

The Legend of Zelda: Twilight Princess FAQ/Walkthrough

by The Sound Defense

Updated to v2.0 on Dec 16, 2006

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The Legend of Zelda: Twilight Princess FAQ/Walkthrough

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Due to the abuse of my e-mails to send me mind-blowing amounts of spam (as well as questions that are answered in my walkthrough), I have been forced to stop all my e-mails.

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1 - Version History

0.1 (11/22/06 2:53 AM CST) - Walkthrough completed up to the Forest Temple.
More to come later, I promise :3

0.2 (11/29/06 3:32 AM CST) - Walkthrough is complete up through the Goron Mines. You can see my update pattern here, I'm sure.

0.25 (12/2/06 1:44 AM CST) - Walkthrough complete to, but not through, Lakebed Temple. Early update since I'm off to New York for the weekend. The temple when I get back.

0.32 (12/6/06 2:48 AM CST) - Walkthrough's completed as far as a little bit after Lakebed Temple. Enjoy.

0.4 (12/6/06 10:01 PM CST) - Arbiter's Grounds are complete.

0.6 (12/7/06 3:00 AM CST) - Snowpeak Ruins are complete.

0.7 (12/8/06 12:25 AM CST) - Temple of Time is complete.

0.75 (12/8/06 2:05 AM CST) - A little bit after Temple of Time has been finished. I'm off to bed.

0.77 (12/9/06 3:22 AM CST) - I just got ZOE: 2nd Runner, so I didn't work as much today. The Sky Characters have been covered.

0.9 (12/10/06 3:16 AM CST) - The seventh and eighth dungeons are complete. Only one section to go!

1.0 (12/11/06 2:17 AM CST) - The entire walkthrough is complete! I'm going to take a bit of a break, then come back later for additional information.

2.0 (12/15/06 10:33 PM CST) - I combined both my GC and Wii walkthroughs into one, adding a few notes about controls. Enjoy!

2 - Basic Info

2.1 - Characters

Link - The hero of the Zelda series returns in Twilight Princess. A skilled wrangler from Odorn Village, a journey to Hyrule soon goes awry as mysterious enemies capture him and his friends. His journey to save Hyrule from the Twilight will awaken the beast within him...

Midna - This mysterious imp hails from the Twilight, and early on she partners up with Link, in order to help him, but also to fulfill her mysterious agenda. What is it that Midna is after, and what connection does she have to the princess?

Zelda - The princess of Hyrule remains reigning as the Twilight takes over her kingdom, but she seems to have entered into a mysterious partnership with Midna. This alliance will have some more desperate consequences for the princess later on...

King of Twilight - The evil king that rules the Twilight has conquered Hyrule and is spreading his evil all over the nation. Something about him, however, doesn't seem quite right...

Ilia - Link's best friend from Ordon Village has a fair affection for him, and his horse Epona. After her capture, though, she'll turn herself to more serious matters...

Colin - This young child of Ordon is timid, and often gets pushed around. When the time comes, however, he'll find the courage to do what's right.

Talo, Malo and Beth - The other children of the village are all fascinated by Link, and they'll help you at various points throughout your adventure.

Telma - You'll come across this barkeeper several times in your adventure; she's doing more than serving food and drink in that bar of hers.

2.2 - Controls

2.21 - Wii Version

-- Normal Controls --

A button: action button. Lets you talk to people, read signs, open doors, lift things, and any other action that is supported at that time.

D-pad up: lets you talk to Midna to warp, turn into a human/wolf, listen to advice, or send Midna across gaps as a wolf.

- button: opens/closes the items screen.

+ button: opens/closes the collections screen; also lets you save and adjust options.

Home button: opens up home menu.

1 button: opens up your map screen.

2 button: toggles the minimap on/off.

Control stick: moves Link about, and selects menu items.

C button: toggles first-person view on/off.

Z button: locks-on to an enemy, item, or NPC.

-- Human Controls --

B button: on the items screen, assigns a certain item to the B button. In-game, uses that item.

D-pad left, right, down: on the items screen, sets items to these buttons. In-game, sets the item you've pressed to B, to be used.

Swing Wiimote: slash with Link's sword.

Shake nunchuk side to side: use a spin attack with Link's sword.

-- Wolf Controls --

A button: jump attack, typically.

B button: when held, extends an energy field that Link can attack enemies in.

D-pad left, right: activates Link's wolf senses.

D-pad down: lets Link dig.

Swing Wiimote: bite at an enemy.

Shake nunchuk side to side: spin attack.

-- Advanced Sword Techniques --

Ending Blow: when an enemy is knocked down, target the enemy and hit the A button, and Link will jump on them, driving his sword into them.

Shield Attack: when you are Z-targeting an enemy, thrust the nunchuk forward, and Link will bash the enemy with his shield.

Back Slice: while an enemy is Z-targeted, hold either left or right, then tap A twice and swing the Wiimote; Link will roll behind the enemy and slice behind them as he is coming up.

Helm Splitter: after using the Shield Attack on an enemy, hit the A button when prompted; Link will jump over the enemy and slice at their head.

Mortal Draw: do not Z-target any enemy, and sheathe your sword. As an enemy approaches, press A when prompted to have Link unsheathe and attack in a crushing blow.

Jump Strike: with an enemy Z-targeted, hold down A, then release when your sword is charged up, to unleash a more powerful and wide-ranged jump attack.

Great Spin: when your health is full, perform a spin attack, and it will have greater range than usual.

2.22 - GameCube Version

-- Normal Controls --

Control stick: moves Link about, and selects menu items.

Start button: opens collections screen, and lets you skip cutscenes.

A button: action button. Lets you talk to people, read signs, open doors, lift things, and any other action that is supported at that time.

C-stick: up changes it to first-person view, and other directions allow for full camera control.

D-pad up, down: opens up items screen.

D-pad left: toggles the minimap on/off.

D-pad right: opens up your map screen.

Z button: lets you talk to Midna to warp, turn into a human/wolf, listen to advice, or send Midna across gaps as a wolf.

L button: locks-on to an enemy, item, or NPC.

-- Human Controls --

B button: slash with Link's sword; hold it, then let go when charged to perform a spin attack.

X and Y buttons: on the items screen, sets items to these buttons. In-game, uses those items.

-- Wolf Controls --

A button: jump attack, typically.

B button: bite attack; every fourth attack in a combo is a spin attack. When held, extends an energy field that Link can attack enemies in.

X button: activates Link's wolf senses.

Y button: lets Link dig.

-- Advanced Sword Techniques --

Ending Blow: when an enemy is knocked down, target the enemy and hit the A button, and Link will jump on them, driving his sword into them.

Shield Attack: when you are L-targeting an enemy, hit the R button, and Link will bash the enemy with his shield.

Back Slice: while an enemy is L-targeted, hold either left or right, then tap A twice, and then B; Link will roll behind the enemy and slice behind them as he is coming up.

Helm Splitter: after using the Shield Attack on an enemy, hit the A button when prompted; Link will jump over the enemy and slice at their head.

Mortal Draw: do not L-target any enemy, and sheathe your sword. As an enemy approaches, press A when prompted to have Link unsheathe and attack in a crushing blow.

Jump Strike: with an enemy L-targeted, hold down A, then release when your sword is charged up, to unleash a more powerful and wide-ranged jump attack.

Great Spin: when your health is full, perform a spin attack, and it will have greater range than usual.

3 - Walkthrough

Take note, this walkthrough won't be very spoiler-free.

3.1 - The Adventure Begins

3.11 - Ordon Village

- Link, The Ranch Hand -

The game begins with Link talking to another villager, who asks a favor of him. After you accept, and the conversing ends, you'll head back home, where you'll be called upon to do your chores. First, though, you need your horse.

Once you gain control, take a left and head down that path. As you do so, remember to walk through tall grass and hurl rocks and such, you'll need Rupees for later. In the next area, take the first right you can, and you'll find your horse with Ilia in a magical spring. Talk to Ilia quick, then go over to the brown, tubular grass, grab it, and blow into it; this is how you'll bring your horse to your side from now on. Get on your horse, and head back to your house, then take the other path, which will lead you into Ordon Village.

To get to the ranch where you work, head directly downward through the village; once there, head through the gate and talk to your boss. This will initiate the goat-herding mini game. To herd these goats, you need to get behind them, so you, the goat, and the barn door are lined up. Then, whoop a few times, riding behind them as they head toward the barn, and they'll walk in. Don't get too close to the goats or they'll run off. Once you've done this for ten goats, you'll be done for the day.

Afterwards, your boss will set up fences; practice jumping over them, by running toward them, then dashing once you get close; the horse will jump the fences automatically. Once you're done practicing, jump the fence close to the barn's left and head back into Ordon. You'll be asked to save.

- Errands For Friends -

The next day, you'll be awoken by some meddling kids. Exit your house and go talk to them to find out about a slingshot for sale; it costs 30 Rupees, so wander around the tall grass near your house, then go back to the area before the spring and look there. Running into trees can also reveal Rupees. Once you've found all the Rupees (you won't have enough yet), head into Ordon Village.

Talk to the first person on your left to see about a beehive. After that, head right to a small plateau with vines on it, and you'll learn about Z-targeting. Head up the plateau with vines, then jump to the next one and grab the grass there. Blow on it to summon a hawk, then aim it at the beehive above the man you spoke to earlier and knock it down. Head over to where the beehive pieces are, then climb the nearby vines; you can find 15 Rupees up in that tree.

From here, jump to the rooftop next to you, then to the next two plateaus near it. Pluck this grass also, and call the hawk again. Aim it at the moving figure in the distance, along the river, and your hawk will bring back a cradle. Hop back down to the ground, then walk along the river's edge until you find a woman who will be glad to see it. Follow her slowly back to her house and you'll get the Fishing Rod.

From here, turn around and cross the second bridge to your left, grab Rupees from the rocks, then head past the house. There will be a very short pier jutting into the river; stand on it, then set your Fishing Rod to B and cast off. Flick your Wiimote forward to plant it, then when the entire bobber sinks, pull up on the Wiimote and hold it there until you've got the fish. Once you catch two fish, the nearby cat will take the second and head off.

Follow the cat's path to Sera's Sundries, and you'll be rewarded with a bottle half-full of milk. While you're here, also buy the slingshot, then head back to your house.

- Combat Practice -

Upon arrival, you'll find that there's something for you in your room; head over to your ladder and use your slingshot to hit the spider off of it, then enter your house. Open the treasure chest to find your wooden sword, then head

back outside and talk to the kids.

You'll initiate slingshot practice, so take out all the targets and hit the scarecrows to impress them. Once done, agree to teach them how to use a sword, to learn how to use your sword. Protip: after doing a swing attack, you'll hear a charge-up sound from your Wiimote; that indicates that you can do another spin attack now. After pwning the scarecrow, one of the trouble-causing monkeys will show up. Head after them all, past the spring, into Faron Woods.

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3.12 - Dangerous Fun In Faron Woods

Head forward to encounter a fence, but never fear, there is horse grass nearby. Call your horse to your side and jump the fence. Quickly dismount, then head into the tunnel to the left. At the other end, take a left and talk to the man sitting outside his house to get a Lantern. Set the Lantern to B, then swing it to light a fire under the pot. Put it away for now, so you don't use any extra oil, then go back, defeat the Deku Baba, and head into the next tunnel.

In this tunnel, you can light torches by swinging your lantern at them. Go through, defeating Deku Babas with your sword; when you reach the web, swing your lantern to burn it away. At the split in the path, head right to find ten Rupees, then go back and take the other path. Burn another spiderweb and exit the tunnel. In this next area, follow the left wall to the first tunnel you find; go in and defeat the enemies, then open the treasure chest to find the key to a nearby gate. Light both torches, then open the new chest to get a Piece of Heart.

Go back outside and head to the next tunnel; open the gate with the key you found, then go in and defeat the enemies here. A bird will start talking to you. He owns a shop, where you can grab red potion for hearts, and lantern oil, in your bottle. You can technically get away without paying, but the bird will start attacking you and it's not fun, so if you want to pay, go to the box near the bird and press A to select the amount you owe/can pay.

From there, continue along the path until you find the kids. Defeat the monsters surrounding the cage, then attack the cage until it breaks to free the child and the monkey. Later on, the kid will run off, and guy from before will talk to you again, and we'll head off to the next day.

- Last Day Home -

Starting off at the ranch, call your horse to you, then start herding these goats into the barn. You've got 20 goats to herd, and the best time is 3 minutes - see if you can beat it! Once you're done, head back into Ordon, where you'll get told off by Ilia. Head toward the spring, to find Malo and Talo are blocking the way. Agree to hand over your sword and they'll let you through.

Go the spring to find Colin there, who'll try to get you in Ilia's good graces again. Head back to the small area right before the spring, and find a tunnel along the left wall; enter to get into the spring, where Ilia will be a bit kinder. Suddenly, you'll all be attacked, and after you regain consciousness, you'll be pulled into the Twilight...

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3.13 - Imprisonment

After the interesting cutscene, you'll find yourself in a cell. After a few seconds, you'll meet up with Midna, and an interesting cutscene will occur. After she exits the cell, hold Z and press A to attack the box in the corner.

Go over to the hole in the cell and dig to exit, and Midna will get on your back. Head into the adjacent cell, and Midna will point out a chain in the ceiling. Stand below it, then hit Z and A to grab it and pull it down. Go through the newly opened passage.

At the end of the tunnel, use your sense to talk to the spirit by Midna's request. From there, follow the tunnels until you come to the spikes. Head in the opposite direction of them and grab and pull the nearby chain, to flood the room with water. Swim past the spikes and continue on.

From here, head to the large circular room on the minimap, where Midna will leave you. Head in the opposite direction and grab and pull the chain to drain the water again; now you can enter the tunnel next to the bars that Midna crossed. At the other end, you'll meet up with Midna again.

In the circular stair room, start climbing. Try to jump the first gap; you'll fail. From that point, whenever you get to a gap, press up on the directional pad to send Midna across, then quickly Z-target her and press A to jump to her. At one point, you'll come to a large gap and a rope; carefully walk onto the rope and walk up to continue. You'll eventually reach the top. Walk yourself onto one of the square blocks, then jump your way to the window and exit.

- Castle Ruins -

Now outside, run forward and talk to the nearest spirit to find where you are; after that, push the nearby box into the corner, then jump onto it and up to continue. Run along to the next wooden platform (spin attacks work well on the bird enemies), then have Midna help you to the rooftop. Run along the rooftop here to the end, then enter the tower. Climb up the winding stairwell to meet Princess Zelda...once the cutscene is over, go back down the stairs, and you'll soon return home, but not quite yourself...

3.14 - The Vessel of Light

Midna can help you return to normal, but only if you get her a sword and a shield. Head back into Ordon Village and defeat the enemies near your house to talk to a nearby squirrel - Wolf Link can talk to animals. Head forward into the village and go forward, toward where the cat was originally. Get close, but not too close, to the talking men and listen. From there, head to Sera's Sundries, and Midna will help you get onto the roof. From there, get behind the man and scare him off, then have Midna help you into the house. Grab the shield from the nearby wall by knocking it off with a couple dashes.

Now, exit this house and head toward the house of the pregnant woman. Wait for the husband to get far enough away, then cross to the far side of the house, use your sense, and dig in the sparkling area next to the house. Go in and grab the sword, then dig your way back out.

From here, head back to the entrance to Faron Woods. Partway there, the spring will summon you, so go to it. You'll encounter your first Twilight enemy; dispatch it quickly, and a spirit will appear, and tell you why the Twilight is spreading. To help stop it, you need to gather the Tears of Light. Head back to Faron Woods, and Midna will pull you into the Twilight.

- Faron Woods -

Head forward to encounter a group of twilight brings. Attack them until all but one is down, then that one will revive the rest. Midna will then teach you a technique for getting them all at once, so use it on them quick. The pen

will disappear, so continue forward. Head forward and talk to the spirit in the spring to receive the Vessel of Light. Your next task is to retrieve the Tears of Light.

There are two dark-wielding bugs in the tunnel ahead, so collect them, then take a left at the fork in the path. On the right wall of this house is a bug; ram the house to knock it down, then collect the tear. To enter the house, climb the small ramp nearby and Midna will let you in. Talk to the spirit in here to reveal two bugs, then grab them, then head back to the gate.

Use your sense to find the proper place to dig, then kill the two bugs on the other side of the gate. Go into this tunnel, and on the other side is a poison swamp. Use your sense to find two bugs on a nearby wall; ram it, then jump attack them to get the tears. From here, follow the left wall to have Midna help you around. Use her continually to get across the swamp, stopping in the middle to get three more tears of light.

Once you get to the other side, you'll have to use your senses, then dig up these two bugs to get their tears of light. Head into the tunnel, then defeat the enemies that come up using the technique you had before. Head to the very end of the path, where you once found the monkey and Talo, to get to the final tears of light.

- Return To Normal -

Once you get the final tears, Faron Woods will be cleared of the Twilight, and you will return to normal, additionally clothed in the garb of the Hero of Time of old. After learning more about the legend, head back toward the house you came across earlier, where the guy sold you the lantern. He'll now give you the key to the gate, so use it and continue on.

Once you get to the poison swamp, take out your lantern and use it to have it taken by a monkey. Follow the monkey across, defeating any enemies that come by, and you'll get your lantern back, albeit with no oil. Keep going and you'll pass the potion shop, so refill on oil if you like, then head forward to find a glowing white wolf.

In this area, you'll face off against an enemy Stalfos, so strike him once to be knocked back. He will proceed to teach you the Ending Blow. Attack him and knock him down, then target him and hit A to deliver the blow. Once you've learned it, you'll return to Faron Woods. Continue forward and burn the web ahead to enter the Forest Temple.

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3.15 - Forest Temple

Go forward, defeating the enemies, and free the monkey trapped in the cage. Use your slingshot on the spiders here, then climb up the vines and open the door to enter the next room. In here, bypass the stairway and head to the left side. Damage the enemy that pops up, then pick it up and place it near the cracked rock; it will explode and reveal 20 Rupees. Go up the stairs and defeat the spider on the platform, then light all four torches to reveal stairs to the next door. Grab the dungeon map from the nearby chest, then go into the next room.

This room is outdoors and windy, and a simian foe will cut the bridge down. Go back to the previous room and follow the monkey, who will proceed to hang from a rope. Jump to the monkey, then press A to jump to the door; go into the next room. In here, attack the enemy to blow up the rock, then smash the pots to find Ooccoo; this person lets you warp in and out of dungeons, which is useful. Head in the other direction and burn the web, then follow the monkey across the

platforms and through the next door.

Go across the bridge here, then go through the door on the other side and open the chest for a key. Back to the room with the monkey, go back across the platforms to the first door, then shoot the spider on the nearby wall. Climb the vines and cross the bridge, then defeat the spider to let the monkey across. Go through the locked door.

There's another monkey in this room; cross the bridge to make it fall, then ram the totem pole three times to knock the monkey off. Defeat the new enemies, then go back up and use the monkeys to swing back to the door; go through and return to the room where you fought the first spider. Cross the gap with the monkey's help, then cross the next gap, burn the web, and open the door.

Defeat the Deku Babas in here, then climb the stairs to find an explosive enemy. Attack it, then drop it into the gap behind you; a Like Like will eat it and explode. Cross the gap and go into the door. In here, descend the stairs and ram one of the totem poles to get a small key, then cross the room to the monkey, being careful not to step on any of the panels that peek out at you. Light the two unlit torches on the other side, then climb up the new stairs and defeat the Skulltula to free this monkey. Before leaving this room, climb the vines to your right to get 20 Rupees from a chest.

Exit the room and turn to your right; slingshot the spiders and climb the vines, then attack the explosive enemy and drop it into the gap. Jump down and open the treasure chest to get another Piece of Heart, then go back up to where the vines were, climb up, and go through the door. In here, a key will be eaten by a large Deku Baba; approach it, and every time its head bows down, slice it, until it dies. Attack an explosive enemy from the perimeter of the room, and toss it into the Like Like, to collect the key and free this fourth monkey.

Head back to the central room, where the monkeys are, and then go into the north room, where the monkey enemy cut down the bridge. The four will make a new, makeshift bridge, so use them to cross to the other side and open the door to be locked into a miniboss arena. Defeat the Deku Babas he sends at you, then, when he throws his boomerang, ram the pillar he's on to knock him down, then attack with your sword. Continue this process (making sure to un-Z-target him after each set of blows) until he is defeated, where he will lose his mind control and run away. You'll be awarded the Gale Boomerang. Target the fan above the door and strike it three times with the Boomerang to get out.

Turn to the left and use the Gale Boomerang on the bridges to turn them, then defeat the enemy and use the boomerang on the rope suspending the monkey to free him. Continue up the slope and cross more bridges, then go through the next door. You'll be in a familiar room, so return to the central room, then cross the two gaps to get to the door across from you, and go in. In this next room, cross the platforms and go to the gate you couldn't open before. Look at the pattern on the floor, and activate the fans in that order to open the gate and get the Big Key. Go back and head through the north door, then cross the bridge and follow the monkey into the next room.

Here, change the bridge and go through the door to find the other monkeys. Head onto the bridge on your left and change it, then do the same to the next bridge. Defeat the enemies, then climb the vines and get up to the top platform. Defeat the enemy and go through the door. In here, defeat the Deku Babas, then use the Gale Boomerang to bring the enemy to the left over to you, and use it on the Like Like. Grab another and toss it up to the rock at the proper time to blow it up, then climb the vines, defeat the enemy, and grab one more explosive to blow up the rock wall, freeing another monkey.

Return to the previous room, then the one before. Get on the bridge, then rotate it to allow access to the other two areas. Head east first (right on your minimap), then use the Boomerang to knock down everything in the room. Defeat the Skulltula and jump into the open hole. Toss the explosive enemy into the Like Like, then climb back up and stand on the spiderweb. Use the Lantern to burn it, then drop down and free the monkey. Climb back up and exit this room.

Go across the bridge into the locked door, then lock onto the worm tiles in this room and use the Gale Boomerang to reveal them and defeat them with your sword. Go into the tunnel and drop into the next room, then defeat the enemies and climb the vines. Use the Gale Boomerang on both fans to free the final monkey, then go out the exit here and leave the room altogether. Return to the room with the monkeys and they will make a large swing to get you across to the boss door.

-- Boss: Diababa (Twilit Parasite) --

Your first boss; let's see how well you do. Use the Gale Boomerang to target an explosive, then one of the enemy heads. Do this to both, then the real head of the enemy will appear. After a couple of seconds, the miniboss monkey will appear, wielding an explosive. Use the Gale Boomerang to target him, then the main head of Diababa, and it'll explode, revealing Diababa's eye. Lock on and swing away to damage it. Repeat this process until the beast falls. Avoid the acid the main head spits. Once you are victorious, you will collect the Fused Shadow Midna was looking for. She'll tell you a little more, then generate a portal back. Grab the Heart Container, then step in to be sent back to the spring in Faron Woods.

3.2 - Reunion

3.21 - Hyrule Field

After you talk some more to Faron, head back toward the fellow who gave you the lantern. He'll have a bottle full of oil for you to buy, if you want an extra bottle and have 100 Rupees. After that, head through the far gate behind him, and you'll end up in Hyrule Field.

There's horse grass around here, but it won't work, unfortunately. You'll want to head to the westmost exit, so head toward the tiny exit to be stopped by the Postman. He'll hand you a letter (it's from the Postman) then run off. Continue toward that exit to enter the Twilight there.

Upon entering, you'll revert to your wolf form. Run forward along this path until you come across Talo's play sword. Go up to it and sniff it, and you'll learn the Youths' Scent. Turn on your senses and you'll be able to follow the path of their scent into a group of Twilight enemies; defeat them, and you'll discover the bridge is gone. Midna will then teach you about your ability to warp, so warp to the N. Faron Woods. She'll tell you to look hard for the bridge, so turn right to find it. Press D-up to have Midna grab it, then warp back to Kakariko Gorge, and she'll bring the bridge along. You can now continue following the scent to a gate. Dig where the hole is, then continue forward into Kakariko Village.

3.22 - Kakariko Village

Here, defeat the Twilight enemies to create a warp here, then the spirit of the spring will talk to you; go speak to it and you'll receive another Vessel of Light. Head to the nearby circular building and go around until Midna can help

you onto the roof, then drop through the patch on top. After the youth-related cutscene here, grab the dropped stick and light it on fire, then climb the stairs, making sure the lit end faces the wall. Run around to light the four candles, then drop into the cellar and kill the three bugs in the middle of the room. Go to the other end of the hall and Midna will help you get out.

Here, in the graveyard, track down another bug and dig it up, then kill it. Go back into Kakariko Village and go to the nearby house, near the large slope. On the side is a hole you can enter; go in and you'll find another bug to kill. Leave, and go up the big slope, jumping to the inn's balcony and entering. Go to the fireplace and grab a stick, then light it on a nearby torch and light the fireplace to smoke out a bug; kill it for its tear, then go into the next room. Defeat the enemies here, then climb the stairs and kill another insect. Leave the same way you came in.

Head across the main road to a small wood shed; climb it and run across the rooftops to a patch; stand on it to fall into a building, then push a crate in the corner of the room to expose and kill another insect. Leave the house and head toward the large building down the road; climb the nearby shed and use the A button to jump through the window. Climb the stairs and kill the insect on the second floor, then exit through the upper exit. Head to the building to the left and follow the insect into the hole in the wall. Once inside, grab the stick, light it, then light the fireplace; the bugs will light the place on fire, so get out of there quick, and the building will blow up. Go collect the three tears.

Climb up the nearby winding slope and kill the insect at the top, then jump down and head toward the trail leading up the mountain. Go along the path until you find an open area; a bug is here, so kill it, then approach the glowing stone and listen to it to find this melody:

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Hold down A to howl, and stay at the proper pitch until you're supposed to move to a new one. Once you do that, you'll have to repeat it, then the golden wolf will move to the overworld, at the Ordon Spring; remember that for later. For now, continue north until you run into some Twilight enemies; defeat the isolated one first, then take out the other three with an energy field attack to create another warp. There's an insect on a nearby wall, so kill it, then climb the nearby ledge and use Midna to get up. Head right and climb the narrow, small ledge acting like a right wall to go up more. Head forward and jump into the spring, then kill the enemies and get the final insect. The light will return to normal and so will you.

After talking to the spirit, and Renado the shaman, head back toward Death Mountain. Climb the grating that makes the first wall to encounter a Goron who will knock you off. Head back into the village and Renado will tell you that Bo, the mayor of Ordon Village, knows how to get past the Gorons. Run back toward the spring, and Epona will run in, shaking off enemies. Once you climb aboard, hold the indicated directions, then press A when prompted to regain control of Epona. Reunited with your horse, leave Kakariko Village.

3.23 - Return to Home

Ride yourself back across Hyrule Field to Faron Woods; once you enter, start

cutting grass if you're low on Rupees, as you'll need 200 in the near future. Go back to the Ordonna Spring and approach the golden wolf to learn the Shield Attack. Ride yourself into town and approach the mayor's house (closest to the ranch) to have him let you inside.

After some talk, he'll agree to share his secret if you promise to tell no one. He'll lead you to a sumo ring, to teach you the art of sumo wrestling. The first bout is pretty easy, he doesn't do much. Slap him silly and then press A a lot to force him out of the ring. The next match is also fairly easy, I find that pressing nothing but A works well. Once you've bested him twice, he'll share his secret with you: the Iron Boots. Get on your horse and ride back to Kakariko Village to see a cutscene, in which the ogre from before captures Colin the Brave and rides off with him. Follow that ogre; you've got a horseback battle ahead of you.

For the first part of this battle, you can just dash forward to the ogre and slash at him, then repeat until this phase is over. If his minions are bugging you, attack them some as well. The next phase is a joust on a narrow bridge; to win here, you'll want to wait until you're both quite close, then dash, veer a tad to the side, and slice with your sword. A spin attack works best, but make sure your sword is out first. If you do it too early or too late, you may end up falling off, so time it right. Lastly, when you pass the ogre, you may need to get closer than you think.

