the pillar to avoid the next fan.

Drop down on the other side of the pillar and then head east through the door.

Open the chest to the right to get the Dungeon Map, then return to the previous room.

Head south across the blue falling blocks and enter the door.

Head south and then turn to the east to jump a gap to another platform. Now wait for the updraft to die off and jump the gap to the east again. From here walk along the skinny ledge and use the Gale Boomerang to get the Tile Worm out of the ground.

Wait for the updraft to quit and then jump the gap to the other platform. Turn to the north and kill the Tile Worm ahead. Head west along the very edge and jump to the ledge below to open the chest for a Yellow Rupee. Jump the gap back to the edge and head east to kill another Tile Worm and wait for the updraft to die off before jumping.

Now head south and enter the door.

Nulling N

Use some Bomb Arrows to kill them off at a distance and then go to the southern end of the room to use your Clawshot on the vines to get to the ledge above. Use the Clawshot again on the egg hanging in the center and pull it down to activate the updraft machine.

Grab an Oocca and fly out to the updraft just as it turns on to reach the ledge straight ahead and enter the door.

Turn to the right and Clawshot the hanging egg to open a caged alcove holding a chest. Now take the Oocca and jump off the ledge in to the updraft as the wind machine turns on and aim to the southern wall to slowly descend in to the alcove. Open the chest for a Red Rupee, now take the Oocca and fly out to the wind and head west. Get to the far side and open the chest for a Purple Rupee.

Now take the Oocca and fly through the hole in the wall and go west to land on the ledge. Use the Clawshot on the egg hanging on the ceiling and activate the updraft to the east. Now fly over with the Oocca on the updraft in the middle of the room and use this new updraft to get through the hole in the wall to the east.

Now head through the door to the north.

Head over to the edge and turn to the left to shoot the Clawshot at the hanging egg and acivate the gate below. Now take the Oocca here and fly to the eastern

side. Now start to slowly and carefully descend ledge by ledge with an Oocca and get to the door to the east.

Nulling Noom 13: Fan Descending Nulling N

Fire your Clawshot at the egg in the middle of the fan and equip your Iron Boots to lower the egg which stops the fan. Now descend through the blades and land on the ground of the next room.

Wait for Aeralfos to block with the shield which happens to be a spot for the Clawshot. Fire the Clawshot at the shield and pull Aeralfos in so you can slash at its stomach. Eventually he will then fly out of the window and surprise attack from one of three openings.

Look at each one to spot him and then quickly fire the Clawshot at him to once again pull him in to attack. After doing this a few times he will then be defeated. Now Clawshot to the alcove on the west and open the chest for another Clawshot. Now that you have two Clawshots you can move about more freely in the air.

Head to the edge and look a little to the left to fire your Clawshot at the spot on the ceiling. Now lower yourself a bit and fire at the next spot on the ceiling. Lower a little bit and look at the fan where you dropped through earlier and shoot your Clawshot at the vines to get out of the room.

Nulling Noom 13: Fan Descending Nulling Noom 14: Fan Descending

Head west through the door.

Use the Double Clawshot to head around the walls of the tower until you can use a Clawshot to grab on to the hanging egg above. Once you are hanging on it, descend to where the gates have opened and use the other Clawshot on one of the spots on the other side of the gate to get pulled in before it closes on you.

Now go through the door.

Go to the edge and Clawshot the spot on the pillar, you must now quickly use the second Clawshot on the next spot which is diagonal to you. Make it across the gap before the pillar pieces fall off the poles and open the chest for the Compass.

Now head west through the door.

Room 7: Gorge

Shoot the Clawshot at the Baba Serpent to stun it and then shoot the grating to cross the bridge underneath. Repeat for each grate and descend a bit so the Baba Serpent can not reach you when it wakes up. At the last grate shoot the vines to the left and climb back on to the floor above. Now go through the door.

Cross the falling blue blocks and then use the Clawshot spot under the hanging pillar to get over the pit. Now use the second Clawshot and hit the spot above the door to cross the rest of the way, enter the door.

Shoot from Peahat to Peahat and then enter the door to the west.

Head over to the vines and aim the Clawshot down to the spot on the pillar. Now quickly aim to the next pillar and zig-zag across to the final pillar in the opposite corner. Drop down on to the floor and then use the Clawshot through the hole in the wall to the spot on the wall.

Now shoot the left target on the opposite wall and then the grate in the alcove straight across to reach the floor here. Kill the two Baba Serpents and open the chest for some Arrows.

Shoot the target on the right and then shoot the grate on the wall. Jump through the hole in the wall and then fight off the Chu's to the left. Drop to the east and kill the two Baba Serpents under the floor. Use the Clawshot spot on the ceiling and descend to shoot the crystal with the other to open the gate behind you.

Now descend more if you have to and shoot the spot on the other side through the open gate to the spot. Now look up and to the right to shoot the grate on the wall and continue up through the shaft to safely make it to the floor above. Turn around and jump to the ledge and open the chest for a Red Rupee.

Now head east across the first gap, use the Gale Boomerang on the Tile Worm and then leap to the other side. Open the chest after killing the Chu's for some Bomblings. Now head back across the gaps and enter the northern door.

Kill the large Baba head and throw a bomb in the plants mouth when it finally opens. Now kill the three normal Baba Serpents and then use the Clawshot to get on the spot of the pillar. Immediately shoot the vines to your left and climb to the top. Now kill the Baba Serpent and hop over to the ledge and open the chest for a Yellow Rupee. Now hop back down to the pillar and descend to the floor below.

Now climb up on the ledge and kill the two Keese flying around. Carefully cross the ledge to the chest and open it for some Arrows. Continue across the small walkway and kill the Baba Serpent at the end. Now drop on to the lower floor and kill the two Keese flying around.

Grab the ledge on the wall and shimmy across to the other side and kill the hanging Baba Serpent. Open the chest here for a Piece of Heart. Now shimmy back across the wall and use the Clawshot on the pillar above, followed by the pillar to the left of this one and then up on to the vine covered pillar. Now shoot the spot in the middle of the ceiling and descend down on to the bridge in the middle of the room and kill the Dynalfos.

Head across the bridge and out the door on the other side.

Kill the three Baba Serpents and then use the Peahat to cross over the wall to the south. Drop down and wait for the Peahat on the left to come over so you can ride it over the second wall.

Kill another Baba Serpent and then head to the west corner to open a chest containing a Red Rupee. Now head over to the vines and wait for a third Peahat to come by and Clawshot on to. From this Peahat Clawshot on to the other Peahat floating above the island.

Transform in to Wolf Form and kill the Poe here, then open the chest for a Purple Rupee. Now Clawshot on to the stationary Peahat and wait for the other one to come back. Once on the second one lower yourself so your chain goes through the crack in the wall.

Once on the other side of the wall shoot the Clawshot at the next Peahat and position yourself so your body goes through the hole in the wall. Drop down on the other side to kill the Baba Serpents and open the chest in the corner for some Bombs. Now use the Peahat to get up on to the ledge above.

Now head through the door to the east.

Use the Peahats to go in a half circle and reach the southern ledge to enter the door.

Open the chest for a Piece of Heart, now go back through the door you came from.

Head back across the Peahats but this time go east when you reach the middle

Peahat. Once across descend down and enter the door to the east.

Kill the two Dynalfos with your Bomb Arrows or the blade. Now head west and Clawshot up to the vines. Climb up to the ledge and drop down so you can kill the Kargarok. Turn in to Wolf Form and cross the rope and go to the right. Turn back in to Human Form and kill the spiders on the vines before you climb up and over.

Go down the other side and open the chest for a Red Rupee. Now transform back in to Wolf Form and cross the ropes to the other side. Kill the Poe and then open the chest for a Purple Rupee.

Now head back around the ropes and cross the vines again. Go around the ledge the other way and cross the ropes and kill the Kargarok on the pillar to move safely. On the other side head through the door.

Avoid the two Helmasaurus' and get to the other side of the room. Use your Clawshot on the hanging egg and the wind will stop, now you can kill them off. Open the chest for the Big Key and leave the room.

Drop down to the ground below and go to the southern end of the area to locate another door to enter.

Head around the edge of the room and kill the Helmasaurs. Open the chest for a Red Rupee and then shoot the ceiling with the Clawshot. Lower yourself through the gap where the fan use to be turning and then look to the north for a hanging egg to activate. Clawshot over to it and activate the Iron Boots to start the fan to the north.

Now descend with the Clawshot and head through the northern door.

Now shoot the Kargarok's with your Hero's Bow and then use the Double Clawshot to cross the rotating fans. When you reach the other side Clawshot the grate covering the stationary fan to find a chest holding a Purple Rupee.

