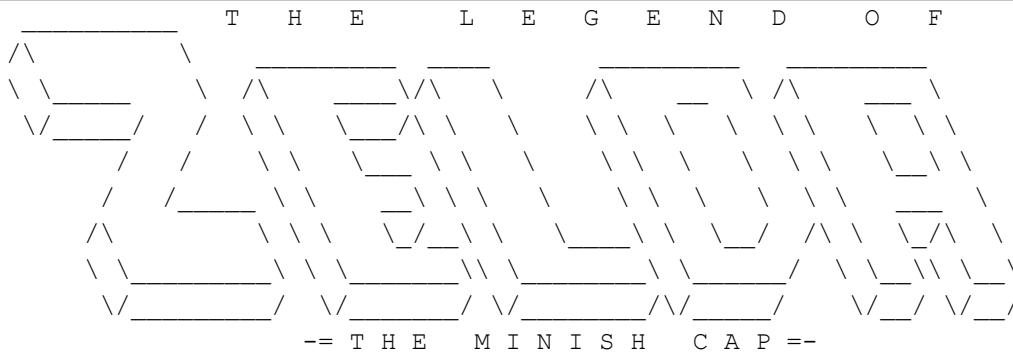


The Legend of Zelda: The Minish Cap FAQ/Walkthrough

by Coffee

Updated to v1.1 on May 6, 2008



The Legend of Zelda: The Minish Cap (GBA)

FAQ/Walkthrough v1.1

by Michael Gonzalez (Coffee)

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v1.1 (05/06/2008):

- Totally revamped Kinestone fusions section
- All new Picolyte section

v1.0 (04/30/2008):

- First released version

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| [1] INTRODUCTION |  
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- The Legend of Zelda: The Minish Cap -

It has been a good long three years since I wrote a FAQ, and I've forgotten how time consuming-- and hopefully rewarding-- it all can be. Much to my surprise, this has turned out to be, by a sizable margin, the largest FAQ I have made so far. Even larger than Ocarina of Time. It's a pleasant reminder that big things can come in tiny Game Boy Advance cart-sized packages.

Minish Cap is woefully overlooked. Had it been released at the prime of the Game Boy Advance's lifecycle, and maybe if it had more of the classic Zelda story involving Gannondorf, then it would very probably be regarded as one of the most satisfying and well-rounded games in the series, on level with A Link to the Past. It's partly out of a desire to give this game its due recognition that I've dedicated my time and efforts into documenting all there is to know about it. Okay, yes, mostly it's just because I have a ton of free time.

This is my fifteenth FAQ contributed to the internet, and sixth for a Zelda game. I hope this document is of use to someone out there. A friend told me, while I was in the process of making this document, that I was the only person in the world left still playing Minish Cap. By coming to this guide for help you have proven that that is not the case.

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| [2] CONTROLS |  
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The controls for this game are pretty much the standard Zelda fare, with context buttons and buttons you can assign items to... Very common sense, not worth making a section of this guide to explain them. So why did I make this section anyway? Hmm...

Control Pad

- Move your character in eight directions.
- Navigate the cursor in menus.

A button

- Use the inventory item assigned to this button in the start menu.
- Talk to people.
- Make selections in menus,

B button

- Use the inventory item assigned to this button in the start menu.
- Scroll through dialogue text faster.

R button

- The context button. The icon at the upper right of the screen tells you what this button does, and it changes depending on the situation. It can be used to roll, pull, speak, etc.

L button

- Fuse Kinstones with characters who are willing to.
- In the start button menu, switch between sub-screens.

Start

- Pause game and view the start menu.
- And, naturally, to return to gameplay when paused.

Select

- Hear some wisdom from Ezlo

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| [3] WALKTHROUGH |
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Notes on using this walkthrough:

- A fundamental decision for a FAQ writer is whether to include non-essential quests in a walkthrough. Some readers may just want to do what needs to be done, while others want to do everything. I've attempted to strike a balance... as much as possible, unessential side-quests (Pieces of Heart, optional items, ability upgrades, etc.) are grouped and clearly marked under "Optional stuff" headings, unless they are not at all out of the way of the main quest.
- In my previous Zelda FAQs I placed bosses in a separate section from the walkthrough. This time the bosses are integrated into the walkthrough. It just makes more sense that way.
- I'm going to flesh out the story scenes and make no attempt to avoid spoilers, though personally I do not think there are any story plot points that I would consider spoilers.
- North is up, south is down, east is right, west is left. I generally use cardinal directions to avoid ambiguity when it's possible to go "up" or "down" stairs.
- It is not possible, under any circumstances, to accidentally do the wrong thing and get yourself permanently "stuck" in the game in a way that leaves you no choice but to restart the game from the beginning. This is a common and reasonable question, and I assure you the answer is no. Nintendo has all their bases covered.

Here's a summary map of Hyrule that perhaps you could use as a reference for this walkthrough. Who knows, maybe it will be of some use.

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|           |           |           |           |           |
| Mt Crenel | Royal   | Hyrule Castle | Veil   | Cloud Tops |

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repairing the mess that's blocking the way to Hyrule Town. From the construction workers, head right on the path until you see some tree stumps blocking your way. One slash from the sword will take care of this problem. Continue right into a new region, Lon Lon Ranch. You'll see a lot of things beyond the fences that you can't reach yet, but don't worry about that... just head south on the path and you'll eventually reach yet another new region, the Eastern Hills. Go down the steps and stay on following the path until you cross the bridge to our destination, the Minish Woods.

-- MINISH WOODS --

You can't get too lost in these woods, at least not yet, as the path is still quite linear. Continue to the right through the woods until you cross over a bridge, then head south through a foggy area, and just keep going on this linear path... until you hear a cry, "Helllllp! Help meeee!!!". Octoroks are attacking this defenseless green bird-blob thing! Well? Help him!

Retrace your steps back on the path until you reach the source of the cry for help. Easily vanquish the Octoroks with your sword-- this is no epic boss battle here-- to rescue bird-blob. His name is Ezlo, and he too is on a quest to break a curse of Vaati's, so the two of you pairing up would be a natural fit! He'll try to follow you for a bit, but it's no use with his total lack of legs. From now on, this guy is gonna be your hat. Yes, bigmouth here is the Minish Cap, the reason for the game's subtitle. You can press the Select button at any time to hear his advice.

Go on south until you reach a tree stump, then Ezlo's gonna show you how this thing works: You stand up there on the tree stump and press the R-button to get yourself down to Minish size (humans call them "Picori", but they refer to themselves as "Minish"-- and from now on, so will I). So, stand on the stump and press the R-button to get yourself small.

In your new small state, go over to the left. Being Minish changes a few things... you can't step into the shallow puddle to the north, but you can go right through the hollow log tunnel at the left. Then use the moving lilies as platforms to cross over the puddle into the northern area. After crossing through a path with (relatively) huge acorns and leaves, you'll arrive at last at the village of the Minish.

-- MINISH VILLAGE --

"Pico picori!" "Ripi ripico picori!" ...you're surrounded by them, but can't understand a word they're saying. :(Go up to the northeast part of the village and you'll find a large house with a sky blue roof. Inside there is Festari, some sort of Minish guru who can speak your language. After speaking with him, exit the house and head to the southeast where you'll find a house shaped like a barrel. Inside the house, move the nearest crate to the side (not forward!), then proceed to get the JABBER NUT on the table. After eating it, you can understand the language of the Minish all over the town.

You can now go around the town speaking to everyone to learn all sorts of stuff... everything interesting, nothing particularly essential. What is essential though is that you see the elder, who lives in the mushroom-like house at the northwest corner of the village. He tells

you that to repair the Picori Blade you'll need four "mystic elements"-- and suddenly this Zelda game's collection quest becomes clear, all marked nicely for you on the map.

Return to Festari at the blue-roof house in the northeast of the village. Now he moves out of the way, granting you access to the beyond. Go on through the tunnels, up on the path until you reach what looks like a little palace. Proceed forth, young hero, into the game's first dungeon: Deepwood Shrine.

[Note: By now it's also possible to have acquired the first two Pieces of Heart, listed in the appropriate section of this guide.]

-- DEEPWOOD SHRINE --

Some of the doors in this dungeon are obstructed by huge spider webs. Ignore the doors with webs for now, you can't go through those until you get this dungeon's item. In the first room, push aside the statue blocking the north exit, then proceed to the next room. The floor switches in this dark room each light the torch they're next to. Light all four torches, then a chest will appear in the middle of the room. Open the chest to get your very first small key. The first of many. Use it to go on through the locked door (stand beside the door, facing it, and press the R-button).

At the upper-right, grab on to the lever and pull (stand in front of it and press the R-button to grab it, then use the directional pad to pull). Pulling it all the way extends the bridge. Now you're faced with an apparent dead end and a mushroom. Grab and pull on this mushroom at least three tiles back... and release! The further you pull back, the further it will fling you, so use it to fling yourself over the water. Go on north to the next room.

The next room features a huge barrel. Or more appropriately, a regular size barrel-- you're just really small, remember? :) It's the dungeon's central room, and we'll be coming back to it a few times. I will call adeptly call it the barrel room. Go up the steps at the right and hit the switch to light a fire that burns the vines connected to the barrel. Without those vines holding it, it's starting to look a little unstable. Go down the steps and into the barrel, then emerge on the other side of the room. Go up the steps to this platform at the left... push the statue onto the first switch to hold it down, then step on the second switch yourself. With both switches pressed at the same time, another fire ignites, burning away the remaining vines connected to the barrel. Get back into the barrel. Now you can move the barrel by walking up or down on it! Configure the barrel so that there's a door at the lower-left, then go out through there and continue to the left room.

There are two ways to use the mushroom here. First, pull it all the way back to fling yourself to the far side, so you can collect the dungeon map from the big chest. Then fall back down, and use the mushroom again, this time pulling it back just far enough so that you reach the gap in the skidmarks on the floor. This brings you to the land between the two waters, so you can continue to the room at the left.

The switch here extends the bridge, but it retracts as soon as you step off of the switch. You need something to hold it down... like that pot at the other end of the room. Push the pot over the switch to hold it down, then cross over the bridge and go into the south room.

Here's a lesson on pulling and pushing statues. Grab and pull the left statue away from the switch, then stand on the other side and pull it until it's over the switch. Then pull the other statue over the switch, and open the resulting chest for a small key. Now you'll have to retrace your steps a bit... go all the way back to the barrel room.