After the Colin cutscene, follow Talo's lead to the abandoned shop, where Malo, of all people, has set up shop. You can grab a Hylian Shield for 200 Rupees if you like, then head up the trail to Death Mountain.

3.24 - Death Mountain

Climb back up the grating here and don the Iron Boots, to have the Goron roll at you. This is a lot like herding goats; as he approaches, hold A when prompted to send him flying away. Continue up the mountain, fielding Gorons as they come, until you find a group of enemies firing at you. If you like, you can call the hawk with hawk grass, or you can just ignore them and continue on. In the next open area, you'll see one Goron use another as a springboard. Walk around here until a gigantic molten rock crashes down.

Go toward the Goron on your left; Z-target him, wait for him to punch your shield, then attack to make him roll up. Climb on him and he'll launch you into the air. From here, head right to the next Goron and do the same. At this point, you can drop down into the hot spring if you like to heal; there's also a store down there. Once done in there, climb up the grate to get back up.

Attack the nearby Goron to go up again, then put on Iron Boots to walk through the nearby steam geyser. Continue along this path, fielding a few more Gorons, then use the next two spring Gorons to go up to the top of the path. Put on Iron Boots and walk inside to be assaulted, but you get a chance to prove yourself with a sumo match. For this match, I found the best strategy to be sidestepping Goron immediately, pushing with A, then repeating. Once he's out of the ring, he'll let you into Goron Mines.

3.25 - Goron Mines

In this first room, use the platforms to cross the lava (either direction works), then enter the small enclosure. Slice at the two wood barriers within, then stand on the switch with your Iron Boots to turn off the fire jet. Run past it, then step on another switch to turn off another jet. Run past it, then take

the path behind you and to the right, climbing the ladder. Continue to find a chest with 20 Rupees, then hop to the nearby platform to cross the lava. Head right to find and press another switch, then run forward past the third fire jet and hop to the metal ledge near the door. Put Iron Boots on to lower the ledge and open the gates, then go through the door.

In this room, head up the ramp, then take a left and defeat the enemies down here. Open the chest to receive a key, then go back up the ramp and take the other path. Cross the rotating platforms carefully to the door, and go in. Go down the path in this next room and defeat the Dodongo by slicing at its tail. Cross the platforms here to get to the other side of the room, then kill the next Dodongo and look toward the chain in the wall. Pull out that portion of wall, then quickly use the platforms to jump to the place where the wall was. Try to time letting go of the wall so you'll get to the platforms just as the lava pillars recede. Go through the door.

Random water room is random o_o but anyway. Jump into the water with your Iron Boots on and walk over to the switch; you'll activate the magnetic floor, so walk around to the top and go through the door. In this next room, you'll meet the Goron elder Gor Amoto, who will give you a shard of the Big Key. Open the chest to receive the Dungeon Map, then climb the ladder and grab the shaking pot ahead to reunite with Ooccoo. Go through the door.

The walls of this room are magnetic, so don your Iron Boots and walk along the wall to the opposite side of the room and go through the door. In here, use the Iron Boots to weigh down the switch and stick to the ceiling, then use your map to help guide you to the opposite side of the room, as it's pretty tricky. Once there, drop to the floor and enter the door. Back in this large crane room, run forward and defeat the enemies around here. Step on the switch to activate a crane, then go to where it's magnetizing and use your Iron Boots to go up. Drop at the higher of the two drop points to find enemies and another switch; step on it to activate another crane and get to the next door.

Kill the Tektites in this room, then swim off to the top-left corner of the room and put on your Iron Boots to nab a key from the chest. Then swim to the bottom-right, to a metal area. Put on the Iron Boots and push the block away, then take them off and swim up into the enclosure. Get on land and step on the nearby switch, then head over to the new magnet area to get on the ceiling. Walk to the end of this magnetic strip and drop down, then head to the next switch, step on it, and walk off the edge of the metal platform to attach to the wall. Go to the end of this strip and drop, then grab 20 Rupees and hit the switch with your sword to open the gates. Enter the door.

Defeat the enemies in here, then go to the magnet on the right and walk right up. Take the right path to get a Piece of Heart, then go back and take the left to cut the ropes nearby, dropping a bridge to the door. You're in another outdoor area, with enemies firing at you. You can't do anything about them now, so slice the wood ahead of you, then run up the ramp and take the right path to get a key from a nearby chest. Go back and take the opposite path, going through the locked door.

Hop across the rotating platform here, then go up to the rotating platform with the magnetic panels. When the side with many panels comes up, run to the first and use the Iron Boots to stay on, then wait for the platform to right itself. Cross the platform in this manner and enter the door. In here is another elder, Gor Ebizo, and another key shard. Climb the ladder behind him and go through the upper door, then use the magnetic wall to walk to the next door.

The Goron protecting the treasure resides here, but he's not a big fan of letting you explain; he'll drop the magnetic platform into the lava below,

initiating a miniboss battle. You'll want to equip your Iron Boots in general for this battle. When he raises his arms above his head, slice away at him until he curls up, ready to attack; treat him like any rolling Goron and hold A to toss him. You want him to land in the lava, so you should generally stay near the edges of the arena. Toss him into the lava three times to make him regain his senses; the platform will rise up, so go through the far door.

Open the chest there to receive the Hero's Bow, then use an arrow to cut the ropes behind it, making a bridge for you. Walk across into this next room, then run to the far end to activate the Beamos. To defeat each of these things, shoot an arrow into its jewel eye, then you can pull it this way and that. Destroy the first Beamos here and pull it out, then go into the circular room and destroy the west Beamos and pull it out (destroying ones around it if necessary). Behind it is the final elder, with the final key shard, and 50 Rupees behind him. Go back to the previous room and through the other door.

This room is kind of annoying sometimes. Ram the metal grate ahead of you to knock it down, then hop to the next platform and defeat the enemies. Hop across some more platforms and defeat the Dodongos, then use your Bow to get enemies off of the stalactites above the next platforms (don't worry, they drop arrows). Go past the gate and hit the switch to get on the ceiling, then walk over to the crystal switch above the door and hit it with your bow. Go through the newly opened gate.

In this room, jump to the right to get another 50 Rupees, then head forward and use your bow to chop down a nearby bridge. Stand on the nearby switch to activate a crane, then drop at the crane's next destination and go through this door. Unfortunately, you must go through this room again, so quickly get to the next door and go through. Kill the Beamos in here if you like, then go through the next door.

Back in here, get to the end of the platform, then use your bow to take out the enemies here. Head right and take out the Beamos, then pull it aside to open a door. Use your bow to take out the barrel near the next enemies, then step on the nearby switch to activate another crane. Jump down to the platform below it, then travel with it, and shoot the bridge out while hanging from the crane and drop to it. Travel along the nearby platform to find two fairies in pots, then go through the door. In this room, defeat the enemies, drop the bridge, defeat more enemies, and go through the boss door.

-- Boss: Fyrus (Twilit Igniter) --

Fyrus's main attacks are charging forward and swinging chains at you, both relatively easy to avoid. To defeat him, you must fire an arrow at the jewel on his head, then go behind him, don the Iron Boots, grab a chain and pull, which will trip him up. Run forward and slash at his head with your sword, then repeat until he is vanquished.

Upon Fyrus's defeat, he will return to being the normal Darbus, albeit with a bit of a memory blank. Midna will collect the Fused Shadow, and tell you a bit about the Twilight King, Zant. Grab the Heart Container and head out with Midna. Eldin will guide you toward Lanayru Province, and there will be a cutscene with the kids.

3.3 - The Frozen River

3.31 - Journey to Find a Friend

Back in control of Link, head forward along the road to the bomb shop; Barnes can finally start selling again. Try to buy some bombs and he'll let you have a Bomb Bag also, for 120 Rupees. Once you've done that, go back outside and talk to the Goron out there, who can launch you on top of the bomb shop. Go up the slope to the building there, then climb the ladder inside and exit to the balcony (grab 50 Rupees on the way). Talk to Talo and agree to teach him how to use a sword; hit the three targets (the last one takes some work) to get a Piece of Heart. Even if you don't get the Heart Piece, Malo will start selling the Hawkeye in his shop, which is like a sniper scope.

Anyway, grab Epona and head out the north exit to Kakariko. You'll likely get a letter from the postman about bombs, and afterwards, ride across Hyrule Field and cross the bridge you jousted on earlier (top of your map). Bomb the rocks blocking the path, and Twilight enemies will appear, inconveniently stealing your bridge. If you want, you can defeat them now, if you make sure to use naught but spin attacks; otherwise, go back sometime as a wolf. Head forward and go into the Twilight.

The first thing you'll see here is a scent; upon sniffing it, you'll learn Ilia's Scent (you don't need the Youth's Scent anymore). Follow Ilia's trail all around Hyrule and into Hyrule Castle Town. The scent should lead you, in a rather roundabout manner, to a place called Telma's Bar. Use your senses and go up to listen to Ilia, who is tending to a sick Zora child. Talk to the soldiers in the back of the bar to find out something's up, then check the map to find out where to go.

From here, follow Ilia's scent back out of Hyrule Castle Town (or just cut through the square, it's faster) and head down the path forward from where you exit. After a bit you'll come to a bridge; ignore the black substance for now and start heading across. After a bit, you'll realize the substance is oil, just in time for it to be lit on fire at both ends. Push the leftmost box in front of you to the left, then hop on and jump off the side of the bridge.

3.32 - Lake Hylia and Zora's Domain

Jump out of the water and listen to some nearby Zora spirits to find out that something must be wrong in Zora's Domain. Head toward the colorful building in the distance and listen to the clown there to find out something about upriver, then he'll see a monster. Go over to it and it'll use the hawk grass to summon a large bird, which it will attack you on. When the bird gets close, jump attack and bite away at it, then do it once more to get him off the bird; finish off the monster, then Midna will quell the bird, and you'll use it to fly your way up the river.

For this part, you'll use your Wii remote to aim the bird to try and avoid walls, stalactites, stalagmites, etc. You'll also want to avoid enemies, but really that's not too bad. The most annoying parts are avoiding falling objects, as well as knowing how far to move the Wiimote to get the bird to move. At one point a large pillar will fall directly at you, so be prepared to move way far left or right.

Once you're done, you'll end up at the top of Zora's River. Jump into the empty river and head east to go to Zora's Domain. Head forward toward the pillar-like structure and Midna will help you go up; continue on, attacking any icicles, until the next point where Midna can help you. Be careful on this next climb, you could slide off, or be hit by an icicle, so make sure the coast is clear before jumping. Head forward at the top into the main room, then defeat all the Twilight enemies to make a portal here; once again, defeat the isolated enemy first.

Stand in the center of this area and use your senses to see all the Zoras trapped below the ice. Midna will surmise you need to melt the ice, so warp yourself to Death Mountain, then grab the giant piece of volcanic rock and bring it back to Zora's Domain to melt the ice.

Start to head out, and the spirit of the Zora queen will ask you to look out for her son Ralis, who's in Hyrule Castle Town. You can't do much for him as a wolf, though, so head out of Zora's Domain and hop into the water to be carried downstream to Lanayru's Spring.

3.33 - Extermination

Back in a fuller Lake Hylia, head inside the cave to meet what remains of the spirit Lanayru, who will give you the third Vessel of Light. Upon leaving the spring, follow the insect up the ramp to the right and defeat it, then continue on this path to defeat some more Twilight enemies and make another warp. Keep going along the path to the colorful building to find another insect around there, making two so far. Along the way, Midna will take note of the grass there, and let you know that you should be able to call the bird that way.

For now, go back to where you made the warp, and take the stone bridge backward, then follow this somewhat broken path until you find the open area with an insect. The final bug in this area is waay on the west side of the lake, so swim your way over to that area and take out the insect. Head over to some nearby hawk grass, then howl like so:

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You'll summon a large, ugly bird that can carry you upstream. On the way there you'll find many insects; to take them out, Z-target and dash. It's kind of hard to keep them Z-targeted though, you sort of need to keep the cursor on them as best you can and hope you'll dash into them. It's difficult, and you'll have to practice a few times before you get it right. Remember to use your senses, too, I kept forgetting that. When you land, talk to the girl there to expose the next insect. After that, head to the nearby stone (on the far side of the river, I believe) and howl like so:

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Warp to Zora's Domain and ram the nearby wall to drop the insect, then kill it and head outside. Jump into the basin and kill the two insects in the center, then head for the ledge on the east side. Go north and Midna will help you up to a higher ledge, then another. Keep going forward and she'll pull you onto another ledge, so continue on until you find the Rupee chest. Double back to go up even further, and continue on until you get to a more open area, with pillars on one side; there's an insect in here. From here, jump down and swim to the other side of the basin, to get to a much-easier-to-reach insect. Get on the solid ground near the river's exit to travel to Upper Zora's River.

Go a little forward, and you'll take notice of two souls pointing out that this

part of the river leads to Hyrule Castle; follow them there, as a bug is there also. In the next area, get out via the stairs, then travel your way back to Hyrule Castle Town. Right outside the entrance, Twilight enemies will appear. Take care of them quickly and enter town, then kill an insect outside of Telma's bar. Once you collect the tear, talk to Midna to realize one tear is still MIA. It'll suddenly appear in Lake Hylia, so warp there and swim out to it, to discover this bug's a little bigger than the rest...

He'll come at you wielding an electric charge, but he'll drop it once he stops moving; that's your chance to jump attack him. If you're lucky, you can get more bites in as well. He'll then start swimming around with an electric charge, so make sure you're on some of the flotsam as he does this. When he charges you, though, jump into the water to avoid getting damaged. The process will then repeat itself. Eventually, he'll flop on his back into the water; jump onto his stomach and use Midna's energy attack to take out its legs, killing it finally. Collect the final tear of light to return Lanayru Province to normal.

The spirit Lanayru will reform, and it's a bit of a sight to behold. The spirit will tell you, in a rather disturbing cutscene, exactly why the power of the Fused Shadows was locked away. Once that's done, swim yourself over to the very colorful building and talk to the clown to have him launch you in the cannon out of Lake Hylia.

3.34 - Transportation

Start to head toward the door, and Midna will remind you of the Queen Zora's request. Go through the house and get back to Hyrule Field, then go to Hyrule Castle Town (you'll be stopped by the postman). Approach the wolf to learn the Back Slice, then go into the town and return to Telma's Bar. You'll see a cutscene involving Ilia, Telma and the Zora child; poor Ilia seems to have lost her memory, and the prince is doing rather badly. You'll end up escorting them all to Kakariko Village, so suit up, soldier!

The first thing you need to do on your path is clear the east bridge, which is being defended by your ogre friend. This guy is sporting some new side armor, so slicing him is out. As soon as you start riding, take out your bow and aim it between his armored plates and fire. He'll slump off to some direction, letting you move to the side to avoid him. If you don't get a shot in in time, move to the side quickly so you don't get rammed off. Two shots is all it takes to defeat him, but the second time he's swerving a lot, so aim carefully. Once you take him down, you'll get the GateKeys.

For the next legs of this journey, you'll want to stay fairly close to the carriage so you can monitor its status. The first thing you'll encounter is fire archers, which are hard to do much about, so just hope they don't hit the carriage, and if they do, put out the fires with your Gale Boomerang. Unlock the first gate and quickly get back on your horse to continue.

You have more worries as soon as you get past the gate: fire archers on horseback (get close and slice them) who can light the carriage on fire, and birds who will drop bombs on the path to make the carriage veer WAY the heck out of the way. For the birds, you can use arrows to kill them, or just the Gale Boomerang to deter them. Either works well, really, but make sure you're close enough to hit them with arrows. Right before the final gate, the chances are the carriage will be heavily attacked, so make sure to defeat enemies and put out fires before you unlock the gate. You'll safely ride into Kakariko Village.

After some treatment, the Zora child will be doing well...mostly, anyhow. Telma will invite you to join a certain group to help the kingdom, and the Zora Queen

will appear to you again, so follow her to the graveyard, and she'll make a rock blocking your path vanish. Crawl through the hole to find her again, so swim over to that grave. She'll tell of this place, and give you the Zora Armor, which lets you breathe underwater and swim freely.

Before heading back to Lake Hylia, you'll want to visit the Bomb Shop and pick up some water bombs for what comes ahead; you'll have to sell your regular bombs but that's okay. Also, bomb the large rock near the southern exit, then travel to the upper portion of Eldin's spring and dive in with the armor on, then equip your Iron Boots and open the chest to get a Piece of Heart. Once that's done, get on your horse and head to Hyrule Castle Town, then go through the south exit. Jump into the large hole in the ground to return to Lake Hylia, then put on the Zora armor and swim out to the entrance to the temple. Put on the Iron Boots and place a bomb on the plugged water vent, then place a bomb on the vent to blow up the rock above. Swim your way into Lakebed Temple.

3.35 - Lakebed Temple

Swim through this first area, avoiding enemies in general, until you reach the first room. Run up the ramp here then jump off the nearby ledge to open the gate, then go through the door. In the next room, combine your bombs and arrows into bomb arrows, then shoot the narrow parts of the stalactites to make them fall to the ground. Cross the stalactites to the door, then head to the left and open the chest for some replacement water bombs. Go through the door.

Kill the Lizalfos in the next room, then continue on. This room is the central hub of the entire temple, you'll be back here a lot. Head down the stairs and go to the right, to the southern region, then jump and pull the lever to move the stairs over. Climb back up the stairs and then grab the lever on the right side of the room (on your map). Open the chest to your right at the bottom of the stairs to get the dungeon map, then go through the door.

Crossing this bridge, defeat the armored enemy (the Back Slice works fairly well) then go through the next door. Shoot down the stalactites in here, then go down the path to your right, the small tunnel. Climb up the vines at the end here, then head to the right and drop onto the next ledge. Jump to the nearby platform, then to the rising platform when the geyser lifts it. Grab a key from the chest, then leave this room and go back to the hub of the temple.

Go up the stairs here and head to the left, to the leftmost door on the top level. Smash the nearby pot to find Ooccoo again, then go through the locked door and cross the bridge to the next door. Defeat the enemies in this room, then use bomb arrows on the two stalactites to the right. Hop on the one near the vines and climb up said vines and drop onto the top of the wall; from there, jump to the level to open the door between the two parts of the room. Head into the door on the left. You'll be in a round room with a giant cog. Kill the lizard enemy, then head through the next door and grab the key off to the left. Go back through the cog room to the other area, then bomb the nearby rock impeding your progress and go through the next door.

In this room, there's an odd water enemy; shoot a bomb arrow at it to get rid of its water shield, then slice at it to defeat it. Go through the locked door and jump off into the gap to the right. Climb up the vines and run up the spiraling road to the top, then get bombs from the chest and climb the ladder on the arch. Jump to the level and pull it to let water flow, then let go and slide all the way back down. Swim to the central area in the room to let water into another part of the temple, then go back through the door and head through the door you haven't been through yet, that water's going into.

In here, you can go past the waterwheel and smash the right pot (before the gate) to grab a fairy which you can bottle, then go back past the waterwheel and through the door that leads to the cog room. Jump down to the ground and make your way back to the main door out of there, then grab a moving platform and go through the northern door. Head to the left and open the chest for a small key, then go backwards and get on a platform and take the western door, then go into the locked door. Get into the water and swim low, letting some air push you into a chest with 20 Rupees, then put on the Iron Boots and blow up the nearby rock. Walk down the passage into the next room.

Swim up through the passage of this room, then kill the tadpole flopping around. Use C to look directly up and you'll find your miniboss - a giant frog enemy. He'll release a large amount of tadpoles at you initially, then once you kill them all, he'll jump high into the air. You'll eventually see his shadow over you, so get out of the way before he lands on you. Try running toward his head as you escape, but don't strain yourself to do so. After he falls, he exposes his weak point, his tongue, so go up to it and slash away for damage. The process will then repeat itself, with more tadpoles and jumping and such. Remember on later cycles not to hesitate in running from his shadow; don't bother trying to figure out which way's the head, because you have LITTLE time to get out of there before he lands on you. On the third cycle, you should be able to use the Ending Blow on his tongue; once he falls, open the chest to get the Clawshot. There are three small alcoves in this room you can Clawshot to to get various goodies, but to escape, you need to Clawshot the nearby target, pulling it down to open the gate out of this room.

One advantage to having the Clawshot is being able to remove the armor from those small piggish enemies for easy kills. In any case, make your way back to the central hub of the temple, then face left and use the Clawshot to hook on the vines above the small wall. Climb to the other side and head to the eastern door, then use the Clawshot on the target, which will act like a normal lever would and turn the staircase, which now has water flowing down it. Head through the nearby door, then past the waterwheel and into the next door.

Jump to the platform in front of you, then Clawshot to the target above you and to your left. Go down to the platform below you for more bombs, then Clawshot to some vines on a pillar nearby (likely in front of you). Climb to the platform, then Clawshot to vines on another pillar and climb to the next platform. Behind this current pillar is a target that lets you obtain 20 Rupees, but your actual destination is the vines on the nearby wall. Clawshot to those, then head through the door. NOTE ON THIS ROOM: in this room more than any other, if you are climbing vines, and you want to climb to the left or right, try holding up-left or up-right on the Control Stick first, to make sure you don't fall. There may be some sort of problem with control there, so just take a precaution whenever you're climbing vines.

In the next room, kill the water enemy to the left if you like, then shoot down the stalactite to the right. Get on the new platform, then let it carry you up and jump to the other side of the wall. Look up near the wall to find a Clawshot target; grab it to pull it down and open the gate, then Clawshot to the nearby door and go through. Kill the enemies in this room, then use the Clawshot on some vines on the ceiling to make your way into another room. This spiraling room is essentially identical to the first, so do the same thing you did before, using the Clawshot when appropriate to climb. At the top of this area, you can Clawshot to the treasure chest at the very top, also, to get the Compass before sliding down and letting water into the temple. Exit the room via the left door.

In this room, jump into the water and put on your Iron Boots to extract Rupees from a chest, then go through the waterwheel and enter the door to return to the room with the two huge cogs. Go into the southwest door and get more Rupees,

then make your way back to the central hub by opening the gate on the other side of this room (with your Clawshot). Go through the door and back to the hub, then grab the nearest lever to turn the staircase and head down the stairs to go into the next door.

This room should be familiar; cross the now-raised bridge into the large alcove, then find the one floor tile that stands out and stand on it to open the gate. Once the gate is open, Clawshot inside and open the chest for a Piece of Heart, then use a ceiling Clawshot target to get out of this area and head back to the central hub.

Return to the eastern door on the lower level (making sure to change the staircase) and head through it, back to the room with the two large cogs. Jump to the rotating platforms, then when you're close to the second cog, Clawshot to one of the targets on it and lower yourself on the chain. Wait until you pass over the platform with the door, then let go and go through the door.

In this maze room, jump into the water and swim down, then to the left; there's a tunnel closer to the floor, swim through it. Here, swim up, then toward the right, to a bombable rock; don Iron Boots and blast it, then keep swimming. Go toward the ocean floor and explore the right to find another rock; bomb it, then go through and swim up to the surface, then go through the door. Kill then enemy in here, then Clawshot the target on the ceiling to open a hole in the floor. Slowly lower yourself down to get the Big Key, then go through the door at the bottom of this room and return to the central hub. Jump into the water and go through the boss door, then drop into the hole. Swim down in this new room and equip the Iron Boots to find yourself the boss.

-- Boss: Morpheel (Twilit Aquatic) --

Anyone who's played Ocarina of Time will somewhat recognize the first stage of this boss fight. Z-target in the general direction of Morpheel and you should soon lock onto a single eyeball that travels within Morpheel's tentacles. Once you've got it targeted, use your Clawshot to pull it out and slice away at it with your sword. On occasion, Morpheel will lie a tentacle down next to you; if it does, either swim away or run away, because it'll try to grab you and eat you if it catches you. If it does, take off your Iron Boots to avoid too much damage. It only takes a few slices like this to graduate to the next phase.

In the next part of the battle, Morpheel will reveal its true form - a gigantic eel. Take off the Iron Boots and swim after Morpheel's head, but try not to get in front of it - chase from behind. Most of the time you'll have to be content with swimming after it, but occasionally it'll stop swimming; that's your time to Z-target it's eye and Clawshot to it, then strike with your sword. After a few swings, you'll be shaken off and will have to try again. On occasion, Morpheel will knock down pillars, try to stay out of their way. After a few rounds of this, Morpheel will be defeated.

Once Morpheel goes down, you'll obtain the final Fused Shadow and Midna will take it. Grab the Heart Container and, if you don't want to see a cutscene where Link's wearing Zora Amror, take it off before entering the portal and leaving the temple.

3.4 - The Sacred Blade and the Forbidden Prison

3.41 - Return to the Castle

A cutscene involving Link, Midna, Zant and Lanayru will occur, and the net gain

will be that Midna needs healing from Zelda, right away, and you are stuck in your wolf form. You'll reform in Hyrule Field, so go to Castle Town and make your way to Telma's Bar, which they'll promptly kick you out of. Head away from the door and Telma's cat will help you out; she knows a secret passage. Push the one loose crate up to all the others and enter the window.

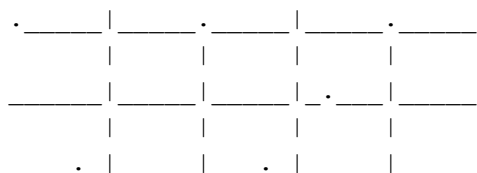
You're in the top areas of Telma's Bar. Here, you just need to cross from rope to rope without breaking too many pots. Walk carefully around them, and try to push them into better positions when you can to ensure they don't break. Once you reach the end, go into the room with all the gold and use your senses to find a rogue spectre. Kill it (remember the Ending Blow) to get your first Poe's Soul; talk to the golden statue man will ask that you collect as many as you can and bring them to him. He'll let you into the underground waterway.

Head to the north part of this room and pull the switch above you to open the grate and let you go through; kill the Skulltulas in this room, then grab a stick, light it on fire, and burn the spiderweb. Go through, holding the stick, and light the torches in the next part of the room. Relight the torch and climb up the broken walls to your left, then light the web and toss the stick. Go through and defeat the nearby enemy, then enter the next room and dig in the center to fall through.

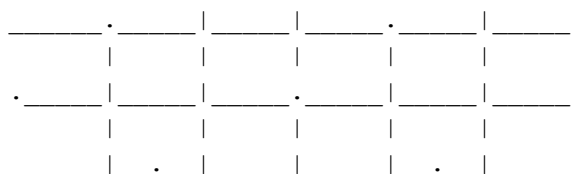
You'll end up in a familiar spiraling stairwell. Climb up like you did last time, except you'll need to take the ropes where Midna helped you last time to make it to the top. Go through the open door, then follow the path you did before to get to Zelda. At one point where Midna helped you, though, there will instead be a broken bridge; you need to run across when the wind is blowing and the bridge is supported, then jump down to the rooftops and head into the window of the tower. Go up the stairs for a cutscene with Princess Zelda. Once it's over, you'll have a couple new objectives: the Mirror of Twilight, and a blade of legend.

3.42 - The Sacred Grove

Quickly warp to North Faron Woods and head toward the Forest Temple. You'll see a monkey being attacked by some enemies, so defeat the enemies and the monkey will show you a secret area you didn't know about before. Head toward that ledge and Midna will help you across the numerous gaps into the next area. When you get to the rotating bridges, wait for the wind to turn them so they face you, then head onto the second bridge; wait for it to turn back and get on the ledge. Walk carefully across the ropes, avoiding the giant hammers (the first is at the far end of the rope, the second the near end) then go up and listen to the howling rock:



This wolf will appear outside of the southern entrance to Castle Town, so make a note of it. Run forward to enter the Sacred Grove, then go up to the rock with a Triforce on it:



An interesting imp will fall from the sky and summon some enemies. Defeat them all, then go through the passage the imp has created. Go through the next couple areas until you hear the imp's horn, then climb up onto the ledge he's on and attack him. Follow him through the next passage to the previous area to find a new path is open; go through and follow the open passages (not well located, unfortunately) until you hear the imp's horn again. This area should have a small bit of land following the left wall; go onto it, then pass through a small archway to find a series of ledges that will lead you to the imp. Attack again and he'll dart off.