Now drop down and go through the door.

 Upon entering you will find two Aeralfoses ready to attack. Defeat them both the same way you did the first one. Now Clawshot the fan above the door to the south. Then get on the stationary fan in the middle of the room and look back to Clawshot the crystal to get it moving.

Clawshot the fan to the north and start working your way up the fans. Once you make it to the second set of alcoved fans drop and check the pots for a Fairy you can bottle if you need to. Now make it to the top stationary fan and activate the crystal to get it moving. Use the Clawshot on the spot above the final door.

Unlock and enter the door.

Turn to the left and use the Clawshot on the grate, then on the vines. Now shimmy around and climb up to the floor above.

Quickly climb the tall pillars by Double Clawshotting up them to reach the top. Now when Argorok comes back equip your Iron Boots and Clawshot his tail to weigh him down smashing some of the armor off its body.

As Argorok comes back to scrape the ground equip the Iron Boots again as the wind will pick up from his wings. Now climb the pillars again and wait for him to get close so you can weigh him down again, this time it will get really angry and shake the rest of its armor off as the storm picks up. Peahats have also come out of the ground and started flying above the pillars.

Now climb the pillars again and start going from Peahat to Peahat so you can reach the back of Argorok. Target his weak spot on the back and shoot it with the Clawshot to attach to his back. Now start slashing at him until he crashes to the ground. Repeat this again.

Now on the third try Argorok will start changing the direction of his fire breathing making it a little more difficult to reach his back. Once Argorok is defeated you will obtain the final Mirror Shard as well as a Heart Container.

Now Clawshot in to the back of the cannon and head back down below.

At this time you should have the following:

18 Life Containers

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) 2 Heart Pieces Mirror Shards (4 of 4)

Giant Wallet (1,000 Rupee Max) Big Quiver (60 Arrows Max) Golden Bugs (24 of 24) Hidden Skill (7 of 7) Medicine Scent Poe Souls (57 of 60) Fish Journal Letters (13 of 15) Ball and Chain Bomb Bag (x3) Bottle (x4) Dominion Rod Double Clawshots Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Horse Call Iron Boots Lantern Slingshot

Spinner

Warp to Kakariko Gorge and head to the southern section heading west. Locate the large rock coming out of the abyss and use your Double Clawshots to hit the spot on the rock and then back to the cliffside on another spot. Now shoot over to the vines on the tall rock and shimmy around to land on a piece of land to open a chest containing a Piece of Heart.

Now teleport to Castle Town and run around the field to the north to get the Postman to deliver you two letters. Now head in to Castle Town.

Now that you have the Double Clawshot head over to the STARS game again to give it a go on a more difficult level. Utilize both of the Clawshots and gather all of the stars to get your prize, the Giant Quiver.

Now if you want you can head out to the Cave of Ordeals which is a 50 room slaughterfest of monsters. You will need to go here if you want to get the rest of the Poes as well.

Teleport out to the Gerudo Desert in the Gerudo Mesa portal.

Head in to the cave on the top of this hill where you released the last bridge piece to enter the Cave of Ordeals.

At this time you should have the following:

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) 3 Heart Pieces Mirror Shards (4 of 4) Giant Wallet (1,000 Rupee Max) Giant Quiver (100 Arrows Max) Golden Bugs (24 of 24) Hidden Skill (7 of 7) Medicine Scent Poe Souls (57 of 60) Fish Journal Letters (15 of 15) Ball and Chain Bomb Bag (x3) Bottle (x4) Dominion Rod Double Clawshots Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Horse Call Iron Boots Lantern Slingshot Spinner

18 Life Containers

This cave is not hard in any way, it just takes a little bit of nonstop time to complete since you can not leave it and come back later without restarting the entire thing. I only had to refill once at room 46 with the Great Fairy's Tears the second time through being on one Heart.

Drop down in to the room below and kill the Bokoblin here to open the next door forward.

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Once again drop in to a lower room and kill off the Keese and Rats that attack.

Use the Clawshot on the three hanging Baba Serpents to drop them to the ground before you jump and dispose of them immediately. Now kill the fourth one in the

center to open the next door.

Drop in to the room and kill the three Skulltula roaming around to head through the door.

Drop down and kill three Bulblin Archers to advance.

Drop down in to the room and kill off the Torch Slugs, watch out for the ones that will drop down from overhead as you run around.

Drop in to the next room and fight off the Fire Keese and Dodongos as they lunge at you.

Drop down and fight off the red and blue Tektites to open the next room.

Nullin Null

Drop down and immediately turn around to kill the two Bulblin Archers under the ledge. Now focus your attacks on the two Lizalfos.

Drop down and check the sparkles in the middle of the pool to find the Great Fairy. She will release fairies in to Ordon Spring for you to go to and collect at anytime when you need them. You need the Spinner to move on through the rest of this point, this is used as a check to see if you have Arbiter's Grounds.

Nulling N

Drop down and use a Spin Attack on the horde of rats attacking you. Once they are disposed of take out the three Helmasaurs and use your Spinner to ride the rails over to the door. Drop down in to the enclosed area and head through the door.

Drop down and fight off a large sized Purple Chu that breaks in to a lot of pieces. You can make quick work of it if you tap the B Button.

Drop down and use your Clawshot on the bubbles to pull the Chu Worms out and kill them before they crawl back in to the protective bubbles.

Drop down and fight off the Keese inside the skulls known as Bubbles.

Drop down and start swinging your sword in to the masses of Bulblins as they come in to attack you.

Drop down in to a darkened room and fight off the Keese and Rats.

Drop down and kill off the Stalhounds and then transform in to Wolf Form to kill the Poe.

Stay in Wolf Form and drop down to find the room filled with Leevers. Let them circle you and then use Midna's attack to get them all. There is a dig spot in this room along the side that contains a Heart.

Drop down and a lot of Chu's will drop from the ceiling. Bottle the Blue Chu if you want to and kill everything.

Drop down and inspect the sparkles in the pool again to have the Great Fairy

release more fairies at Faron Spring. You will now need the Ball and Chain from the Snowpeak Ruins as a check to see where you are in the game.

Drop down and kill the Ice Keese followed by the Bokoblins. Now take out your Ball and Chain to smash through the ice barrier and move on.

Drop down and take out the Keese and Rats. Now transform in to Wolf Form and use your senses to bring some Ghoul Rats in to view. Use Midna's attack to shake them off and kill any straglers. There is a dig spot near the middle with three Hearts in it.

Drop down and fight off an army of Stalkins as they rise from the ground.

Drop off to one of the sides to only awaken one of them and use the Ball and Chain to take it down. Slowly advance over the others and do the same.

Nulling N

As you enter fire an Arrow at the Bulblin Archer on the outpost. Now drop down in to the room and dispose of the rest of the warriors.

Fire three Bomb Arrows at the Stalfos to kill them immediately before you drop down for an easy battle.

Drop down and fight the three Skulltulas and the Bubbles. There is a dig hole in this room with a Heart.

Nulling N

Shoot a couple of Bomb Arrows or lob some Bombs over the edge at the crowd to kill some of them before dropping down, you may want to throw the Magic Armor on.

Nulling N

Shoot the two Stalfos with Bomb Arrows and then drop down to take out the Fire Bubbles and Stalkins.

She will now release more fairies in to Eldin Springs. You must now have the Dominion Rod fully functioning to continue on. This is a check to see if you completed the Temple of Time and re-activated the Dominion Rod afterwards.

From the top of the ledge shoot the back three Beamos to create an area where you can safely stand and kill the Keese flying around. Now destroy the last two Beamos. Use the Dominion Rod on the two statues to move them off the switches to get the gate to open and proceed.

Nulling N

Use the Clawshot on the Torch Slugs hanging from the ceiling before dropping down and then head down to kill the Fire Bubbles and Fire Keese. Now focus on the Dodongos that are wandering around.

Once again use the Ball and Chain, be careful of the Redead that is underneath the ledge. You will want to drop and quickly start swinging that Ball and Chain right in to it to make a safe spot. Start going around the room in a wide circle taking out two more of them and the Poe will start to come towards you soon. Kill the Poe in Wolf Form and then take out the last Redead.

Transform in to Wolf Form and turn on your senses before you drop in. Take out the Ghoul Rats and then focus on the Chu's that drop. You can also just get close to a group and start tapping the B Button and you will fight most of them off. There is a dig spot here with a Heart in it.

Leap off to the side of the room and continously move around as you kill off all of the Ice Keese. Now get to a safe side of the Freezard and hit it with the Ball and Chain. Once it is smashed you will have to fight off the Mini Freezards that appear.