Inside the barrel, configure it so that there's a door at the upper-right. Proceed through it, and use your key to open the locked door at the upper-right of the barrel room.

Pull the mushroom about three tiles back (not all the way!), then release it to fling yourself over the water. Step on the switch at the left to extend the bridge, then pull back this other mushroom... all the way this time... then fling yourself to the southern end of the room. Proceed to the right room.

Go around to the far end of this room and pull the right statue three tiles to the right (PAST the switch), then return over to the left side and push the left statue onto the switch, keeping the door open and allowing you to go ahead to the north. Some sort of danger music begins to play, I don't know why, because these guys are pushovers. Kill them with three sword hits each, then take the small key and proceed to the left room.

Hey, we're here again. Now go up the steps and on to the north screen, then drop off the platform and proceed to the room at the left. Make your way around these mushroom-like enemies (you can't kill them just yet) and use your small key to get through the locked door at the left side of the room.

It's mini-boss time! I guess this is a mini-boss. Madderpillar is his name-o. You need to hit him on the red nose and he'll freeze and turn grey, then hit him like wild in the red heart-shaped tail. Watch out for when he unfreezes, because he goes berserk for a few seconds. By my reckoning it takes around 10 hits to the tail to kill him. Once he has been vanquished, open the big chest for this dungeon's item: GUST JAR. To use it (and all other equippable items), you need to go to the Start menu and assign it to a button. See all the webs on the walls and doors? You can use the Gust Jar to suck them away! Try it out... suck away the web covering the south exit, then go down there for a Piece of Heart. Then go back and return to the previous room covered with furry dust-like things.

Use the Gust Jar to clear away the dust, uncovering some goodies... Mysterious Shells, a switch that activates the portal to the Piece of Heart (more on that later), and a switch to open the south door. Go south and you'll find yourself once again at the barrel room. Go into the barrel and configure it so that the webbed door is at the center of the floor. Suck away the web with the Gust Jar, then drop down the resulting hole to the floor below.

Suck the water lily closer with the Gust Jar, then you can stand on it. On this thing, you maneuver yourself by blowing the Gust Jar in the opposite direction that you want to go. Drop down the waterfall and make your way to the right. When you reach a fork in the path, just continue to the right. Climb the stairs and push a pot onto the switch to bring down the barrier, then get back on that lily and proceed down that path, until the very end of the water (where there are torches).

Just after exiting and going through the hollow log, there's another Minish house right there. Talk to the helpful guy inside and he'll give you the BOMB BAG with 10 bombs, free of charge.

Use the tree stump outside to return to normal size (press the R-button when standing next to the stump). To the north, just past the puddle, check out that thing that looks like a gravestone... then BAM, it blows up! Don't worry about this for now, from time to time you'll find these things. They're Wind Crests. Later on in the game you'll get the Ocarina of Wind, which will allow you to teleport to them instantly.

Continue through the forest and you'll reach some rocks blocking the path. Now it's time to use them bombs! Press the button to place one by the rocks, then get away and wait around 4 seconds for it to blow up. Remember that whenever you see rocks like this blocking your way, you can blow them up. Go on out of the forest, then go on and make your way back to Hyrule Town (use the map if you need to).

[Note: You'll find that much of the world is suddenly opened up to you, so you may find it a good time to go exploring, if you so desire. Also, at this point of the game, it is possible for you to have collected the first four Pieces of Heart, bringing your heart container count up to five. See the Piece of Heart section of this guide for details.]

-- HYRULE TOWN --

When you get to Hyrule Town you are given an introduction to Kinstones by some random helpful stranger. He even gives you a free KINSTONE BAG for holding your Kinstone pieces, and lets you make your first Kinstone fusion (take note of what happens, you can go there to get a Piece of Heart). Kinstones are largely an optional feature of the game, and won't be covered in this walkthrough section unless necessary. See the Kinstone section for details.

Go to the house just to the left of the entrance to Hyrule Town (the wood building with a chick on top of it). Inside is Swiftblade, the finest swordsman in all of Hyrule! This guy, along with his brothers hidden in secret locations all around Hyrule, will teach you new sword techniques from time to time. Right now he will teach you the spin attack, the game's only sword technique you're absolutely required to learn: Swing your sword and hold down the button to charge your power, then release for the spin attack! He gives you your first Tiger Scroll, a log of the technique you just learned, which you can view at any time from the Quest Status screen.

Now, before we continue, there's a whole bunch of stuff to distract you in Hyrule town that you might want to do while we're here:

WALLET UPGRADE:

* By now, you may or may not have noticed that you can only hold a maximum of 100 rupees. If you didn't notice, I can assure that you will notice soon, because there are few things more annoying in a Zelda game than finding a chest with 100 rupees and having them vanish into oblivion because you couldn't hold any more money. Near the town entrance is a building with rupees on top of it-- that's the store. Inside you can buy a BIG WALLET that holds up to 300 rupees. It will cost you 80 rupees, but it's totally worth it.

CUCCO GAME:

* At the lower right of the town is Anju, a young woman who has lost her cuccos. And you can help her get them back! Each time you help her find the cuccos, she'll give you a better prize. The challenge gets progressively harder each time though:

- 2 cuccos in 25 seconds - 10 Mysterious Shells
- 3 cuccos in 25 seconds - 10 Mysterious Shells
- 4 cuccos in 30 seconds - 20 Mysterious Shells
- 5 cuccos in 45 seconds - 20 Mysterious Shells
- 5 cuccos in 50 seconds - 30 Mysterious Shells
- 5 cuccos in 45 seconds - 30 Mysterious Shells
- 6 cuccos in 50 seconds - Red Kinstone piece
- 7 cuccos in 60 seconds - Red Kinstone piece
- 2 cuccos in 55 seconds - Red Kinstone piece
- 3 cuccos in 55 seconds - Piece of Heart

Unfortunately you can't get that Piece of Heart just yet, because the last cucco is hidden away at the west portion of town that isn't accessible to you yet. But there's still lots of prizes to be won... This is also a great way for you to earn rupees. Each white cucco that you get earns you 10 rupees, and each gold cucco that you get earns you 50 rupees-- so you could potentially be earning hundreds of rupees here!

BOOMERANG:

* If you got the big wallet and earned enough rupees from the cucco finding challenge, maybe you could go back to the town store and get the boomerang for 300 rupees. It's an optional item used for stunning enemies, and other things. You will find it useful. From here onward I'll be giving tips that assume you have the boomerang.

WIND CRESTS:

* At the north part of town, beside the exit to North Hyrule Field, check out another one of those stone slabs... It'll blow up again, revealing a Wind Crest. Doing this is just for future convenience, so you can be transported here when you get the Ocarina of Wind later in the game. Also be sure to check out the stone slab in South Hyrule Field, it's just to the north of your house.

WHEATON & PITA:

* Wheaton & Pita's bakery is open for business, and if you're in the mood to get ripped off you can go there to buy some bread which might have a surprise Kinstone inside. Kinstones are not really rare if you keep your eyes open for them, so this is not worth your money. I once bought all four types of bread from these guys and got absolutely nothing. :/

PICOLYTE:

* At the center of the town square, where Princess Zelda won the shield for you during the festival, now there's just a lot of dust. You can suck it all away to clean up the place with the Gust Jar, and there's that you-just-did-something-right chime, but the effects aren't immediately clear. Later on in the game Beedle will be in this spot selling Picolyte, which is... not so great. But whatever.

If you feel you're ready to go on with the main task of getting the next element, go to the upper-left corner of Hyrule Town where there's a guard blocking your exit. He wants to see the spin attack to make sure you're cool enough to go to the mountains. Do the spin attack in front of him, and he'll let you through.

In the next screen you'll see a ladder going down to an underground area. Go down there, then use a bomb to blow open a passage between the torches at the right wall. There's a Business Scrub in there... use your shield to deflect his nuts back at him, then buy the bottle that he offers you for 20 rupees. Exit the underground area, then follow the dirt path to the west until you reach the Mount Crenel's Base area.

-- MOUNT CRENEL'S BASE --

Take out your bottle and use it to scoop up some water by the rocks here (the water that's dark blue at the lower-right of the screen). Then pour it on the sapling by the wall-- so it grows into a vine that you can use to scale the wall! Continue on this path avoiding the tektites (spiders) and boulders. Also don't touch the puffy-looking white stuff, it will hurt you (and if you want you can suck it away with the Gust Jar).

When you come to a left-or-right fork in the path, go right and you'll see a sign that says "Beware crumbling walls! Blasting strictly prohibited.". Is that enough of a hint? Use a bomb to blow up an opening in the wall between the two sections of fence. Get through the cave, and blow up the crumbly rock you find outside. There's a big rock here that's a portal to the Minish world. Use it (just like you did with the tree stump) to get yourself tiny, then enter the tiny passage that leads to the green sludge thing. At the end of the passage is a pond of the green stuff-- that's Mt. Crenel Mineral Water. Scoop it up in your bottle, then go back out of here. Get yourself normal-sized again with the rock, then hop off of the ledge.

Stay on the path and eventually you'll reach an area with some small tornados. By the left tornado, blow up the crumbled up wall to reveal a cave. Inside there, use the mushroom to fling yourself over the gap, then go upstairs. The enemies here can be defeated by sucking off their masks with the Gust Jar, then attacking their defenseless selves with the sword. You don't really need to defeat them all though, just keep going until you reach the outside.

Ezlo here has a wonderful idea. Jump off of the cliff and into the tornado (!)... the effect will have Ezlo functioning like a parachute, and you can use him to glide through the air. Glide around to the left tornado, which will whisk you into the air again, allowing you to land at the top of the left cliff.

[Piece of Heart: Go past the ladder to the westernmost end then follow the path north into Mount Crenel. It looks like a dead end, but bomb the wall between the two trees. Enter the cave that appears, blow away the rocks blocking your path, and you can get a Kinstone, 50 rupees, and a Piece of Heart.]

Go up the ladder. Use the Gust Jar to suck away the dust in this area, making for some revelations... a rock that can be used as a portal to the Minish world! Use it to turn yourself tiny, then go north where you find what looks like a little valley leading to a sapling. Enter the valley.

At the end of the passage you'll find the (apparently) huge sapling. Pick up this massive thing and carry it out with you, then throw it into the hole-in-the-ground beside the wall. Return to the rock portal to get yourself normal-sized again. Use your green Mt. Crenel Mineral Water on this plant to turn it into a vine, then climb up to reach Mount Crenel

proper.