Follow him through the passage (it should be on your left) and follow the path (which is thankfully more direct this time) to the imp's third location. To get to him this time, go into the passage below the ledge he's standing on, and climb the ledges in front of you. You'll follow the path right up to the imp, so attack again and he'll make a large stone wall disappear. Follow him into a large, lower circular area.

Now you finally get to battle the imp proper. He'll appear at various spots around the grove and summon enemies to protect him; use a spin attack on the enemies (easiest way) and then use your jump attack to get at the imp. Be quick about it, though, because he'll disappear fairly quickly; hence, the jump attack is the only really effective one. When he's summoning enemies is an effective time to attack, I've found. After enough strikes, he'll open another passage and light will return to the grove.

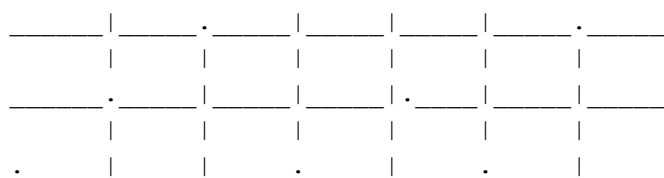
Stand on the Triforce symbol in this area and howl as indicated to initiate a jumping puzzle. One solution is: left, down, right, right, up, left, up, up, left, down, down, right, up. The statues will grant you passage to the sacred place, so run forward through the path and check the blade in the center to return to normal and obtain the Master Sword. Additionally, Midna now has the power to change you into a wolf anytime you like.

3.43 - A Deserted Area

Your next goal is the Mirror of Twilight. Head back to the area where you fought the imp and blow up the nearby rock to unleash a Poe. Turn into a wolf and use your Sense to see it, then defeat it to obtain another Soul. Dig underneath the rock, then defeat all the enemies to obtain another Piece of Heart. Leave this place by standing in the pillar of light, then warp yourself out of the grove.

The place you want to warp to is Castle Town. Head into the town and you'll be stopped by the postman again; he's got a letter from Telma, asking you to stop by her bar. Enter Castle Town, then leave via the southern exit to find the golden wolf that will teach you the Helm Splitter. Go back in and head to Telma's Bar to speak to Telma again. She'll introduce you to some members of her group that are trying to save Hyrule. Talk to them if you like, but it's more important that you check the map to find where one member, Auru, has gone - Lake Hylia.

Leave the bar and warp to Lake Hylia; you'll start off facing one ramp in particular, so climb up and then climb the ladder also. Off to the very left of this ledge is another howling rock:



A golden wolf will appear in an area you can't explore quite yet, so continue on your path to find a small tower; near the foot is another Poe's Soul for you to collect if you like. Climb the tower's ladder and you'll talk to Auru, who will tell you of a cursed mirror off in the Desert Province. He'll give you Auru's Memo, so head down to the lake and go to the colorful cannon building. Use the memo in front of the fellow, and he will launch you, for free, off to the Gerudo Desert.

As soon as you get there, Midna will tell you a short tale of what happened to her tribe. Run across the desert to the upper-right hand corner, where a small entrance appears on your map. Near that area is an enemy camp; use your bow to take out a lot of the enemies in the area, then go up to a boar and get on to ride it. If you dash while riding the boar, it'll be hard to control, but you can take out the wooden structures in this area. Take out some of the towers to reveal chests with Rupees and arrows, then bust down the walls blocking your path. Climb up the ledges and head to the right to encounter the fifth wolf, who will teach you the Mortal Draw.

Keep going along the right path to encounter another Poe, then backtrack and take another path to enter the first part of another enemy camp. Shoot the enemies off of their towers, then go to the right and fight your way through many more enemies. At one point you'll find a boar carcass above a fire; attack it until it explodes to get a Piece of Heart. Around here, an enemy will also drop a small key.

Backtrack a tiny bit to a locked door and go through, and you'll encounter a boar, and your old friend. Continually use the Back Slice on this enemy to defeat him, and he'll run off again, allowing you to use the nearby boar. Good thing, too, because the place is on fire. Get on the boar and smash through the previously locked door to barrel through many gates to get through the enemy camp. Climb the stairs and head to the right to get another Poe's Soul, then enter the Arbiter's Grounds.

3.44 - Arbiter's Grounds

Go into the main room, then use the Clawshot on a grate to your right. Drop down and cross the platforms until you get to the door on the other side, then head to the fenced-in area and defeat some skeleton enemies. Clawshot the chain over to you, then pull on it to open the gate; go through. In the next room, fill up your lantern with oil, then use your sword to break through the wooden barrier. Go in and get a small key, then go back and open the door.

In here, fight your way through legions of skeleton enemies, then use your lantern on the two torches to open the door; go through. In this room, four large Poes will steal the light from the four torches, shutting the main door in this room. Only one Poe will remain here; turn into a wolf to see it, then attack it when it glows a bright blue. It'll eventually fall, so steal its soul to seal the deal. Once that's done, use your sense and smell the scent of the poe to be able to track down the others. Before you follow any Poe trails, though, cross the sand to the left of the stairs to get a Piece of Heart. Cross the gap on the other side of the stairs for the Dungeon Map.

Follow one scent trail to a small pit of sand nearby; dig in it, then pull the chain underneath to reveal stairs. Go down them and open the door, then return to human form. Grab the central pillar and turn it 90 degrees clockwise, then defeat the enemy and open the nearby chest for a small key. Turn around and face the central pillar, then look up at the ceiling to find a Clawshot target through a hole. Clawshot to it, then go through the next door. Use your wolf

sense in the next room to find a poe; defeat it for its soul and another flame.

Return to the central room and go into the door above the one that's down the stairs, that you just came out of. Go through this room and through the locked door, then jump across the platforms to the right along the first part of the room (as there are invisible walls around here). Pull out the grated block until it falls, then push it into the gap it's next to. Climb the stairs and jump to the platform with the spikes on it, then grab the chain and pull until the chandelier is raised. Run under the path where it was, then go up the stairs and get the Compass from the chest.

Turn the central pillar 90 degrees clockwise, then smash through the wooden barrier and defeat the enemy for a small key. Go through the locked door, then fight off the legions of skeletons. Once all the enemies are gone, use your wolf senses to follow the scent to a small sand pit. Dig it up, then pull the chain to reveal another room with the third Poe. Defeat it for its flame and soul, then go on through the next door.

Open the chest in this room for a small key, then use your wolf senses to find many rat enemies. Kill them all, then jump to the locked door and go through. Jump across the chandelier into the next door, then turn into a human and go down the stairs. Push the nearby block into the gap, then climb up and pull the chain to raise the chandelier. Let yourself stay right under the center of the chandelier, and let it fall, so you can climb onto it. Jump to the nearby platform and go through the door.

In this room, if you approach the door, it'll lock and a skeleton swordsman will awaken. Use the Helm Splitter on it, then bomb the remains to get rid of it. Do so quickly, though. Open a nearby chest for bombs, then go through the door. Climb the stairs, then light the front torch, then the torch farthest to the right. A wall will open, so go in and turn into a wolf. Use your senses to find the poe, who will split into four. They'll circle around you for a while, then stop. The one that is glowing blue is the one you attack. After a couple rounds, you can finish off the final poe. Go through the next door and Clawshot to the target on the left, then go through the door. The final flame will return and the main door will open.

Go through the door, then the door on the left in the next area. Jump down to the bottom (or use various Clawshot targets, which is less painful) then grab the column at the bottom. Turn it counterclockwise by two increments, then enter the tunnel not blocked by spikes. At the end is a small key. Go back and pull the column all the way down clockwise, then enter the locked door. This room is a spike maze; in this room are many of those invisible rat enemies that will slow you down. To start off, head left across the sand, then upwards across another. Head right to the other side of the room, then cross the sand gap and MAKE A NOTE of where you are. Keep going forward to a chain, then grab and pull to move a wall blocking a door (you need to be human). Go back to right before the sand gap you crossed, then head to the other side of the room, head forward, then jump across the platforms and go through to the next room.

Run forward, then take the path on the left. Hug the left wall, with ground, and cross the sand gap when the spikes are not present. Destroy the bugs here, then cross the next gap, initially hugging the right wall. Cross the gap to the right to find Ooccoo again, then go through the door. Get across these rotating spikes to the other side and the next room, then kill the enemies in here. Cross the gap to the left and kill the final enemy, then go back to the previous room and enter the newly-opened gate. Use the Clawshot to cross the gaps to the top, then follow the path to the door and go through.

In here, strike one of the chains and the sword in the middle will lift up and

start attacking. Turn into a wolf and use your senses to see the swordsman, then when he glows blue, strike to make him visible. He'll then start flying around the room. Use your bow to hit him with a single arrow, then he'll spiral inward and try to attack. Slice him quickly to make him fall, then attack his head. After a few rounds of that, he'll fall and reveal the path to the next room. Go forward and open the chest to get the Spinner.

Use the Spinner on one of the nearby ridged walls to get out of the room. Go to the left wall and use the Spinner to go down into the sand pit, then jump to the other wall using B and spin up to the door; go through. Hook your Spinner on the left wall and spin a fairly straight path across this room until you reach the large upward-spiral wall; follow it and it'll drop you into a pit with spinning spikes. Climb up to the chest and open it for a Piece of Heart, then defeat the enemy and hook the wall to the left (facing the spinning spikes). Time your spin so you avoid the spikes and then, when the wall ends, jump to the next wall, then back to go upwards once again. Dropping into a pit, spin circularly up to another area. Climb the ramp nearby, then climb to the top and spin your way across the narrow passage here. Go through the door at the end to get the Big Key, then spin your way back into a familiar room.

Drop into the hole in the center, then use your Spinner and continually press B to turn the wall and open another path. Spin all the way up this room, but right before you get to the fenced area, jump off with the Spinner to land in the center. Use the Spinner as a gear again to raise a giant spiral; spin your way up to the boss door and go in. Zant will be there, trying to impede your progress with a monster.

-- Boss: Stallord (Twilit Fossil) --

Your goal here is to use the Spinner to attack the bottom vertebrae of Stallord. He'll try to impede you by using his hands, and by summoning minions to get in your way; your best bet is to attack from behind, using the ring around the arena to get speed. He also breathes some sort of fire at you. In later rounds, you'll probably need to take out some smaller enemies to get to Stallord. On the last pass, it's going to be really hard to get to his spine; you'll have to spin attack some of the soldiers near his vertebrae first, as they'll block it effectively.

After that's done, the sand in the room will disappear. Use your Spinner as a gear on the bottom to raise the center, then Stallord's head will come to life, knocking you into the pit. Use your Spinner on the center to start chasing Stallord; once you're close enough, he'll start shooting fireballs. For each one he fires, jump to the other side; eventually you'll attack him with the Spinner and knock him down. Once that happens, attack the sword in his head to deal damage until he gets back up. On the next few passes, spike things will be on the spinner tracks; just jump whenever you see one coming at you, don't bother jumping back though. After enough attacks, Stallord will be defeated.

A path will open further into the Arbiter's Grounds. Grab the Heart Container and go into the door, then climb the stairs to find the Mirror Chamber. As you approach the central structure, Twilight enemies will come from the sky; defeat them as a wolf, and you'll be able to warp here from now on. Spin your way up the central pillar, then turn the gear at the top to raise the Mirror of Twilight. A cutscene will occur, and you'll find out more about the past, and what you have to do next - restore the Mirror of Twilight.

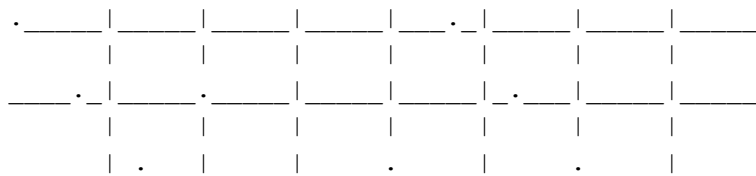
3.51 - Reekfish

Warp yourself out of the Mirror Chamber and head to Telma's Bar in Castle Town. Check the map to find that a girl named Ashei went to Snowpeak Mountain, so go and warp to Zora's Domain. Head downriver into the next area, then go toward the red dot on your map to enter Peak Province. Ashei is there, and will tell you about a certain beast being seen around Zora's Domain; she'll also give you a rough sketch of the creature. Equip it and go back to Zora's Domain, then show it to the two Zoras guarding the throne to find Prince Ralis can catch the fish the giant was holding.

Warp yourself to Kakariko Village and head to the graveyard; in here is a Poe whose soul you can collect. Go to the Zora queen's grave and you'll find Prince Ralis there. He'll talk to you, then show him Ashei's Sketch and he'll respond by attaching his earring to your fishing rod, which allows you to catch those red fish the giant likes.

Warp back to Zora's Domain and follow the river into the waterfall basin. In this area, head to the lowest point of land to the left (on your mini-map - it'll probably be your right) and use your Fishing Rod on the waters here; before long, you'll catch a Reekfish. Further up the path here is a golden bug and a Poe if you want, but more importantly, turn into a wolf and smell the scent of the Reekfish as it will help you through the Peak Province.

Head back into the Peak province and jump down to the ground far below, then carefully cross the ice blocks to the other side. If you fall into the frozen water you'll have to start over. Once on the other side, use your Senses to follow the scent of the Reekfish all the way up the mountain. At one point, the scent will lead you right into a wall; head to the right and a ledge will let you follow the scent once again. You can do the same the second time you run into a wall. The third time, it'll run into a snowdrift; jump attack the snowdrift to create a ramp upward for you. The scent will eventually lead you to a howling rock:



The wolf will appear in the Kakariko Graveyard. Turn around and keep following the scent off to the right to find a spot to dig. Enter this tunnel, then climb the ladder as a human and continue along this path as a human. Eventually you'll come out; run forward to encounter some Twilight enemies. Defeat them to create a warp and clear the skies, and you'll find your giant up ahead. Approach him as a human to have him talk to you. Apparently, he's found a shard of some mirror or other, and he can let you have it if you like.

Ram the tree nearby to make a frozen leaf fall, then hop on; you're about to do some snowboarding. Hit A to jump over chasms, and generally just watch how you steer, you'll need to be careful at some points. Make only slight movements, as a small turn of the control stick means a much bigger turn for Link. At the end, you'll find yourself at the yeti's house.

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3.52 - Snowpeak Ruins

Transform into a wolf to get the Poe in the first room here, then go through the main doors ahead of you. Talk to the person on the couch to find it's the yeti's wife, who is sick. She'll give you the dungeon map, and direct you to the key

that locks the bedroom where the mirror shard is, as well as unlocking your first door. Go through it to find the yeti making some soup; you can put some in a bottle and drink it, but it won't do much for you. Go through the next door to find yourself an old-fashioned block puzzle. Push the block nearest you to the left, then go to the far block and push it to the right, then up, then next to the block you pushed before. Then, push it up to make it land on the switch and open a door; go through it. You can also check out the diagram I made of this puzzle on GameFAQs.

In here, turn into a wolf and dig under the small crack in the wall, then you'll see the tower with the bedroom that houses the mirror. Go forward in the snow to find a treasure chest buried in it; dig it up and open it for a small key, then turn into a human and open the door. Avoid the ice enemies and go through the locked door to have it shut behind you. In this room, slice at the ice enemies to send them flying; try to avoid them, but slice them again to destroy them and open the doors back up. Go through the new door and head to the next one to be accosted by two ice warriors; defeat them both, then go through the door and open the chest to find...a pumpkin. And not a pumpkin key.

Go through the door to find yourself in the ice room again. Head back into the kitchen and talk to the yeti, who will take the pumpkin and add it to the soup, making it better, so it restores four hearts. Go back and talk to the yeti's wife, and she'll point out another location on your map, unlocking another door. Go through that door to find yourself in another part of the courtyard.

Turn into a wolf and take out the White Wolfos in the yard, then use your senses and walk slowly around the door (it's a little ways out from the door) until you see the word Dig. Dig twice in that area to expose a chest with a small key inside. From here, follow the wall to a window and go into the door. Pick up the cannonball in front of you, then carry it along the winding path to the cannon. Insert the cannonball, then insert a bomb to fire the cannon, destroying a fair amount of ice. Go retrieve the cannonball to find some bombs, then go back, insert the cannonball, turn the cannon so it faces away from the wall it's adjacent to, then fire. You'll open a path to another door.

In this room, go to the corner to your left and wait for two bats to appear, then kill them. For this room, if you encounter any ice enemies, use your Gale Boomerang to knock them off the ledges. Head forward, to the next corner, but before you reach the very corner, jump across the wooden beams to avoid the very slippery intersection and a long fall. Do the same at the next intersection and make your way to the Compass.

Return to the courtyard and go through the locked gate, then grab the lever to your left to lower a cannonball holder. Place a cannonball inside, then go to the other side of the wall and pull the lever to receive the cannonball on the other side. Place it in the nearby cannon, then fire it straight forward to reveal a chest with more bombs. Return the cannonball to the cannon, then turn it 180 degrees (completely around) to fire at the ice enemy and unblock the door.

Go to the end of this next room, and the ball and chain soldier in here will come to life. This is not by any means an easy battle. You'll need to Clawshot over the enemy's head by grappling the ceiling, then run away from his ball and chain as he throws it; this part will be easier if you have the camera face the miniboss as you run away. As soon as the ball lands, run back to the soldier and slice away at its tail before the process repeats itself. After enough of this, he'll finally succumb and let you have the Ball and Chain.

Go into the next room to find a large sheet of ice; smash it with the Ball and Chain. Open the chest to find...a wheel of goat cheese. Return to the courtyard and smash up all the ice you can see, just to make traveling a bit easier on

you. Return to the yeti and give him the goat cheese, and his soup will now restore eight hearts, a significant improvement. Talk to the yeti's wife and she'll point out one more location, unlocking the last door.

Go into this new area and smash the ice ahead of you, then wait for the monster's ice breath to face away from you and smash it. Do the same to the next enemy, then smash the ice blocking the cannon and go through the nearby door. Smash the ice enemy in here, then use the Ball and Chain to hit the chandelier and start it swinging. Use it to jump across to the chest and obtain a small key, then go back into the previous room and enter the well-furnished area and go through the locked door. Smash the nearby ice, then hit the chandelier and jump across; defeat the ice warrior and go through the next door.

In here, smash all the ice enemies, then the far ice as well; turn into a wolf and collect the Poe's Soul, then go through the next unlocked door. Push the block in here to create an easy stairway up, then drop down and smash both the frozen block and the ice in the center. Push the block up (near the first switch), then push the block holding down the first switch across the second switch, into the back wall of the puzzle. Push the block you recently unfroze into the block in the corner, so it's between the two switches, then push it past the second switch into the other block. Take the block you just rammed into and push it off to the right (the side where the one block was frozen), then push it up, into the block still in the corner, and onto the switch in the middle. To wrap things up, push the block you've rammed into back onto the right wall, then up and into the block into the corner, and onto the first switch, so both switches are pressed. Climb back up to the second level, then go through the newly unlocked door. Again, for this puzzle, you can use the diagram I have provided on GameFAQs.

Climb across the narrow ledge here, defeating the ice warriors here, then Clawshot into the next room and open the door. Smash the ice next to you here, then use the Ball and Chain on the chandelier and jump to it, then do the same to the next chandelier and jump across. Open the chest for a small key, then go through the door back into the ice puzzle room and go back through the door next to the one you recently unlocked. You should be in the all-ice room again; go through the locked door.

In here, defeat all of the ice enemies, then use the Ball and Chain to knock the nearby blocks out of their spots. Jump into the room the blocks fell into and spiral your way down to the bottom, then go through the door next to the cannonball lever. Push the block forward, then go get a cannonball and place it in the holder. Grab it in the other room, then go up the spiraling ramp and place it in the cannon. Turn the cannon so it faces the blocks, then fire in that direction to send a cannonball into that room. Place it in the holder in this room, then go through the door and grab it. Place it in the cannon, then turn the cannon so it faces the ice enemy and fire to destroy it.

Jump down in that direction and head through the gate in the courtyard, then climb the ladder to the left and go through the door there. In this room, you've got to defeat every last ice warrior to unlock the door. Make sure there are no icicles left at the end, and the doors will be unlocked, and you can get the bedroom key, finally. Exit the room and Yeta will be outside waiting to greet you. Head up to the bedroom and unlock it, and she'll follow you in. Once you get in there, though, she'll be a bit reluctant to give up that mirror...

-- Boss: Blizzeta (Twilit Ice Mass) --

The first part of the battle has you facing off against a large ice block that's slowly moving toward you; hit it with the Ball and Chain to knock it away and increase its speed. Keep hitting it, and it'll keep getting smaller. After a

while, striking the ice mass will send out lots of pieces of ice at you; I'm not sure how to avoid them, so make sure you've got some Superb Soup on you or something. After a while, also, you'll need to start anticipating where she WILL be and toss your Ball and Chain there, since it's such a slow weapon.

Once the first phase is complete, she'll summon many icicles to her aid. At this point, put the Ball and Chain away and just start running around the arena. The icicles will eventually drop, but if you keep running you can avoid them. As soon as they all have fallen, quickly turn around and take out the nearest icicle with your Ball and Chain, then keep it out as they circle around you and try to take out more. Once they fall in a circle around you, quickly get out of there; once Blizzeta falls, turn around and smash her with the Ball and Chain. Needless to say, with each successful attack, you'll have to start moving a little faster, as you're on ice. After enough hits, Yeta will return to her former self.

The yeti will come in, and there will be a somewhat cute scene, but more importantly, you have the mirror shard. Collect all the hearts around Yeto and Yeta (yes, you can get them!) then grab the Heart Container and exit via Midna.

3.6 - Journey Into the Past

3.61 - Return to the Sacred Grove

Warp to Castle Town and (after a visit from the postman with a letter from Yeta) enter Telma's Bar, then inspect the map to find out where the mysterious fellow had gone - North Faron Woods. First, though, warp to Kakariko Graveyard if you haven't already, to learn the Jump Strike. Once at North Faron Woods, make your way to the small ledge where you were able to get to the Sacred Grove. The mysterious stranger turns out to not be so mysterious after all...

You need to cross back into the Sacred Grove, but as a human. Rusl will lend you his golden Cucco to do the job, so grab it and float to the first ledge nearby, then the next, and the next. Put the Cucco down, then use the Gale Boomerang to move the bridge. Grab the Cucco and cross to it, then turn it and walk to the ledge. Time the crossing to the far end beyond the hammers, so you don't get hit, then put the friend down and enter the Sacred Grove.

Walk forward, and the imp from before will return. Destroy the enemies that fall, then run through the passage and follow the light of the imp's torch as it moves from area to area. It should be in the second area you come across, on a ledge behind a tree. Attack, and it'll run off; follow it through a few more areas, and you should come to a split in the path. Look down each path, and if his lantern light is there, that's the door to go into. You should find him on top of a pillar; shoot him with an arrow and he'll run off again.

From here, his movement gets a bit too erratic to chart effectively, so just keep checking each possible path for him; if there's no lantern light in the area you're investigating, go back and try another passage. The next time you find him, climb the nearby ledges, then look up in the nearby tree to see him; shoot him with an arrow, then follow him to the large grove you fought him in before. Another battle will be initiated here; you'll have to take out the minions he summons each time, then shoot him with an arrow. After three hits, he'll let you into a secret place.

You'll return to the place where you found the Master Sword. Push forward this first block, then run forward and drop into the hole on your left. Run to the pedestal where the Master Sword was and drop it back in again to activate a

switch, removing a statue you saw before. Go back and defeat the Twilight enemies that appear, then head to where you dropped the block and climb up to the newly revealed door. Go through to travel to an oddly restored area; walk to the Master Sword's pedestal and strike it again to reveal stairs. Walk into the Temple of Time.

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3.62 - Temple of Time

Walk into the first room and walk up to the door, then turn into a wolf and use your senses to detect a statue was once here. Go to the small platform near the far door, with a small statue on it. Pick it up and place it on the switch on the other platform to raise a stair in the back; climb the stairs and you'll run right into Ooccoo and Oocco Jr., who will join you. Go down the stairs on the opposite side and light the twin torches to make a chest appear; open it for a small key, then go back up the stairs and through the locked door.

In here, pick up one of the larger pots and place it on the switch in the center of the room to open more gates; open the nearby chest to get some arrows, then head up the stairs. Once at the next gate, turn around and shoot the pot to open the gate in front of you, and continue on. Killing enemies, go to the next room and defeat the Lizalfos in here, and get near the Armos statue to make it come to life. Its weak point is on its back; the Back Slice is effective for a first strike, then it's easier to get behind him to get at its weak point. Once he is destroyed, open the chest to get the Dungeon Map. After that, grab the two small statues on one of the platforms and place each on a statue near the gate, then continue on.

After the next door, kill the Lizalfos in this room, then shoot the jewel of the beam statue in the corner. Climb the spiral stairs, then use the Spinner to get up to the top. Run down the nearby ramp and grab the column in the center, and turn it 90 degrees clockwise to bring the column down to the ground. Kill all the enemies here to make the electric gate disappear, then grab the small statue nearby and place it in the central area. Pull the column so the platform rises again, then grab the platform and circle around this outer platform until you find two switches. Place the statue on one, then find another statue nearby on the outer platform here. Go back to the switch and stand on the white piece of ground behind the switch, then place the statue on it and you'll rise up with the platform. Go through the door.

Defeat the two Armos Knights in here, then open the chest to get a small key. Go out the door and across the platform to the locked door, then go through. In this next room, shoot out the nearby Beamos statue, then slice the green switch to move some walls. Go into the next part of the room and aim your bow through the circle, shooting the switch to turn it green again. Stop the next Beamos and go into the last part of the room, then open the chest for the Compass and shoot the switch once again to go up the stairs and leave the room.

Use the Helm Splitter and other advanced moves to defeat this shield Lizalfos, then stand on the circle on the floor of the next room and shoot the switch to move the walls. Take out more enemies, then shoot the switch again and advance a little. Kill another enemy, then shoot the switch once more to advance into the next room.

In here, kill all the enemies (don't Z-target, it works better if you're not targeted) and climb up the stairs to the weights. Step on the first and the platform will sink; grab the statue and throw it onto the next platform to even them out so you can walk to the other side of the stairs and through the door. Destroy the Beamos in here, then run up the stairs into the next room.

Defeat the enemies here, then walk past the spike roller and the swinging blade to open the chest for a small key. Walk past the next two rollers to the small statue, then pick it up and run around the fence here and place the statue on the switch to open the electric gate. Go up the stairs and defeat every last enemy here, to reveal a chest with 50 Rupees and open the gate. Go through the locked door.

In this room, you'll be given a viable opponent to duel; walk up to him to start the battle. There are a couple ways you can attack this enemy to start, all with varying success. You can use the Helm Splitter, then slice away at his armor; you can jump attack him right after he slices at you; you can get plain old lucky. Once you remove all his armor, he's more difficult to attack. You can use the Back Slice, which won't connect, but attacks you make after the Back Slice will. You can also try the Mortal Draw to bring his guard down for more attacks. Once he falls, go to the chest and grab the Dominion Rod.

Look above the chest where you found the Rod, and you'll find the statue that belongs in the front hall. Fire the Rod at it to bring it to life, then bring it down and have it stand below the bell to transport it to the next room. Leave this room, and the statue will appear in the next room. You have no way past this gate, so use Ooccoo to leave the Temple of Time for now.