Drop down and deal a massive attack on them with the Ball and Chain. If you come through a second time there will be twice as many Chilfos as there were the first time.

Either use your Magic Armor or transform in to Wolf Form to use Midna's attack on them and make quick work.

Nulling N

Shoot Bomb Arrows at the Chilfos below, it takes two Bomb Arrows a piece. Watch out as the Ice Bubbles will fly up here to attack. Now drop down and run from back to front avoiding the Freezards breathe on both sides as you kill the Ice Bubbles and Ice Keese. Once they are disposed of work on one Freezard at a time to finish the room.

In this room you must fight two Darknuts at once. Drop off to the side and head towards one, then back off so the other doesn't get your attention yet. Once you defeat one, go after the other. If you come through a second time there will be a third Darknut underneath the ledge waiting for you immediately so just hang and drop to start fighting him without getting near the others.

If you don't remember how to attack Darknut simply L-Target him and jump to the side when he swings at you. Use this opportunity to attack him making the armor fall off. Eventually all of his armor will fall off, now jump to the side as he throws the weapon away at you and draws his sword.

You will need to roll around behind him and back attack to get him to lose his footing. Use this time to attack him, after a few attacks he will be defeated.

The Great Fairy will release fairies to Lanayru Spring. You will now need the Double Clawshot to move on. This is to check and make sure you completed the City in the Sky.

Drop off to the side and hit one of them with your Ball and Chain to get its attention. When it gets close hit it again to stun it and run around the other side to attack the life source. Repeat for the other eight and then use the Clawshot on the spot to get up and use it again on the next spot behind the raised wall to reach the door.

Drop down and spin attack all of the Red Bokoblins, then deal with each of the Baba Serpents.

Nullin Archers and Lizalfos Nullin Archers and Lizalfos

Equip your Magic Armor and drop in to the room. Quickly take out the Bulbin Archers that are along the outter wall and then focus on the Lizalfos.

Kill one of the Dynalfos with a Bomb Arrow from the distance and the other three will usually run in a group to investigate what happened. Quickly fire another Bomb Arrow in the middle of all of them and you can kill three of them with one arrow. Drop down and transform in to Wolf Form to kill the final Poe. You now have all 60 Poe's and can visit Jovani whenever.

Nullin Null

As you enter hold the L Button to shield yourself. Kill the two Bulblin Archers with your Arrows. Now have the Ball and Chain in your quick inventory and jump to one side. Quickly turn to the Redead and throw the Ball and Chain at it to knock it down. Destroy the lookout towers with the Ball and Chain as well, and finish off the other Redead. Now kill the Chu that drops and head through the door. There is a dig spot containing three Hearts.

Nulling N

Fire Bomb Arrows at the Chilfos and then transform in to Wolf Form to drop down and dispose of the Ghoul Rats. You will need to run from side to side as there is another Freezard underneath the ledge below. Once the Ghoul Rats are taken care of kill the two Freezards.

Drop in to the room as a horde of rats comes from behind and Stalkins raise from the ground. Tap the B Button and just melee through the mess to move on.

Drop in and all three of the enemies will see you right away no matter where you land. L-Target one of the Aeralfos and continously walk around to wait for it to get ready to attack you. Shoot it with the Double Clawshot and bring it back down to the ground to attack.

Once it starts blocking focus on the next Aeralfos and do the same. Switch back and forth and you should be able to get them both before they ever attack. Now focus on the Darknut that is trailing around you the entire time to own the room.

This is the final fighting room, you must fight three Darknuts the first time through and four the second time. Hang and drop off the ledge to fight the Darknut hiding under the ledge and then focus on the others one at a time to move on swiftly.

Since you completed all of the Ordeals you will receive Great Fairy's Tears from any spring. She also gives you a free trip to Lanayru Springs. If you go through a second time you will see the Postman sitting on the ledge just before the last room looking at letters and mentions being lost.

Warp to Castle Town and head over to Jovani's to check on him since you found all 60 souls.

Go to Jovani's house and dig through the hole. Talk to Jovani and he will transform back to his old self again. He will reward you with a Silver Rupee. Now head out of the house back through the hole. Head back in and you will see that Jovani is gone.

Head for Telma's Bar after transforming back in to Human Form. Inside you will find Jovani crying about how his girlfriend started seeing another man because he has been gone for so long.

Now you can head back to Jovani's house whenever you want to get another Silver Rupee. This is an infinite supply as long as you walk out to Hyrule Field and come back to gather another.

Now warp to the Desert heading for the Mirror Chamber when you are ready.

Head forward to the mirror frame to watch a cut scene. You will now learn who Midna truely is. Now head over to the glowing ledge and a staircase will appear so walk up it and enter the Palace of Twilight.

At this time you should have the following:

18 Life Containers

Ordon Sword

Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) 3 Heart Pieces Mirror Shards (4 of 4) Giant Wallet (1,000 Rupee Max) Giant Quiver (100 Arrows Max) Golden Bugs (24 of 24) Hidden Skill (7 of 7) Medicine Scent Poe Souls (60 of 60) Fish Journal Letters (15 of 15) Ball and Chain Bomb Bag (x3) Bottle (x4) Dominion Rod Double Clawshots Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Horse Call Iron Boots Lantern Slingshot Spinner 2.22 - Palace of Twilight

Head forward to find some of Midna's people transformed in to harmless beasts. Go to the west and enter the door.

Head in and kill the Twilit Baba and Twilit Keese. As you make it further in to the room you will bump in to Zants Mask as it fires orbs at you. Destroy it and a chest will appear containing a Small Key. Clawshot up to the ledge above and head through the locked northern door.

Head straight in to the fog and use your Senses Mode to find and attack the Zant Mask. Now two chests will appear, go to the east and as you approach the chest a group of Twilit Vermin will drop down and attack. Take them out and then open the chest for the Compass.

Now go back through the fog to the north and open the chest for a Small Key. Now look on the northeast wall for a Clawshot spot and use it to reach a second spot on the ceiling. From here drop down to the ledge below.

Kill the Twilit Baba's and open the chest for an Orange Rupee. Now head north and use the Clawshot again to reach another ledge. Open the locked door and head through.

The door will bar behind you and a cut scene will start as you approach the hand holding the orb. An arena will construct and you must fight Phantom Zant. He will create portals having Twilit Keese appear to attack. Stand in the center as Phantom Zant teleports all over the room and eventually he will appear right next to you. Use this time to attack and repeat until he is defeated.

After he is defeated he releases more black fog in the center of the room. Head over to the hand and hit it with the sword to release the Sol orb. Head over to the fog and the orb will make it vanish as you go by it. Place the orb in the holder of the circle and a set of stairs will appear.

Twilit Vermin will come running down the stairs, kill them all and then watch out for Zant's Hand as it comes for the Sol orb. If needed pick up the Sol orb and wait for the hand to get over you and ready to drop before you move. Place the orb on the spot and then attack the hand to temporarily de-activate it.

Now run up the steps to reach solid ground and use the Clawshot to grab the orb and head through the door to the southern room.

Now go to the middle of the room to uncover the fog as Zant's Hand comes through the wall. In the middle kill off the Twilit Vermin that appear and then perform the same action you did before with de-activating the hand, run up the new set of stairs and Clawshot the orb back to you.

Head up the small step and then throw the orb up to the higher step so you can climb up. Grab the orb and head over to the side to start attacking the Twilit Vermin. By now Zant's Hand is probably near the orb so grab it and wait for it to smash down to de-activate it again.

Now jump down to the south with the orb and head through the door.

Now wait for Zant's hand to drop and de-activate it again, then grab the orb and run south looking to the right for the first dark fog section. On the map you will see a chest, so head over here quickly to get the fog removed. Drop the orb and Clawshot the spot on the wall to drop down by a chest containing a Piece of Heart. Drop off the ledge and grab the orb, then either wait for Zant's Hand to come and de-activate it again or throw it on the upper ledge to climb back out. Grab the Sol Orb and avoid all of the monsters in the room, go through the door.

Head back up the ramp and place the Sol Orb in one of the slots in the middle. Now a piece of the ground will glow, stand on it to head over to the east wing. Enter the door once you get to the other side.

Kill the two Twilit Keese and then use the Clawshot on the ceiling to drop on to the floating platform. From here jump the gap ahead to the north and wait for Zants Mask to appear. Start jumping to each platform attacking when it is in range and block with the shield whenever he fires an orb at you.

Once he is defeated a chest will appear straight ahead, get across the gaps and open it for a Small Key. Now open the other chest for a Purple Rupee. Now head through the locked door.

Transform in to Wolf Form and head in to the fog to fight three Twilit Messengers. Once they are taken care of head north and kill Zant's Mask. Turn around and look back in the fog to fight three Zant's Masks at the same time and then a chest will appear.