-- MOUNT CRENEL --

[Piece of Heart: Go up the ladder and bomb the apparently smooth wall at the opening between rocky areas. A cave opens up, with fairies and a Piece of Heart inside. Go out and return back down the ladder.]

Go right on the path until you see a narrow bridge across a black chasm. Cross that bridge and bomb the apparently smooth wall on the other end, opening up a cave. Get the Kinstone from the chest here, then go upstairs. Bomb the right cracked block here, then push the right and upper blocks forward to get through. Exit the cave.

Hop into the tornado here... to the other tornado... then onto the platform at the left. Head up the ladder. Go right here, then bomb an opening in the crumbly wall between the fence posts. Another Business Scrub inside... deflect his nuts back at him, then buy the GRIP RING from him for only 40 rupees. What a bargain! This ring gives you the ability to climb those sections of the red Crenel Wall that we've been seeing.

Exit the cave and climb down (yes, down!) the wall at the right. Then go past the mushroom and down another section of wall. Now go left... all the way to the end... then up the ladder, and climb up the Crenel Wall.

Go over to the right ledge where there's a sign that says "No bomb throwing". Use a bomb to blast open a cave at the wall between the fence posts. There's fairy music inside, and some sort of still pond. Throw a bomb inside-- that is, set the bomb on the ground, then pick it up and throw it in there. A beautiful fairy appears! You ass, you were gonna blow up the fairy! She asks if you threw the golden bomb or the silver bomb... just like in real life, it's best to be honest. ^_^ Answer truthfully ("Neither") and she'll reward you for your honesty by giving the BIG BOMB BAG. Holds 30 bombs. Exit cave.

Continue your climb up the mountain wall until you reach the very top. At the right, use the mushroom to fling yourself across the chasm-- you gotta pull the mushroom as far back as possible, until your face turns red.

It's raining hard on this part of the mountain. Use the rock here to turn yourself Minish-sized, then enter the little passageway at the lower part. You need to pay attention to the shadows here in order to avoid the raindrops-- getting hit by a raindrop is as painful as getting hit by a boulder. :(It's hard to avoid the rain, but try to get through this thing alive. At the other end, use the rock to turn normal-sized.

Push the boulder into the hole that's right beside it. Now, filling up the other hole is more tricky, since the boulder you need for it is all the way at the lower-right. Push it 1 tile left, 2 tiles up, 1 left, 2 up, 4 left, 1 down, 10 left, 4 up, and 1 right. (If you screw up, use the rock to turn Minish-sized, and the boulder will return to its original position). Push the other boulder out of the way, then go down the ladder.

In this cave you need to push the blocks away to get through. It's a whole lot of blocks you gotta push around, just try pushing all of them in every direction (it's not possible to push a block in a way that

screws things up). Eventually you'll get to the other side, and out the cave.

Go over to the right and into yet another cave. Use the Gust Jar to suck away the pots that block your way on the other end of the chasm here, then you can use the mushroom to fling yourself across. Go downstairs. Throw a bomb (or better yet, throw the boomerang) across this chasm so that it hits the switch at the other side and extends the bridge for you. Exit the cave... and of course, enter another one.

There's a boulder at the upper-right. Push it 1 tile down, 2 tiles left, 2 down, 3 left, 1 up, 1 left, 1 up, and 1 left. Push the statue out of the way, then go downstairs. Push some blocks out of the way so you can get a Kinstone from this chest, then exit the cave.

Use the rock to turn yourself Minish-sized again, then enter the Minish-sized passage at the left. Make your way through this place, past all the enemies, until at long last you reach your destination: Melari's Mines.

This is the mine where Melari and his seven dwarves (err, that is, apprentices) do their work digging for iron. There's nothing much to learn from speaking to the apprentices or going into the rooms, just follow the path around until you reach the bottom level where Melari (the big guy) is sitting at a table. He's been expecting you, and he knows you want him to re-forged the Picori Blade. But it will take a while. In the meantime, he suggests you should be getting the next element. It's right next door anyway.

So go over to the left, where there's an apprentice blocking the door. Speak to him and he'll let you through. Use the rock to turn yourself big. Check on the stone marker thing to get it blown up and reveal a Wind Crest (blah blah... to use the Ocarina of Wind later on...). Now go north into the game's second dungeon, the Cave of Flames.

-- CAVE OF FLAMES --

From the first room, go right. The enemies here are Bob-ombs, they'll bounce around the room like wild when you first hit them, and they'll stay put if you hit them again, and after a few seconds they blow up. Just be careful around them. Use a bomb (or you could use one of the Bob-ombs if you want to be fancy) to blow up the crumbled part of the north wall, then go in.

For the enemies here, take out your shield and bump into them to flip them over, exposing their soft belly (yes, the shield has a purpose other than for Deku Scrubs after all!), then you can slash away with the sword. When they're defeated, open the big chest that appears-- you get the compass. Proceed through the door that opens at the left.

There are rupees lying exposed in this room, but one of them is actually a Like-Like in disguise! Be careful not to get yourself trapped by it-- that would really suck (pun totally intended). A piece of advice: Whenever there are rupees lying suspiciously open in the middle of the room, it's probably a trap. Anyway, go on downstairs.

Go on through the door, up the steps, then follow the rail tracks... turn right at the fork... until you reach a mine cart. You're not scared, are you? Hop in, and... AAAGGGGH!! Holy heck that is scary. :(

Keep going left until you reach an apparent dead end, then blast open the crumpled wall and go on to the next room.

Defeat all four of the enemies here (remember, suck away their masks with the Gust Jar, then attack with the sword) to make a Minish portal appear. Use it to turn yourself small, then go into the little Minish-sized tunnel at the upper right. Keep going right... and right... then when you reach the room with the Piece of Heart (more on that later), go two rooms to the south.

It's all smoky in this room. Go over to the left part of this room then drop off of the ledge. Use the portal to make yourself big again. Go up the steps and open the chest for the dungeon map. Go back down the steps and use the platforms floating on the lava to reach the left area-- careful, the platforms shake and crumble after a few seconds. Open the chest for a Kinstone, and hit the switch to open the door. Now walk over the path again (you might want to use the Gust Jar to get rid of the pots) to make your way to that door at the lower-right, then go on to the next room.

Ride the platform over the lava to the left side. Hit the bug-thing to turn it into a ball, then throw it into the hole so you can get 50 rupees from the chest. Throw another bug into the other hole so you can get across, then go up the stairs. Hop off the ledge and into the tornado... happily glide over the lava to the next tornado... then swing around to get to the upper-right corner. Hit the switch to open the door. Push the block out of your way, then push this block with the treasure chest on top of it so that it falls into the hole, allowing you to get the small key from the chest. Go north to the next room.

You're back in familiar territory... go right until you reach the mine cart, then hop into it for the terrifying ride going back.

Use your key to go through the locked door at the left, follow the tracks, then hit the switch. Go back and hop into the mine cart again, and this time it's going to bring you somewhere different! Well actually you've been here before, but now you're normal sized so it's like it's new. ^_^ Go to the left, then north to the next room.

Watch out for the blades traps here, they'll come at you when you're in their path. The mine cart is upside down... just follow the tracks going to the right. Where you see the three pots surrounding a section of the south wall, bomb open that portion of the wall and go in there to get the Piece of Heart. Go back, then continue north to the next room.

Jump off of the ledge here and you'll face an ambush of Chuchus. And not just regular ones... these guys sometimes turn spiky and invincible. You can only hurt them when they're in normal Chuchu form. The boomerang is effective and helpful for keeping them in their vulnerable form. When they're all defeated, open the big chest that appears for this dungeon's item: the CANE OF PACCI. This wacky item has two functions-- you can use it to flip things over, and you can use it to charge up energy in holes and then flip on up out of it! What a crazy item.

In the next room, you'll get to try out both of the uses of your new toy. Step on the first red platform on the lava, then use the Cane of Pacci on the second platform to flip it over so you can go on to the left side of the room. Then use the Cane to blast some energy into the hole in the ground... then step in it to get flipped up to the ledge! Wild! Step on the switch to open the door and make a blue portal appear

(that portal is a shortcut to the entrance of the dungeon). Go through the door.

Use the Cane again to flip the upside down mine cart, making it usable again. Go for a wild ride on it. There's another one of these chests on top of a block... push the block into the hole, then get the chest's contents: a small key. Ride the mine cart back, go back to the north room, jump off of the ledge, and now you can use your key to get through the locked door. It leads you down to the next level of the dungeon.

Use the portal to Minishize yourself. Now you gotta carefully get past the blade traps, using the space between the barriers as shelters as you make your way across and then into the tunnel. On the other side, make your way through this maze of blocks (the enemies can't see you... yet) and then make yourself big with the portal at the end. The enemies CAN see you when you're normal-sized-- they'll come straight at you when you're in a path perpendicular to them, so you need to be clever in using spaces at the sides as shelters. Go back through the maze, use your cane to turn the mine cart the right way, then ride it to the previous room. Hit the switch here to change the orientation of the tracks in this room, then hop into that mincart all over again.

Hit the four bugs to turn them into balls, then throw them into the four holes at the lower right-- NOT the hole at the upper left. Once you got the four bugs in the four holes, you can pull out that block with the switch on top of it. Bring it over to the hole at the upper left, then hit the switch to bring down the barrier. Go up the steps, and on to the next screen.

Drop off the ledge on the north side, so you can open the chest and get a Kinstone. Move the block out of your way so you can get out. Use the cane on the hole so you can flip yourself up and get yet another Kinstone piece from the chest there. Hop back down, and go on to the right screen.

The fire on the floor here can be whisked away with a slash from the sword. Use your Cane on the upside-down platform on the lava, then ride it to the north area. Hit the switch there to activate a red portal (this is another shortcut back to the entrance, just in case). Now ride the red platform going south, use the Cane on another upside-down platform that greets you, and keep on going with this routine until you reach solid land again. Use the Gust Jar to get rid of the pots in the way, then ride the platform over there (after Caning it to set it the right way, of course). For the next part we've got a whole chain of these unstable platforms, some of them upside down... it can be tricky, but make your way across all of these until you reach the upper right. Then go up to the next screen.

Go up the stairs, then drop down at the right. Go on to the right screen and, if you want, maneuver yourself past these blade traps to get to a chest with a Kinstone in it (difficult to do this without getting hurt, I know). Back in the previous room, use your Cane with the upper hole to flip yourself up onto the ledge, then drop down on the other side. Again use the Cane and the hole to get yourself up to the tornado, then glide over to the ledge on the north side. Follow that path to the right. Drop down into another tornado, then glide over to the ledge on the south-west. Follow that path around to get to another tornado.