Once you're back in the Sacred Grove, re-enter the temple and return to the room you were just in. Destroy the Armos Knights to open the gate again, then use the Dominion Rod on the statue and bring it out of the gate. Walk it so it's right next to the white pedestal near the stairs, then un-possess it and stand on the switch in the center of the room, which will lower said pedestal. While standing on it, possess the statue and walk it onto the pedestal; you should walk off the switch, and the pedestal will raise, allowing the statue to walk down the stairs into the next room.

Walking through the rolling spike room with the statue is easy if he's slightly to your left, as he'll block the rolling spike things with his body. Go into the next room and press B to have the statue smash the Beamos statue. Walk the statue onto the pedestal near the bell, then unpossess it and place a small statue (possess it to get it off the pillar) on the switch. Place it under the bell to send it to the next room, then go through the door.

Possess it again in the next room, then place it on the nearer of the two balances. Toss the small statue onto the higher balance, then fall to the floor. Go back up the stairs and stand on the balance to bring them level, then walk the statue onto the near balance. Toss both statues onto the other one, then get off this balance and possess some of the statues on the wall next to you. Once four statues are on the other balance, get back on the ledge and bring the large statue over to you. Walk it down the stairs and place it in the bell.

With that done, walk back up to the balance and get on the raised one, then Clawshot to the target on the center of the ceiling. Walk over to the Spinner track, then spin around to the left and kill the Poe here. Go through the door and defeat all the enemies in here, then Clawshot onto the upper platform. Place each of the statues up there on a switch (there's a third on a shelf), then use the Clawshot to bring a piece of enemy headgear up to this level and place it on the fourth switch. Drop down and get the Big Key, then leave the room and go to where the big statue is now.

As soon as you enter the next room, possess the statue and walk it into the center portion of the room. Depossess it and shoot the switch, then possess it again and bring the statue next to you. Shoot the switch again to let you out of the room; don't forget to shoot it again right before you leave. You should know how to proceed through the next room; use the statue to destroy Beamos and place

it under the bell, then go to the next room.

Go to the central part of this room and turn the column counterclockwise to raise it, then bring the statue onto the platform and turn the column so you go all the way to ground level. Kill all the enemies, then walk the statue out of this area. Use the statue to smash all the gates in this room (allowing you to collect a Poe's Soul), then place it under the bell and exit the room.

In this room, Clawshot over the gate, then possess the statue and walk down the stairs with it. Use it to smash the gate, then place it under the bell and go into the next room. Place the statue in its proper position here to open the door to the next room. Run forward past all the obstacles, then get a small statue from the end of the room and place it on the switch. Go past the gate, then possess the statue and walk it off the switch to advance into the next area. Bottle a fairy from the pot, then enter the boss room, which houses a familiar enemy to Zelda fans...

-- Boss: Armogohma (Twilit Arachnid) --

It'll start walking around the ceiling, so get your bow out and prepare to fire at the eye when it opens; this will make it fall to the ground. Quickly run over and possess the statue nearest Armogohma, then use B to smash the heck out of the spider. After your first successful attack, it'll spit a bunch of smaller enemies at you; kill them all and it'll fire its laser, as well. Avoiding the laser isn't as easy as running away; you'll have to roll in a direction it's not going when it gets close. Once that's done, the cycle repeats; after smashing it three times, it'll collapse and only its eye will be left. Slice at the enemies protecting it and hit the eye once to end the battle.

You'll collect the third shard of the Mirror of Twilight, so collect the Heart Container and have Midna help you out of here.

3.7 - The Quest for Memory

3.71 - Ilia's Ordeal

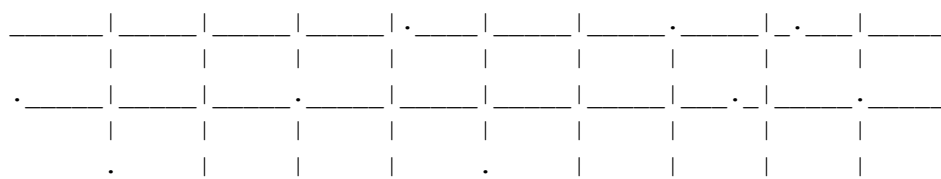
As you're leaving the Temple of Time, you may notice a statue on either side of the grand staircase leading out; remove each to find a Piece of Heart and a Poe. Once you leave, Ooccoo will point out that the Dominion Rod is completely drained of magic, then head off to find some statues. For now, warp to Castle Town again (the postman will give you a letter from Renado, asking you to visit regarding Ilia). Head to Telma's Bar and inspect the map to find out that the person who knows of the sky people is also in Kakariko Village.

Warp to the village and enter Renado's house, then talk to Renado to hear how Ilia can recover her memory; he'll give you Renado's Letter, so head back to Castle Town and take it to Telma. She'll hand you an Invoice, which is meant for the local doctor. Go to the Castle Town Square and head west, then enter the building right next to Castle Town's western gate. Show the doctor the invoice, and he'll storm off, talking about spilling medicine on a statue. Run to the back of his office and push the crate, then turn into a wolf and learn the Scent of the medicine.

Exit the office and turn into a wolf (exit Castle Town to do this), then use your senses to track the scent down to outside Telma's Bar. Talk to Louise, who will tell you that the statue was taken by some wolves. Head out the southern exit and wait for nightfall (in the meantime you can get a Poe's Soul), then the skeleton dogs will pop out. Defeat them all and you'll get the Wooden Statue.

Return to Kakariko Village and show the wooden statue to Ilia, who will have a bit of a recollection. Gor Coron, who is there, will remember where the statue came from so you can rescue the person who is trapped there. He'll send Darbus to unblock the path for you, so get on Epona and head to the spot designated on your map; you'll have to take the long way, going through Faron and Lanayru Provinces to get there, since the bridge is out. Once you're there, Darbus will tunnel a path to the Hidden Village.

There are 20 enemies in this village for you to take out, preferably without alerting them. Your bow is best for killing them without them being alerted, though if they are alerted it's not too much of a problem. Look inside buildings and down alleys to get every last enemy; they most likely will make their position known to you, so this shouldn't be too difficult. Shooting the large X barrels will make them explode, most likely taking out one or more enemies in the meantime. You'll find a blue building on your right that you need to smash a window to get inside; once the enemies in here are gone, smash a window on the opposite wall and exit to find the final howling rock:



This wolf will appear outside of the northern part of Castle Town. Make sure not to do this until you've cleaned up the town, though, or else you'll do it all over again. Once you've killed all the enemies, an old lady will step out of the farthest house, and recognize you as Ilia's friend. She'll give you Ilia's Charm; take it back to Ilia, and she'll finally regain her memory. She'll let you keep the charm as the Horse Call.

3.72 - The Sky Characters

Ilia will also clarify that the lady was waiting for the person bearing the rod of the heavens; return to the village and show Impaz the Dominion Rod, and she will give you the Ancient Sky Book, though a few letters appear to be missing. Return to Renado's house and go into the basement to meet up with Shad; show him the Sky Book and he will speak a certain phrase to a statue. The statue will do nothing, but power will be restored to the Dominion Rod!

First, if you haven't already, travel to Castle Town and approach the golden wolf to the north to learn the Great Spin, the final technique. Your next task is to get to all the statues Shad pointed out on your map.

Southern Hyrule Field, Eldin Province: ride up to the place marked on your map, and simply use the Dominion Rod to move the statue and obtain the Sky character.

Faron Woods: the instant you enter Faron Woods from Hyrule Field, take a left to find a path blocked by a rock. Blow it up, then head forward along the path and move the statue for another Sky character.

Hyrule Field Above Lake Hylia, Lanayru Province: to the north of the bridge, you'll find the next area. When pulling out this statue, position it so it's right under the nearby vines, then Clawshot to said vines and drop to the statue to get the next Sky character.

Hyrule Field To The East Of Castle Town, Lanayru Province: the next statue is down in what apparently used to be an amphitheater. Stand on one of the platforms

near the statue, then position the statue so it's halfway between you and the character. Jump to the statue, then to the Sky character. Tip: jump from the second-lowest row, not the lowest. When leaving this area, grab a golden bug!

North Of The Bridge Of Eldin, Eldin Province: this statue is on the northern part of the bridge that still stands. Move it and grab the Sky character.

Gerudo Desert: warp to Lake Hylia to be cannoned back here. Head for where the statue is indicated, then pull it off its pillar and pull it into the corner of the lower ground it's on. Get on the nearby platform, then jump to the final Sky character.

Warp back to Kakariko Village and head into Renado's basement. Show Shad the book and he'll use a certain word, which will break the seal on the statue. Once he leaves, use the Dominion Rod to move the statue and follow the path to find a large stone cannon.

WARNING: YOU MAY ABSOLUTELY NOT, UNDER ANY CIRCUMSTANCES, EVER SAVE AT THIS POINT AND TURN THE GAME OFF. A FATAL GLITCH WILL CAUSE YOU TO BE COMPLETELY TRAPPED IN THIS ROOM FOREVER, FORCING YOU TO RESTART YOUR ENTIRE GAME. DO NOT DISREGARD THIS WARNING!!

Talk to Shad, and he'll leave, allowing Midna to investigate the cannon; warp it to Lake Hylia and talk to the cannon guy. He'll offer to fix it for 300 Rupees. Pay him (if you need Rupees, go cut grass around Faron and Ordonia Provinces), and he'll fix it up for you. Once he's all done, Clawshot into the back of it to be shot, with Ooccoo, to the City in the Sky.

3.73 - City in the Sky

Yep, this is a dungeon, and not a city, to the dismay of some people I know. Ooccoo will offer a tour, but a giant dragon is about! There's panic afoot, and you'll need to fix it, naturally. Follow Ooccoo to the west to enter the shop; talk to her here and she'll join your inventory. Head back out and take the northern path to the gate; shoot the switch above it (but only when the wind isn't blowing) and enter the door.

Grab the nearest Oocca and use it to fly across the room to the next platform. Clawshot to the pillar with vines on it, then turn so you're above ground and drop. Clawshot another Oocca to you, then fly across to the next platform; climb the steps and go through the door into the main room of the temple.

Immediately take a right, and Clawshot to the grate with a hole in it and walk through. Drop down outside and turn the nearby gear with the Spinner to extend a bridge; go across. Head to the back-left corner of the next room and Clawshot to the adjacent corner (there's a target on the ceiling). You'll get a small key; Clawshot to the grate to cross the gap again, then head back to the central room, to see the bridge get taken out by the dragon.

Clawshot to one of the viney pillars, then turn around so ground is under you and drop; head through the door on the opposite side of the room. Head left and defeat the Deku Babas, then use the Spinner on this gear to extend another bridge, which you need to cross also. In the next room, take the right path and use the Iron Boots to pass by the first fan. Clawshot to the viney pillar to bypass the next fan, then go through the next door. Open the chest in here for the Dungeon Map, then return to the previous room.

Get as close to the blue ground as you can, then Clawshot to a viney pillar on the other side of the room. Get under ground, then put on the Iron Boots as you

drop to prevent being blown away (though if you are, inch all the way to the side of the ledge, then get up). Take the small path you didn't earlier and face the fans, then Clawshot the switch you see there to turn off a fan near another door. Cross the room again, then go through this now-accessible door.

Head forward here to the opposite wall, then jump to the next platform, near where a gust of wind is blowing. When the wind stops, jump to the adjacent platform, then walk along the narrow path nearing another platform and more wind. Use the Gale Boomerang to eliminate the tile enemy, then jump across when the wind stops. Jump to another narrow path from here, then to the nearest platform to you (on your left). Run along the narrow path and take out another tile enemy on the other side, then jump to it when the wind stops and jump to the platform to the left after that. Go through the door.

Defeat both enemies in here, then a gate will open above you. Clawshot to the vines on the far wall, then climb up and Clawshot the ball on the ceiling to activate some wind. Grab an Oocca and fly into the gust to get to the next door. Clawshot another ball in here to open a gate exposing a chest, then grab another Oocca and fly to said chest to get 20 Rupees. Jump back out to the wind and fly across the room to get 50 Rupees. Clawshot back to the previous platform and Clawshot the Oocca, then walk into the gust of wind and fly through the crack in the wall.

Head to the right and Clawshot the bulb here, then fly across the room and into this new gust of wind. Fly through the hole in the wall and drop to the floor here, then go through the door. In this room, you need to make it to the door at the very bottom. Grab the Oocca and fly to the lower-left platform, then turn around and fly to a much smaller platform, but again to the lower-left. Turn around and jump to the platform directly across (when the wind stops, of course) and from here, jump to any of the lower platforms. You can now Clawshot your way to the door.

Clawshot the bulb above the wind, then put on the Iron Boots to pull it down and stop the wind. Slowly lower yourself down the the Clawshot, then drop into the room below to start your miniboss battle. To defeat this enemy, you need to keep it Z-targeted, and use your Clawshot when it raises its shield to pull it in, then strike at it until it defends again. Remember: when you're waiting to Clawshot him, don't stand directly underneath him, or else you won't be able to successfully grab him. Once you're done striking him, he'll try to attack also, so just avoid him.

After a couple rounds of this, he'll start flying all over the place. Just keep rotating your camera with Z trying to find him; once he stops flying, Z-target him and repeat the process. After enough rounds of this, he'll finally be defeated. Clawshot up to the newly opened gate and open the chest to receive another Clawshot, giving you Double Clawshots. Head to the edge of this platform and Clawshot to the nearest target on the ceiling, then to the target on the other side of the ceiling, and then to the vines in the center of the room. Climb up and out of this room.

Use your Double Clawshots to grapple from target to target, up through this room, until you see the ball switch. Grapple to it to open a gate lower in the room, then lower yourself to its level and Clawshot to a target near the door. Go through the door. In this room, Clawshot to the nearest pillar, then quickly Clawshot from pillar to pillar before you fall off of any of them. You should be able to just drop off of the last pillar, so open the chest to get the Compass and go through the door.

Clawshot to the grate on the ceiling, then use the other Clawshot on the neck of the Deku Baba to make it drop. Progress in this manner to the other side of the

bridge, then grapple to the vines and climb up to a familiar area. Enter the door to return to the central room, then cross to the door on the opposite side to return to the broken bridge. Look up to see a floating plant; Z-target it and Clawshot to it, then Clawshot to the other two and drop when you get to the end. Drop down and go through the door.

Back in this room, run to the edge of the platform on the left and jump down, then cross the pillars the way you did last time (the final pillar poses no danger). Once you drop down, Clawshot to the target in the crack in the wall. From there, look back at the wall and Clawshot to the target to the left (or you can grapple to the one on the right, then to the nearby grate and open the chest or arrows), then the grate to your right. Jump to the next platform, then walk to the edge and grapple to the LOWER grate. Drop down and take out the two Deku Babas on the ceiling, then grapple to the target and lower yourself. Hit a nearby switch to open the gate, then grapple to the target behind it.

From here, grapple to a grate above you, then to a couple targets, and finally to the ceiling above a platform. From here, if you like, you can head to the left, defeat the tile enemy, and then jump to the chest for bombs. Head back and open the door.

Defeat the smaller Babas in this room before taking on the big one, which you should know how to do from the Forest Temple. Toss a bomb into the resulting Like Like, then head to the right side of the platform and Clawshot to a pillar up above. Quickly Clawshot a viney pillar on the right, before this falls, then try to kill the Keese that keeps flying at you. Walk carefully along the path and open the chest for arrows, then walk the rest of the way and kill the Deku Baba. Clawshot to the pillar, then to the next, then to the vines nearby. After that, grapple to the target in the center of the ceiling and drop to the ground, then defeat the enemy and go through the door.

In here, look up and you should see a hovering plant; Clawshot to it, and wait for it to pass into the next area. Clawshot then to the next plant and wait for the next area, then Clawshot to yet another plant. As it passes by the wall, you need to lower yourself on the Clawshot so you don't hit the wall; do the same for the next plant you grapple to, then fall on the platform and go through the door.

In this area, grapple from plant to plant until you get to the opposite side of the canyon, then go through the door. Grapple onto the vines to your right, then climb onto the platform and turn into a wolf. Cross the rope, then head left, turn into a human, and shoot the spiders down, then cross the vines. On the other side, turn back into a wolf and cross the ropes, then kill the poe you find and open the chest for 50 Rupees. Go back across the vines and head to the other end of the platform, then turn into a wolf and cross these ropes. Go through the door at the end.

In here, put on your Iron Boots and head to the other side of the room to get the Big Key. Look above you and Clawshot to the bulb, thne put on your Iron Boots to stop the fan. Get down and look around the room for a hole, then Clawshot to a target above here and lower yourself into the next area. In here, Clawshot to the grate above the fan and lower yourself again, then turn around and Clawshot to the bulb. Put on the Iron Boots to start a fan, then fall to the ground and go through that door.

Grapple to the nearest fan and wait for it to turn around, then grapple to the next fan. Pass in this manner to the opposite side of the canyon, then grapple to the grate, drop down and go in the door. Defeat the two dragon warriors here (alternate grappling them down), then grapple to the grate, then to a fan. Hit the switch to start the fan turning, then move from fan to fan until you get to

one that isn't moving (there will be many close calls). Hit the switch to start another fan, then grapple to the target and drop to enter the door. In here, head a little to the left, then turn around and grapple to the grate on the pillar. Grapple to the nearby vines, then climb up to your battle arena.

-- Boss: Argorok (Twilit Dragon) --

Run over to the pillars and use the Clawshot to climb up high between two of them. Soon you'll be in range of the dragon's target, his tail, and grapple to it, then put on the Iron Boots to bring him down and take off some armor. After a few rounds of that, all his armor will be off, and a jewel on his back will be exposed. For this, he'll make some plants come up with the rain. You need to climb the towers completely, then grapple to a nearby plant. Grapple from plant to plant until Argorok stops breathing fire, then get behind him and grapple to his jewel. Slash away to bring him down. Repeat this until he dies. After a few rounds of the second phase, he'll breathe fire twice, the second time will be in the direction you are heading, so beware.

You'll get the final piece of the Mirror of Twilight here, and it's finally usable. Grab the Heart Container and head out.

3.8 - The Twilight Princess

3.81 - Mirror of Twilight

Use the cannon to launch yourself back to Earth, then warp yourself to the Mirror Chamber. Approach the mirror as a human to complete it, and you'll see a cutscene regarding who the real ruler of the Twilight is...

3.82 - Palace of Twilight

Upon entering the mirror, you'll instantly transport to the Palace of Twilight. Run forward, then take the right path and enter the door. Defeat the enemies here, and run forward to see a large head of Zant attacking you. Defeat it with your sword, and open the resulting chest for a small key. Clawshot to a nearby target to open the door.

Walk into the sea of black enemies here to be turned into a wolf, then use your senses to see through the sea. Defeat the head of Zant and run out, then open the two chests for a small key and a compass. Clawshot up to the next platform and go through the door.

In here, run forward toward the hand to initiate a battle with Phantom Zant, who will summon enemies to kill you. Defeat them fast as you can, then look around with Z repeatedly to try and find Zant; once you locate him, run up to him and attack. Attack him enough times and he'll disappear. Attack the hand to release the Sol, then pick it up and walk through the cloud of dark enemies. The hand will come to try and take it away, so quickly put it in the circle on the ground to raise stairs. Run up the stairs, then Clawshot the Sol over to you. Go through the door.

Entering this room, the hand will want the Sol again. Run forward through the cloud of enemies and place the Sol in the circle to raise more stairs; climb to the very top and Clawshot the Sol to you. Here, toss the Sol onto the next platform (carefully, so it doesn't roll off), then onto the next platform. Jump down and go through the door. This last room is easy; just place the Sol next to the Deku Babas before you attack, then pick it up and go on your way. If you

time it right, you can run right past all of them without even having to stop.

Back outside, you'll see the Sol turn a Twili back to normal; if you want, use the Sol on all the residents in this area, then place the Sol in one of the circles on the central area to activate a platform. Stand on the glowing green area to be transported to the next building.

In here, Clawshot to one of the near targets, then to the ceiling. Lower yourself from here and drop onto the platform as it passes, then cross all the other platforms to get to the door. Destroy the Zant head to reveal a chest holding a key, then go into the next room. In here, defeat the THREE (one is in the cloud) Twilight enemies, then leave the cloud and take out the four Zant heads (you'll have to take out three as a wolf - try the energy field). Head out of the cloud and return to normal, then Clawshot the target near the door. From here, grapple across the ceiling until you can grab a target near the key. Head back to the door and go through.

In this room, you have another Phantom Zant to defeat, so take care of him the same way you did last time. Take the Sol from the hand and leave this room by placing the Sol in the spot, climbing the stairs, grabbing the Sol via Clawshot and exiting. In this next room, when you place the Sol in the spot it goes, you won't be able to get on the stairs because it shows you in a cutscene. Pick the Sol back up and put it down, then quickly run to the first stair before they rise. Climb the stairs and grab the Sol again via Clawshot, then jump from the platform to the door and go through. In the last room here, jump from platform to platform, then stand between the two orbs to light them and activate the platform that will carry you to the door and out of this building.

Take this Sol and place it in the circle next to the other Sol, and your Master Sword will absorb the power of the Sols, letting you cut through darkness. Run up the main ramp to the waterfall of dark enemies, then stand on the circle there and use a spin attack to cut through the waterfall. Jump across and go through the door.

Run through the dark fog, swinging your sword all the while, to the other side, then pick up the two orbs and place them on the indicated places on the floor. Remember when transporting them that you will have to cut a path before transporting the orbs. Go up the stairs they raise, then slice the orb up here to light it and activate a platform that will carry you across the room. Defeat all the Zant heads here (there'll be a lot, but only one slice per is necessary now) to get a chest with a small key inside. Stand in the center of the three orbs and do a spin attack to be transported to the locked door; go through.

Outside, head left and use a spin attack on the waterfall to get past it. Look up and Clawshot to the target on the right side, then grapple from target to target to make it up to the Big Key. Grapple your way back down and pass the waterfall again, then run forward and stand between the two orbs, then do a spin attack to activate the platform. Follow it to another platform and kill the Zant head here, then spin attack the next couple orbs to be transported back. Kill the other Zant heads to get the small key, then go through the locked door.

Slice your way to the center of the dark cloud, then use a spin attack on all four orbs to raise a platform. On the way up, four platforms will appear; take the one facing the door you came in through, then it will lead you to two more platforms; take the one on the left (when facing the door) and it will lead you up to another platform. Clawshot to said platform and kill the Deku Baba, then get on the nearby platform to go up. Once you get to the other side of the room, Clawshot to the platform and kill the Zant head. Grapple to the ceiling, then lower onto the platform under it and travel to the otherside of the room again. Kill the Zant head here to receive a small key, then jump to the nearest

platform to be taken to the door.

In this room, kill the first two Twilight enemies that come at you individually. Kill the next two pairs at the same time, and then the same with the next two groups of four. Run over to the boss door and go through to encounter Zant, who will tell you a bit more about his power, as well as freak you out a little. After the explanation, the battle with the King of Twilight begins...

-- Boss: Zant (Usurper King) --

Phase 1: This takes place in Diababa's chamber. Avoid his shots and hit him with a gust from the Gale Boomerang to knock him down, then once he hops over to land, let him have it with your sword. Do this once more and he'll initiate a new phase.

Phase 2: The miniboss chamber of Goron Mines. He'll start off by stomping on the platform to try and knock you off, so equip the Iron Boots. After a bit of that, he'll fire his energy bullets at you, then stop to take a breather. At that point, take off the boots and run over to him and attack. Two of those and you'll move on again.

Phase 3: Morpheel's chamber. Quickly equip the Zora armor and Iron Boots, and watch a gigantic Zant head emerge from the ground. Once it's fully out, the mouth will open, revealing Zant inside. Target him so you can deflect his shots, then Clawshot him over to you and slice away. The second time, four Zant heads will appear; once you find him, try to swim over, then do the same (remember the Iron Boots).

Phase 4: This'll be in the Forest Temple baboon's chamber. Once Zant stops hopping about the pillars, ram the pillar he's on twice and slice away at him with your sword. Do this twice to move on. The second time, he'll warp to the final pillar he stands on.

Phase 5: Blizzeta's chamber. He'll grow very huge and try to stomp on you after jumping really high. Once he lands, take out your Ball and Chain and smash his foot with it. He'll grow really small and start hopping about, so run up to him and slice away with your sword. For increased efficiency, Z-target his foot before throwing the Ball and Chain.

Phase 6: The final phase takes place in an arena outside of Hyrule Castle Town. He'll be swinging slowly and oddly at you, and he'll be easy to strike. Do this a couple times and he'll start spinning at you while holding his swords out. Keep him Z-targeted and you'll deflect his attacks; once he stops spinning, slice away with your sword. The second time, he'll spin at you for a short period of time, then disappear; keep running into the center of the arena after he disappears so you don't get damaged. After enough attacks, he'll finally be defeated.

Back in the Palace of Twilight, Midna will realize her true power and obliterate Zant once and for all, but your task isn't done yet. Zant's god, Ganon, has been reborn in this world, and you must destroy the dark lord once and for all. Grab the Heart Container, then enter Midna's portal to leave the Palace of Twilight.

Back outside, enter the portal to return to the Mirror Chamber, then warp to outside of Hyrule Castle Town. As you head into town, you'll be stopped once again by the postman, who will hand you some letters of little consequence from Purlo, Ooccoo, and Shad. Head into Castle Town and approach the barrier to have Midna destroy it effectively. Grab the front door and push it forward to enter Hyrule Castle.

3.9 - Hyrule Castle

Head down the left path, toward the door there, and you'll be trapped in a small arena. Defeat all the enemies, then go through the door into the next area. In here is a large enemy fortification; shoot the enemies on the three towers ahead of you, then defeat the other enemies on the ground. Run forward past said towers until the major path ends, then go through a crack in the wall to the right to find some boars. Use one to smash up all the wood around here, but more importantly, smash up the wooden wall blocking the western part of this area. Go into the very top area, with the six poles, then find some nearby leaves (should be near the gate) and blow them away to see a pattern. Hit the poles with the Gale Boomerang in this exact pattern, then open the chest for the Dungeon Map. Climb the nearby ladder to more easily exit this area.

Back in the main courtyard, head to the right door (once again having to defeat enemies) and go through. You'll be trapped in an arena with many enemies; defeat them all to advance to the next part of the courtyard. Once you get to the gate, grab the nearby chain and pull it until the gate opens, then go through. You'll get trapped in another arena, and your ogre friend will appear once again, for a hand-to-hand battle. He's easy to get hits on; just perform a Back Slice, then keep slicing away at his back. Once your slices stop doing damage, back away, as he'll swing his axe at you and that does major damage. After enough attacks, he'll give you the small key he holds and ride off. Return to the main courtyard and enter the castle door.

In this main room, you'll be confronted by many Moblins, then several Lizalfos, before the arena disappears. A chest will appear, so climb the stairs near it and grapple to the nearby chandelier to get the Compass. Grapple the chandelier again, then lower yourself a bit to grapple to the next, then the next. Drop to the door and go through.

You'll encounter a familiar knight here; remember how you won in the Temple of Time. Once he is defeated, a chest will appear. Head to the west side of the room and light both torches with your lantern to raise a couple of stairs. Head to the far right of the one stair that hasn't risen, then to the very back of that. Aim your Gale Boomerang and lock-on to the torch to extinguish it (your view will need to be to the left of the torch, so the Boomerang actually gets there). Open the chest for 50 Rupees, then head down the right path and enter the door.

In here, defeat the two enemies, then shoot down the second painting to the right of the door to find a switch. Activate it to open the door, then go through and you'll encounter two knights. This battle is by no means easy, and I foresee you taking a lot of damage. Just backflip away from the currently targeted knight when he attacks, then jump attack to hack away at armor. Once one has no armor, defeat it by using the Black Slice technique. Once both are gone, enter the door leading outside.