Go to the northeast corner and transform back to Human Form and use the Clawshot on the spot here. Turn towards the center of the room and Clawshot the ceiling, make your way down the line going in to each side pocket for the chests that you can reach for a Purple Rupee, Purple Rupee, Dungeon Map, and a Small Key.

Now use the Clawshot spots to move to the northern door and unlock it.

Head through the room to the other side to fight another Phantom Zant the same way you did before but starting with Twilit Baba. Now go attack the hand to release the Sol Orb and let it drop to de-activate it as you place it in the holder at the center of the room again. Kill the Twilit Messenger and Twilit Vermin before continuing as well.

Now head up the stairs and Clawshot the orb to get it through the door.

Head in to the fog and kill the Twilit Keese, then place the orb in the spot to get a Twilit Messenger to drop and kill. Pick up and place the orb back on the spot to lower and raise the steps. Now quickly run over to the low step before it raises to high and climb on it.

Note that you can de-activate Zant's Hand behind a wall and it will not know where to go most of the time leaving you along for the entire room.

Get up the stairs and then use the Clawshot on the spot on the ceiling to get above the next set of steps and drop on to them. Now run around the perimeter and get on the balcony to Clawshot the orb and drop down to the door.

Drop down in to the fog and turn around to find a dark orb. Stand by it and the Sol Orb will light it creating some platforms to ride. It takes you up so you can get on the first moving platform.

Now quickly jump from platform to platform as Zant's Hand comes after you. Get to the platform with the two dark orbs on it and light them up so another platform lights up and takes you to the door.

Head back on to the glowing platform to the west and place the orb in the last of the two slots. You will now get the power to cut through dark fog with the Light Filled Master Sword.

Now head back to the east doorway.

Clear away the fog by swiping your sword and reveal platforms by the edges. You can ride these up to the two chests getting a Purple Rupee and the last Piece of Heart in the game! Get back on the central platform and light the two orbs with your sword to ride the platform to the door.

Ride back over to the center plateau and head north to kill the Twilit Kargarok sitting around. Spin attack at the clouds ahead and jump the gap once it opens to reach the other side.

Head down in to the fog slashing away and fight off the Twilit Messenger, Twilit Keese, and Twilit Vermin. Head to the other side and grab an unpowered orb and place it in one of the two spots found in the fog. You may have to put the orb back down to slash at the fog. Do the same for the other orb.

Now head up the stairs and fight the five Zant's Masks..three at once and then two. Now a chest will appear for you to open containing a Small Key. Head over to the center of the three black orbs and perform a swing attack on them to activate the platform underneath you.

Ride this platform to the door to the west on the upper level. Fight off the Twilit Keese carefully so you don't fall off the edge and then head through the locked door.

Room 9: Balcony

Head in and turn to the right to see a large waterfall of black fog rolling down. Slash at it to part the fog and jump the gap. Kill the three Twilit Kargarok's and then start ascending the Clawshot spots starting with the left side and working your way up to reach the chest with the Big Key in it.

Now descend the ledges and head back through the fog. Go to the west and kill the Twilit Messenger and all of the Twilit Kargaroks. Activate the two black orbs and ride the platform over to the other ledge.

Kill Zant's Mask and then ride the platform back across by activating two more black orbs. Take out three more Zant's Masks, followed by one, then two more and a chest will appear containing the Small Key.

Head through the locked door to the east.

Head in to the room and fight off four Twilit Messengers as the arena sets up. Now head through the fog cutting it with your sword and stand in the middle of the four black orbs to spin attack them all and activate the platform underneath you.

Jump to the west platform and it will take you to two more platforms, choose the left platform if you need a Fairy to bottle otherwise go on the right platform. The Fairy is found in the single pot on the ledge you are brought to.

Jump to the platform with the Twilit Baba and kill it. Now jump on the platform to the north and get your Clawshot ready. You are going to shoot it at the center spot on the east wall by Zants Mask.

Once you reach this platform kill Zants Mask and then Clawshot the southern wall. Look at the ceiling and Clawshot the spot while looking to the west for the next Zants Mask as it fires orbs at you. Raise and lower as you wait for the platform to come so you dodge the attack. Once on the platform hold up your shield to block the orbs as you approach and then Clawshot over.

Destroy Zants Mask and a chest will appear containing a Small Key. Now jump on the platform to the east and ride it up to the next ledge. Jump over to it and unlock the door to move on.

Transform in to Wolf Form since it will be easier just to look through Senses Mode and head in to the fog. Kill off a series of single Twilit Messengers, then a series of two Twilit Messengers, then two series of four Twilit Messengers. Once all are destroyed the arena will destroy itself and the fog will roll back.

Now head through the final door.

You must first battle Zant at the Forest Temple. Use your Gale Boomerang on him and it will pull him in towards you. Dodge the orbs he shoots out and then attack him. Repeat one or two more times and he will transport you to the Goron Mines.

Here you must where the Iron Boots when Zant pounds on the floor. Unequip the Iron Boots and start attacking him to injure him more. Repeat this one or two more times and then he will teleport you to the Lakebed Temple.

Equip your Zora Armor immediately and equip the Iron Boots. A large Zant's Mask will emerge out of the hole in the middle and open as Zant dances around inside firing orbs at you. Dodge the orbs and then use the Clawshot to pull him out and attack. Now four masks will pop up and randomly Zant will open up one of them. Pull him out again and then attack. He will now transport you to the Forest Temple again with the totem poles.

When Zant stops to shoot his orbs at you roll in to the totem pole twice to get him to fall and then slice him up. Repeat again to go to the Snowpeak Ruins.

Zant makes his body grow massively. Watch the ice to see when he drops and then hit him with the Ball and Chain, he will then shrink really small so start attacking him. Repeat again and then he will transport you right outside Hyrule Castle.

Attack Zant as he tries to slash at you with some forward jabs. Eventually he will start a spin attack, so equip the Iron Boots. Once he slows down and stops spinning attack him. Repeat three times and he will be defeated.

Grab the final Heart Container by the chair and head over to Midna to teleport out of the dungeon. Now head over to the portal and get back to the Light Realm to plan an attack on Ganon.

At this time you should have the following:

20 Life Containers

Ordon Sword Master Sword Ordon Shield Hylian Shield Hero's Clothes (Green Tunic) Zora Armor (Blue Tunic) Magic Armor (Red and Gold Tunic) Fused Shadows

Giant Wallet (1,000 Rupee Max) Giant Quiver (100 Arrows Max) Golden Bugs (24 of 24) Hidden Skill (7 of 7) Medicine Scent Poe Souls (60 of 60)

Fish Journal Letters (15 of 15) Ball and Chain Bomb Bag (x3) Bottle (x4) Dominion Rod Double Clawshots Fishing Rod + Earring Gale Boomerang Hawkeye Hero's Bow Horse Call Iron Boots Lantern Slingshot Spinner 2.23 - Hyrule Castle

Teleport to Castle Town and head north towards the castle to see a cut scene. Now the barrier is broken and you can push the door ahead open as the guards are no longer there to stop you. Grab the last gate and push it open to enter.

Head northwest and you will be trapped in an arena to fight off some Red Bokoblins and Kargaroks. Now head through the door.

Head forward in to another arena that traps you and fight more Red Bokoblins. Once they are all killed head west through the open gate and head north. Pull the chain laying in the grass to open the gate and head through.

Now head forward and step up on to the stone section to start another arena. This time you will be fighting King Bulblin. Dodge the large axe and roll behind him during the recoil to attack. Repeat this until he is finally defeated. He hands you the Small Key and leaves. Now go to the fire on the wall and open the chest for a Red Rupee.

Now go to the southeast corner in this northern section to go up some stairs to get on top of the wall. Head east and carefully drop down to the ledge below and open the chest for a Red Rupee. Now leave back to the south door.

Nulling N

Head to the northeastern door and once again fight in an arena against more Red Bokoblins and Kargaroks. Head through the door.

You must now go through some Bulblin Archers and Red Bokoblins in this area. Now head north on the western side to use the Ball and Chain on the wooden tower to knock it down and mount a Bullbo.

USe its mighty power in dash mode to smash through the barricades to the east and work your way to the north taking down the wooden towers with Bulblin Archers on them.

Once you reach the northern section you will find pillars forming the triforce with little fans on top of them. Take out your Gale Boomerang and target the front, middle right, middle left, and back middle pillars in that order to open the gate.

Open the chest to get the Dungeon Map and then climb the ladder to your left. Run around the ledge and open the chest at the end for a Yellow Rupee. Now head back to where the pillars with the fans on them were. Transform in to Wolf Form and search near the north wall where a pile of leaves are in Sense Mode to find a Dig Spot to dig through.