Hop into that tornado, glide south to another tornado, then climb up on

waiting for you on the table. It's now called the WHITE SWORD, and it's all yours! It's better than your old scrappy Smith's Sword. Melari tells you that this new blade needs to be infused with the power of the elements at the _elemental sanctuary_ in order to become a sacred blade. That sanctuary is in Hyrule Castle. Let's get going.

Exit Melari's Mines to the left. Use the rock to get normal-sized again. Drop off of the ledge, go down the steps, then go right to the very end. Climb down the wall... down the wall... down the wall to Crenel's Base. Keep going until you find yourself back at Trilby Highlands.

In Trilby Highlands, when you get to the sign that points you north to Royal Valley, cross the bridge going north, then go right to the next screen. Use your Cane in the hole and flip yourself up to the high ledge, then flip the switch to extend the bridge. Drop down there and cross the bridge. Keep going right until you see a tiled pathway. Looking familiar yet? Follow the tiled pathway north until you get to Hyrule Castle Garden, then keep going north into Hyrule Castle itself.

In the entrance room of the castle, take the steps up at the left side, then go down the staircase. Follow the maroon carpet and enter north through the first doorway you see. Keep going on the path north and you'll come to the entrance of the elemental sanctuary (you know this is the one because your bigmouth hat tells you).

Inside, when you enter the main chamber of the sanctuary, the door slams shut behind you. Walk up to the pedestal, and when you're in position right behind it, use the sword to stick it in there and infuse it with the power of the Earth Element and the Fire Element. Power!

What does this power do, exactly? Let's see. Swing your sword and hold the button, like you do when preparing a spin attack. A green meter charges up just below your heart meter. When the meter is full, walk over the flashing rainbow tiles... you split into two!

Now go back to the south side of the room where you came from. There's two switches here... Use your new powers on the flashing tiles so that you split into two in a way that allows you to step on both switches at the same time. Once you do that, the door opens and you get to leave. [Note: Your duplicate vanishes harmlessly if he comes into contact with a wall or object.]

-- INTERLUDE --

There are a few detours before actually getting the next element. Leave Hyrule Castle, retracing your steps coming in... And as you leave through North Hyrule Field, you're interrupted by no less than Vaati himself. After some brief chitchat, he'll have you trapped in a cage battle with two pig soldiers. Just attack them with the sword in their vulnerable spot, the side that is weaponless, to defeat them.

Now for some backstory. Ezlo was once something more substantial than a hat... he and Vaati were both Minish. Ezlo was a sage, and Vaati was his apprentice before turning evil. Vaati stole a hat made by Ezlo that grants the wishes of its wearer, and he turned Ezlo into this current pathetic hat form.

-- GETTING THE PEGASUS BOOTS --

When you regain control, go on south to Hyrule Town, then west to Trilby Highlands. Go down the ladder-- that same one you took to go down to the cavern where you bought the bottle. There are some of those flashing tiles here! Use them to split yourself into two, and together you and your duplicate can push over this big block to the left. Climb up the ladder on the other side.

Head southeast until you reach the Western Wood. You'll view a cutscene of horrible things happening over at Hyrule Castle-- Vaati has the king possessed, and orders the whole army to go searching for the light force for him. :(

Anyway, continue south on the dirt path, then proceed to the west where you'll enter the Castor Wilds area. Step forward a bit and Ezlo will say something. Unfortunately, you can't make it very far in this place without sinking into the swamp. You need an item that will allow you to dash over the muck. Let's go get it.

Return to the Western Wood, head north on the dirt path, through Trilby Highlands, until you come to a boulder by a hole. Push that boulder into the hole... this will make it much easier to get around, without having to go through the cave. In fact, whenever you see a boulder like this, push it into the hole for everyone's convenience. :)

Return to Hyrule Town and go to the house of the shoemaker, Rem. It's the building with the big shoe on top of it, at the left side of the town's central plaza. Inside, the sleepy shoemaker collapses on his desk with a thud. The thing at the upper-left corner is a Minish portal. Use it to turn yourself small, then climb up the little ladder to the shoemaker's desk. There are Minish here, and they've been making shoes while this guy sleeps! Talk to them. They just made some Pegasus Boots, but Rem needs to put the finishing touches on it, and you need to go on a quest to get some damned mushroom to wake him up. Get yourself big again and leave the building.

Take the northeast exit out of Hyrule Town, going to Lon Lon Ranch. (You'll need to bomb some rocks out of the way here, if you didn't do that already). At Lon Lon Ranch, Malon and Talon are locked out of their home. Use the tree stump portal behind their house to turn Minish, then used the mousehole-like entrance into their home. Turn big again on the inside, and break open the pot at the upper right to find the spare key. You need to turn Minish again to get out (I don't know why you couldn't just, you know, walk out of there). Speak to Talon and you'll give him the key, and everything's going to be just fine.

Cut through their house to get into the fenced area of Lon Lon Ranch. Go to the northeast, then follow the dirt path to the northern part of Lon Lon Ranch where you'll find a hole in the ground. (By the way, push that boulder into the hole at the left). Use the Cane in the hole to flip yourself up to the ledge. Up there, drop into the tornado then glide south. Drop into another tornado, then use it to glide way south... over the water... then follow the dirt path right to the Lake Hylia area, then go south to the Minish Woods.

Make your way right to Syrup the Witch's Hut. Inside, buy the wake-up mushroom from her for 60 rupees. Before you leave the Minish Woods, be sure to get the Piece of Heart at the left end. Head north out of the Minish Woods, then immediately left at Lake Hylia. Push the boulder into the hole (for your future convenience), then continue northwest to get

back to Hyrule Town.

Return to Rem the shoemaker and use that mushroom on him by pressing the R-button in front of him. He wakes up, pleased with the Pegasus Boots he "made" in his sleep. He just puts some finishing touches on them, then they're all yours.

-- OPTIONAL STUFF --

Now, before proceeding with the main quest, there's a couple of optional things that you could do at this point. Actually, a lot of optional things. I'm going to lump them all together into this section.

ROCK BREAKER TECHNIQUE:

* Return to Swiftblade in Hyrule Town (Remember him? The one that taught you the spin technique!). Now that you have a new sword, he's ready to teach you another technique, called the Rock Breaker. Basically he's giving you the power to break rocks and pots with your sword, so you don't need to pick them up and throw them anymore. It's a big convenience.

DASH ATTACK TECHNIQUE:

* Since you have the Pegasus Boots, Swiftblade has yet another technique to teach to you. This one is called the Dash Attack. It means that as long as you use the Pegasus Boots with your sword equipped at the same time, you'll stick out your sword while doing your dash. Quite helpful, and you don't even have to think about it.

ROLL ATTACK TECHNIQUE:

* If you have enough patience to return half-way up Mount Crenel again, you can learn a sword technique from Grayblade, one of Swiftblade's brothers. To find him, climb up the walls at the eastern side of Mount Crenel and you'll come to a cave at the end. Inside, use the upper-left and upper-right flashing tiles to duplicate yourself, then step on the switches to open the door. In the next room you'll find Grayblade's dojo (along with a Piece of Heart, and 100 rupees). He teaches you the roll attack, which is... honestly not so useful. It lets you do a special sword strike immediately after doing a roll. Maybe I just haven't used it much. Anyway, it is a sword technique!

WALLET UPGRADE 2:

* You can now get another upgrade to your wallet. Go to the Eastern Hills region. At the northeast part of this area, you'll find a hole in the ground beside a high ledge... Shoot a ball of energy into the hole with the Cane of Pacci, then jump in to be flipped up to the ledge. Continue to the next screen (which is in the Minish Woods) and enter the cave in the tree. Step up to the fountain inside there, and a fairy will appear-- a fairy who wants all of your rupees! All of them! Yes, all of them! Just keep agreeing to give her all of your rupees. She doesn't really take them all, of course, but gives you an upgrade to your wallet. If you got the previous upgrade, your holding capacity is now brought up to 500 rupees.

WALLET UPGRADE 3:

* It's also possible to get the third and final upgrade to your wallet. Go into Mayor Hagen's house (northeast portion of town, just south of the school). Inside, fuse Kinstones with Mayor Hagen. A pond in the fenced area of Lon Lon Ranch is drained, revealing a staircase. So, get your butt over there and check it out. In the underground room,

open the big chest to get the wallet upgrade. If you got all three upgrades, you can now hold 999 rupees.

BOMB BAG UPGRADE 2:

* It is unlikely that you have the rupees to buy this, but anyway... Now that you have the biggest wallet (see above) it is technically possible for you to buy the bomb bag upgrade available at the Hyrule Town shop. It's a whopping 600 rupees! If you don't have the money for this just yet, keep it in mind and remember to come back to the shop to get it at some point when you actually do have the money.

BOTTLE 2:

* Go to your home in South Hyrule Field. Smith is in his usual place, hammering away at something. Fuse Kinstones with him... he wants the red pizza slice-shaped piece. A golden chest appears in the Eastern Hills beside a fence. Get yourself over there and open it to get a bottle.

BOTTLE 3:

* Go into the coffee shop in Hyrule Town, just a bit north from Swiftblade's place. Push the bookcase at the back two spaces to the left, revealing a little ladder against the wall. Use the Cane of Pacci to flip the vase here, turning it into a Minish portal. Use that to turn small, go up the ladder and follow the path into the little hole in the wall. Follow the path to the right and cross over to Stockwell's shop. In there, use the portal to turn normal-sized, then try getting the bottle-- Stockwell says it's not for sale, but you can keep it IF you feed his dog with the dog food in the bottle. He marks the location of his dog on your map. So get over there... you need to cut through Talon's ranch and continue right to get to the Lake Hylia area. You'll find Stockwell's dog in a house at the north. Put the dog food in the bowl (press the R-button while facing it), and you'll get to keep the empty bottle.

THE WEST SIDE OF TOWN:

* Up until now a dog has blocked your access to the west part of Hyrule Town, but you can now get him out of the way. Go into the coffee shop and turn over the vase with the Cane of Pacci. Turn yourself small and exit through the mousehole. Go west, crossing the narrow bridge over the stream, and you'll be in the west portion! While in Minish form, talk to the dog to get him to move out of your way.

FIGURINES:

* Now that the west part of town is opened up to you, you can now begin collecting figurines-- a very tedious and unrewarding subquest of the game. Go into the tree cave at the southwest corner of town. This is where you can spend those Mysterious Shells you've been finding all over the place. Carlov here will explain the rest of the mechanics to you. See the "Figurines" section of this guide for more details.