Run forward toward the Big Key chest. You'll be bombarded by enemies, but your friends from Telma's Bar will come to your rescue. Run forward and get the Big Key, then head back to the door and down the other path, then head for the small key chest to encounter a dragon warrior. Defeat it and grab the small key, then open the door between the two bridges and go in.

Instead of taking the right path in the room with the rising stairs, you can also take the left path instead. In this room, you need to light the four torches in the following order (facing the door): top-left, bottom-right, bottom-left, top-right. The door will open, so go through. Defeat the two enemies in the next room, then continue as before. In both cases, you can head

inward, toward the main room, and grapple about chandeliers, opening chests for goodies.

Once through the locked door, transform into a wolf, and use your senses to get rid of the rat enemies on your body. From there, walk to spirit to spirit, and they'll point you in the direction you need to walk. Follow their directions until you reach a dead end, then take a right and climb the stairs here, jumping from gap to gap. Defeat the enemies in the next area, then use your Clawshots to grapple across the lanterns lining the wall. Once at the top, drop down and defeat some more enemies, then use the Spinner to climb the next staircase. Start on the right, then jump whenever you run into spikes. You'll battle one last knight here; use the same strategy you did before, then enter the boss door.

Walk up the stairs into the top room of Hyrule Castle, and you'll encounter Ganondorf and Zelda. After a short cutscene, the first of your final trials will begin...

-- Boss: Zelda (Ganon's Puppet) --

This is not a very difficult battle. Zelda has three attacks; diving at you holding a sword (just jump out of the way), summoning an energy field underneath you (run off of it, quickly), and throwing a ball of energy at you. The last attack you need to deflect, by swinging your sword, as in Zelda games of old; beware, though, there's a delay between swinging your Wiimote and Link swinging his sword, so time your attack to be a little before you usually would. And you may have trouble with swing recognition, too. Guess this battle is a bit hard. Eventually, Zelda will take damage; after three such damages, Zelda will fall.

The darkness will leave Zelda's body, but Ganondorf will re-emerge, and take on a new form...

-- Boss: Ganon (Dark Beast) --

The instant he charges at you, try to shoot the jewel on his forehead with an arrow; this will knock him down, allowing you to attack the open wound on his stomach. If you miss, he'll knock you down and enter his normal phase one attack pattern. He'll run around then disappear into a portal, then portals will start appearing around the room. Once one turns blue, he'll run out of it, so be ready to shoot the jewel on his head and repeat the process. Once you do shoot it, move out of the way so you don't get hit by his sliding body. Sometimes, he'll also appear above you; run out from under his shadow, then get in front of him and prepare to shoot the jewel.

After a while, he'll teleport away when you fire your bow at him; that's your cue that phase two has begun. Turn into a wolf, and wait for him to appear out of a portal, then Z-target him and hold A to grab him via Midna's hair. While holding A, hold either left or right to knock him over, then turn into a human and attack his exposed belly. After enough of this, this battle will end.

Another cutscene will occur, as Ganon and Midna face off. You and Zelda will evacuate the castle, but soon you'll see the figure of Ganondorf on his horse, ready to attack. Suit up; your final battle begins on horseback.

Your task is to Z-target Ganondorf and get close enough for Zelda to fire a light arrow at him; this will stun him temporarily, for long enough for you to dash up to him and slice with your sword. As always, a spin attack is best. He won't make it easy, though; he'll often turn around and try to ride into you; you need to turn around also, in the same direction he is. Other times, he'll

summon ghost riders to try and attack you. When that happens, you need to try and dash forward, to get between any two of the five riders, or if you can't do that, ride way left or right to get outside of all of them. The former is preferable, as you'll stay in range of Ganondorf. After enough attacks, the final duel will begin.

-- Final Boss: Ganondorf (Dark Lord) --

During the duel, your only really good chance of damaging Ganondorf (any other attempt is really sort of hit or miss - mostly miss) is by staying far away. Eventually he'll charge at you, and the Chance icon will appear. Instantly press A and start mashing it as fast as you can. You'll knock Ganondorf back, exposing him to attacks. Keep up this pattern, and he'll eventually be knocked down, allowing you to deliver the Ending Blow to finish Ganondorf once and for all.

Once Ganondorf has finally been defeated, pat yourself on the back and watch the ending.

4 - GameCube Walkthrough

4.1 - The Adventure Begins

4.1.1 - Ordon Village

- Link, The Ranch Hand -

The game begins with Link talking to another villager, who asks a favor of him. After you accept, and the conversing ends, you'll head back home, where you'll be called upon to do your chores. First, though, you need your horse.

Once you gain control, take a right and head down that path. As you do so, remember to walk through tall grass and hurl rocks and such, you'll need Rupees for later. In the next area, take the first left you can, and you'll find your horse with Ilia in a magical spring. Talk to Ilia quick, then go over to the brown, tubular grass, grab it, and blow into it; this is how you'll bring your horse to your side from now on. Get on your horse, and head back to your house, then take the other path, which will lead you into Ordon Village.

To get to the ranch where you work, head directly downward through the village; once there, head through the gate and talk to your boss. This will initiate the goat-herding mini game. To herd these goats, you need to get behind them, so you, the goat, and the barn door are lined up. Then, whoop a few times, riding behind them as they head toward the barn, and they'll walk in. Don't get too close to the goats or they'll run off. Once you've done this for ten goats, you'll be done for the day.

Afterwards, your boss will set up fences; practice jumping over them, by running toward them, then dashing once you get close; the horse will jump the fences automatically. Once you're done practicing, jump the fence close to the barn's right and head back into Ordon. You'll be asked to save.

- Errands For Friends -

The next day, you'll be awoken by some meddling kids. Exit your house and go talk to them to find out about a slingshot for sale; it costs 30 Rupees, so wander around the tall grass near your house, then go back to the area before

the spring and look there. Running into trees can also reveal Rupees. Once you've found all the Rupees (you won't have enough yet), head into Ordon Village.

Talk to the first person on your right to see about a beehive. After that, head left to a small plateau with vines on it, and you'll learn about L-targeting. Head up the plateau with vines, then jump to the next one and grab the grass there. Blow on it to summon a hawk, then aim it at the beehive above the man you spoke to earlier and knock it down. Head over to where the beehive pieces are, then climb the nearby vines; you can find 15 Rupees up in that tree.

From here, jump to the rooftop next to you, then to the next two plateaus near it. Pluck this grass also, and call the hawk again. Aim it at the moving figure in the distance, along the river, and your hawk will bring back a cradle. Hop back down to the ground, then walk along the river's edge until you find a woman who will be glad to see it. Follow her slowly back to her house and you'll get the Fishing Rod.

From here, turn around and cross the second bridge to your right, grab Rupees from the rocks, then head past the house. There will be a very short pier jutting into the river; stand on it, then set your Fishing Rod and cast off. Flick your C-stick forward to plant it, then when the entire bobber sinks, pull back on the C-stick and hold it there until you've got the fish. Once you catch two fish, the nearby cat will take the second and head off.

Follow the cat's path to Sera's Sundries, and you'll be rewarded with a bottle half-full of milk. While you're here, also buy the slingshot, then head back to your house.

- Combat Practice -

Upon arrival, you'll find that there's something for you in your room; head over to your ladder and use your slingshot to hit the spider off of it, then enter your house. Open the treasure chest to find your wooden sword, then head back outside and talk to the kids.

You'll initiate slingshot practice, so take out all the targets and hit the scarecrows to impress them. Once done, agree to teach them how to use a sword, to learn how to use your sword. After pwning the scarecrow, one of the trouble-causing monkeys will show up. Head after them all, past the spring, into Faron Woods.

4.12 - Dangerous Fun In Faron Woods

Head forward to encounter a fence, but never fear, there is horse grass nearby. Call your horse to your side and jump the fence. Quickly dismount, then head into the tunnel to the right. At the other end, take a right and talk to the man sitting outside his house to get a Lantern. Set the Lantern to B, then swing it to light a fire under the pot. Put it away for now, so you don't use any extra oil, then go back, defeat the Deku Baba, and head into the next tunnel.

In this tunnel, you can light torches by swinging your lantern at them. Go through, defeating Deku Babas with your sword; when you reach the web, swing your lantern to burn it away. At the split in the path, head left to find ten Rupees, then go back and take the other path. Burn another spiderweb and exit the tunnel. In this next area, follow the right wall to the first tunnel you find; go in and defeat the enemies, then open the treasure chest to find the key to a nearby gate. Light both torches, then open the new chest to get a Piece of Heart.

Go back outside and head to the next tunnel; open the gate with the key you found, then go in and defeat the enemies here. A bird will start talking to you. He owns a shop, where you can grab red potion for hearts, and lantern oil, in your bottle. You can technically get away without paying, but the bird will start attacking you and it's not fun, so if you want to pay, go to the box near the bird and press A to select the amount you owe/can pay.

From there, continue along the path until you find the kids. Defeat the monsters surrounding the cage, then attack the cage until it breaks to free the child and the monkey. Later on, the kid will run off, and guy from before will talk to you again, and we'll head off to the next day.

- Last Day Home -

Starting off at the ranch, call your horse to you, then start herding these goats into the barn. You've got 20 goats to herd, and the best time is 3 minutes - see if you can beat it! Once you're done, head back into Ordon, where you'll get told off by Ilia. Head toward the spring, to find Malo and Talo are blocking the way. Agree to hand over your sword and they'll let you through.

Go the spring to find Colin there, who'll try to get you in Ilia's good graces again. Head back to the small area right before the spring, and find a tunnel along the right wall; enter to get into the spring, where Ilia will be a bit kinder. Suddenly, you'll all be attacked, and after you regain consciousness, you'll be pulled into the Twilight...

4.13 - Imprisonment

After the interesting cutscene, you'll find yourself in a cell. After a few seconds, you'll meet up with Midna, and an interesting cutscene will occur. After she exits the cell, hold L and press A to attack the box in the corner. Go over to the hole in the cell and dig to exit, and Midna will get on your back. Head into the adjacent cell, and Midna will point out a chain in the ceiling. Stand below it, then hit L and A to grab it and pull it down. Go through the newly opened passage.

At the end of the tunnel, use your sense to talk to the spirit by Midna's request. From there, follow the tunnels until you come to the spikes. Head in the opposite direction of them and grab and pull the nearby chain, to flood the room with water. Swim past the spikes and continue on.

From here, head to the large circular room on the minimap, where Midna will leave you. Head in the opposite direction and grab and pull the chain to drain the water again; now you can enter the tunnel next to the bars that Midna crossed. At the other end, you'll meet up with Midna again.

In the circular stair room, start climbing. Try to jump the first gap; you'll fail. From that point, whenever you get to a gap, press Z to send Midna across, then quickly L-target her and press A to jump to her. At one point, you'll come to a large gap and a rope; carefully walk onto the rope and walk up to continue. You'll eventually reach the top. Walk yourself onto one of the square blocks, then jump your way to the window and exit.

- Castle Ruins -

Now outside, run forward and talk to the nearest spirit to find where you are; after that, push the nearby box into the corner, then jump onto it and up to continue. Run along to the next wooden platform (spin attacks work well on the

bird enemies), then have Midna help you to the rooftop. Run along the rooftop here to the end, then enter the tower. Climb up the winding stairwell to meet Princess Zelda...once the cutscene is over, go back down the stairs, and you'll soon return home, but not quite yourself...

4.14 - The Vessel of Light

Midna can help you return to normal, but only if you get her a sword and a shield. Head back into Ordon Village and defeat the enemies near your house to talk to a nearby squirrel - Wolf Link can talk to animals. Head forward into the village and go forward, toward where the cat was originally. Get close, but not too close, to the talking men and listen. From there, head to Sera's Sundries, and Midna will help you get onto the roof. From there, get behind the man and scare him off, then have Midna help you into the house. Grab the shield from the nearby wall by knocking it off with a couple dashes.

Now, exit this house and head toward the house of the pregnant woman. Wait for the husband to get far enough away, then cross to the far side of the house, use your sense, and dig in the sparkling area next to the house. Go in and grab the sword, then dig your way back out.

From here, head back to the entrance to Faron Woods. Partway there, the spring will summon you, so go to it. You'll encounter your first Twilight enemy; dispatch it quickly, and a spirit will appear, and tell you why the Twilight is spreading. To help stop it, you need to gather the Tears of Light. Head back to Faron Woods, and Midna will pull you into the Twilight.

- Faron Woods -

Head forward to encounter a group of twilight brings. Attack them until all but one is down, then that one will revive the rest. Midna will then teach you a technique for getting them all at once, so use it on them quick. The pen will disappear, so continue forward. Head forward and talk to the spirit in the spring to receive the Vessel of Light. Your next task is to retrieve the Tears of Light.

There are two dark-wielding bugs in the tunnel ahead, so collect them, then take a right at the fork in the path. On the left wall of this house is a bug; ram the house to knock it down, then collect the tear. To enter the house, climb the small ramp nearby and Midna will let you in. Talk to the spirit in here to reveal two bugs, then grab them, then head back to the gate.

Use your sense to find the proper place to dig, then kill the two bugs on the other side of the gate. Go into this tunnel, and on the other side is a poison swamp. Use your sense to find two bugs on a nearby wall; ram it, then jump attack them to get the tears. From here, follow the right wall to have Midna help you around. Use her continually to get across the swamp, stopping in the middle to get three more tears of light.

Once you get to the other side, you'll have to use your senses, then dig up these two bugs to get their tears of light. Head into the tunnel, then defeat the enemies that come up using the technique you had before. Head to the very end of the path, where you once found the monkey and Talo, to get to the final tears of light.

- Return To Normal -

Once you get the final tears, Faron Woods will be cleared of the Twilight, and you will return to normal, additionally clothed in the garb of the Hero of Time

of old. After learning more about the legend, head back toward the house you came across earlier, where the guy sold you the lantern. He'll now give you the key to the gate, so use it and continue on.

Once you get to the poison swamp, take out your lantern and use it to have it taken by a monkey. Follow the monkey across, defeating any enemies that come by, and you'll get your lantern back, albeit with no oil. Keep going and you'll pass the potion shop, so refill on oil if you like, then head forward to find a glowing white wolf.

In this area, you'll face off against an enemy Stalfos, so strike him once to be knocked back. He will proceed to teach you the Ending Blow. Attack him and knock him down, then target him and hit A to deliver the blow. Once you've learned it, you'll return to Faron Woods. Continue forward and burn the web ahead to enter the Forest Temple.

4.15 - Forest Temple

Go forward, defeating the enemies, and free the monkey trapped in the cage. Use your slingshot on the spiders here, then climb up the vines and open the door to enter the next room. In here, bypass the stairway and head to the right side. Damage the enemy that pops up, then pick it up and place it near the cracked rock; it will explode and reveal 20 Rupees. Go up the stairs and defeat the spider on the platform, then light all four torches to reveal stairs to the next door. Grab the dungeon map from the nearby chest, then go into the next room.

This room is outdoors and windy, and a simian foe will cut the bridge down. Go back to the previous room and follow the monkey, who will proceed to hang from a rope. Jump to the monkey, then press A to jump to the door; go into the next room. In here, attack the enemy to blow up the rock, then smash the pots to find Ooccoo; this person lets you warp in and out of dungeons, which is useful. Head in the other direction and burn the web, then follow the monkey across the platforms and through the next door.

Go across the bridge here, then go through the door on the other side and open the chest for a key. Back to the room with the monkey, go back across the platforms to the first door, then shoot the spider on the nearby wall. Climb the vines and cross the bridge, then defeat the spider to let the monkey across. Go through the locked door.

There's another monkey in this room; cross the bridge to make it fall, then ram the totem pole three times to knock the monkey off. Defeat the new enemies, then go back up and use the monkeys to swing back to the door; go through and return to the room where you fought the first spider. Cross the gap with the monkey's help, then cross the next gap, burn the web, and open the door.

Defeat the Deku Babas in here, then climb the stairs to find an explosive enemy. Attack it, then drop it into the gap behind you; a Like Like will eat it and explode. Cross the gap and go into the door. In here, descend the stairs and ram one of the totem poles to get a small key, then cross the room to the monkey, being careful not to step on any of the panels that peek out at you. Light the two unlit torches on the other side, then climb up the new stairs and defeat the Skulltula to free this monkey. Before leaving this room, climb the vines to your left to get 20 Rupees from a chest.

Exit the room and turn to your left; slingshot the spiders and climb the vines, then attack the explosive enemy and drop it into the gap. Jump down and open the treasure chest to get another Piece of Heart, then go back up to where the vines were, climb up, and go through the door. In here, a key will be eaten by a large

Deku Baba; approach it, and every time its head bows down, slice it, until it dies. Attack an explosive enemy from the perimeter of the room, and toss it into the Like Like, to collect the key and free this fourth monkey.

Head back to the central room, where the monkeys are, and then go into the north room, where the monkey enemy cut down the bridge. The four will make a new, makeshift bridge, so use them to cross to the other side and open the door to be locked into a miniboss arena. Defeat the Deku Babas he sends at you, then, when he throws his boomerang, ram the pillar he's on to knock him down, then attack with your sword. Continue this process (making sure to un-L-target him after each set of blows) until he is defeated, where he will lose his mind control and run away. You'll be awarded the Gale Boomerang. Target the fan above the door and strike it three times with the Boomerang to get out.

Turn to the right and use the Gale Boomerang on the bridges to turn them, then defeat the enemy and use the boomerang on the rope suspending the monkey to free him. Continue up the slope and cross more bridges, then go through the next door. You'll be in a familiar room, so return to the central room, then cross the two gaps to get to the door across from you, and go in. In this next room, cross the platforms and go to the gate you couldn't open before. Look at the pattern on the floor, and activate the fans in that order to open the gate and get the Big Key. Go back and head through the north door, then cross the bridge and follow the monkey into the next room.

Here, change the bridge and go through the door to find the other monkeys. Head onto the bridge on your right and change it, then do the same to the next bridge. Defeat the enemies, then climb the vines and get up to the top platform. Defeat the enemy and go through the door. In here, defeat the Deku Babas, then use the Gale Boomerang to bring the enemy to the right over to you, and use it on the Like Like. Grab another and toss it up to the rock at the proper time to blow it up, then climb the vines, defeat the enemy, and grab one more explosive to blow up the rock wall, freeing another monkey.

Return to the previous room, then the one before. Get on the bridge, then rotate it to allow access to the other two areas. Head west first (left on your minimap), then use the Boomerang to knock down everything in the room. Defeat the Skulltula and jump into the open hole. Toss the explosive enemy into the Like Like, then climb back up and stand on the spiderweb. Use the Lantern to burn it, then drop down and free the monkey. Climb back up and exit this room.

Go across the bridge into the locked door, then lock onto the worm tiles in this room and use the Gale Boomerang to reveal them and defeat them with your sword. Go into the tunnel and drop into the next room, then defeat the enemies and climb the vines. Use the Gale Boomerang on both fans to free the final monkey, then go out the exit here and leave the room altogether. Return to the room with the monkeys and they will make a large swing to get you across to the boss door.

-- Boss: Diababa (Twilit Parasite) --

Your first boss; let's see how well you do. Use the Gale Boomerang to target an explosive, then one of the enemy heads. Do this to both, then the real head of the enemy will appear. After a couple of seconds, the miniboss monkey will appear, wielding an explosive. Use the Gale Boomerang to target him, then the main head of Diababa, and it'll explode, revealing Diababa's eye. Lock on and swing away to damage it. Repeat this process until the beast falls. Avoid the acid the main head spits. Once you are victorious, you will collect the Fused Shadow Midna was looking for. She'll tell you a little more, then generate a portal back. Grab the Heart Container, then step in to be sent back to the spring in Faron Woods.

4.2 - Reunion

4.21 - Hyrule Field

After you talk some more to Faron, head back toward the fellow who gave you the lantern. He'll have a bottle full of oil for you to buy, if you want an extra bottle and have 100 Rupees. After that, head through the far gate behind him, and you'll end up in Hyrule Field.

There's horse grass around here, but it won't work, unfortunately. You'll want to head to the eastmost exit, so head toward the tiny exit to be stopped by the Postman. He'll hand you a letter (it's from the Postman) then run off. Continue toward that exit to enter the Twilight there.

Upon entering, you'll revert to your wolf form. Run forward along this path until you come across Talo's play sword. Go up to it and sniff it, and you'll learn the Youths' Scent. Turn on your senses and you'll be able to follow the path of their scent into a group of Twilight enemies; defeat them, and you'll discover the bridge is gone. Midna will then teach you about your ability to warp, so warp to the N. Faron Woods. She'll tell you to look hard for the bridge, so turn left to find it. Press D-up to have Midna grab it, then warp back to Kakariko Gorge, and she'll bring the bridge along. You can now continue following the scent to a gate. Dig where the hole is, then continue forward into Kakariko Village.

4.22 - Kakariko Village

Here, defeat the Twilight enemies to create a warp here, then the spirit of the spring will talk to you; go speak to it and you'll receive another Vessel of Light. Head to the nearby circular building and go around until Midna can help you onto the roof, then drop through the patch on top. After the youth-related cutscene here, grab the dropped stick and light it on fire, then climb the stairs, making sure the lit end faces the wall. Run around to light the four candles, then drop into the cellar and kill the three bugs in the middle of the room. Go to the other end of the hall and Midna will help you get out.

Here, in the graveyard, track down another bug and dig it up, then kill it. Go back into Kakariko Village and go to the nearby house, near the large slope. On the side is a hole you can enter; go in and you'll find another bug to kill. Leave, and go up the big slope, jumping to the inn's balcony and entering. Go to the fireplace and grab a stick, then light it on a nearby torch and light the fireplace to smoke out a bug; kill it for its tear, then go into the next room. Defeat the enemies here, then climb the stairs and kill another insect. Leave the same way you came in.

Head across the main road to a small wood shed; climb it and run across the rooftops to a patch; stand on it to fall into a building, then push a crate in the corner of the room to expose and kill another insect. Leave the house and head toward the large building down the road; climb the nearby shed and use the A button to jump through the window. Climb the stairs and kill the insect on the second floor, then exit through the upper exit. Head to the building to the right and follow the insect into the hole in the wall. Once inside, grab the stick, light it, then light the fireplace; the bugs will light the place on fire, so get out of there quick, and the building will blow up. Go collect the three tears.

Climb up the nearby winding slope and kill the insect at the top, then jump down

and head toward the trail leading up the mountain. Go along the path until you find an open area; a bug is here, so kill it, then approach the glowing stone and listen to it to find this melody:

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Hold down A to howl, and stay at the proper pitch until you're supposed to move to a new one. Once you do that, you'll have to repeat it, then the golden wolf will move to the overworld, at the Ordon Spring; remember that for later. For now, continue north until you run into some Twilight enemies; defeat the isolated one first, then take out the other three with an energy field attack to create another warp. There's an insect on a nearby wall, so kill it, then climb the nearby ledge and use Midna to get up. Head left and climb the narrow, small ledge acting like a left wall to go up more. Head forward and jump into the spring, then kill the enemies and get the final insect. The light will return to normal and so will you.

After talking to the spirit, and Renado the shaman, head back toward Death Mountain. Climb the grating that makes the first wall to encounter a Goron who will knock you off. Head back into the village and Renado will tell you that Bo, the mayor of Ordon Village, knows how to get past the Gorons. Run back toward the spring, and Epona will run in, shaking off enemies. Once you climb aboard, hold the indicated directions, then press A when prompted to regain control of Epona. Reunited with your horse, leave Kakariko Village.

4.23 - Return to Home

Ride yourself back across Hyrule Field to Faron Woods; once you enter, start cutting grass if you're low on Rupees, as you'll need 200 in the near future. Go back to the Ordon Spring and approach the golden wolf to learn the Shield Attack. Ride yourself into town and approach the mayor's house (closest to the ranch) to have him let you inside.

After some talk, he'll agree to share his secret if you promise to tell no one. He'll lead you to a sumo ring, to teach you the art of sumo wrestling. The first bout is pretty easy, he doesn't do much. Slap him silly and then press A a lot to force him out of the ring. The next match is also fairly easy, I find that pressing nothing but A works well. Once you've bested him twice, he'll share his secret with you: the Iron Boots. Get on your horse and ride back to Kakariko Village to see a cutscene, in which the ogre from before captures Colin the Brave and rides off with him. Follow that ogre; you've got a horseback battle ahead of you.

For the first part of this battle, you can just dash forward to the ogre and slash at him, then repeat until this phase is over. If his minions are bugging you, attack them some as well. The next phase is a joust on a narrow bridge; to win here, you'll want to wait until you're both quite close, then dash, veer a tad to the side, and slice with your sword. A spin attack works best, but make sure your sword is out first. If you do it too early or too late, you may end up falling off, so time it right. Lastly, when you pass the ogre, you may need to get closer than you think.

After the Colin cutscene, follow Talo's lead to the abandoned shop, where Malo, of all people, has set up shop. You can grab a Hylian Shield for 200 Rupees if you like, then head up the trail to Death Mountain.

4.24 - Death Mountain

Climb back up the grating here and don the Iron Boots, to have the Goron roll at you. This is a lot like herding goats; as he approaches, hold A when prompted to send him flying away. Continue up the mountain, fielding Gorons as they come, until you find a group of enemies firing at you. If you like, you can call the hawk with hawk grass, or you can just ignore them and continue on. In the next open area, you'll see one Goron use another as a springboard. Walk around here until a gigantic molten rock crashes down.

Go toward the Goron on your right; L-target him, wait for him to punch your shield, then attack to make him roll up. Climb on him and he'll launch you into the air. From here, head left to the next Goron and do the same. At this point, you can drop down into the hot spring if you like to heal; there's also a store down there. Once done in there, climb up the grate to get back up.

Attack the nearby Goron to go up again, then put on Iron Boots to walk through the nearby steam geyser. Continue along this path, fielding a few more Gorons, then use the next two spring Gorons to go up to the top of the path. Put on Iron Boots and walk inside to be assaulted, but you get a chance to prove yourself with a sumo match. For this match, I found the best strategy to be sidestepping Goron immediately, pushing with A, then repeating. Once he's out of the ring, he'll let you into Goron Mines.

4.25 - Goron Mines

In this first room, use the platforms to cross the lava (either direction works), then enter the small enclosure. Slice at the two wood barriers within, then stand on the switch with your Iron Boots to turn off the fire jet. Run past it, then step on another switch to turn off another jet. Run past it, then take the path behind you and to the left, climbing the ladder. Continue to find a chest with 20 Rupees, then hop to the nearby platform to cross the lava. Head left to find and press another switch, then run forward past the third fire jet and hop to the metal ledge near the door. Put Iron Boots on to lower the ledge and open the gates, then go through the door.

In this room, head up the ramp, then take a right and defeat the enemies down here. Open the chest to receive a key, then go back up the ramp and take the other path. Cross the rotating platforms carefully to the door, and go in. Go down the path in this next room and defeat the Dodongo by slicing at its tail. Cross the platforms here to get to the other side of the room, then kill the next Dodongo and look toward the chain in the wall. Pull out that portion of wall, then quickly use the platforms to jump to the place where the wall was. Try to time letting go of the wall so you'll get to the platforms just as the lava pillars recede. Go through the door.

Random water room is random o_o but anyway. Jump into the water with your Iron Boots on and walk over to the switch; you'll activate the magnetic floor, so walk around to the top and go through the door. In this next room, you'll meet the Goron elder Gor Amoto, who will give you a shard of the Big Key. Open the chest to receive the Dungeon Map, then climb the ladder and grab the shaking pot ahead to reunite with Ooccoo. Go through the door.

The walls of this room are magnetic, so don your Iron Boots and walk along the wall to the opposite side of the room and go through the door. In here, use the Iron Boots to weigh down the switch and stick to the ceiling, then use your map to help guide you to the opposite side of the room, as it's pretty tricky. Once

there, drop to the floor and enter the door. Back in this large crane room, run forward and defeat the enemies around here. Step on the switch to activate a crane, then go to where it's magnetizing and use your Iron Boots to go up. Drop at the higher of the two drop points to find enemies and another switch; step on it to activate another crane and get to the next door.