Still in Wolf Form if you turn your senses back on you will see three ghost guards just to the west and they will start to point east at something. Watch out as Stalkins start to unearth and attack you. As you wander around the graveyard you will find four Stalfos to dispose of as well.

You can also read two gravestones as well for clues:

In the land...where the rain stops...the statue of time...moves.

The cursed swordsman...sleeps before...the sacred tree.

Transform back in to Wolf Form and turn on your senses mode, now walk to the lone tree to find a circle of spirit guards standing around a rock in the ground. Place a bomb on the rock and blow it up to reveal a switch which opens the gate to the east.

In here you will find three chests containing a Green Rupee, Red Rupee and an Orange Rupee as well as a pot full of Lantern Oil. Refill a jar and your Lantern if you need it and light the torch in here.

This will make the rain temporarily stop, so haul it to the west side and light the two torches here. Inside the newly opened room you will find a plaque reading:

Door...opens...where...spectres...gaze...

This is referring to the first group of ghost guards you found. Use the Dominion Rod on one statue at a time and take it back to the hole where you came up from. Place the statues in the two pits just to the right of the hole and climb up to the right of the statues on the large block.

Hop across the statues tops and then pull the chain to open the gate to get to the chest containing a Small Key. Midna will tell you that you have found everything you need out here and it is time to go inside the castle. Climb back through the hole.

Head in to the room you opened and climb the ladder to get on top of the wall. Take this shortcut and drop down by the door to head out safely.

Head up the stairs to the north and unlock the door to continue on.

Head forward in to the main part of the room to get ambushed by Red Bokoblins and Lizalfos. Once they are all defeated a chest will appear. Now head over to the steps and use the Clawshot on the chandelier to get up to the balcony and open the chest for the Compass.

Now use the chandeliers to go west and drop on the next balcony over to enter the door.

Fight Darknut to make a chest appear and then target the already lit torch with the Gale Boomerang. Throw the boomerang and get on the ledge closest to the wall to have it raise you up to the chest. Open the chest for a Purple Rupee.

Kill the two Lizalfos at the barred door and then transform in to Wolf Form to use your Senses Mode. You will find a large group of spirit guards looking at a painting on the wall. Transform in to Human Form again and shoot the painting with a Bomb Arrow to open the gate.

Now you must fight two Darknuts in this small corridor room. Focus on one at a time while staying out of reach of both of them. Once defeated both gates will open. Now go through the northeast door.

Step on the switch to the left to make a chest appear on the other balcony just next to yours. Now open the chest on the balcony that you are already on for a Purple Rupee. Now head back through the door you came from. Room 8: Southwest Corridor

Head back through the northern door.

Head through the northern door.

Northern Corridor

Now go past the open chest and head through the eastern door.

Head in to the room and light one of the torches to get a large group of Keese to drop down and attack. Kill them all and then you must light all four torches at once. Each one has a different timer on it, so light the southwest, northeast, northwest, and then southeast torches to get it going. Now head through the door.

Now fire some Bomb Arrows at the two Dynalfos guarding the other end of this room to open the gates to the doors. Head through the northwest door.

Step on the switch to lower a chandelier and then drop to the ground. Head over to the west side and use the Clawshot on the lower chandelier. Lower yourself just a little to get another shot at the next chandelier and drop on to the ledge with the chest you made appear to get a Silver Rupee.

Now drop off this balcony and head back to the east side to use the chandelier you just lowered and get back on the southeast balcony to head through the door and continue on.

Head through the southeast door.

Head down the path to the southeast and an arena will pop up as you have to battle an Aeralfos. Head in to the tower and open the chest for a Small Key. Now head west and go across the bridge to watch a cut scene. Head in and open the chest for the Big Key.

Now head back up the ramp and go through the locked door to the north.

Immediately transform in to Wolf Form and turn on your senses to kill the Ghoul Rats that pounce on you. Now follow the spirit guards hands and head north, east, south, east, north, east. Head straight against the wall and then turn to the north and head up the stairs.

Fight the Lizalfos at the top and then in Use the Clawshot to head up the stairs by shooting the torches. Now kill two Dynalfos, shoot them with Bomb Arrows for a quick kill.

Now use your Spinner to jump back and forth along the tracks to get to the top of the stairs. Now head around the corner to fight a Darknut in an arena. Head east through the door.

Inside you will find 13 chests ready for you to open. All of which contain an Orange Rupee, Seeds, a Silver Rupee, Bomblings, a Purple Rupee, Arrows, a Green Rupee, Bombs, Arrows, Water Bombs, Red Rupee, Yellow Rupee, and a Blue Rupee. There is also a pot in the corner that has a Fairy in it to bottle if you need one.

Now head back through the door.

Head through the boss door to meet up with the final encounter.

Head out to the balcony and up the stairs and enter the darkened room to meet Ganondorf.

Whenever she creates a triforce field around you quickly roll or flip out of it to get away from it before it hits you with force. Now wait for her to shoot a ball of lightning at you hit it with the Master Sword. The Ordon Sword will NOT work against it. Keep hitting the orb back and forth. Hit her three times to win the battle.

 Roll out of the way as Ganon charges through and starts to destroy all of the pillars in the room. Take out your Hero's Bow and as he comes to charge at you again shoot the glowing white crystal inbetween his eyes to knock him down. Roll out of the way and then start slashing at the scar on his belly. Repeat this a few more times.

Soon the arrows will no longer work and he just leaps up in to a portal to try and attack you again. Transform in to Wolf Form and wait for him to charge you. Just as he is about to hit you hold the A Button to have Midna grab him and then press Left or Right on the Analog Stick to throw him to the side. Now transform back in to link to attack the belly again. Repeat this a few more times to win the battle.

Watch the cut scene.

Head up to Ganondorf and he will then race past you as he summons his Phantom Riders to race past you. Quickly turn around and hit the spurs two to three times to catch up with the real Ganondorf while he is L-targeted. Zelda will then fire her Light Arrow at him. If it hits quickly get next to him and hit him with your Master Sword. Repeat this a few more times to win the battle.

Watch the cut scene.

If you need a Fairy there is one in a skull behind Ganondorf.

Stay somewhat close to him but don't overcrowd as he will start slashing at you with his mighty sword. Wait for Ganondorf to raise his sword and a message will pop up on the screen saying "Chance" Press A Button immediately.

Now tap the A Button rapidly to push him backward. Once he stumbles far enough backward start attacking him. Repeat this a few times to win the battle with a Finish move.

Now watch the final cut scene!

All codes tested on a GameCube Action Replay version 1.09S

The following were hacked by Code Junkies, Ayuna, brkirch, Ryason55, Twilight Spectre, ZeldaFan07, and myself

Caution as some codes cause unwanted side effects such us 0 Rupees in wallet when you reload a previous save, unable to collect more rupees from chests due to having a full wallet.

(M) RMMP-KX6K-NUCPF UXWR-Q9Q3-6EBAY Infinite Health GE00-1NYZ-PQUWR MFJJ-N512-MRXG5 Infinite Health (Alternate) (Activates Magic Armor on all Armor) *Note may bring Rupees to 0 when reloading save V4E6-TZ81-3PJYU ZGY0-Q6WH-ZUJ2F Max Health 0WED-Z9Z5-6VQ76 D186-CQ6B-QN8XQ Max Health (Alternate) C5HJ-858N-H7DYT 36F5-ATAM-3QDT8 Can Still Get Hurt With Magic Armor on YJG1-DRHP-07Z95 GMFR-Q4F8-35456 Infinite Rupees NE2T-BGBH-TF78X HGK0-1Q0C-43WUX Infinite Rupees (Alternate) CKEX-8A3X-B4UTD EX0G-ZHNT-3Z941 Wallet Always Full GTR4-BPZA-85AN3 BADR-1QBE-Y8K86 Rupees Never Increase or Decrease 8AN1-00ZE-VFBQH C9XB-QY7G-NNQB3 Infinite Oxygen 0FXH-3WF4-CZWCO 551C-EM4F-0K688 Infinite Oxygen (Alternate) Y059-EP75-GM0MJ 551C-EM4F-0K688 Infinite Slingshot Pellets 394G-DBNN-MGXXE JN7P-0CAB-0DZ7D Infinite Slingshot Pellets (Alternate) M8JD-E4X2-RHBVQ 2Z58-A7HN-TQGVB Infinite Bombs