SWORDSMAN NEWSLETTERS:

* You can now begin getting issues of the Swordsman Newsletter. Fuse Kinstones with the postman that runs around Hyrule Town, then the post office will begin to offer the newsletter. Each issue costs a painful 200 rupees, offering tips and tricks of the game. See the "Swordsman Newsletters" section of this guide for more details (and transcripts of the issues, so you don't actually have to buy them yourself).

PICOLYTE:

* If you previously cleared out the dust covering the mat in the town

square, Beedle will now show up in that place to sell you Picolyte. Picolyte is some kind of potion... you just put it in your bottle, and "good stuff" happens when you drink it. Good stuff like finding more Mysterious Shells, hearts, or Kinstone pieces. It's actually quite a ripoff, to tell you the truth. See the "Picolyte" section of this guide for details.

PIECES OF HEART:

* At this point in the game it is now possible for you to get the first 15 Pieces of Heart as listed in the "Pieces of Heart" section of this guide. This brings your total Heart Container count up to 8.

-- CASTOR WILDS --

Return to the Western Wood in the southwest (where you were last rudely interrupted by that cutscene!). Follow the dirt path south, go left at the fork, then continue on to Castor Wilds in the west.

There's a lot of green muck in this place... can walk into it, but you gradually sink and eventually drown. The solution? Pegasus Boots! These boots allow you to dash gracefully over the swamp. Use the boots to dash over to the large main area at your left. Explore a bit to the northwest and you'll find a cave surrounded by weeds. Go in.

Go downstairs from the first room... through the hall... then you'll reach a room with a chest. But it's guarded by a Dark Nut! You'll have to defeat this guy. To vanquish him, you need to get in front of him to lure him into attacking, and quickly step away to dodge his attack, then immediately get back and slash at him. Repeat until he's dead, then open the chest for your gold Kinstone #1. Exit this cavern.

Once outside, climb the vine at the left of the cave entrance. Follow the path to the upper right, then climb down the other vine. Go to the left, then use your dash to get across the swamp to the area at the upper left corner of Castor Wilds. Use the tree stump to get yourself small, then go through the tiny log tunnel and into the swamp passage. Use the Gust Jar with the lily to get across the area of water here. Once you're across, drop into the small hole.

Defeat the four or five enemies here and a chest will appear, rewarding you with the BOW & ARROWS. If you ask me, it's far too iconic of an item to be given away to you in such an unceremonial place, guarded by those wimpy monsters. Get out of this place, then retrace your steps all the way back to the tree stump so you get yourself big again.

Once you are normal-sized, dash back across the swamp to the area at the right. Continue right for a bit, then climb up the vine. Follow the path to the lower right, climb down the vine, and you'll come to one of these big one-eyed statues. Shoot it with an arrow into the eye (ouch!) and it will come to life! Kill it with three more arrows to the eye. Continue north, dashing across the swamp, and you'll find another cave in the wall. Go in there and open the chest for gold Kinstone #2.

After exiting the cave, go south under the bridge, then push the boulder here into the hole. Cross over it, then go northwest to where you'll find another big one-eyed statue. Shoot it again in the eye and defeat it, then climb up the vine that it was previously blocking.

Hop off of the ledge and into the tornado, then glide southwest to the

land west of the blue water. From here go south until you reach a large tombstone. Push it back to reveal a stairway, then go inside. You can't learn your sword technique lesson from this guy yet, but you can get a Piece of Heart. :) Go back out.

Dash over the swamp to the southeast area. Push the boulder into the rock (for future convenience), then check the stone marker to blow it up (also for future convenience). Shoot an arrow into the statue's eye and defeat him, then climb up the vine that he was blocking. Follow the path, then jump into the tornado at the end. Glide southwest to the land with the cave, then go in there. Inside is a chest with your gold Kinstone #3. Exit the cave.

Push the boulder into the hole, then continue on left until you reach the swamp. Dash over the swamp going west and you'll reach the southwest corner of Castor Wilds, where there are these three big statues. Here's where those gold Kinstones come into play-- one of the only times in the game that you're required to fuse Kinstones. So, fuse Kinstones with all three statues (press the L-button on them!), and each one will stomp the ground, eventually breaking the big block that's obstructing the path to the Wind Ruins, and allowing you to proceed...

-- WIND RUINS --

Go up the stairs and around until you reach a statue. This type of statue is different from the one in Castor Wilds... it takes four hits from the sword to defeat it. Continue on the path, down the steps, and you'll come to another of those statues-- except this one doesn't come to life! It seems to have a ladder-like thing on its shield though... Use the tree stump to shrink yourself, then climb up that ladder and into the statue's head. The switch inside the head activates it. Hit the switch to turn on the statue, then go out and use the tree stump to get big again. The statue now comes to life, allowing you to defeat it and pass through. Push the boulder into the hole, then continue right to the next screen.

You can ignore the enemies here, and head up the ladder. But you need to defeat the enemies in the next screen to make the statue disappear, then you can proceed up another ladder to the next screen.

Keep going until you reach another tree stump, then use it to turn small. Make your way through the winding path of grasses and boulders (careful to avoid the snakes!) until you get to the statue. Get into the statue's head to activate him again, then turn big and defeat him. Push the boulder into the hole, then proceed down the path, onto the southern screen.

The three statues at the right here don't need any tedious activation. Just touch them to bring them to life, then defeat them dead. When they're defeated, the statues at the right disappear, allowing you access to the two treasure chests (one with 50 rupees, the other with 50 Mysterious Shells). The statue at the left, however, is a bit hyperactive... he blocks your way if you get close. Turn small with the tree stump to get inside him and DE-activate him, so he won't block your way anymore. Then you can continue.

Now your path at the end is blocked again, so you gotta defeat all the enemies in this area. That includes the guys hiding under rocks that only come to life when you get near (if, for whatever reason, you didn't

learn the Rock Breaker technique from Swiftblade, you gotta grab the rock off of them before trying to hurt them). When all the enemies are defeated, the obstructions disappear, and you can go on north.

You've finally reached the entrance of the third dungeon of the game: The Fortress of Winds.

-- FORTRESS OF WINDS --

Fortress of Winds? Hmmpf. More like Fortress of Dirt. This place doesn't really have any wind theme to it. Just a lot of dirt, which you will be able to dig through later when you get the Mole Mitts from this dungeon.

The entrance room of this dungeon immediately presents you with a choice: There are four doors you can go through. Good thing I'm here to clear things up for you, eh?

First off, let's go through the furthest door to the left. Go straight through the room and up the stairs. Watch out for the Stalfos (Skeletons) here.. stunning them with the boomerang will stun them so they will stay still while you hit them with the sword, making things easier. Head around and up to the northern screen. Dead end? Not quite. Shoot an arrow into the red eye-like thing on the wall, and the door will open up for you. What is it with Nintendo and shooting eyes...

In the next room you're ambushed by four Stalfos. Again, stunning them with the boomerang will help a bit, then slash them dead with the sword. The doors re-open when they're all dead. Go on south.

Always always be suspicious when you see rupees lying around like this... one of them is usually a Like Like. Watch out for the secret Like Likes, then go around and up the ladder. Upstairs, just follow the path through the door.

First, use the north-south moving platform to reach the north area, then get on the east-west moving platform. You gotta shoot an arrow at the two eyes on the northern wall, but you have to do this quickly in one pass of the platform! Once you do that, go through the door that opens.

There are four flashing tiles here... power up your sword, then step on ONLY the 1st and 3rd tiles to duplicate yourself. This is needed to get the spacing right... go around the statues and step on both switches at the same time. The statues come to life! Defeat them both, then open the chest that appears and you'll get the dungeon compass. Return to the previous room.

Step on the east-west platform, then transfer to the north-south moving platform at the right side. Shoot both of the eyes on the eastern wall this time (again, doing it in one pass of the platform). Go through the door that opens.

Kill the snakes, and get rid of the pots covering the flashing tiles at the lower left corner. Use the flashing tiles to duplicate yourself in a way so you could push the big block at the right all the way to the right (against the wall). Then, in the same orientation, push the lower big block one tile to the left. Go back to the flashing tiles and this time duplicate yourself in a way so you can push the first big block north, all the way up (against the wall). Pull the lever here, and a small key falls down through the hole in the center of the room. Drop

yourself into that hole too, and you'll fall all the way down to the first floor, to collect the key. Now go south, to the room's entrance room.

Now go into the second door from the left (it's straight up from the entrance). Go right through the room and upstairs. There are two of those one-eyed statues at the sides of the room... defeat one of them to clear your way. Climb up the steps to the center platform and open the chest for the dungeon map. Now go north, where there are two locked doors... go through the left one.

Ride the moving platform across the chasm, avoiding the blocks, then go up the steps and to the left screen. Watch out in this room for the Dead Hand that falls down from the ceiling-- if he grabs you, you'll be brought back to the dungeon entrance (very, very annoying). Shoot arrows into both eyes on the left wall, and the bridge will be extended. Cross over to the left room.

You gotta fight another Dark Nut here. I don't know if it's just me, but this one seems easier than the one we fought in Castor Winds... this one lets his defenses down more often. Just keep hitting it until it's dead, then a blue portal appears (it's a shortcut to the entrance). Proceed to the south room.

The blades rotate around this room pretty fast, you gotta keep rolling so you don't get hurt. Roll your way around and hit the switch at the right to open the door, then you need to go all the way around again just to get through that door.

Follow the path to the right, and you'll see some skulls and tiled floor placed suspiciously against the wall. Bomb that section of wall to make an opening. Inside the room, open the big chest for this dungeon's item: the MOLE MITTS! I love this item, it's so weird and random, and it's great to see your big mole arms flailing about wildly. You use it to dig through the soft yellow dirt that we've been seeing around the dungeon. Dry it out on the dirt in this room, to dig your way to that chest with 100 rupees. :D Exit the room. Proceed to the right, get rid of the skulls, then drop off the ledge. Go south, then down the stairs... and out to the dungeon's entrance chamber.

Now go into the second door from the right. Head straight through the room and up the stairs. Oh by the way, see this electric flashy ball that's going around the room? Hit him with the boomerang for a fairy! :) (and that is why buying the boomerang for 300 rupees is worth it!). Pull the lever at the left side to open the door (and pull the other lever for a Kinstone, and open the chest for another Kinstone). Go on to the south room. There's another Kinstone in the chest there. Go up the ladder to the second floor.