Kill the Tektites in this room, then swim off to the top-right corner of the room and put on your Iron Boots to nab a key from the chest. Then swim to the bottom-left, to a metal area. Put on the Iron Boots and push the block away, then take them off and swim up into the enclosure. Get on land and step on the nearby switch, then head over to the new magnet area to get on the ceiling. Walk to the end of this magnetic strip and drop down, then head to the next switch, step on it, and walk off the edge of the metal platform to attach to the wall. Go to the end of this strip and drop, then grab 20 Rupees and hit the switch with your sword to open the gates. Enter the door.

Defeat the enemies in here, then go to the magnet on the left and walk right up. Take the left path to get a Piece of Heart, then go back and take the right to cut the ropes nearby, dropping a bridge to the door. You're in another outdoor area, with enemies firing at you. You can't do anything about them now, so slice the wood ahead of you, then run up the ramp and take the left path to get a key from a nearby chest. Go back and take the opposite path, going through the locked door.

Hop across the rotating platform here, then go up to the rotating platform with the magnetic panels. When the side with many panels comes up, run to the first and use the Iron Boots to stay on, then wait for the platform to right itself. Cross the platform in this manner and enter the door. In here is another elder, Gor Ebizo, and another key shard. Climb the ladder behind him and go through the upper door, then use the magnetic wall to walk to the next door.

The Goron protecting the treasure resides here, but he's not a big fan of letting you explain; he'll drop the magnetic platform into the lava below, initiating a miniboss battle. You'll want to equip your Iron Boots in general for this battle. When he raises his arms above his head, slice away at him until he curls up, ready to attack; treat him like any rolling Goron and hold A to toss him. You want him to land in the lava, so you should generally stay near the edges of the arena. Toss him into the lava three times to make him regain his senses; the platform will rise up, so go through the far door.

Open the chest there to receive the Hero's Bow, then use an arrow to cut the ropes behind it, making a bridge for you. Walk across into this next room, then run to the far end to activate the Beamos. To defeat each of these things, shoot an arrow into its jewel eye, then you can pull it this way and that. Destroy the first Beamos here and pull it out, then go into the circular room and destroy the east Beamos and pull it out (destroying ones around it if necessary). Behind it is the final elder, with the final key shard, and 50 Rupees behind him. Go back to the previous room and through the other door.

This room is kind of annoying sometimes. Ram the metal grate ahead of you to knock it down, then hop to the next platform and defeat the enemies. Hop across some more platforms and defeat the Dodongos, then use your Bow to get enemies off of the stalactites above the next platforms (don't worry, they drop arrows). Go past the gate and hit the switch to get on the ceiling, then walk over to the crystal switch above the door and hit it with your bow. Go through the newly opened gate.

In this room, jump to the left to get another 50 Rupees, then head forward and use your bow to chop down a nearby bridge. Stand on the nearby switch to activate a crane, then drop at the crane's next destination and go through this

door. Unfortunately, you must go through this room again, so quickly get to the next door and go through. Kill the Beamos in here if you like, then go through the next door.

Back in here, get to the end of the platform, then use your bow to take out the enemies here. Head left and take out the Beamos, then pull it aside to open a door. Use your bow to take out the barrel near the next enemies, then step on the nearby switch to activate another crane. Jump down to the platform below it, then travel with it, and shoot the bridge out while hanging from the crane and drop to it. Travel along the nearby platform to find two fairies in pots, then go through the door. In this room, defeat the enemies, drop the bridge, defeat more enemies, and go through the boss door.

-- Boss: Fyrus (Twilit Igniter) --

Fyrus's main attacks are charging forward and swinging chains at you, both relatively easy to avoid. To defeat him, you must fire an arrow at the jewel on his head, then go behind him, don the Iron Boots, grab a chain and pull, which will trip him up. Run forward and slash at his head with your sword, then repeat until he is vanquished.

Upon Fyrus's defeat, he will return to being the normal Darbus, albeit with a bit of a memory blank. Midna will collect the Fused Shadow, and tell you a bit about the Twilight King, Zant. Grab the Heart Container and head out with Midna. Eldin will guide you toward Lanayru Province, and there will be a cutscene with the kids.

4.3 - The Frozen River

4.31 - Journey to Find a Friend

Back in control of Link, head forward along the road to the bomb shop; Barnes can finally start selling again. Try to buy some bombs and he'll let you have a Bomb Bag also, for 120 Rupees. Once you've done that, go back outside and talk to the Goron out there, who can launch you on top of the bomb shop. Go up the slope to the building there, then climb the ladder inside and exit to the balcony (grab 50 Rupees on the way). Talk to Talo and agree to teach him how to use a sword; hit the three targets (the last one takes some work) to get a Piece of Heart. Even if you don't get the Heart Piece, Malo will start selling the Hawkeye in his shop, which is like a sniper scope.

Anyway, grab Epona and head out the north exit to Kakariko. You'll likely get a letter from the postman about bombs, and afterwards, ride across Hyrule Field and cross the bridge you jousted on earlier (top of your map). Bomb the rocks blocking the path, and Twilight enemies will appear, inconveniently stealing your bridge. If you want, you can defeat them now, if you make sure to use naught but spin attacks; otherwise, go back sometime as a wolf. Head forward and go into the Twilight.

The first thing you'll see here is a scent; upon sniffing it, you'll learn Ilia's Scent (you don't need the Youth's Scent anymore). Follow Ilia's trail all around Hyrule and into Hyrule Castle Town. The scent should lead you, in a rather roundabout manner, to a place called Telma's Bar. Use your senses and go up to listen to Ilia, who is tending to a sick Zora child. Talk to the soldiers in the back of the bar to find out something's up, then check the map to find out where to go.

From here, follow Ilia's scent back out of Hyrule Castle Town (or just cut

through the square, it's faster) and head down the path forward from where you exit. After a bit you'll come to a bridge; ignore the black substance for now and start heading across. After a bit, you'll realize the substance is oil, just in time for it to be lit on fire at both ends. Push the rightmost box in front of you to the right, then hop on and jump off the side of the bridge.

4.32 - Lake Hylia and Zora's Domain

Jump out of the water and listen to some nearby Zora spirits to find out that something must be wrong in Zora's Domain. Head toward the colorful building in the distance and listen to the clown there to find out something about upriver, then he'll see a monster. Go over to it and it'll use the hawk grass to summon a large bird, which it will attack you on. When the bird gets close, jump attack and bite away at it, then do it once more to get him off the bird; finish off the monster, then Midna will quell the bird, and you'll use it to fly your way up the river.

For this part, you'll use the control stick to aim the bird to try and avoid walls, stalactites, stalagmites, etc. You'll also want to avoid enemies, but really that's not too bad. The most annoying part is avoiding falling objects. At one point a large pillar will fall directly at you, so be prepared to move way far right or left.

Once you're done, you'll end up at the top of Zora's River. Jump into the empty river and head west to go to Zora's Domain. Head forward toward the pillar-like structure and Midna will help you go up; continue on, attacking any icicles, until the next point where Midna can help you. Be careful on this next climb, you could slide off, or be hit by an icicle, so make sure the coast is clear before jumping. Head forward at the top into the main room, then defeat all the Twilight enemies to make a portal here; once again, defeat the isolated enemy first.

Stand in the center of this area and use your senses to see all the Zoras trapped below the ice. Midna will surmise you need to melt the ice, so warp yourself to Death Mountain, then grab the giant piece of volcanic rock and bring it back to Zora's Domain to melt the ice.

Start to head out, and the spirit of the Zora queen will ask you to look out for her son Ralis, who's in Hyrule Castle Town. You can't do much for him as a wolf, though, so head out of Zora's Domain and hop into the water to be carried downstream to Lanayru's Spring.

4.33 - Extermination

Back in a fuller Lake Hylia, head inside the cave to meet what remains of the spirit Lanayru, who will give you the third Vessel of Light. Upon leaving the spring, follow the insect up the ramp to the left and defeat it, then continue on this path to defeat some more Twilight enemies and make another warp. Keep going along the path to the colorful building to find another insect around there, making two so far. Along the way, Midna will take note of the grass there, and let you know that you should be able to call the bird that way.

For now, go back to where you made the warp, and take the stone bridge backward, then follow this somewhat broken path until you find the open area with an insect. The final bug in this area is waay on the east side of the lake, so swim your way over to that area and take out the insect. Head over to some nearby hawk grass, then howl like so:

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You'll summon a large, ugly bird that can carry you upstream. On the way there you'll find many insects; to take them out, L-target and dash. It's kind of hard to keep them L-targeted though, you sort of need to keep moving toward them as best you can and hope you'll dash into them. It's difficult, and you'll have to practice a few times before you get it right. Remember to use your senses, too, I kept forgetting that. When you land, talk to the girl there to expose the next insect. After that, head to the nearby stone (on the far side of the river, I believe) and howl like so:

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Warp to Zora's Domain and ram the nearby wall to drop the insect, then kill it and head outside. Jump into the basin and kill the two insects in the center, then head for the ledge on the west side. Go north and Midna will help you up to a higher ledge, then another. Keep going forward and she'll pull you onto another ledge, so continue on until you find the Rupee chest. Double back to go up even further, and continue on until you get to a more open area, with pillars on one side; there's an insect in here. From here, jump down and swim to the other side of the basin, to get to a much-easier-to-reach insect. Get on the solid ground near the river's exit to travel to Upper Zora's River.

Go a little forward, and you'll take notice of two souls pointing out that this part of the river leads to Hyrule Castle; follow them there, as a bug is there also. In the next area, get out via the stairs, then travel your way back to Hyrule Castle Town. Right outside the entrance, Twilight enemies will appear. Take care of them quickly and enter town, then kill an insect outside of Telma's bar. Once you collect the tear, talk to Midna to realize one tear is still MIA. It'll suddenly appear in Lake Hylia, so warp there and swim out to it, to discover this bug's a little bigger than the rest...

He'll come at you wielding an electric charge, but he'll drop it once he stops moving; that's your chance to jump attack him. If you're lucky, you can get more bites in as well. He'll then start swimming around with an electric charge, so make sure you're on some of the flotsam as he does this. When he charges you, though, jump into the water to avoid getting damaged. The process will then repeat itself. Eventually, he'll flop on his back into the water; jump onto his stomach and use Midna's energy attack to take out its legs, killing it finally. Collect the final tear of light to return Lanayru Province to normal.

The spirit Lanayru will reform, and it's a bit of a sight to behold. The spirit will tell you, in a rather disturbing cutscene, exactly why the power of the Fused Shadows was locked away. Once that's done, swim yourself over to the very colorful building and talk to the clown to have him launch you in the cannon out of Lake Hylia.

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4.34 - Transportation

Start to head toward the door, and Midna will remind you of the Queen Zora's request. Go through the house and get back to Hyrule Field, then go to Hyrule

Castle Town (you'll be stopped by the postman). Approach the wolf to learn the Back Slice, then go into the town and return to Telma's Bar. You'll see a cutscene involving Ilia, Telma and the Zora child; poor Ilia seems to have lost her memory, and the prince is doing rather badly. You'll end up escorting them all to Kakariko Village, so suit up, soldier!

The first thing you need to do on your path is clear the west bridge, which is being defended by your ogre friend. This guy is sporting some new side armor, so slicing him is out. As soon as you start riding, take out your bow and aim it between his armored plates and fire. He'll slump off to some direction, letting you move to the side to avoid him. If you don't get a shot in in time, move to the side quickly so you don't get rammed off. Two shots is all it takes to defeat him, but the second time he's swerving a lot, so aim carefully. Once you take him down, you'll get the Gate Keys.

For the next legs of this journey, you'll want to stay fairly close to the carriage so you can monitor its status. The first thing you'll encounter is fire archers, which are hard to do much about, so just hope they don't hit the carriage, and if they do, put out the fires with your Gale Boomerang. Unlock the first gate and quickly get back on your horse to continue.

You have more worries as soon as you get past the gate: fire archers on horseback (get close and slice them) who can light the carriage on fire, and birds who will drop bombs on the path to make the carriage veer WAY the heck out of the way. For the birds, you can use arrows to kill them, or just the Gale Boomerang to deter them. Either works well, really, but make sure you're close enough to hit them with arrows. Right before the final gate, the chances are the carriage will be heavily attacked, so make sure to defeat enemies and put out fires before you unlock the gate. You'll safely ride into Kakariko Village.

After some treatment, the Zora child will be doing well...mostly, anyhow. Telma will invite you to join a certain group to help the kingdom, and the Zora Queen will appear to you again, so follow her to the graveyard, and she'll make a rock blocking your path vanish. Crawl through the hole to find her again, so swim over to that grave. She'll tell of this place, and give you the Zora Armor, which lets you breathe underwater and swim freely.

Before heading back to Lake Hylia, you'll want to visit the Bomb Shop and pick up some water bombs for what comes ahead; you'll have to sell your regular bombs but that's okay. Also, bomb the large rock near the southern exit, then travel to the upper portion of Eldin's spring and dive in with the armor on, then equip your Iron Boots and open the chest to get a Piece of Heart. Once that's done, get on your horse and head to Hyrule Castle Town, then go through the south exit. Jump into the large hole in the ground to return to Lake Hylia, then put on the Zora armor and swim out to the entrance to the temple. Put on the Iron Boots and place a bomb on the plugged water vent, then place a bomb on the vent to blow up the rock above. Swim your way into Lakebed Temple.

4.35 - Lakebed Temple

Swim through this first area, avoiding enemies in general, until you reach the first room. Run up the ramp here then jump off the nearby ledge to open the gate, then go through the door. In the next room, combine your bombs and arrows into bomb arrows, then shoot the narrow parts of the stalactites to make them fall to the ground. Cross the stalactites to the door, then head to the right and open the chest for some replacement water bombs. Go through the door.

Kill the Lizalfos in the next room, then continue on. This room is the central hub of the entire temple, you'll be back here a lot. Head down the stairs and go

to the left, to the southern region, then jump and pull the lever to move the stairs over. Climb back up the stairs and then grab the lever on the left side of the room (on your map). Open the chest to your left at the bottom of the stairs to get the dungeon map, then go through the door.

Crossing this bridge, defeat the armored enemy (the Back Slice works fairly well) then go through the next door. Shoot down the stalactites in here, then go down the path to your left, the small tunnel. Climb up the vines at the end here, then head to the left and drop onto the next ledge. Jump to the nearby platform, then to the rising platform when the geyser lifts it. Grab a key from the chest, then leave this room and go back to the hub of the temple.

Go up the stairs here and head to the right, to the rightmost door on the top level. Smash the nearby pot to find Ooccoo again, then go through the locked door and cross the bridge to the next door. Defeat the enemies in this room, then use bomb arrows on the two stalactites to the left. Hop on the one near the vines and climb up said vines and drop onto the top of the wall; from there, jump to the level to open the door between the two parts of the room. Head into the door on the right. You'll be in a round room with a giant cog. Kill the lizard enemy, then head through the next door and grab the key off to the right. Go back through the cog room to the other area, then bomb the nearby rock impeding your progress and go through the next door.

In this room, there's an odd water enemy; shoot a bomb arrow at it to get rid of its water shield, then slice at it to defeat it. Go through the locked door and jump off into the gap to the left. Climb up the vines and run up the spiraling road to the top, then get bombs from the chest and climb the ladder on the arch. Jump to the level and pull it to let water flow, then let go and slide all the way back down. Swim to the central area in the room to let water into another part of the temple, then go back through the door and head through the door you haven't been through yet, that water's going into.

In here, you can go past the waterwheel and smash the left pot (before the gate) to grab a fairy which you can bottle, then go back past the waterwheel and through the door that leads to the cog room. Jump down to the ground and make your way back to the main door out of there, then grab a moving platform and go through the northern door. Head to the right and open the chest for a small key, then go backwards and get on a platform and take the eastern door, then go into the locked door. Get into the water and swim low, letting some air push you into a chest with 20 Rupees, then put on the Iron Boots and blow up the nearby rock. Walk down the passage into the next room.

Swim up through the passage of this room, then kill the tadpole flopping around. Use C to look directly up and you'll find your miniboss - a giant frog enemy. He'll release a large amount of tadpoles at you initially, then once you kill them all, he'll jump high into the air. You'll eventually see his shadow over you, so get out of the way before he lands on you. Try running toward his head as you escape, but don't strain yourself to do so. After he falls, he exposes his weak point, his tongue, so go up to it and slash away for damage. The process will then repeat itself, with more tadpoles and jumping and such. Remember on later cycles not to hesitate in running from his shadow; don't bother trying to figure out which way's the head, because you have LITTLE time to get out of there before he lands on you. On the third cycle, you should be able to use the Ending Blow on his tongue; once he falls, open the chest to get the Clawshot. There are three small alcoves in this room you can Clawshot to to get various goodies, but to escape, you need to Clawshot the nearby target, pulling it down to open the gate out of this room.

One advantage to having the Clawshot is being able to remove the armor from those small piggish enemies for easy kills. In any case, make your way back to

the central hub of the temple, then face right and use the Clawshot to hook on the vines above the small wall. Climb to the other side and head to the western door, then use the Clawshot on the target, which will act like a normal lever would and turn the staircase, which now has water flowing down it. Head through the nearby door, then past the waterwheel and into the next door.

Jump to the platform in front of you, then Clawshot to the target above you and to your right. Go down to the platform below you for more bombs, then Clawshot to some vines on a pillar nearby (likely in front of you). Climb to the platform, then Clawshot to vines on another pillar and climb to the next platform. Behind this current pillar is a target that lets you obtain 20 Rupees, but your actual destination is the vines on the nearby wall. Clawshot to those, then head through the door. NOTE ON THIS ROOM: in this room more than any other, if you are climbing vines, and you want to climb to the right or left, try holding up-right or up-left on the Control Stick first, to make sure you don't fall. There may be some sort of problem with control there, so just take a precaution whenever you're climbing vines.

In the next room, kill the water enemy to the right if you like, then shoot down the stalactite to the left. Get on the new platform, then let it carry you up and jump to the other side of the wall. Look up near the wall to find a Clawshot target; grab it to pull it down and open the gate, then Clawshot to the nearby door and go through. Kill the enemies in this room, then use the Clawshot on some vines on the ceiling to make your way into another room. This spiraling room is essentially identical to the first, so do the same thing you did before, using the Clawshot when appropriate to climb. At the top of this area, you can Clawshot to the treasure chest at the very top, also, to get the Compass before sliding down and letting water into the temple. Exit the room via the right door.

In this room, jump into the water and put on your Iron Boots to extract Rupees from a chest, then go through the waterwheel and enter the door to return to the room with the two huge cogs. Go into the southeast door and get more Rupees, then make your way back to the central hub by opening the gate on the other side of this room (with your Clawshot). Go through the door and back to the hub, then grab the nearest lever to turn the staircase and head down the stairs to go into the next door.

This room should be familiar; cross the now-raised bridge into the large alcove, then find the one floor tile that stands out and stand on it to open the gate. Once the gate is open, Clawshot inside and open the chest for a Piece of Heart, then use a ceiling Clawshot target to get out of this area and head back to the central hub.

Return to the western door on the lower level (making sure to change the staircase) and head through it, back to the room with the two large cogs. Jump to the rotating platforms, then when you're close to the second cog, Clawshot to one of the targets on it and lower yourself on the chain. Wait until you pass over the platform with the door, then let go and go through the door.

In this maze room, jump into the water and swim down, then to the right; there's a tunnel closer to the floor, swim through it. Here, swim up, then toward the left, to a bombable rock; don Iron Boots and blast it, then keep swimming. Go toward the ocean floor and explore the left to find another rock; bomb it, then go through and swim up to the surface, then go through the door. Kill then enemy in here, then Clawshot the target on the ceiling to open a hole in the floor. Slowly lower yourself down to get the Big Key, then go through the door at the bottom of this room and return to the central hub. Jump into the water and go through the boss door, then drop into the hole. Swim down in this new room and equip the Iron Boots to find yourself the boss.

-- Boss: Morpheel (Twilit Aquatic) --

Anyone who's played Ocarina of Time will somewhat recognize the first stage of this boss fight. L-target in the general direction of Morpheel and you should soon lock onto a single eyeball that travels within Morpheel's tentacles. Once you've got it targeted, use your Clawshot to pull it out and slice away at it with your sword. On occasion, Morpheel will lie a tentacle down next to you; if it does, either swim away or run away, because it'll try to grab you and eat you if it catches you. If it does, take off your Iron Boots to avoid too much damage. It only takes a few slices like this to graduate to the next phase.

In the next part of the battle, Morpheel will reveal its true form - a gigantic eel. Take off the Iron Boots and swim after Morpheel's head, but try not to get in front of it - chase from behind. Most of the time you'll have to be content with swimming after it, but occasionally it'll stop swimming; that's your time to L-target it's eye and Clawshot to it, then strike with your sword. After a few swings, you'll be shaken off and will have to try again. On occasion, Morpheel will knock down pillars, try to stay out of their way. After a few rounds of this, Morpheel will be defeated.

Once Morpheel goes down, you'll obtain the final Fused Shadow and Midna will take it. Grab the Heart Container and, if you don't want to see a cutscene where Link's wearing Zora Amror, take it off before entering the portal and leaving the temple.

4.4 - The Sacred Blade and the Forbidden Prison

4.41 - Return to the Castle

A cutscene involving Link, Midna, Zant and Lanayru will occur, and the net gain will be that Midna needs healing from Zelda, right away, and you are stuck in your wolf form. You'll reform in Hyrule Field, so go to Castle Town and make your way to Telma's Bar, which they'll promptly kick you out of. Head away from the door and Telma's cat will help you out; she knows a secret passage. Push the one loose crate up to all the others and enter the window.

You're in the top areas of Telma's Bar. Here, you just need to cross from rope to rope without breaking too many pots. Walk carefully around them, and try to push them into better positions when you can to ensure they don't break. Once you reach the end, go into the room with all the gold and use your senses to find a rogue spectre. Kill it (remember the Ending Blow) to get your first Poe's Soul; talk to the golden statue man will ask that you collect as many as you can and bring them to him. He'll let you into the underground waterway.

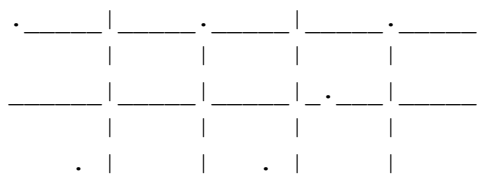
Head to the north part of this room and pull the switch above you to open the grate and let you go through; kill the Skulltulas in this room, then grab a stick, light it on fire, and burn the spiderweb. Go through, holding the stick, and light the torches in the next part of the room. Relight the torch and climb up the broken walls to your right, then light the web and toss the stick. Go through and defeat the nearby enemy, then enter the next room and dig in the center to fall through.

You'll end up in a familiar spiraling stairwell. Climb up like you did last time, except you'll need to take the ropes where Midna helped you last time to make it to the top. Go through the open door, then follow the path you did before to get to Zelda. At one point where Midna helped you, though, there will instead be a broken bridge; you need to run across when the wind is blowing and

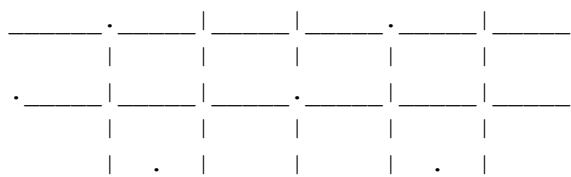
the bridge is supported, then jump down to the rooftops and head into the window of the tower. Go up the stairs for a cutscene with Princess Zelda. Once it's over, you'll have a couple new objectives: the Mirror of Twilight, and a blade of legend.

4.42 - The Sacred Grove

Quickly warp to North Faron Woods and head toward the Forest Temple. You'll see a monkey being attacked by some enemies, so defeat the enemies and the monkey will show you a secret area you didn't know about before. Head toward that ledge and Midna will help you across the numerous gaps into the next area. When you get to the rotating bridges, wait for the wind to turn them so they face you, then head onto the second bridge; wait for it to turn back and get on the ledge. Walk carefully across the ropes, avoiding the giant hammers (the first is at the far end of the rope, the second the near end) then go up and listen to the howling rock:



This wolf will appear outside of the southern entrance to Castle Town, so make a note of it. Run forward to enter the Sacred Grove, then go up to the rock with a Triforce on it:



An interesting imp will fall from the sky and summon some enemies. Defeat them all, then go through the passage the imp has created. Go through the next couple areas until you hear the imp's horn, then climb up onto the ledge he's on and attack him. Follow him through the next passage to the previous area to find a new path is open; go through and follow the open passages (not well located, unfortunately) until you hear the imp's horn again. This area should have a small bit of land following the right wall; go onto it, then pass through a small archway to find a series of ledges that will lead you to the imp. Attack again and he'll dart off.

Follow him through the passage (it should be on your right) and follow the path (which is thankfully more direct this time) to the imp's third location. To get to him this time, go into the passage below the ledge he's standing on, and climb the ledges in front of you. You'll follow the path right up to the imp, so attack again and he'll make a large stone wall disappear. Follow him into a large, lower circular area.

Now you finally get to battle the imp proper. He'll appear at various spots around the grove and summon enemies to protect him; use a spin attack on the enemies (easiest way) and then use your jump attack to get at the imp. Be quick about it, though, because he'll disappear fairly quickly; hence, the jump attack is the only really effective one. When he's summoning enemies is an effective time to attack, I've found. After enough strikes, he'll open another passage and light will return to the grove.

Stand on the Triforce symbol in this area and howl as indicated to initiate a

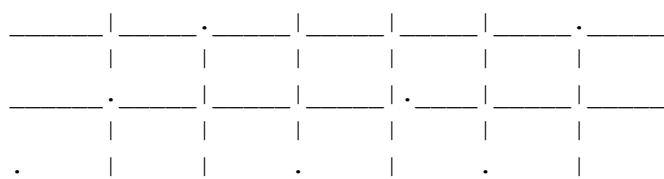
jumping puzzle. One solution is: right, down, left, left, up, right, up, up, right, down, down, left, up. The statues will grant you passage to the sacred place, so run forward through the path and check the blade in the center to return to normal and obtain the Master Sword. Additionally, Midna now has the power to change you into a wolf anytime you like.

4.43 - A Deserted Area

Your next goal is the Mirror of Twilight. Head back to the area where you fought the imp and blow up the nearby rock to unleash a Poe. Turn into a wolf and use your Sense to see it, then defeat it to obtain another Soul. Dig underneath the rock, then defeat all the enemies to obtain another Piece of Heart. Leave this place by standing in the pillar of light, then warp yourself out of the grove.

The place you want to warp to is Castle Town. Head into the town and you'll be stopped by the postman again; he's got a letter from Telma, asking you to stop by her bar. Enter Castle Town, then leave via the southern exit to find the golden wolf that will teach you the Helm Splitter. Go back in and head to Telma's Bar to speak to Telma again. She'll introduce you to some members of her group that are trying to save Hyrule. Talk to them if you like, but it's more important that you check the map to find where one member, Auru, has gone - Lake Hylia.

Leave the bar and warp to Lake Hylia; you'll start off facing one ramp in particular, so climb up and then climb the ladder also. Off to the very right of this ledge is another howling rock:



A golden wolf will appear in an area you can't explore quite yet, so continue on your path to find a small tower; near the foot is another Poe's Soul for you to collect if you like. Climb the tower's ladder and you'll talk to Auru, who will tell you of a cursed mirror off in the Desert Province. He'll give you Auru's Memo, so head down to the lake and go to the colorful cannon building. Use the memo in front of the fellow, and he will launch you, for free, off to the Gerudo Desert.