BX5D-904Z-T1ZJZ

JF4W-ZJC0-PF9P2

Infinite Bombs (Alternate) B119-8CEH-N006M 52PG-BQ6R-K7FDN

Infinite Arrows QKU9-NBAQ-BD708 XWVA-W6W5-ZB0VN

Infinite Arrows (Alternate) 54E4-5PB6-JHEDE V2BY-19T0-H8EDU

Infinite Lantern Oil A1MV-9MFW-5UB5R Y3NM-7NFR-686QC

Infinite Lantern Oil (Alternate) N60R-UA8J-9DZNR DHER-ETGA-CMN8W

Have All Swords/Shields/Tunics DJXQ-KE2R-GZJDN J302-66QX-HHDPB

Have All Swords/Shields/Tunics (Alternative) 56CU-U9WT-BP28V UK9W-0HR9-X6WMA

Ordon Shield Equipped Y1W0-5KFR-49XYA WX0R-WAHD-21GX6

Wooden Shield Equipped UM3G-DB5T-3J6W5 4KJ7-4EYG-B2Q7N

Hylian Shield Equipped (Use after you have become wolf) 2RK0-BME4-6T3TP Q1V7-XDJN-UFKWB

Wooden Sword Equipped D2C1-N84E-CNGMK K011-H52U-3G746

Ordon Sword Equipped 8UR9-9EJX-2QJ7T KCQ6-QMMV-0XET7

Master Sword (Light Restored) Equipped WPCX-4V9E-2RDXX VZB7-H738-H1WZX

Master Sword Equipped FQCN-1QJQ-F9DRB DKWW-MK6P-ZND5G

All Hidden Skills Learned

(Do not use this code until you have the lantern in your inventory) VZTN-ZFXK-ONE10 Y7B7-TEPW-ZZWMF CYPW-ZU4W-1TQGP Have Dungeon Map/Compass/Boss Key C9ZR-J9P2-G39NE 11BK-7YCN-K4BY8 9AYG-GYU0-1Y74R Infinite Small Keys BRG7-NADT-1TK3W TNW1-1ZNA-B71KT Enhanced Clawshot (Infinite distance and grabs on to everything) F07E-P2CH-KD0JV Y59P-F8KR-H2Q63 BR95-WB0U-87JP1 49P6-JMPQ-VV5U6 01WM-GM0Z-Y92MZ N237-C9P0-7K95C Have All Letters C4K6-AHFH-W59G6 52QJ-332B-GJ2RU PWMN-8QDT-F39HH 3F7D-MAJQ-A4UWK HC3W-NBJE-06UZC 8XAU-7ZN1-NYYCP All Fish in Inventry 1NPC-QC3X-ZQTAB 61M2-AXN9-W1YAZ 1BGX-NUVV-08FJ9 Have All Golden Bugs N84D-RWDE-GDQRT UVZZ-1GWP-F1JEK Have Wallet GAFG-3X4W-7M1PD HWM2-7ZP2-DDV39 Have Big Wallet 4BPC-9F0C-77MCB 95DG-ZUUA-TAD2C Have Giant Wallet JB8Q-2MBK-RHEPG HG46-NCQ7-BGTG5 Have Giant Wallet (Alternate) MTNX-RV0Z-4XMCQ HG46-NCQ7-BGTG5 Have Quiver 30MD-34FN-GJRYM TXC2-2WYG-FUPTM

Have Big Quiver ZJU7-XVKP-5HBV3 GZFR-EEBY-QZNMD Have Giant Quiver HC5D-9YKV-BBRFA 87X5-6EZ0-AJ2RK Have 60 Poe Souls 4H4H-G3W8-BCYPN GR07-8DB2-GHKZ4 Have Medicine Scent T1E1-A1DX-Z9TN4 Z60E-4MDX-9Z4H0 Have Poe Scent XCOC-NJUG-V8300 26QC-ADKP-NU0UK Have Reekfish Scent KZCO-VKYN-WU5OY CPHN-WFBV-H9YTD Have Scent of Ilia HQPK-07T0-307QZ 2M4U-0VD0-7WBU6 Have Youths' Scent ZHFB-T22E-Q6CMM T3FK-5FT1-3JYNP Activate Dominion Rod (May glitch game to where you can't complete it) RQ1D-BEQF-QP2PP JF9W-9FAC-7UNH5 Use Items Inside where you normally can't X752-5BH4-HQRNP NP3F-08XU-0C7F1 Use Items Underwater 2BPK-4A67-Y3GGF WBJM-70M5-N7RUH Unlimited Number of Bombs Out BAVA-N7GN-9CA7Y RAD6-RZ1F-3NC81 Turn Into Human/Wolf At Any Location ZB9W-R089-3YDQT 1RYE-1FY7-JUZFC RX3M-MCEB-UBJWU QW50-OHFH-N2BUB Run/Walk Fast 7M6Z-GCRV-V6G8B RVFJ-GUFR-5RAC5

Climb Faster

PN5M-RRW5-Y8YBB 1ZGB-Q4KX-5Y0BW 4123-2Y3F-7HXY7 5V31-ZWT3-V5ZGH Really Fast on Ladders JME9-BK9B-BXNVH OP1A-ONCP-CYAZU 7JMT-46TW-JDN0W J4UG-XWGH-HHU2G Run Normal Speed With Iron Boots On BOAR-MDZ6-G68DY 5FH8-EK3C-E80GF 3WP8-FBPC-NJUE9 Roll Farther And Faster 60UD-4W1G-YRU3B A6R1-AFME-ZUAFQ Swim Faster (Must use A Button) 2750-CHHY-GZMHR F34V-7E87-BCD38 Swim Faster (Must Use Analog Stick) GKG7-9U0D-EDBX8 ZHE0-5DQZ-JQUYN Walk Under Water (Press R+Y To Turn On; R+X To Turn Off) 0HDR-XK1W-BMQRD YAE6-DP9Z-Y6X1W 6CGC-QFJ6-6C99T URTC-AHUQ-5CT3F B95Q-YE7E-Y32R2 Can See Distant Places Clearer WMCW-U2TY-B7TQQ H4M1-D9V5-FDY9Y Link's Sword Does 2x Damage M7D2-PN0R-A5KOF FRTZ-FANT-7E3Z8 Link's Sword Does 4x Damage VJ2P-R15Z-UX82T FRTZ-FANT-7E3Z8 A619-HENM-69JAD Link's Sword Does 8x Damage B3U7-DP2B-YW4MG FRTZ-FANT-7E3Z8 E4RZ-Y1KN-6ZV4J Most Enemies Die With One Hit 93YM-JWG4-F4102 9GXG-72EN-RVR3R

EASY VESSEL OF LIGHT (Folder Do not use these codes until you have explored all of the Twilight and activated the warp portals.) E1G7-FHED-TORHT All Vesseles of Light Are Full (Collect one tear) G3KG-QD3R-84KYD GZ25-1ENC-TCZXR One Tear Fills 1st Vessel of Light QFTD-51KR-HR7GQ 0Z2A-B594-JG3U9 TCD4-FDTB-RZ9Q4 One Tear Fills 2nd Vessel of Light 80PE-0K1W-AFVJ0 JVRN-NGMG-FKBRQ BAZK-3PBC-ETD41 One Tear Fills 3rd Vessel of Light YFZU-B39X-9FMGR 22X7-49PM-6X8MV Y1CP-9YZB-ZAF5B R+D-Pad Left/Right Controls Fog NJQN-7Q9P-2V54J ZB6G-442D-8GPDK CRAT-YRED-ONXGG Y7YF-048T-0UQRW 7TVX-B4W4-81T8X R+D-Pad Left/Right Controls Fog (Alternate) HB4T-KB5K-JZ8XM ZB6G-442D-8GPDK M5MV-N87M-MRWKB Y7YF-048T-0UQRW H398-RFHN-P3JOW Light Fog NZRA-86VQ-VY16R XT57-YB3X-YY844 Heavy Fog 2XT9-4G2T-7C40Q NEX0-AXXC-BKE9Z R+D-Pad Left/Right Controls Time Y661-9ZME-AEGGV ZB6G-442D-8GPDK FGD6-2B9C-JAUUQ Y7YF-048T-0UQRW D27X-6YFD-KYRJK R+D-Pad Left/Right Controls Time (Alternate) AZ62-RK6X-PHPZY ZB6G-442D-8GPDK KUQ1-PF86-C2GPX Y7YF-048T-0UORW