Yet another Kinstone in the chest at the left here. Go north to the next room, then to the left where there are some statues and flashing tiles. Defeat the right statue to reveal a fourth flashing tile. Use the 1st and 4th flashing tiles to duplicate yourself, then make your way over to the right room where there are the switches. Step on both of them at the same time to open the door. Go up into that room and use the portal to turn small, then return to the room with the other statue so you can go inside and turn him on (yeah, baby). Use the portal at the left to turn normal-sized again. Push away the block, then defeat the statue you just activated. A lever is revealed! Pull it to make a small key fall down into the hole, then drop down after it to get it at the first floor.

Then head south, out to the dungeon's entrance chamber again.

Go again into the third door from the right (that's straight ahead from the dungeon entrance). Go up the stairs to the second floor. Remember there were TWO locked door at the north side of this room? Now go through the one at the right. Pull the lever to extend the bridge, then quickly(!) roll your way across it before it contracts again.

Defeat all the hands in this room (don't let them grab you and bring you to the dungeon entrance!) to make a Minish portal appear. But don't use it just yet, go on to the right room. Make your way around to the right side of the room-- you can use the holes in the ground as shelter to get to the other side of the spiked rollers. The statues at the sides here aren't just decoration, use them to hold down the upper-left and lower-right switches. Use the bottom and the top flashing tiles to duplicate yourself, then get down to the switches to cover the remaining ones. With all four switches held down, a small key drops down for you. Use it to open the locked door at the lower-left of the room. But don't go through! Return to the previous room at the left.

Use the portal to make yourself small, then go back to the room at the right. Go through the tunnel to the right side of the room, then go south. To make your way to the door, you need to walk across the room BETWEEN the two spiked rollers... and avoiding the holes too! So anyway, yeah, do it.

In the next room, go left, then into the mousehole in the wall. Turn yourself big inside there, then step on the switch to make a key drop. Dig your way to the key with the Mole Mitts, avoiding the spaces that have enemies. When you have the key, turn yourself small again and exit the room.

Get to the lower area by dropping off the ledge, then use the portal to get big again. Go to the right screen, then south through the door. Dig your way to the ladder (no need to beat the enemies, it will bring you nothing but pain) and climb up to the third floor. Go north, then through the locked door, and then drop into the RIGHT hole. Open the big chest for the big key! Yep, looks like we got everything.. time to head for the boss.

Push the block aside and drop off the ledge. Go to the left screen, up the steps, left another screen, and drop off the ledge again. Make your way around to the south of the room, and go through the door on the south side. Go up the ladder. Dig your way north with Mole Mitts.

There's one out-of-place block here... push the upper-right block to the right, and a red portal will appear. This is just a shortcut to get back here from the entrance. You know, just in case you DIE at the hands of the dungeon boss. Bwahaha... go north through the big door.

You can stock up on health and supplies by breaking the pots here. Boomerang the sparks to turn them into fairies, if necessary. If you're all ready, go north through the door.

BOSS: MAZAAL

Mazaal is a floating head flanked on the sides by his two floating hands. The hands are the main attackers of this boss, forming fists and coming to stamp at you one at a time. Another attack is a swooping

- Castor Wilds - South end of the area
- Lake Hylia

Waitaminute-- Lake Hylia? You never encountered a stone marker at Lake Hylia before! Let's check it out.. transport to that Wind Crest.

Turn small and enter the Minish house here. The Minish inside tells you that the next element is in the Temple of Droplets in Lake Hylia, and the one who can help you get there lives in the Hyrule Town library.

-- QUEST FOR THE OVERDUE LIBRARY BOOKS --

That's right, my heading for this part of our adventure is "Quest for the overdue library books". Try to stay awake.

Use the Ocarina of Wind to transport to the Hyrule Town, then go to the library-- it's the building just to the left of the town's northern exit. Go to the second floor of the library, then to the outside balcony. Use the Cane of Pacci on the vase to turn it over, then use the resulting portal to turn Minish-sized. Re-enter the library through the mousehole, then go close to the upper-left bookshelf... there are Minish living here! Speak to the closest one (wearing gold) and he'll reveal that you can't get to Elder Librari because some books are checked out. Hmmph. Go back outside and turn yourself big again.

Go back to the first floor of the library and talk to the receptionist at the left of the entrance. She is in charge of returns and she will tell you that the missing book is "A Hyrulean Bestiary", checked out by a girl with a new cat at her house.

So, finding "A Hyrulean Bestiary" is our next task.

"A Hyrulean Bestiary"

In the southeast part of Hyrule Town there's two houses with a wooden plank connecting their roofs. Go into the left house, with the purple roof. Talk to the girl here, and she admits that she was the one that checked out the book! But it's in her house next door, and getting it is going to be a bit of a hassle. :/

Now, go outside and scoop up some water (yes, water) into a spare bottle, then return into that same house and use your water to put out the fire in the right fireplace. Use your Cane of Pacci on the vase here to flip it over into a portal, then turn small and climb up the fireplace to the roof. Cross the bridge over to the other roof, and go into the other chimney to enter the house. Careful with the cat in here, it will attack you if given the chance! Climb up the small ladder on the wall, up to the top of the bookcase, then push the book down to the floor. Hmm, you still can't carry the book in your Minish-sized state, so return back to the other house (through the fireplaces) and use the portal there to turn normal-sized. Then you can go back there and get the book.

Return to the library and talk to the receptionist again. She's ecstatic about you returning the book! But there's still more... talk to her again and she'll reveal that the next overdue book is "Legend of the Picori" checked out by an absentminded scholar.

"Legend of the Picori"

The absentminded scholar the librarian refers to lives in the western part of Hyrule Town.

[Now, I must ask, is there a dog blocking your way to the western area of town? If the answer is yes, then do this: Go into the coffee shop and turn over the pot with the Cane of Pacci. Turn yourself small and exit through the mousehole. Go west, crossing the narrow bridge, and talk to the dog to get him to move.]

The scholar's name is Dr. Left and he lives in the purple-housed roof at the west end of town. If you ever tried to get in previously, the door would have been locked, but this time he'll let you in. He admits to borrowing the book, but hasn't seen it in several days.

Go out and get a bottle of water from the stream outside, then use it to put out his fireplace. Now go out again and enter the nearby wooden house with the waterwheel. Use the portal to turn small, and go out through the back mousehole exit. Go into Dr. Left's house through another mousehole entrance, then go into the mousehole behind the bookshelves. The Minish there tells you to "Cross the bridge that spans the rapid flow... Through the land of the fearsome beast... Until you reach the misty falls... The treasure sleeps on the other side of the entrance there". Quite an oblique clue. Let's do it.

Go into Dr. Left's fireplace to get up to the roof. Go north and enter the house with the golden roof... and go through it, out to the back entrance. Go south and cross the plank over the river ("the bridge that spans the rapid flow"), then get through this grassy area with the cats ("land of the fearsome beast"). Climb down the vine, then pass around the edge of the fountain ("the misty falls") and into the little opening to a cave.

Enter the door at the right. Use the Cane on the hole in the ground here (careful with those blade traps!), then flip yourself up to the ledge. In the next room, you'll need to beat four of these wimpy enemies-- just three sword hits each-- to make a treasure chest appear. It gives you the POWER BRACELETS! This lets you move heavy things when you're small. Go on to the left, jump off of the ledge, then go south and exit the cave. Make your way back to Dr. Left's house.

In Dr. Left's house there are two drawers against the back wall. You can now push them both to the left, giving you a path to the mousehole up there! Go on...

There are some Minish secretly living up here. The one Minish standing on the green book is trying to get it to drop down, and he needs your weight to help. Go to the lower-left of this place and use the Gust Jar to clear away the dust, revealing some flashing tiles. Use the tiles to duplicate yourself (in a vertical alignment), then quickly get over to that green book and stand on the edge of it for a few seconds. It'll finally drop to the floor.

You'll need to go back out to the wooden house for the portal to make you big again. Then return to Dr. Left's house to pick up the book. Return it to the Library for another fistful of thanks from the

receptionist. But there's still just one more... talk to her again, and she'll tell you the last book is "A History of Masks", checked out by Mayor Hagen.

"A History of Masks"

Mayor Hagen lives in the northeast of town, just south of the school. Getting the book back from him will not be easy... he don't even admit checking it out.

Use your Pegasus Boots to ram into the north wall of his house, making the four masks fall and revealing a path to a mousehole. Flip over the pot at the left of the room and use the resulting portal to turn small, then you can climb up the ladder at the right and walk the path to the mousehole. The Minish inside tell you that that mayor brought the book to his cabin by the lake, and he marks its position on your map. Let's go... Turn yourself normal-sized again using the portal, then get out of the house.

Exit Hyrule Town through the northeast exit, into the Lon Lon Ranch area. Go to the south part of Lon Lon Ranch, then take the eastern exit into the Lake Hylia area, then go onward south to the Minish Woods.

This is the area with Syrup the Witch's hut. Before going up the steps, to the right you see a cave that can be dug through with Mole Mitts! Dig through there and go up the ladder at the other end. Follow the path until you finally reach the cabin.

Behind the cabin is a suspicious sparkling tree... ram into it with the Pegasus Boots! A tree stump is revealed. Use it to turn small, then enter the Minish-sized passage behind the cabin. Use the Gust Jar with the lily to get passed the area, and into Mayor Hagen's cabin. Use the lily platform to get across the water. Now, at the back wall of the cabin there's a sort of bookshelf thing... push it to the right (towards the fireplace), revealing a ladder that you can use to get up to the book. Push it off the fireplace, down to the ground. Take the trek back to the outside (same way you came in) and use the tree stump to get big again. Enter the cabin the normal way, and collect the book!

Return to Hylia Town (Ocarina of Wind!) and bring the return the book to the receptionist. That's all the overdue books! They are returned to the shelf on the second floor.

Getting the flippers

Again, go out to the second floor balcony of the library and use the portal to turn small. Go back inside and check the bookshelf beside the old guy. Now that all the books are back in place, you can climb up on the path to the elder, Librari. After talking to him, you stand on the clover in front of him... and he opens a trap door, dropping you into a cave. What a bastard, eh?

Push the blocks at the lower left corner to get out of the box, then go down to the southern screen. Use the Gust Jar to latch on to the mushroom across the stream, which flips you over to the other side. Continue to the left, and go into the door.