As soon as you get there, Midna will tell you a short tale of what happened to her tribe. Run across the desert to the upper-left hand corner, where a small entrance appears on your map. Near that area is an enemy camp; use your bow to take out a lot of the enemies in the area, then go up to a boar and get on to ride it. If you dash while riding the boar, it'll be hard to control, but you can take out the wooden structures in this area. Take out some of the towers to reveal chests with Rupees and arrows, then bust down the walls blocking your path. Climb up the ledges and head to the left to encounter the fifth wolf, who will teach you the Mortal Draw.

Keep going along the left path to encounter another Poe, then backtrack and take another path to enter the first part of another enemy camp. Shoot the enemies off of their towers, then go to the left and fight your way through many more enemies. At one point you'll find a boar carcass above a fire; attack it until it explodes to get a Piece of Heart. Around here, an enemy will also drop a small key.

Backtrack a tiny bit to a locked door and go through, and you'll encounter a

boar, and your old friend. Continually use the Back Slice on this enemy to defeat him, and he'll run off again, allowing you to use the nearby boar. Good thing, too, because the place is on fire. Get on the boar and smash through the previously locked door to barrel through many gates to get through the enemy camp. Climb the stairs and head to the left to get another Poe's Soul, then enter the Arbiter's Grounds.

4.44 - Arbiter's Grounds

Go into the main room, then use the Clawshot on a grate to your left. Drop down and cross the platforms until you get to the door on the other side, then head to the fenced-in area and defeat some skeleton enemies. Clawshot the chain over to you, then pull on it to open the gate; go through. In the next room, fill up your lantern with oil, then use your sword to break through the wooden barrier. Go in and get a small key, then go back and open the door.

In here, fight your way through legions of skeleton enemies, then use your lantern on the two torches to open the door; go through. In this room, four large Poes will steal the light from the four torches, shutting the main door in this room. Only one Poe will remain here; turn into a wolf to see it, then attack it when it glows a bright blue. It'll eventually fall, so steal its soul to seal the deal. Once that's done, use your sense and smell the scent of the poe to be able to track down the others. Before you follow any Poe trails, though, cross the sand to the right of the stairs to get a Piece of Heart. Cross the gap on the other side of the stairs for the Dungeon Map.

Follow one scent trail to a small pit of sand nearby; dig in it, then pull the chain underneath to reveal stairs. Go down them and open the door, then return to human form. Grab the central pillar and turn it 90 degrees counterclockwise, then defeat the enemy and open the nearby chest for a small key. Turn around and face the central pillar, then look up at the ceiling to find a Clawshot target through a hole. Clawshot to it, then go through the next door. Use your wolf sense in the next room to find a poe; defeat it for its soul and another flame.

Return to the central room and go into the door above the one that's down the stairs, that you just came out of. Go through this room and through the locked door, then jump across the platforms to the left along the first part of the room (as there are invisible walls around here). Pull out the grated block until it falls, then push it into the gap it's next to. Climb the stairs and jump to the platform with the spikes on it, then grab the chain and pull until the chandelier is raised. Run under the path where it was, then go up the stairs and get the Compass from the chest.

Turn the central pillar 90 degrees counterclockwise, then smash through the wooden barrier and defeat the enemy for a small key. Go through the locked door, then fight off the legions of skeletons. Once all the enemies are gone, use your wolf senses to follow the scent to a small sand pit. Dig it up, then pull the chain to reveal another room with the third Poe. Defeat it for its flame and soul, then go on through the next door.

Open the chest in this room for a small key, then use your wolf senses to find many rat enemies. Kill them all, then jump to the locked door and go through. Jump across the chandelier into the next door, then turn into a human and go down the stairs. Push the nearby block into the gap, then climb up and pull the chain to raise the chandelier. Let yourself stay right under the center of the chandelier, and let it fall, so you can climb onto it. Jump to the nearby platform and go through the door.

In this room, if you approach the door, it'll lock and a skeleton swordsman will

awaken. Use the Helm Splitter on it, then bomb the remains to get rid of it. Do so quickly, though. Open a nearby chest for bombs, then go through the door. Climb the stairs, then light the front torch, then the torch farthest to the left. A wall will open, so go in and turn into a wolf. Use your senses to find the poe, who will split into four. They'll circle around you for a while, then stop. The one that is glowing blue is the one you attack. After a couple rounds, you can finish off the final poe. Go through the next door and Clawshot to the target on the right, then go through the door. The final flame will return and the main door will open.

Go through the door, then the door on the right in the next area. Jump down to the bottom (or use various Clawshot targets, which is less painful) then grab the column at the bottom. Turn it clockwise by two increments, then enter the tunnel not blocked by spikes. At the end is a small key. Go back and pull the column all the way down counterclockwise, then enter the locked door. This room is a spike maze; in this room are many of those invisible rat enemies that will slow you down. To start off, head right across the sand, then upwards across another. Head left to the other side of the room, then cross the sand gap and MAKE A NOTE of where you are. Keep going forward to a chain, then grab and pull to move a wall blocking a door (you need to be human). Go back to right before the sand gap you crossed, then head to the other side of the room, head forward, then jump across the platforms and go through to the next room.

Run forward, then take the path on the right. Hug the right wall, with ground, and cross the sand gap when the spikes are not present. Destroy the bugs here, then cross the next gap, initially hugging the left wall. Cross the gap to the left to find Ooccoo again, then go through the door. Get across these rotating spikes to the other side and the next room, then kill the enemies in here. Cross the gap to the right and kill the final enemy, then go back to the previous room and enter the newly-opened gate. Use the Clawshot to cross the gaps to the top, then follow the path to the door and go through.

In here, strike one of the chains and the sword in the middle will lift up and start attacking. Turn into a wolf and use your senses to see the swordsman, then when he glows blue, strike to make him visible. He'll then start flying around the room. Use your bow to hit him with a single arrow, then he'll spiral inward and try to attack. Slice him quickly to make him fall, then attack his head. After a few rounds of that, he'll fall and reveal the path to the next room. Go forward and open the chest to get the Spinner.

Use the Spinner on one of the nearby ridged walls to get out of the room. Go to the right wall and use the Spinner to go down into the sand pit, then jump to the other wall and spin up to the door; go through. Hook your Spinner on the right wall and spin a fairly straight path across this room until you reach the large upward-spiral wall; follow it and it'll drop you into a pit with spinning spikes. Climb up to the chest and open it for a Piece of Heart, then defeat the enemy and hook the wall to the right (facing the spinning spikes). Time your spin so you avoid the spikes and then, when the wall ends, jump to the next wall, then back to go upwards once again. Dropping into a pit, spin circularly up to another area. Climb the ramp nearby, then climb to the top and spin your way across the narrow passage here. Go through the door at the end to get the Big Key, then spin your way back into a familiar room.

Drop into the hole in the center, then use your Spinner and continually press B to turn the wall and open another path. Spin all the way up this room, but right before you get to the fenced area, jump off with the Spinner to land in the center. Use the Spinner as a gear again to raise a giant spiral; spin your way up to the boss door and go in. Zant will be there, trying to impede your progress with a monster.

-- Boss: Stallord (Twilit Fossil) --

Your goal here is to use the Spinner to attack the bottom vertebrae of Stallord. He'll try to impede you by using his hands, and by summoning minions to get in your way; your best bet is to attack from behind, using the ring around the arena to get speed. He also breathes some sort of fire at you. In later rounds, you'll probably need to take out some smaller enemies to get to Stallord. On the last pass, it's going to be really hard to get to his spine; you'll have to spin attack some of the soldiers near his vertebrae first, as they'll block it effectively.

After that's done, the sand in the room will disappear. Use your Spinner as a gear on the bottom to raise the center, then Stallord's head will come to life, knocking you into the pit. Use your Spinner on the center to start chasing Stallord; once you're close enough, he'll start shooting fireballs. For each one he fires, jump to the other side; eventually you'll attack him with the Spinner and knock him down. Once that happens, attack the sword in his head to deal damage until he gets back up. On the next few passes, spike things will be on the spinner tracks; just jump whenever you see one coming at you, don't bother jumping back though. After enough attacks, Stallord will be defeated.

A path will open further into the Arbiter's Grounds. Grab the Heart Container and go into the door, then climb the stairs to find the Mirror Chamber. As you approach the central structure, Twilight enemies will come from the sky; defeat them as a wolf, and you'll be able to warp here from now on. Spin your way up the central pillar, then turn the gear at the top to raise the Mirror of Twilight. A cutscene will occur, and you'll find out more about the past, and what you have to do next - restore the Mirror of Twilight.

4.5 - Dial Y For...

4.51 - Reekfish

Warp yourself out of the Mirror Chamber and head to Telma's Bar in Castle Town. Check the map to find that a girl named Ashei went to Snowpeak Mountain, so go and warp to Zora's Domain. Head downriver into the next area, then go toward the red dot on your map to enter Peak Province. Ashei is there, and will tell you about a certain beast being seen around Zora's Domain; she'll also give you a rough sketch of the creature. Equip it and go back to Zora's Domain, then show it to the two Zoras guarding the throne to find Prince Ralis can catch the fish the giant was holding.

Warp yourself to Kakariko Village and head to the graveyard; in here is a Poe whose soul you can collect. Go to the Zora queen's grave and you'll find Prince Ralis there. He'll talk to you, then show him Ashei's Sketch and he'll respond by attaching his earring to your fishing rod, which allows you to catch those red fish the giant likes.

Warp back to Zora's Domain and follow the river into the waterfall basin. In this area, head to the lowest point of land to the right (on your mini-map - it'll probably be your left) and use your Fishing Rod on the waters here; before long, you'll catch a Reekfish. Further up the path here is a golden bug and a Poe if you want, but more importantly, turn into a wolf and smell the scent of the Reekfish as it will help you through the Peak Province.

Head back into the Peak province and jump down to the ground far below, then carefully cross the ice blocks to the other side. If you fall into the frozen water you'll have to start over. Once on the other side, use your Senses to

follow the scent of the Reekfish all the way up the mountain. At one point, the scent will lead you right into a wall; head to the left and a ledge will let you follow the scent once again. You can do the same the second time you run into a wall. The third time, it'll run into a snowdrift; jump attack the snowdrift to create a ramp upward for you. The scent will eventually lead you to a howling rock:



The wolf will appear in the Kakariko Graveyard. Turn around and keep following the scent off to the left to find a spot to dig. Enter this tunnel, then climb the ladder as a human and continue along this path as a human. Eventually you'll come out; run forward to encounter some Twilight enemies. Defeat them to create a warp and clear the skies, and you'll find your giant up ahead. Approach him as a human to have him talk to you. Apparently, he's found a shard of some mirror or other, and he can let you have it if you like.

Ram the tree nearby to make a frozen leaf fall, then hop on; you're about to do some snowboarding. Hit A to jump over chasms, and generally just watch how you steer, you'll need to be careful at some points. Make only slight movements, as a small turn of the control stick means a much bigger turn for Link. At the end, you'll find yourself at the yeti's house.

4.52 - Snowpeak Ruins

Transform into a wolf to get the Poe in the first room here, then go through the main doors ahead of you. Talk to the person on the couch to find it's the yeti's wife, who is sick. She'll give you the dungeon map, and direct you to the key that locks the bedroom where the mirror shard is, as well as unlocking your first door. Go through it to find the yeti making some soup; you can put some in a bottle and drink it, but it won't do much for you. Go through the next door to find yourself an old-fashioned block puzzle. Push the block nearest you to the right, then go to the far block and push it to the left, then up, then next to the block you pushed before. Then, push it up to make it land on the switch and open a door; go through it. You can also check out the diagram I made of this puzzle on GameFAQs.

In here, turn into a wolf and dig under the small crack in the wall, then you'll see the tower with the bedroom that houses the mirror. Go forward in the snow to find a treasure chest buried in it; dig it up and open it for a small key, then turn into a human and open the door. Avoid the ice enemies and go through the locked door to have it shut behind you. In this room, slice at the ice enemies to send them flying; try to avoid them, but slice them again to destroy them and open the doors back up. Go through the new door and head to the next one to be accosted by two ice warriors; defeat them both, then go through the door and open the chest to find...a pumpkin. And not a pumpkin key.

Go through the door to find yourself in the ice room again. Head back into the kitchen and talk to the yeti, who will take the pumpkin and add it to the soup, making it better, so it restores four hearts. Go back and talk to the yeti's wife, and she'll point out another location on your map, unlocking another door. Go through that door to find yourself in another part of the courtyard.

Turn into a wolf and take out the White Wolfos in the yard, then use your senses and walk slowly around the door (it's a little ways out from the door) until you

see the word Dig. Dig twice in that area to expose a chest with a small key inside. From here, follow the wall to a window and go into the door. Pick up the cannonball in front of you, then carry it along the winding path to the cannon. Insert the cannonball, then insert a bomb to fire the cannon, destroying a fair amount of ice. Go retrieve the cannonball to find some bombs, then go back, insert the cannonball, turn the cannon so it faces away from the wall it's adjacent to, then fire. You'll open a path to another door.

In this room, go to the corner to your right and wait for two bats to appear, then kill them. For this room, if you encounter any ice enemies, use your Gale Boomerang to knock them off the ledges. Head forward, to the next corner, but before you reach the very corner, jump across the wooden beams to avoid the very slippery intersection and a long fall. Do the same at the next intersection and make your way to the Compass.

Return to the courtyard and go through the locked gate, then grab the lever to your right to lower a cannonball holder. Place a cannonball inside, then go to the other side of the wall and pull the lever to receive the cannonball on the other side. Place it in the nearby cannon, then fire it straight forward to reveal a chest with more bombs. Return the cannonball to the cannon, then turn it 180 degrees (completely around) to fire at the ice enemy and unblock the door.

Go to the end of this next room, and the ball and chain soldier in here will come to life. This is not by any means an easy battle. You'll need to Clawshot over the enemy's head by grappling the ceiling, then run away from his ball and chain as he throws it; this part will be easier if you have the camera face the miniboss as you run away. As soon as the ball lands, run back to the soldier and slice away at its tail before the process repeats itself. After enough of this, he'll finally succumb and let you have the Ball and Chain.

Go into the next room to find a large sheet of ice; smash it with the Ball and Chain. Open the chest to find...a wheel of goat cheese. Return to the courtyard and smash up all the ice you can see, just to make traveling a bit easier on you. Return to the yeti and give him the goat cheese, and his soup will now restore eight hearts, a significant improvement. Talk to the yeti's wife and she'll point out one more location, unlocking the last door.

Go into this new area and smash the ice ahead of you, then wait for the monster's ice breath to face away from you and smash it. Do the same to the next enemy, then smash the ice blocking the cannon and go through the nearby door. Smash the ice enemy in here, then use the Ball and Chain to hit the chandelier and start it swinging. Use it to jump across to the chest and obtain a small key, then go back into the previous room and enter the well-furnished area and go through the locked door. Smash the nearby ice, then hit the chandelier and jump across; defeat the ice warrior and go through the next door.

In here, smash all the ice enemies, then the far ice as well; turn into a wolf and collect the Poe's Soul, then go through the next unlocked door. Push the block in here to create an easy stairway up, then drop down and smash both the frozen block and the ice in the center. Push the block up (near the first switch), then push the block holding down the first switch across the second switch, into the back wall of the puzzle. Push the block you recently unfroze into the block in the corner, so it's between the two switches, then push it past the second switch into the other block. Take the block you just rammed into and push it off to the left (the side where the one block was frozen), then push it up, into the block still in the corner, and onto the switch in the middle. To wrap things up, push the block you've rammed into back onto the left wall, then up and into the block into the corner, and onto the first switch, so both switches are pressed. Climb back up to the second level, then go through the newly unlocked door. Again, for this puzzle, you can use the diagram I have

provided on GameFAQs.

Climb across the narrow ledge here, defeating the ice warriors here, then Clawshot into the next room and open the door. Smash the ice next to you here, then use the Ball and Chain on the chandelier and jump to it, then do the same to the next chandelier and jump across. Open the chest for a small key, then go through the door back into the ice puzzle room and go back through the door next to the one you recently unlocked. You should be in the all-ice room again; go through the locked door.

In here, defeat all of the ice enemies, then use the Ball and Chain to knock the nearby blocks out of their spots. Jump into the room the blocks fell into and spiral your way down to the bottom, then go through the door next to the cannonball lever. Push the block forward, then go get a cannonball and place it in the holder. Grab it in the other room, then go up the spiraling ramp and place it in the cannon. Turn the cannon so it faces the blocks, then fire in that direction to send a cannonball into that room. Place it in the holder in this room, then go through the door and grab it. Place it in the cannon, then turn the cannon so it faces the ice enemy and fire to destroy it.

Jump down in that direction and head through the gate in the courtyard, then climb the ladder to the right and go through the door there. In this room, you've got to defeat every last ice warrior to unlock the door. Make sure there are no icicles left at the end, and the doors will be unlocked, and you can get the bedroom key, finally. Exit the room and Yeta will be outside waiting to greet you. Head up to the bedroom and unlock it, and she'll follow you in. Once you get in there, though, she'll be a bit reluctant to give up that mirror...

-- Boss: Blizzeta (Twilit Ice Mass) --

The first part of the battle has you facing off against a large ice block that's slowly moving toward you; hit it with the Ball and Chain to knock it away and increase its speed. Keep hitting it, and it'll keep getting smaller. After a while, striking the ice mass will send out lots of pieces of ice at you; I'm not sure how to avoid them, so make sure you've got some Superb Soup on you or something. After a while, also, you'll need to start anticipating where she WILL be and toss your Ball and Chain there, since it's such a slow weapon.

Once the first phase is complete, she'll summon many icicles to her aid. At this point, put the Ball and Chain away and just start running around the arena. The icicles will eventually drop, but if you keep running you can avoid them. As soon as they all have fallen, quickly turn around and take out the nearest icicle with your Ball and Chain, then keep it out as they circle around you and try to take out more. Once they fall in a circle around you, quickly get out of there; once Blizzeta falls, turn around and smash her with the Ball and Chain. Needless to say, with each successful attack, you'll have to start moving a little faster, as you're on ice. After enough hits, Yeta will return to her former self.

The yeti will come in, and there will be a somewhat cute scene, but more importantly, you have the mirror shard. Collect all the hearts around Yeto and Yeta (yes, you can get them!) then grab the Heart Container and exit via Midna.

4.6 - Journey Into the Past

4.61 - Return to the Sacred Grove

Warp to Castle Town and (after a visit from the postman with a letter from Yeta)

enter Telma's Bar, then inspect the map to find out where the mysterious fellow had gone - North Faron Woods. First, though, warp to Kakariko Graveyard if you haven't already, to learn the Jump Strike. Once at North Faron Woods, make your way to the small ledge where you were able to get to the Sacred Grove. The mysterious stranger turns out to not be so mysterious after all...

You need to cross back into the Sacred Grove, but as a human. Rusl will lend you his golden Cucco to do the job, so grab it and float to the first ledge nearby, then the next, and the next. Put the Cucco down, then use the Gale Boomerang to move the bridge. Grab the Cucco and cross to it, then turn it and walk to the ledge. Time the crossing to the far end beyond the hammers, so you don't get hit, then put the friend down and enter the Sacred Grove.

Walk forward, and the imp from before will return. Destroy the enemies that fall, then run through the passage and follow the light of the imp's torch as it moves from area to area. It should be in the second area you come across, on a ledge behind a tree. Attack, and it'll run off; follow it through a few more areas, and you should come to a split in the path. Look down each path, and if his lantern light is there, that's the door to go into. You should find him on top of a pillar; shoot him with an arrow and he'll run off again.

From here, his movement gets a bit too erratic to chart effectively, so just keep checking each possible path for him; if there's no lantern light in the area you're investigating, go back and try another passage. The next time you find him, climb the nearby ledges, then look up in the nearby tree to see him; shoot him with an arrow, then follow him to the large grove you fought him in before. Another battle will be initiated here; you'll have to take out the minions he summons each time, then shoot him with an arrow. After three hits, he'll let you into a secret place.

You'll return to the place where you found the Master Sword. Push forward this first block, then run forward and drop into the hole on your right. Run to the pedestal where the Master Sword was and drop it back in again to activate a switch, removing a statue you saw before. Go back and defeat the Twilight enemies that appear, then head to where you dropped the block and climb up to the newly revealed door. Go through to travel to an oddly restored area; walk to the Master Sword's pedestal and strike it again to reveal stairs. Walk into the Temple of Time.

4.62 - Temple of Time

Walk into the first room and walk up to the door, then turn into a wolf and use your senses to detect a statue was once here. Go to the small platform near the far door, with a small statue on it. Pick it up and place it on the switch on the other platform to raise a stair in the back; climb the stairs and you'll run right into Ooccoo and Oocco Jr., who will join you. Go down the stairs on the opposite side and light the twin torches to make a chest appear; open it for a small key, then go back up the stairs and through the locked door.

In here, pick up one of the larger pots and place it on the switch in the center of the room to open more gates; open the nearby chest to get some arrows, then head up the stairs. Once at the next gate, turn around and shoot the pot to open the gate in front of you, and continue on. Killing enemies, go to the next room and defeat the Lizalfos in here, and get near the Armos statue to make it come to life. Its weak point is on its back; the Back Slice is effective for a first strike, then it's easier to get behind him to get at its weak point. Once he is destroyed, open the chest to get the Dungeon Map. After that, grab the two small statues on one of the platforms and place each on a statue near the gate, then continue on.

After the next door, kill the Lizalfos in this room, then shoot the jewel of the beam statue in the corner. Climb the spiral stairs, then use the Spinner to get up to the top. Run down the nearby ramp and grab the column in the center, and turn it 90 degrees counterclockwise to bring the column down to the ground. Kill all the enemies here to make the electric gate disappear, then grab the small statue nearby and place it in the central area. Pull the column so the platform rises again, then grab the platform and circle around this outer platform until you find two switches. Place the statue on one, then find another statue nearby on the outer platform here. Go back to the switch and stand on the white piece of ground behind the switch, then place the statue on it and you'll rise up with the platform. Go through the door.

Defeat the two Armos Knights in here, then open the chest to get a small key. Go out the door and across the platform to the locked door, then go through. In this next room, shoot out the nearby Beamos statue, then slice the green switch to move some walls. Go into the next part of the room and aim your bow through the circle, shooting the switch to turn it green again. Stop the next Beamos and go into the last part of the room, then open the chest for the Compass and shoot the switch once again to go up the stairs and leave the room.

Use the Helm Splitter and other advanced moves to defeat this shield Lizalfos, then stand on the circle on the floor of the next room and shoot the switch to move the walls. Take out more enemies, then shoot the switch again and advance a little. Kill another enemy, then shoot the switch once more to advance into the next room.

In here, kill all the enemies (don't L-target, it works better if you're not targeted) and climb up the stairs to the weights. Step on the first and the platform will sink; grab the statue and throw it onto the next platform to even them out so you can walk to the other side of the stairs and through the door. Destroy the Beamos in here, then run up the stairs into the next room.

Defeat the enemies here, then walk past the spike roller and the swinging blade to open the chest for a small key. Walk past the next two rollers to the small statue, then pick it up and run around the fence here and place the statue on the switch to open the electric gate. Go up the stairs and defeat every last enemy here, to reveal a chest with 50 Rupees and open the gate. Go through the locked door.

In this room, you'll be given a viable opponent to duel; walk up to him to start the battle. There are a couple ways you can attack this enemy to start, all with varying success. You can use the Helm Splitter, then slice away at his armor; you can jump attack him right after he slices at you; you can get plain old lucky. Once you remove all his armor, he's more difficult to attack. You can use the Back Slice, which won't connect, but attacks you make after the Back Slice will. You can also try the Mortal Draw to bring his guard down for more attacks. Once he falls, go to the chest and grab the Dominion Rod.

Look above the chest where you found the Rod, and you'll find the statue that belongs in the front hall. Fire the Rod at it to bring it to life, then bring it down and have it stand below the bell to transport it to the next room. Leave this room, and the statue will appear in the next room. You have no way past this gate, so use Ooccoo to leave the Temple of Time for now.

Once you're back in the Sacred Grove, re-enter the temple and return to the room you were just in. Destroy the Armos Knights to open the gate again, then use the Dominion Rod on the statue and bring it out of the gate. Walk it so it's right next to the white pedestal near the stairs, then un-possess it and stand on the switch in the center of the room, which will lower said pedestal. While standing

on it, possess the statue and walk it onto the pedestal; you should walk off the switch, and the pedestal will raise, allowing the statue to walk down the stairs into the next room.

Walking through the rolling spike room with the statue is easy if he's slightly to your right, as he'll block the rolling spike things with his body. Go into the next room and press the button you've set the Dominion Rod to to have the statue smash the Beamos statue. Walk the statue onto the pedestal near the bell, then unpossess it and place a small statue (possess it to get it off the pillar) on the switch. Place it under the bell to send it to the next room, then go through the door.

Possess it again in the next room, then place it on the nearer of the two balances. Toss the small statue onto the higher balance, then fall to the floor. Go back up the stairs and stand on the balance to bring them level, then walk the statue onto the near balance. Toss both statues onto the other one, then get off this balance and possess some of the statues on the wall next to you. Once four statues are on the other balance, get back on the ledge and bring the large statue over to you. Walk it down the stairs and place it in the bell.

With that done, walk back up to the balance and get on the raised one, then Clawshot to the target on the center of the ceiling. Walk over to the Spinner track, then spin around to the right and kill the Poe here. Go through the door and defeat all the enemies in here, then Clawshot onto the upper platform. Place each of the statues up there on a switch (there's a third on a shelf), then use the Clawshot to bring a piece of enemy headgear up to this level and place it on the fourth switch. Drop down and get the Big Key, then leave the room and go to where the big statue is now.

As soon as you enter the next room, possess the statue and walk it into the center portion of the room. Depossess it and shoot the switch, then possess it again and bring the statue next to you. Shoot the switch again to let you out of the room; don't forget to shoot it again right before you leave. You should know how to proceed through the next room; use the statue to destroy Beamos and place it under the bell, then go to the next room.

Go to the central part of this room and turn the column clockwise to raise it, then bring the statue onto the platform and turn the column so you go all the way to ground level. Kill all the enemies, then walk the statue out of this area. Use the statue to smash all the gates in this room (allowing you to collect a Poe's Soul), then place it under the bell and exit the room.

In this room, Clawshot over the gate, then possess the statue and walk down the stairs with it. Use it to smash the gate, then place it under the bell and go into the next room. Place the statue in its proper position here to open the door to the next room. Run forward past all the obstacles, then get a small statue from the end of the room and place it on the switch. Go past the gate, then possess the statue and walk it off the switch to advance into the next area. Bottle a fairy from the pot, then enter the boss room, which houses a familiar enemy to Zelda fans...

-- Boss: Armogohma (Twilit Arachnid) --

It'll start walking around the ceiling, so get your bow out and prepare to fire at the eye when it opens; this will make it fall to the ground. Quickly run over and possess the statue nearest Armogohma, then smash the heck out of the spider with the statue. After your first successful attack, it'll spit a bunch of smaller enemies at you; kill them all and it'll fire its laser, as well. Avoiding the laser isn't as easy as running away; you'll have to roll in a direction it's not going when it gets close. Once that's done, the cycle

repeats; after smashing it three times, it'll collapse and only its eye will be left. Slice at the enemies protecting it and hit the eye once to end the battle.

You'll collect the third shard of the Mirror of Twilight, so collect the Heart Container and have Midna help you out of here.