Always Early Morning YM4X-0D5G-XV8N7 TMJA-8P0T-2GP7A Always Mid-day 70RW-ZYFB-WF8M5 TB8R-JXX8-B1RG7 Always Mid-Night UKEX-3G7E-ZRDVR 6HNN-J4B9-POWZP Always Early Night YHFZ-MYD8-YGX5C D2XA-YEMH-T62F8 No Background Music 2WVH-XNNW-A0NX3 DKVH-QW7H-EG16Z No Enviornment Sounds KUC7-AJDH-9YUKQ TW70-QY90-X2K08 Link is Muted DAV8-KETB-JTONH HKPP-BKKG-7CUVD Links Items are Muted GF2N-2AP8-HG7DB W731-78EE-NWB9J Mute Item Menu 9Y3X-T7W7-F5U7M 69E7-ZAFM-98B3U Mute Start Menu MRGP-CD65-16TYT 69E7-ZAFM-98B3U Life Gauge Invisible 8EFF-JPH6-J8W80 0U2K-8KZD-7BYU3 VAMX-00WU-QM3N7 On Screen Buttons And Rupees Are Invisible CZKA-5R39-FZ4WP 6GJG-686Q-0009N Have 1 Fused Shadow ZUJ9-UDH4-D6H11 HAQF-VWZA-74JVX Have 2 Fused Shadows EB5X-0TYC-CNTKM FHU5-42T0-P9D41

Have 3 Fused Shadows

D9MZ-4TV7-RB20P

KV7D-O0JU-PFZ0H BR2U-DF1J-UX8DQ Have All 4 Fused Shadows 7BM4-V44T-H02W5 ZRJX-K891-5WC4A Have 1 Mirror Shard TWK7-3MBP-9N6J2 BMHY-J7XZ-EWGNB Have 2 Mirror Shards Q5VY-3N3A-MBP5T EF4C-6QQM-TUMDW Have 3 Mirror Shards 2G9A-N958-PHGMC 09PY-Z5W9-YNECN Have all 4 Mirror Shards RD74-ZVAH-7DZB0 47V0-K5MT-30EW5 All Cuccos Are Golden N8MB-DGUM-J1J5N P9XP-WC1K-JQCKC 9GYT-XYW2-UEBCP 9KJP-9EBP-3X1TK 8216-KB82-6TV1G 74A3-KART-7NYTD 2NZN-T9CB-Y0HU8 PYGA-TEBH-Q0RV4 B2DV-2BVH-CXGCJ T8RG-RHHU-08BGE MFHE-K7YZ-CAN2F 5AW2-H0ZR-F8FK1 W2C5-70N0-BJCQW ZYM6-120D-PFYTA All Chus Are Green CJR2-QUGY-74JVD YH8G-TYHC-5YGKK 0PZV-WRAN-46WHV 1P7B-47W3-BWA5G 50ZD-ATFZ-QMVMM U4QT-KBY5-Q0YM4 5V2R-ZVJ1-XCJNX 14XN-44NJ-5P6KF 1EC1-4Z1C-TROTO 7BRM-249M-5E6R7 2ETQ-HYDJ-23QXZ YDP8-T0FR-VFT9G 6JEP-OUXE-GH2V3 CK10-13KD-5RJXK PRCB-FXTN-N58YR All Chus Are Red T4W3-BURW-V57MT YH8G-TYHC-5YGKK Y2GC-HPGU-118OF

1P7B-47W3-BWA5G 6RBE-15P7-JA874 U4QT-KBY5-Q0YM4 BAAH-9KAV-1QK53 14XN-44NJ-5P6KF B951-VD5C-31KFU 7BRM-249M-5E6R7 7ZV8-T4NA-UP8JN YDP8-T0FR-VFT9G DB84-1APK-W1YHN CK10-13KD-5RJXK VGA1-22WA-3BH11 All Chus Are Blue QW7M-VGD9-UNGFN YH8G-TYHC-5YGKK AVP9-9UQ7-PGNAM 1P7B-47W3-BWA5G EH7X-CPT1-3WY0M U4QT-KBY5-Q0YM4 MQT7-HUR7-ZC86C 14XN-44NJ-5P6KF F255-1Z3B-6C82X 7BRM-249M-5E6R7 E2C9-20VN-XK94Q YDP8-T0FR-VFT9G KGC3-2C19-J8DT7 CK10-13KD-5RJXK YHT0-2W7W-R0TGG All Chus Are Yellow V9BM-W9Y0-JDNZU YH8G-TYHC-5YGKK B6MD-EF3P-5KGZU 1P7B-47W3-BWA5G HH20-QU95-4V2A0 U4QT-KBY5-Q0YM4 JCVC-HRCT-KJWKY 14XN-44NJ-5P6KF YA29-A0R0-8V34K 7BRM-249M-5E6R7 PJDZ-KMWP-6CEWR YDP8-T0FR-VFT9G 2XB7-640H-UYXD3 CK10-13KD-5RJXK 4C5R-24YE-TX39U All Chus Are Purple RPXJ-TB39-MX1TD YH8G-TYHC-5YGKK V3W9-V1EP-YG10C 1P7B-47W3-BWA5G 12P3-WNBD-2WU5X U4QT-KBY5-Q0YM4 MADN-MT5J-6GKX1 14XN-44NJ-5P6KF BCX5-U4P8-YY0Q8 7BRM-249M-5E6R7 70KW-N0CM-WFTV9 YDP8-T0FR-VFT9G

0KEH-8VWO-OMT0D CK10-13KD-5RJXK 1C4X-WZ30-ONP8D All Chus Are Golden 86FG-J09U-CUV4G YH8G-TYHC-5YGKK A4TY-H5VM-M2YDJ 1P7B-47W3-BWA5G FADF-5UAE-T16NJ U4QT-KBY5-Q0YM4 ZU25-ETBT-JAQCG 14XN-44NJ-5P6KF UM7P-59E9-YXKKV 7BRM-249M-5E6R7 U3PE-KTKD-3H9UA YDP8-T0FR-VFT9G 2FA6-4Q0F-FA5M3 CK10-13KD-5RJXK UQZE-UQB0-RZPHG All Chus Are Black UG76-W5JV-N8MY6 YH8G-TYHC-5YGKK RPJ7-3K96-XAM7A 1P7B-47W3-BWA5G EC38-JNPP-FJJUO U4QT-KBY5-Q0YM4 52ZK-HZG8-32DJH 14XN-44NJ-5P6KF YF73-8EQ8-PXN4U 7BRM-249M-5E6R7 PZGX-P7YA-3B6Z7 YDP8-T0FR-VFT9G NFJD-6952-PMQZK CK10-13KD-5RJXK N9XN-GRCN-AKV0D Activate All 24 Item Slots (Must use for item slot mod codes) FJA9-XGFC-U4RR4 A48H-H9GW-YTWBU D130-NDR7-JBBK0 Have All Items And 5 Extra Slots (For the extra 5 slots use codes for Item Slot 7, 9, 20, 21, 22, 23, or 24) E3TA-V1JQ-TVM5R MYZ3-C7Q1-YZG76 MAMM-EYZJ-XCFKG 1BGU-MMZQ-UU47Z B1Q0-JXHR-EP5YY HV0F-VU62-RN20H 6VYJ-CPAH-GMH55 QQ34-X0TP-WKD1D D3Q2-EWPG-541BU R048-QYD1-DAP78

(The following codes require the use of GCncrypt to encrypt the codes to GC AR format, replace the xx's with the items digits found further down before you encrypt; Use Game ID 3BA)

Item Slot 1 0040625C 000000xx Item Slot 2 0040625D 000000xx Item Slot 3 0040625E 000000xx Item Slot 4 0040625F 000000xx Item Slots 1-4 0440625C xxXXxxXX Item Slot 5 00406260 000000xx Item Slot 6 00406261 000000xx Item Slot 7 00406262 000000xx Item Slot 8 00406263 000000xx Item Slots 5-8 04406260 xxXXxxXX Item Slot 9 00406264 000000xx Item Slot 10 00406265 000000xx Item Slot 11 00406266 000000xx Item Slot 12 00406267 000000xx Item Slots 9-12 04406264 xxXXxxXX Item Slot 13 00406268 000000xx Item Slot 14 00406269 000000xx Item Slot 15 0040626A 000000xx Item Slot 16 0040626B 000000xx Item Slots 13-16