You have to defeat the two scorpion-like enemies here. They can't be damaged from the front because their pincers act like shields, so get around to attack them from the sides, or hit them when they throw out their pincers like boomerangs. When they're both defeated, a chest appears, at long last giving you the FLIPPERS! These allow you to swim in deep water (and when Minish-sized you can now swim in the shallow water). Head into the water, then swim your way straight south until you're out of the cave. Use the portal on the second floor of the library to return to your normal size.

-- OPTIONAL STUFF --

Once again, at this point in the game there's a lot of optional stuff you could do to help beef up your inventory or stuff you could do to just take a break from the main quest.

MAGICAL BOOMERANG:

* It's now possible for you to get the Magical Boomerang, which has basically the same function as the regular boomerang except you can throw it much further and even control it's direction a bit! So, to get this magical boomerang, you need to fuse Kinstone pieces with the four Tingle brothers: Tingle, Knuckle, Ankle, and David Jr.

-> Tingle - In South Hyrule Field, you'll find Tingle (wearing green) on a ledge to the east of your home. Use the Cane of Pacci on the hole in the ground to flip up and get to him. Fusing Kinstones with him opens a cave in the upper-left tree in North Hyrule Field. Inside there, hit the switch to light the torch, and get a red Kinstone piece.

-> Knuckle - In Trilby Highlands, use the Mole Mitts to dig into a cave at the northeast of the area. Climb up a ladder in the cave to reach Knuckle (wearing blue). Fusing Kinstones with him opens a cave in the lower-left tree in North Hyrule Field. Inside there, hit the switch to light the torch, and get a red Kinstone piece.

-> Ankle - In Lon Lon Ranch, enter a cave at the north-west of the fenced area of the ranch. Duplicate yourself on the flashing tiles and push the block away. Continue up the ladder to meet Ankle (wearing pink). Fusing Kinstones with him opens a cave in the upper-right tree in North Hyrule Field. Inside there, hit the switch to light the torch, and get a red Kinstone piece.

-> David Jr. - In Lake Hylia, you'll find David Jr. (wearing white) overlooking the lake from the north side. Fusing Kinstones with him opens up a cave in the lower-right tree in North Hyrule Field. Inside there, hit the switch to light the torch, and get 200 Mysterious Shells.

Once all the torches are lit, a ladder drops down in the center area of the cave, and there's an entrance at the center of the trees. Go down there and open the big chest for your new Magical Boomerang.

QUIVER UPGRADE:

* You now have the bow, so the shop in Hyrule Town now offers the larger quiver. It comes at the hefty price of 600 rupees though. If you don't have the money for this just yet, keep it in mind and remember to come back to the shop to get it at some point when you actually do have the

money. The quiver increases your capacity of holding arrows from 30 to 50 (or from 50 to 70 if you already got the other quiver upgrade).

SIMON'S SIMULATIONS:

* Simon's Simulations is now open in Hyrule Town. It's the building just south of Rem's Shoe Repair place. Talk to Simon inside there and he'll give you a briefing... basically you're put into a simulation, and you are faced with fighting a small army of enemies. Simon says "If you dispatch a monster skillfully enough, you might get something nice". Among the possible prizes are a Piece of Heart, Kinstone piece, and 20 rupees.

CHEST MINI-GAME SHOP:

* The chest mini-game shop is now open in Hyrule Town. It's the building just south of Wheaton & Pita's Bakery. This place is run by Borlov, the brother of Carlov (the guy managing the figurine place). It's 10 rupees to play the game... what you do is choose between two treasure chests. If you pick the right one, Borlov will double the amount of your bet. If you pick the wrong one, your winnings go down to zero and the game is over. If you win, you have the option to keep playing, with your winnings doubling every time. It's possible to win 999 rupees here (though the chances of that happening are 1 in 128). The chances of winning big here are just the same as your chances of losing big... and the risk of losing big is enough to keep me away. The game isn't even any fun anyway.

PERIL BEAM:

* If you have 10 heart containers, it is now possible to get the next sword technique, the Peril Beam, from Waveblade. This Waveblade fellow is found in the Lake Hylia area. From Mayor Hagen's cabin, hop into the lake, swim to the left to the end, then climb up onto the land where there are steps leading north. Enter the cave in the tree here to find Waveblade's place. This technique allows you to shoot a beam of energy from your sword when you have only one heart left.

PIECES OF HEART:

* Now that you have the flippers, a whole lot of Pieces of Heart are opened up for you to get. At this point in the game it is now possible for you to get the first 33 Pieces of Heart as listed in the "Pieces of Heart" section of this guide. This brings your total Heart Container count up to 14.

-- TEMPLE OF DROPLETS --

Here's how to get to the Temple of Droplets:

Again use your Ocarina of Wind to go to the Wind Crest at the Lake Hylia area. Drop off the ledge and make your way north... and around... into the waters of Lake Hylia. Swim around until you get to the dungeon entrance (it's just to the right of the Wind Crest). To get into the dungeon, hop onto it and press R... just like a tree stump, it turns you small and you drop into the hole! Welcome, at last, to the Temple of Droplets.

[NOTE: If you ever need to exit the this place, just come back to the dungeon entrance room and step into the light.]

Climb down the steps and make your way across the slippery ice, to the north, and on to the next room. Watch out for all the stuff that attacks you, then proceed to the room at the right... then go on down the

stairs.

There's a lever here... push it to the left, and a trap door will open above, allowing light to shine through to the ice. Return upstairs, then fall down into the hole. Push the ice block south, then right into the light, melting it and giving you a small key! Push the block at the lower right, then go on upstairs, then to the room at the left. Avoiding all the obstacles, use your key to proceed past the locked door at the left.

Drop into the hole here. There are three ice blocks at the right of the room. Here's what you need to do: Push the upper block to the left; Push the lower block to the south, then to the left; Push the middle block to the left, then north, then left, south, left, north (against the switch), and finally right... into the light, allowing you to get the big key. Whoa, the big key already? Yes, already! But we're not nearly done yet. Push the lever in this room to the north to close the trap door above, then go up the stairs.

Go to the room at the right, then proceed south to the dungeon's entrance room. The big door is right here at the south side of this room... now with your big key, you can open it and go on through.

What a funky dungeon... not only is the big door in the entrance room, but the element is right here frozen in a block of ice. And at the south end of the room, also frozen solid, is the dungeon boss! What a crazy place. Go through the door at the lower-left of this room.

Go on to the south screen, proceed through the tunnel and open the chest for the dungeon map. Return to the north where there's a spiked log moving over the water... to get passed this unharmed, you need to press the button to dive underwater. Continue swimming through the water until you reach land, then go up the steps. Then swim to the right, continuing until you reach the end. Whip out your Gust Jar and use it to latch on to the mushroom across the water, flipping yourself to the right. Step on the switch to remove the barrier in the water. Now jump down that waterfall.

Keep swimming south (diving down again to get past the spiked log), then hit the switch at the left to remove another barrier. The stone slab here gives an oblique clue: "The way forward is hidden in the bottom of the pot". What does that mean? Swim over to the screen at the right to find out... there are barriers in the shape of a pot. Go to the bottom of that pot and dive down to find a small key! Excellent.

Swim your way back, retracing your steps... when you get to the waterfall, just climb up the rough wall to the left of it. Push away the block when you reach the top, then keep going north until you reach a locked door. Use your small key and go through it. Proceed south and hit the switch to remove the barrier. Get onto the water lily and use the Gust Jar to ride the lily through the water path. It's a long ways to go... ride it down the waterfall... past the spiked log (it'll take some good maneuvering to get past that unharmed)... past the pot-shaped thing... then hit the switch, again removing the barriers. Ride the lily over to the screen at the right.

Here you'll encounter Madderpillar... remember him? The mini-boss from the first dungeon? Here they're treated just like regular enemies, made extra tough with the slippery ice floor and bouncy webs on the walls. Beat it just like before (first the nose, then the tail), and the

door opens when you're done. Go through it and open the chest to get the dungeon compass. Return to the water lily, and ride it over to the left screen.

Now ride the lily on the path to the north. Hit the switch at the right to remove the barrier, then continue riding the water lily as far as you can on the path of water... you reach a dead end at yet another barrier. And yes, you have to hit that switch at the right to remove the barrier, but the switch doesn't stay down! You need to use the ice blocks to keep the switch down here, and here's how you do it:

1. Push the uppermost block to the south
 2. The block that the first block bumped into... push it to the left
 3. The block just north of the switch... push it to the left
 4. The block from step 2... push it north
 5. The two blocks lined up to the right of the switch... push them left
- With the block holding the switch down, the barrier stays down. Get back on the lily and ride it north, and keep going until you reach the upper right corner of the room, then go through the door there.

Watch your step in this room... it's all dark, and you can only see the the immediate area around you. Carefully make your way to the north exit and onto the next room. Go up the steps, then up the staircase to the upper floor.

Now you gotta beat three of these guys. Remember, the blue part acts as a shield, so you need to hit them from the back or side, or hit them when they throw the blue part out as a boomerang. Speaking of which, you can use your boomerang to stun them. When they're all defeated, a blue portal appears (a shortcut to the entrance), and the door opens, allowing you to go on to the south room.

Continue and you'll come to a switch that's larger than usual... use the flashing tiles to duplicate yourself, then you and your clone must push the switch together. This opens a hole in the ceiling that allows sunlight to come shining through... melting some ice and opening a new path for you! Jump off of the ledge, then go take the room exit at the bottom right.

Keep going down the path, and there's a chest you can open for a Kinstone piece. In the next screen, you gotta carefully maneuver yourself through the path of ice--if you fall off, you're transported back to the beginning! There's another chest with a Kinstone piece. Make your way past the scary blade traps (there's yet another Kinstone piece under the pot at the right if you care to get it). Go on to the next room, then go to the room at the north, then go down two flights of staircases.

Push the switch here and the trap door in the floor above closes. Return back upstairs, then you can walk over the closed trap door to get to the switch, then push it to allow sunlight to shine through. Return downstairs again and push the switch to open the trap door above, allowing sunlight to shine through and melt the ice surrounding the chest. Open it for a small key. Go back up two flights of staircases, down to the southern room, and you can now go through the locked door.

Push the switch at the south end of this room and you'll face... a totally unexpected giant blue Chuchu! Plus, this guy is livid with electricity. Beat him just like you beat the one at the first dungeon: Suck away at the base using the Gust Jar, then swipe at him with the sword when he falls. You can only suck at him with the electric sparks

die down. Other than that, and the blue color, he's the same as the guy you fought before. When he's defeated, a chest appears, giving you this dungeon's item: the FLAME LANTERN! This item lights up dark places, and melts blocks of ice (and doesn't consume any magic power like it does in A Link to the Past). Return to the northern room.