4.7 - The Quest for Memory

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4.71 - Ilia's Ordeal

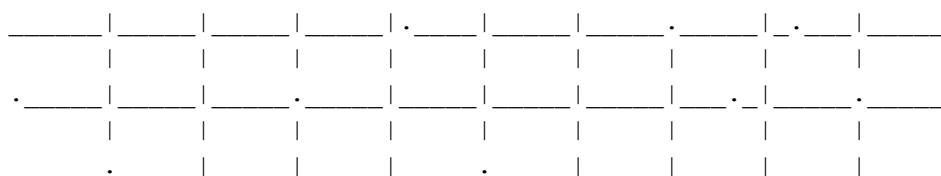
As you're leaving the Temple of Time, you may notice a statue on either side of the grand staircase leading out; remove each to find a Piece of Heart and a Poe. Once you leave, Ooccoo will point out that the Dominion Rod is completely drained of magic, then head off to find some statues. For now, warp to Castle Town again (the postman will give you a letter from Renado, asking you to visit regarding Ilia). Head to Telma's Bar and inspect the map to find out that the person who knows of the sky people is also in Kakariko Village.

Warp to the village and enter Renado's house, then talk to Renado to hear how Ilia can recover her memory; he'll give you Renado's Letter, so head back to Castle Town and take it to Telma. She'll hand you an Invoice, which is meant for the local doctor. Go to the Castle Town Square and head east, then enter the building right next to Castle Town's eastern gate. Show the doctor the invoice, and he'll storm off, talking about spilling medicine on a statue. Run to the back of his office and push the crate, then turn into a wolf and learn the Scent of the medicine.

Exit the office and turn into a wolf (exit Castle Town to do this), then use your senses to track the scent down to outside Telma's Bar. Talk to Louise, who will tell you that the statue was taken by some wolves. Head out the southern exit and wait for nightfall (in the meantime you can get a Poe's Soul), then the skeleton dogs will pop out. Defeat them all and you'll get the Wooden Statue.

Return to Kakariko Village and show the wooden statue to Ilia, who will have a bit of a recollection. Gor Coron, who is there, will remember where the statue came from so you can rescue the person who is trapped there. He'll send Darbus to unblock the path for you, so get on Epona and head to the spot designated on your map; you'll have to take the long way, going through Faron and Lanayru Provinces to get there, since the bridge is out. Once you're there, Darbus will tunnel a path to the Hidden Village.

There are 20 enemies in this village for you to take out, preferably without alerting them. Your bow is best for killing them without them being alerted, though if they are alerted it's not too much of a problem. Look inside buildings and down alleys to get every last enemy; they most likely will make their position known to you, so this shouldn't be too difficult. Shooting the large X barrels will make them explode, most likely taking out one or more enemies in the meantime. You'll find a blue building on your left that you need to smash a window to get inside; once the enemies in here are gone, smash a window on the opposite wall and exit to find the final howling rock:



This wolf will appear outside of the northern part of Castle Town. Make sure

not to do this until you've cleaned up the town, though, or else you'll do it all over again. Once you've killed all the enemies, an old lady will step out of the farthest house, and recognize you as Ilia's friend. She'll give you Ilia's Charm; take it back to Ilia, and she'll finally regain her memory. She'll let you keep the charm as the Horse Call.

4.72 - The Sky Characters

Ilia will also clarify that the lady was waiting for the person bearing the rod of the heavens; return to the village and show Impaz the Dominion Rod, and she will give you the Ancient Sky Book, though a few letters appear to be missing. Return to Renado's house and go into the basement to meet up with Shad; show him the Sky Book and he will speak a certain phrase to a statue. The statue will do nothing, but power will be restored to the Dominion Rod!

First, if you haven't already, travel to Castle Town and approach the golden wolf to the north to learn the Great Spin, the final technique. Your next task is to get to all the statues Shad pointed out on your map.

Southern Hyrule Field, Eldin Province: ride up to the place marked on your map, and simply use the Dominion Rod to move the statue and obtain the Sky character.

Faron Woods: the instant you enter Faron Woods from Hyrule Field, take a right to find a path blocked by a rock. Blow it up, then head forward along the path and move the statue for another Sky character.

Hyrule Field Above Lake Hylia, Lanayru Province: to the north of the bridge, you'll find the next area. When pulling out this statue, position it so it's right under the nearby vines, then Clawshot to said vines and drop to the statue to get the next Sky character.

Hyrule Field To The West Of Castle Town, Lanayru Province: the next statue is down in what apparently used to be an amphitheater. Stand on one of the platforms near the statue, then position the statue so it's halfway between you and the character. Jump to the statue, then to the Sky character. Tip: jump from the second-lowest row, not the lowest. When leaving this area, grab a golden bug!

North Of The Bridge Of Eldin, Eldin Province: this statue is on the northern part of the bridge that still stands. Move it and grab the Sky character.

Gerudo Desert: warp to Lake Hylia to be cannoned back here. Head for where the statue is indicated, then pull it off its pillar and pull it into the corner of the lower ground it's on. Get on the nearby platform, then jump to the final Sky character.

Warp back to Kakariko Village and head into Renado's basement. Show Shad the book and he'll use a certain word, which will break the seal on the statue. Once he leaves, use the Dominion Rod to move the statue and follow the path to find a large stone cannon.

WARNING: YOU MAY ABSOLUTELY NOT, UNDER ANY CIRCUMSTANCES, EVER SAVE AT THIS POINT AND TURN THE GAME OFF. A FATAL GLITCH WILL CAUSE YOU TO BE COMPLETELY TRAPPED IN THIS ROOM FOREVER, FORCING YOU TO RESTART YOUR ENTIRE GAME. DO NOT DISREGARD THIS WARNING!!

Talk to Shad, and he'll leave, allowing Midna to investigate the cannon; warp it to Lake Hylia and talk to the cannon guy. He'll offer to fix it for 300 Rupees. Pay him (if you need Rupees, go cut grass around Faron and Ordona Provinces), and he'll fix it up for you. Once he's all done, Clawshot into the back of it to

be shot, with Ooccoo, to the City in the Sky.

4.73 - City in the Sky

Yep, this is a dungeon, and not a city, to the dismay of some people I know. Ooccoo will offer a tour, but a giant dragon is about! There's panic afoot, and you'll need to fix it, naturally. Follow Ooccoo to the east to enter the shop; talk to her here and she'll join your inventory. Head back out and take the northern path to the gate; shoot the switch above it (but only when the wind isn't blowing) and enter the door.

Grab the nearest Oocca and use it to fly across the room to the next platform. Clawshot to the pillar with vines on it, then turn so you're above ground and drop. Clawshot another Oocca to you, then fly across to the next platform; climb the steps and go through the door into the main room of the temple.

Immediately take a left, and Clawshot to the grate with a hole in it and walk through. Drop down outside and turn the nearby gear with the Spinner to extend a bridge; go across. Head to the back-right corner of the next room and Clawshot to the adjacent corner (there's a target on the ceiling). You'll get a small key; Clawshot to the grate to cross the gap again, then head back to the central room, to see the bridge get taken out by the dragon.

Clawshot to one of the viney pillars, then turn around so ground is under you and drop; head through the door on the opposite side of the room. Head right and defeat the Deku Babas, then use the Spinner on this gear to extend another bridge, which you need to cross also. In the next room, take the left path and use the Iron Boots to pass by the first fan. Clawshot to the viney pillar to bypass the next fan, then go through the next door. Open the chest in here for the Dungeon Map, then return to the previous room.

Get as close to the blue ground as you can, then Clawshot to a viney pillar on the other side of the room. Get under ground, then put on the Iron Boots as you drop to prevent being blown away (though if you are, inch all the way to the side of the ledge, then get up). Take the small path you didn't earlier and face the fans, then Clawshot the switch you see there to turn off a fan near another door. Cross the room again, then go through this now-accessible door.

Head forward here to the opposite wall, then jump to the next platform, near where a gust of wind is blowing. When the wind stops, jump to the adjacent platform, then walk along the narrow path nearing another platform and more wind. Use the Gale Boomerang to eliminate the tile enemy, then jump across when the wind stops. Jump to another narrow path from here, then to the nearest platform to you (on your right). Run along the narrow path and take out another tile enemy on the other side, then jump to it when the wind stops and jump to the platform to the right after that. Go through the door.

Defeat both enemies in here, then a gate will open above you. Clawshot to the vines on the far wall, then climb up and Clawshot the ball on the ceiling to activate some wind. Grab an Oocca and fly into the gust to get to the next door. Clawshot another ball in here to open a gate exposing a chest, then grab another Oocca and fly to said chest to get 20 Rupees. Jump back out to the wind and fly across the room to get 50 Rupees. Clawshot back to the previous platform and Clawshot the Oocca, then walk into the gust of wind and fly through the crack in the wall.

Head to the left and Clawshot the bulb here, then fly across the room and into this new gust of wind. Fly through the hole in the wall and drop to the floor here, then go through the door. In this room, you need to make it to the door at

the very bottom. Grab the Oocca and fly to the lower-right platform, then turn around and fly to a much smaller platform, but again to the lower-right. Turn around and jump to the platform directly across (when the wind stops, of course) and from here, jump to any of the lower platforms. You can now Clawshot your way to the door.

Clawshot the bulb above the wind, then put on the Iron Boots to pull it down and stop the wind. Slowly lower yourself down the the Clawshot, then drop into the room below to start your miniboss battle. To defeat this enemy, you need to keep it L-targeted, and use your Clawshot when it raises its shield to pull it in, then strike at it until it defends again. Remember: when you're waiting to Clawshot him, don't stand directly underneath him, or else you won't be able to successfully grab him. Once you're done striking him, he'll try to attack also, so just avoid him.

After a couple rounds of this, he'll start flying all over the place. Just keep rotating your camera with L trying to find him; once he stops flying, L-target him and repeat the process. After enough rounds of this, he'll finally be defeated. Clawshot up to the newly opened gate and open the chest to receive another Clawshot, giving you Double Clawshots. Head to the edge of this platform and Clawshot to the nearest target on the ceiling, then to the target on the other side of the ceiling, and then to the vines in the center of the room. Climb up and out of this room.

Use your Double Clawshots to grapple from target to target, up through this room, until you see the ball switch. Grapple to it to open a gate lower in the room, then lower yourself to its level and Clawshot to a target near the door. Go through the door. In this room, Clawshot to the nearest pillar, then quickly Clawshot from pillar to pillar before you fall off of any of them. You should be able to just drop off of the last pillar, so open the chest to get the Compass and go through the door.

Clawshot to the grate on the ceiling, then use the other Clawshot on the neck of the Deku Baba to make it drop. Progress in this manner to the other side of the bridge, then grapple to the vines and climb up to a familiar area. Enter the door to return to the central room, then cross to the door on the opposite side to return to the broken bridge. Look up to see a floating plant; L-target it and Clawshot to it, then Clawshot to the other two and drop when you get to the end. Drop down and go through the door.

Back in this room, run to the edge of the platform on the right and jump down, then cross the pillars the way you did last time (the final pillar poses no danger). Once you drop down, Clawshot to the target in the crack in the wall. From there, look back at the wall and Clawshot to the target to the right (or you can grapple to the one on the left, then to the nearby grate and open the chest or arrows), then the grate to your left. Jump to the next platform, then walk to the edge and grapple to the LOWER grate. Drop down and take out the two Deku Babas on the ceiling, then grapple to the target and lower yourself. Hit a nearby switch to open the gate, then grapple to the target behind it.

From here, grapple to a grate above you, then to a couple targets, and finally to the ceiling above a platform. From here, if you like, you can head to the right, defeat the tile enemy, and then jump to the chest for bombs. Head back and open the door.

Defeat the smaller Babas in this room before taking on the big one, which you should know how to do from the Forest Temple. Toss a bomb into the resulting Like Like, then head to the left side of the platform and Clawshot to a pillar up above. Quickly Clawshot a viney pillar on the left, before this falls, then try to kill the Keese that keeps flying at you. Walk carefully along the path

and open the chest for arrows, then walk the rest of the way and kill the Deku Baba. Clawshot to the pillar, then to the next, then to the vines nearby. After that, grapple to the target in the center of the ceiling and drop to the ground, then defeat the enemy and go through the door.

In here, look up and you should see a hovering plant; Clawshot to it, and wait for it to pass into the next area. Clawshot then to the next plant and wait for the next area, then Clawshot to yet another plant. As it passes by the wall, you need to lower yourself on the Clawshot so you don't hit the wall; do the same for the next plant you grapple to, then fall on the platform and go through the door.

In this area, grapple from plant to plant until you get to the opposite side of the canyon, then go through the door. Grapple onto the vines to your left, then climb onto the platform and turn into a wolf. Cross the rope, then head right, turn into a human, and shoot the spiders down, then cross the vines. On the other side, turn back into a wolf and cross the ropes, then kill the poe you find and open the chest for 50 Rupees. Go back across the vines and head to the other end of the platform, then turn into a wolf and cross these ropes. Go through the door at the end.

In here, put on your Iron Boots and head to the other side of the room to get the Big Key. Look above you and Clawshot to the bulb, thne put on your Iron Boots to stop the fan. Get down and look around the room for a hole, then Clawshot to a target above here and lower yourself into the next area. In here, Clawshot to the grate above the fan and lower yourself again, then turn around and Clawshot to the bulb. Put on the Iron Boots to start a fan, then fall to the ground and go through that door.

Grapple to the nearest fan and wait for it to turn around, then grapple to the next fan. Pass in this manner to the opposite side of the canyon, then grapple to the grate, drop down and go in the door. Defeat the two dragon warriors here (alternate grappling them down), then grapple to the grate, then to a fan. Hit the switch to start the fan turning, then move from fan to fan until you get to one that isn't moving (there will be many close calls). Hit the switch to start another fan, then grapple to the target and drop to enter the door. In here, head a little to the right, then turn around and grapple to the grate on the pillar. Grapple to the nearby vines, then climb up to your battle arena.

-- Boss: Argorok (Twilit Dragon) --

Run over to the pillars and use the Clawshot to climb up high between two of them. Soon you'll be in range of the dragon's target, his tail, and grapple to it, then put on the Iron Boots to bring him down and take off some armor. After a few rounds of that, all his armor will be off, and a jewel on his back will be exposed. For this, he'll make some plants come up with the rain. You need to climb the towers completely, then grapple to a nearby plant. Grapple from plant to plant until Argorok stops breathing fire, then get behind him and grapple to his jewel. Slash away to bring him down. Repeat this until he dies. After a few rounds of the second phase, he'll breathe fire twice, the second time will be in the direction you are heading, so beware.

You'll get the final piece of the Mirror of Twilight here, and it's finally usable. Grab the Heart Container and head out.

4.8 - The Twilight Princess

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4.81 - Mirror of Twilight

Use the cannon to launch yourself back to Earth, then warp yourself to the Mirror Chamber. Approach the mirror as a human to complete it, and you'll see a cutscene regarding who the real ruler of the Twilight is...

4.82 - Palace of Twilight

Upon entering the mirror, you'll instantly transport to the Palace of Twilight. Run forward, then take the left path and enter the door. Defeat the enemies here, and run forward to see a large head of Zant attacking you. Defeat it with your sword, and open the resulting chest for a small key. Clawshot to a nearby target to open the door.

Walk into the sea of black enemies here to be turned into a wolf, then use your senses to see through the sea. Defeat the head of Zant and run out, then open the two chests for a small key and a compass. Clawshot up to the next platform and go through the door.

In here, run forward toward the hand to initiate a battle with Phantom Zant, who will summon enemies to kill you. Defeat them fast as you can, then look around with L repeatedly to try and find Zant; once you locate him, run up to him and attack. Attack him enough times and he'll disappear. Attack the hand to release the Sol, then pick it up and walk through the cloud of dark enemies. The hand will come to try and take it away, so quickly put it in the circle on the ground to raise stairs. Run up the stairs, then Clawshot the Sol over to you. Go through the door.

Entering this room, the hand will want the Sol again. Run forward through the cloud of enemies and place the Sol in the circle to raise more stairs; climb to the very top and Clawshot the Sol to you. Here, toss the Sol onto the next platform (carefully, so it doesn't roll off), then onto the next platform. Jump down and go through the door. This last room is easy; just place the Sol next to the Deku Babas before you attack, then pick it up and go on your way. If you time it right, you can run right past all of them without even having to stop.

Back outside, you'll see the Sol turn a Twili back to normal; if you want, use the Sol on all the residents in this area, then place the Sol in one of the circles on the central area to activate a platform. Stand on the glowing green area to be transported to the next building.

In here, Clawshot to one of the near targets, then to the ceiling. Lower yourself from here and drop onto the platform as it passes, then cross all the other platforms to get to the door. Destroy the Zant head to reveal a chest holding a key, then go into the next room. In here, defeat the THREE (one is in the cloud) Twilight enemies, then leave the cloud and take out the four Zant heads (you'll have to take out three as a wolf - try the energy field). Head out of the cloud and return to normal, then Clawshot the target near the door. From here, grapple across the ceiling until you can grab a target near the key. Head back to the door and go through.

In this room, you have another Phantom Zant to defeat, so take care of him the same way you did last time. Take the Sol from the hand and leave this room by placing the Sol in the spot, climbing the stairs, grabbing the Sol via Clawshot and exiting. In this next room, when you place the Sol in the spot it goes, you won't be able to get on the stairs because it shows you in a cutscene. Pick the Sol back up and put it down, then quickly run to the first stair before they rise. Climb the stairs and grab the Sol again via Clawshot, then jump from the platform to the door and go through. In the last room here, jump from platform to platform, then stand between the two orbs to light them and activate the

platform that will carry you to the door and out of this building.

Take this Sol and place it in the circle next to the other Sol, and your Master Sword will absorb the power of the Sols, letting you cut through darkness. Run up the main ramp to the waterfall of dark enemies, then stand on the circle there and use a spin attack to cut through the waterfall. Jump across and go through the door.

Run through the dark fog, swinging your sword all the while, to the other side, then pick up the two orbs and place them on the indicated places on the floor. Remember when transporting them that you will have to cut a path before transporting the orbs. Go up the stairs they raise, then slice the orb up here to light it and activate a platform that will carry you across the room. Defeat all the Zant heads here (there'll be a lot, but only one slice per is necessary now) to get a chest with a small key inside. Stand in the center of the three orbs and do a spin attack to be transported to the locked door; go through.

Outside, head right and use a spin attack on the waterfall to get past it. Look up and Clawshot to the target on the left side, then grapple from target to target to make it up to the Big Key. Grapple your way back down and pass the waterfall again, then run forward and stand between the two orbs, then do a spin attack to activate the platform. Follow it to another platform and kill the Zant head here, then spin attack the next couple orbs to be transported back. Kill the other Zant heads to get the small key, then go through the locked door.

Slice your way to the center of the dark cloud, then use a spin attack on all four orbs to raise a platform. On the way up, four platforms will appear; take the one facing the door you came in through, then it will lead you to two more platforms; take the one on the right (when facing the door) and it will lead you up to another platform. Clawshot to said platform and kill the Deku Baba, then get on the nearby platform to go up. Once you get to the other side of the room, Clawshot to the platform and kill the Zant head. Grapple to the ceiling, then lower onto the platform under it and travel to the otherside of the room again. Kill the Zant head here to receive a small key, then jump to the nearest platform to be taken to the door.

In this room, kill the first two Twilight enemies that come at you individually. Kill the next two pairs at the same time, and then the same with the next two groups of four. Run over to the boss door and go through to encounter Zant, who will tell you a bit more about his power, as well as freak you out a little. After the explanation, the battle with the King of Twilight begins...

-- Boss: Zant (Usurper King) --

Phase 1: This takes place in Diababa's chamber. Avoid his shots and hit him with a gust from the Gale Boomerang to knock him down, then once he hops over to land, let him have it with your sword. Do this once more and he'll initiate a new phase.

Phase 2: The miniboss chamber of Goron Mines. He'll start off by stomping on the platform to try and knock you off, so equip the Iron Boots. After a bit of that, he'll fire his energy bullets at you, then stop to take a breather. At that point, take off the boots and run over to him and attack. Two of those and you'll move on again.

Phase 3: Morpheel's chamber. Quickly equip the Zora armor and Iron Boots, and watch a gigantic Zant head emerge from the ground. Once it's fully out, the mouth will open, revealing Zant inside. Target him so you can deflect his shots, then Clawshot him over to you and slice away. The second time, four Zant heads will appear; once you find him, try to swim over, then do the same (remember the

Iron Boots).

Phase 4: This'll be in the Forest Temple baboon's chamber. Once Zant stops hopping about the pillars, ram the pillar he's on twice and slice away at him with your sword. Do this twice to move on. The second time, he'll warp to the final pillar he stands on.

Phase 5: Blizzeta's chamber. He'll grow very huge and try to stomp on you after jumping really high. Once he lands, take out your Ball and Chain and smash his foot with it. He'll grow really small and start hopping about, so run up to him and slice away with your sword. For increased efficiency, L-target his foot before throwing the Ball and Chain.

Phase 6: The final phase takes place in an arena outside of Hyrule Castle Town. He'll be swinging slowly and oddly at you, and he'll be easy to strike. Do this a couple times and he'll start spinning at you while holding his swords out. Keep him L-targeted and you'll deflect his attacks; once he stops spinning, slice away with your sword. The second time, he'll spin at you for a short period of time, then disappear; keep running into the center of the arena after he disappears so you don't get damaged. After enough attacks, he'll finally be defeated.

Back in the Palace of Twilight, Midna will realize her true power and obliterate Zant once and for all, but your task isn't done yet. Zant's god, Ganon, has been reborn in this world, and you must destroy the dark lord once and for all. Grab the Heart Container, then enter Midna's portal to leave the Palace of Twilight.

Back outside, enter the portal to return to the Mirror Chamber, then warp to outside of Hyrule Castle Town. As you head into town, you'll be stopped once again by the postman, who will hand you some letters of little consequence from Purlo, Ooccoo, and Shad. Head into Castle Town and approach the barrier to have Midna destroy it effectively. Grab the front door and push it forward to enter Hyrule Castle.

4.9 - Hyrule Castle

Head down the right path, toward the door there, and you'll be trapped in a small arena. Defeat all the enemies, then go through the door into the next area. In here is a large enemy fortification; shoot the enemies on the three towers ahead of you, then defeat the other enemies on the ground. Run forward past said towers until the major path ends, then go through a crack in the wall to the left to find some boars. Use one to smash up all the wood around here, but more importantly, smash up the wooden wall blocking the eastern part of this area. Go into the very top area, with the six poles, then find some nearby leaves (should be near the gate) and blow them away to see a pattern. Hit the poles with the Gale Boomerang in this exact pattern, then open the chest for the Dungeon Map. Climb the nearby ladder to more easily exit this area.

Back in the main courtyard, head to the left door (once again having to defeat enemies) and go through. You'll be trapped in an arena with many enemies; defeat them all to advance to the next part of the courtyard. Once you get to the gate, grab the nearby chain and pull it until the gate opens, then go through. You'll get trapped in another arena, and your ogre friend will appear once again, for a hand-to-hand battle. He's easy to get hits on; just perform a Back Slice, then keep slicing away at his back. Once your slices stop doing damage, back away, as he'll swing his axe at you and that does major damage. After enough attacks, he'll give you the small key he holds and ride off. Return to the main courtyard and enter the castle door.

In this main room, you'll be confronted by many Moblins, then several Lizalfos, before the arena disappears. A chest will appear, so climb the stairs near it and grapple to the nearby chandelier to get the Compass. Grapple the chandelier again, then lower yourself a bit to grapple to the next, then the next. Drop to the door and go through.

You'll encounter a familiar knight here; remember how you won in the Temple of Time. Once he is defeated, a chest will appear. Head to the east side of the room and light both torches with your lantern to raise a couple of stairs. Head to the far left of the one stair that hasn't risen, then to the very back of that. Aim your Gale Boomerang and lock-on to the torch to extinguish it (your view will need to be to the right of the torch, so the Boomerang actually gets there). Open the chest for 50 Rupees, then head down the left path and enter the door.

In here, defeat the two enemies, then shoot down the second painting to the left of the door to find a switch. Activate it to open the door, then go through and you'll encounter two knights. This battle is by no means easy, and I foresee you taking a lot of damage. Just backflip away from the currently targeted knight when he attacks, then jump attack to hack away at armor. Once one has no armor, defeat it by using the Black Slice technique. Once both are gone, enter the door leading outside.

Run forward toward the Big Key chest. You'll be bombarded by enemies, but your friends from Telma's Bar will come to your rescue. Run forward and get the Big Key, then head back to the door and down the other path, then head for the small key chest to encounter a dragon warrior. Defeat it and grab the small key, then open the door between the two bridges and go in.

Instead of taking the left path in the room with the rising stairs, you can also take the right path instead. In this room, you need to light the four torches in the following order (facing the door): top-right, bottom-left, bottom-right, top-left. The door will open, so go through. Defeat the two enemies in the next room, then continue as before. In both cases, you can head inward, toward the main room, and grapple about chandeliers, opening chests for goodies.

Once through the locked door, transform into a wolf, and use your senses to get rid of the rat enemies on your body. From there, walk to spirit to spirit, and they'll point you in the direction you need to walk. Follow their directions until you reach a dead end, then take a left and climb the stairs here, jumping from gap to gap. Defeat the enemies in the next area, then use your Clawshots to grapple across the lanterns lining the wall. Once at the top, drop down and defeat some more enemies, then use the Spinner to climb the next staircase. Start on the left, then jump whenever you run into spikes. You'll battle one last knight here; use the same strategy you did before, then enter the boss door.

Walk up the stairs into the top room of Hyrule Castle, and you'll encounter Ganondorf and Zelda. After a short cutscene, the first of your final trials will begin...

-- Boss: Zelda (Ganon's Puppet) --

This is not a very difficult battle. Zelda has three attacks; diving at you holding a sword (just jump out of the way), summoning an energy field underneath you (run off of it, quickly), and throwing a ball of energy at you. The last attack you need to deflect, by swinging your sword, as in Zelda games of old. Eventually, Zelda will take damage; after three such damages, Zelda will fall.

The darkness will leave Zelda's body, but Ganondorf will re-emerge, and take on a new form...

-- Boss: Ganon (Dark Beast) --

The instant he charges at you, try to shoot the jewel on his forehead with an arrow; this will knock him down, allowing you to attack the open wound on his stomach. If you miss, he'll knock you down and enter his normal phase one attack pattern. He'll run around then disappear into a portal, then portals will start appearing around the room. Once one turns blue, he'll run out of it, so be ready to shoot the jewel on his head and repeat the process. Once you do shoot it, move out of the way so you don't get hit by his sliding body. Sometimes, he'll also appear above you; run out from under his shadow, then get in front of him and prepare to shoot the jewel.

After a while, he'll teleport away when you fire your bow at him; that's your cue that phase two has begun. Turn into a wolf, and wait for him to appear out of a portal, then L-target him and hold A to grab him via Midna's hair. While holding A, hold either right or left to knock him over, then turn into a human and attack his exposed belly. After enough of this, this battle will end.

Another cutscene will occur, as Ganon and Midna face off. You and Zelda will evacuate the castle, but soon you'll see the figure of Ganondorf on his horse, ready to attack. Suit up; your final battle begins on horseback.

Your task is to L-target Ganondorf and get close enough for Zelda to fire a light arrow at him; this will stun him temporarily, for long enough for you to dash up to him and slice with your sword. As always, a spin attack is best. He won't make it easy, though; he'll often turn around and try to ride into you; you need to turn around also, in the same direction he is. Other times, he'll summon ghost riders to try and attack you. When that happens, you need to try and dash forward, to get between any two of the five riders, or if you can't do that, ride way right or left to get outside of all of them. The former is preferable, as you'll stay in range of Ganondorf. After enough attacks, the final duel will begin.

-- Final Boss: Ganondorf (Dark Lord) --

During the duel, your only really good chance of damaging Ganondorf (any other attempt is really sort of hit or miss - mostly miss) is by staying far away. Eventually he'll charge at you, and the Chance icon will appear. Instantly press A and start mashing it as fast as you can. You'll knock Ganondorf back, exposing him to attacks. Keep up this pattern, and he'll eventually be knocked down, allowing you to deliver the Ending Blow to finish Ganondorf once and for all.

Once Ganondorf has finally been defeated, pat yourself on the back and watch the ending.

5 - Legal Info

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