04406268 xxXXxxXX

```
Item Slot 17
0040626C 000000xx
Item Slot 18
0040626D 000000xx
Item Slot 19
0040626E 000000xx
Item Slot 20
0040626F 000000xx
Item Slots 17-20
0440626C xxXXxxXX
Item Slot 21
00406270 000000xx
Item Slot 22
00406271 000000xx
Item Slot 23
00406272 000000xx
Item Slot 24
00406273 000000xx
Item Slots 21-24
04406270 xxXXxxXX
Item Digits for Item Slot Modifiers
00 - (Image of Black Rupee)
01 - (Image of Green Rupee)
02 - (Image of Blue Rupee)
03 - (Image of Yellow Rupee)
04 - (Image of Red Rupee)
05 - (Image of Purple Rupee)
06 - (Image of Orange Rupee)
07 - (Image of Silver Rupee)
08 - Lent Bomb Bag (Image of Black Rupee)
09 - (Image of Black Rupee With Text About A Bomb Bag)
0A-0D - (Image of A Bomb)
OE-11 - (Image of Arrows)
12 - (Image of Ring of Seeds)
13-15 - (Image of Black Rupee)
16-19 - (Image of Water Bombs)
1A-1D - (Image of Walking Bomb)
1E - Fairy (Image of Black Rupee)
1F - (Image of Black Rupee)
20 - Small Key
21 - Pieces of Heart
22 - Heart Container
23 - Dungeon Map
24 - Compass
25 - Ooccoo (Pull Out For Random[?] Game Text!)
26 - Big Key
27 - Ooccoo Jr. (Same As Ooccoo[25]!)
28 - Ordon Sword
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29 - Master Sword
2A - Ordon Shield
2B - Wooden Shield
2C - Hylian Shield
2D - Ooccoo's Note
2E - Ranch Clothes
2F - Hero's Clothes
30 - Magic Armor
31 - Zora Armor
32 - Shadow Crystal
33 - Ooccoo (Does Nothing)
34 - Wallet
35 - Big Wallet
36 - Giant Wallet
37-3A - (Image of Hear Piece)
3B - (Different Image of Ordon Sword)
3C - (Image of A Black Rupee)
3D - Coral Earring
3E - Hawkeye
3F - Wooden Sword
40 - Gale Boomerang
41 - Spinner
42 - Ball And Chain
43 - Hero's Bow
44 - Clawshot
45 - Iron Boots
46 - Dominion Rod (Powerless State)
47 - Double Clawshots
48 - Lantern
49 - Master Sword
4A - Fishing Pole
4B - Slingshot
4C - Dominion Rod (Powered Stage, Doesn't Work)
4D - (Image of Black Rupee, Information == info[46])
4E - (Image of Black Rupee)
4F - Giant Bomb Bag
50 - Bomb Bag (Has Number?)
51 - Bag And Bombs
52 - (Image of Giant Bomb Bag)
53 - Fire Arrow (Has Number, Information Is Blank)
54 - Quiver
55 - Big Quiver
56 - Giant Quiver
57 - (Image of Black Rupee)
58 - (Image of A Fishing Rod [With Sinker?])
59 - Hero's Bow (Image Has Bomb Arrows, No Information)
5A - (All Same As 59 But Is With Hawkeye)
5B - Fishing Rod (With Bee Larva)
5C - Fishing Rod + Earring
5D - Fishing Rod (With Worm)
5E - Fishing Rod + Earring (With Bee Larva)
5F - Fishing Rod + Earring (With Worm)
60 - Empty Bottle
61 - Red Potion
62 - Magic Potion (No Description!)
63 - Blue Potion (All Hearts)
64 - Milk
65 - Milk (1/2)
66 - Lantern Oil
67 - Water
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68 - Lantern Oil
69 - RedPotion
6A - Nasty Soup
6B - Hot Springwater
6C - Fairy
6D - Hot Springwater
6E - Lantern Oil (Fake, No Information)
6F - Lantern Oil (Fake, No Information)
70 - Bombs
71 - Water Bombs
72 - Bomblings
73 - Fairy's Tears
74 - Worm
75 - Great Fairy's Tears (Doesn't Work)
76 - Bee Larva
77 - Rare Chu Jelly
78 - Red Chu Jelly
79 - Blue Chu Jelly
7A - Green Chu Jelly (No Information)
7B - Yellow Chu Jelly
7C - Purple Chu Jelly
7D - Simple Soup
7E - Good Soup
7F - Superb Soup
80 - Renado's Letter
81 - Invoice
82 - Wooden Statue
83 - Ilia's Charm
84 - Horse Call
85-8F - (Picture of Black Rupee)
90 - Auru's Memo
91 - Ashei's Sketch
92-9B - (Picture of Black Rupee)
9C - (Picture of Lantern)
9D - Lantern Oil (Fake)
9E - Bee Larva (No Information, Fake)
9F - Black Chu Jelly
A0 - Tear of Light (Picture, Black Rupee)
A1-A3 - Vessel of Light (Has Information, Does Nothing)
A4 - Vessel of Light (No Information, Does Nothing)
A5-A7 - Mirror Shards (Has Information)
A8-AF - (Picture of Black Rupee)
B0 - Scent of Ilia
B1 - (Picture of Black Rupee)
B2 - Poe Scent
B3 - Reekfish Scent
B4 - Youths' Scent
B5 - Medicine Scent
B6-BE - (Picture of Black Rupee)
BF - (Image of An Empty Glass?)
CO - Male Beetle
C1 - Female Beetle
C2 - Male Butterfly
C3 - Female Butterfly
C4 - Male Stag Beetle
C5 - Female Stag Beetle
C6 - Male Grasshopper
C7 - Female Grasshopper
C8 - Male Phasmid
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C9 - Female Phasmid
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CA - Male Pill Bug CB - Female Pill Bug CC - Male Mantis CD - Female Mantis CE - Male Ladybug CF - Female Ladybug DO - Male Snail D1 - Female Snail D2 - Male Dragonfly D3 - Female Dragonfly D4 - Male Ant D5 - Female Ant D6 - Male Dayfly D7 - Female Dayfly D8-DF - (Picture of Black Rupee) F0-F2 - (Image of Blue Fire In A Bottle) F3 - Gate Key F4 - Ordon Pumpkin F5 - Ordon Cheese F6 - Bedroom Key (From Snowpeak) F7 - Surf Leaf (Image of Hylian shield) F8 - Lantern F9 - Key Shard (1) FA - Key Shard (2) FB - Key Shard (3) FC - (Image of Key) FD - Big Key (From Key Shards) FE - Small Key FF - Empty Slot Use one of the following two codes Epona is Temple of Time Statue Monster Press R 1HUE-83V7-6T801 AUKR-HM85-VKQXC HRAF-7TPU-KWHYQ Epona is Goron Golem Press R ZVKQ-NDF8-2PBQR AUKR-HM85-VKQXC NRW5-5BZB-AKH6Y Replace Sword & Shield with Darknut's 45U1-4FUA-NDWCX ZW7U-9C3Q-1VQV7 WFW0-2TFA-V641Y VPX2-6KC4-AWRXD PNC5-QUG6-5Z9YB MP1R-EWFR-6UD6C 4X5F-KCP5-DZMW9 ZNXP-4UAQ-K3Y55 RNKU-BQ4D-QFE6G 342U-F8TX-54CD2 P3XM-0GCP-YR7GK WDU3-Y0F8-JFVKZ 0PGK-DDC3-2EPQA MNTC-HVON-ZWEJ6 RBWD-FTHM-5PXGM

KZPQ-4T77-WWHPA
PBQF-P76X-BR6AT
YFW4-2U7D-H12U8
90UM-5B87-J5DPF
0A9C-4N0K-60R5E
C8QD-14G2-5FQ7N
Z7GU-ZT2U-BM881
JX0T-QMD6-H7XUY
00FK-1XR6-J23ZQ
4. Frequently Asked Questions
Q - How do I input those codes in to my game?
A - It requires an Action Replay for the GameCube. You will have to get them from eBay or an electronics store and make sure it is below version 1.1 so you can input the codes yourself. Any higher and they will be read-only discs that will not allow you to make your own codes.
Q - Can I fight Ganon with the Ordon Sword?
A - No, the Master Sword is the only thing that can hurt him.
Q - What are all of the Rupees worth?
<pre>A - Green Rupee - Worth 1 Blue Rupee - Worth 5 Yellow Rupee - Worth 10 Red Rupee - Worth 20 Purple Rupee - Worth 50 Orange Rupee - Worth 100 Silver Rupee - Worth 200</pre>
Q - If I leave the cave of Ordeals through the Great Fairy will I have to complete all of the levels I just went through again?
A - Yes, she states that when you are about to leave.
$\ensuremath{\mathbb{Q}}$ - In the Forest Temple what are all the vines that are on the walls that lead to nowhere for?
A - Once you complete the Forest Temple the monkies are no longer there to help you explore. So if you return you will have to use the Clawshot to grab on to the wall and get over to the area safely.
Q - In every Zelda game there has always been a Fairy Pond where you can get all of your hearts replenished, is there one in this game?
A - Yes, simply stand in the springs of the Spirits that you have saved to get your health restored to full. Eventually you can also fill these with fairies that you can bottle and get a special drink from.
5. Version History

Should all be fixed now

6. Copyright 2008

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