There are blocks of ice at your left here... try out your new item, melt them away! Piece of cake. Go down the staircase. Melt the ice surrounding the chest, then open it for a cool 100 rupees. Melt the other ice at the right then go on to the next room.

This room is dark... use your flame lantern to open up a large circle of light around you, then use the lantern on the torches around the room to light things up properly. You need to defeat another three of these fellows. The torches don't stay lit for very long, so you should be continuously lighting them as you make your way around the room fighting the enemies. When they're all done, the doors open again, so go on to the right.

This is another dark room, and you gotta get through the maze of barriers. And lighting the torches doesn't light up the room, it gets rid of the blocks that are in your way. So, holding up your lantern for light, go to the lower-right corner of the room and light the torch to get rid of the block. Go north through the maze and light another torch to get rid of another block. Make your way to the wall at the left... there's a part of the wall that's bombable! Bomb it to blow open a passage, then go in there. You gotta defeat all the enemies here (there's a lot, like 5 or 6 of them) then you get a small key. Return to the previous maze room and keep going north (lighting another torch to get rid of a block, blah blah... and then doing it again...) until you reach the locked door at the upper-left. Using your small key, go on to the next room.

I'm starting to miss the light. Nothing to do in this room, just avoid the enemies and go on to the next screen. Then make your way over the tricky path of ice, north to the next room. Ah good, light again. Go through the tunnel, exiting at the upper left, then go on to the next room.

Here we've got a puzzle with these big blocks, and you need to duplicate yourself with the flashing tiles and use your clone's help to move them. Move the upper block two tiles to the left, then move the other block two tiles down. At the left side, move the left block one tile down, then finally move the upper block one tile right, clearing your path to the exit.

In the next room, before anything else, you need to move the ice blocks into position. At the left side of the room, push the ice block down then left, onto the bottom switch. At the right side of the room, push the block left against the rock (just to get it out of the way). Now, use the flashing tiles at the right to duplicate yourself-- use the 1st and 3rd tiles from the top. Then move south against the lower wall, then make your way over to the left side of the room and step on both of the switches, opening the way forward.

In the next room, there's one block that's out of place... push the upper-right block to the north, and the exit opens for you. Proceed to the next room.

This place is annoying, there's a path going through the middle that's

blocking a lot of your view. Torch the ice block at the upper-left, revealing some flashing tiles. Use them to duplicate yourself vertical-like, then push the big block three tiles to the right. That's enough to clear your way, then you can go south, up the steps, and onto the next screen.

Your challenge in this room is clear, and it's pure skill: Light all nine torches in the room. After lighting the first one, you have only 12 seconds to light all the rest before the first fire dies. This is not an easy task. When all the torches are lit, go on left through the door that opens.

Dive underwater here to get passed all the spike logs unharmed. Once you're past those, you don't need to defeat the insect enemies... just get past them and go through the room exit at the lower right.

If you destroy the pots in this room the way forward is clear: Spelled out for you in a huge arrow on the floor. Bomb the fragile part of the north wall of the room, then go through the passage that opens.

Darkness again! Whip out your torch lantern... The torch lantern, by the way, can also be used to burn these spider webs. You don't need to burn them all in this room though. Just defeat the two Madderpillars as you usually do (hit the nose, then the tail). The gimmick this time is the darkness. When they're both defeated, go on to the right... then to the north... then across the ice path and up the staircase.

Go up the steps and on to the south, then follow the path to the right. Here's another one of those huge switches. Duplicate yourself with the flashing tiles, then push the switch. As expected, this lets even more sunlight shine into the room-- melting the ice that encased the element! And also melting the massive Octorok! The Octorok takes the element and brings it with him to the south room.

You know what to do... If you're low on health, destroy some pots in this room to hopefully get a few hearts. If you're all set, go on to the south to face the dungeon boss.

BOSS: BIG OCTOROK

This boss is not easy. Not quite easy to figure out how to beat him, and even once you do, defeating him is no walk in the park. Now that I think of it though, it's a classic Nintendo boss: Deflect its projectiles back at him, then use the item you acquired in the dungeon. The battle can be broken down into 5 phases:

1. Rock spitting, part 1
2. Ice phase, part 2
3. Rock spitting, part 2
4. Ice phase, part 2
5. Rock spitting, part 3

Big Octorok begins by spitting out rocks at you-- rocks that bounce off of the first wall they hit, then break upon the second wall they hit, scattering painful spikes all around the room. For this phase, your task is to deflect the rocks back at him by hitting them with your sword (No, letting the rocks bounce off the wall and then hitting him does not work). Hit him three times to start the next phase.

The ground turns to ice and Octorok freezes too, staying stationary but

of this room. Use your clones to step on the switches and open the door, then head outside of Hyrule Castle, the same way you came in.

Once you're back in Hyrule Castle Garden, just let yourself be seen by a soldier so you can get back to the garden entrance. Head south, to North Hyrule Field, and go to the northwest corner of North Hyrule Field where there's a ladder to an underground area. Go down the ladder.

Use the flashing tiles to split yourself into three copies, then push the big block to the left. Head up the ladder on the other side. Head up the steps, then go left into the Royal Valley.

-- ROYAL VALLEY --

Pretty dark and spooky, isn't it? You may want to use the Flame Lantern to light things up a bit. Watch out for the ghost enemies here, if they catch you they'll, umm, lick you. And the crow enemies... if they hit you, you'll lose a big bunch of rupees.

Go down the steps. Notice that there are fence posts highlighting a section of the wall for no particular reason? Bomb the wall between the fence posts to blow open an entrance. Inside there's a curious fairy who asks you a whole bunch of questions:

- The first element you found was the Fire Element, was it not? (No, it was the Earth Element!)
- Your grandfather's name is Smee, isn't it? (No, his name is Smith!)
- Melari of Mount Crenel has seven apprentices, does he not? (Yes!)
- The Blabber Nut gives one the ability to understand the Minish, does it not? (No, it's called the Jabber Nut!)
- The robe of the current king of Hyrule, Daltus, is white, is it not? (No, it's red!)

If you answered any of the questions wrong she'll zap you and take away all your arrows. But answer them all correctly and she'll reward you with the "power" of a larger quiver! This increases your arrow carrying capacity by one notch, depending on how many other upgrades you got so far (30 -> 50 -> 70 -> 99). Hurrah. Exit the cave.

Follow the dirt path through the Royal Valley, go north at the fork, into an area between trees. To get through this maze, what you need to do is read and follow the signs! Or just follow my instructions: Up, left, left, up, right, up. You'll emerge at the other end of the woods.

At the north end of this area is a locked gate, and just to the right of that is a house. Go inside there and talk to the guy inside... it's Dampe the gravedigger. He gives you the graveyard key, simple as that. Or is it? Take a step outside and some damn crow flies along and takes your key. Equip the Flame Lantern and Pegasus Boots, and go around the graveyard looking for that crow... when you see the crow with your key in a tree, charge at the tree and the key will come falling down. Pick up the key and talk to Dampe, who's waiting for you beside the gate. He'll open it for you, giving you access to the graveyard.

There's a Piece of Heart you can get, since you're here anyway. Push the gravestone at the upper left of the graveyard to reveal some stairs. Go down there, and push away the big block by duplicating yourself on the flashing tiles. Ta da. Piece of Heart.

Push the gravestone that's straight ahead from the graveyard entrance. Notice there's three switches in front of the big gravestone at the

north end of the graveyard? Get rid of the rocks at the lower right of the graveyard, revealing some flashing tiles. Duplicate yourself into three, then make your way over to the left (past the gravestone you pushed) and around to step on the switches. Yay, you've just opened the entrance to the Royal Crypt.

-- ROYAL CRYPT --

This place may have keys, and puzzles, and multiple levels, but it is not a major dungeon. In fact it's only six rooms.

You and use your Flame Lantern on the mummy fellows in the first room to reduce them to less-dangerous Stalfoses, then finish them off with the sword. Be sure to get the small key from one of them before continuing to the next room.

The left mushroom is the correct one to take here. Pull it back, then fling yourself to the other side. You can go through any of the three locked doors here, it really doesn't matter. You'll end up in the same room anyway.

At both sides of this room are challenges involving duplicating yourself. At the left, duplicate yourself into three, ride the moving platforms across without destroying any of your clones or falling off, then step on the switches to get a small key. You can push aside the blocks for a shortcut back to the middle of the room. At the right, duplicate yourself into three, make your way to the top while avoiding the blade, then step on the switches for another small key. Now, blocking your path in the middle are two blocks with keyholes... use the keys on both of them to make them disappear. Go on downstairs.

Watch out for the barrage of snakes, and go to the next room. Light the torches at the four corners... and two mummies appear! Lucky you already have your torch out, eh? Burn them, then slash them dead. Also watch out for the energy balls that fly at you from the torches. When the enemies are dead, go on to the next room.

Go up the steps here, and the dead king Gustaf appears to you. Blah blah blah, he gives you a Kinstone and tells you to seek the "source of the flow" in Hyrule. You are teleported back out to the graveyard.

-- OPTIONAL STUFF --

It's that time again... time to go around the world doing a whole bunch of optional stuff! Or not, whatever, it's optional!

LIGHT ARROWS:

* You can't actually get the light arrows yet, but there's something you need to do at this point if you want to get the light arrows EVER! At the west part of Hyrule Town, go into the yellow-roofed house and fuse Kinstones with the dude inside there. Some sort of warp egg appears in South Hyrule Field, north of your home. Check it out, and you'll be transported to a mysterious place in a corner of the map you haven't explored yet. You can get Kinstone pieces from the chests. Head for the top floor, where "Gregal the Great" is sick in bed. Use the Gust Jar to suck away the ghost floating over him (it's stubborn, but just keep sucking and it will eventually succumb). And suddenly Gregal is feeling much better! Talk to him to get 100 Mysterious Shells. You

will return here later for an even better prize. For now, just exit the same way you came in.

SWORD BEAM:

* Go over to the southeast corner of Hyrule Castle Garden... If you haven't already done so, cut away the bushes to reveal a ladder to an underground room. Down there is master swordsman Grimblade! It was actually possible to come down here much earlier (and collect the Piece of Heart), but only now that you have the Flame Lantern can you learn a sword technique from this guy. Light up the torches at the corners to light up the room so Grimblade can see well. He teaches you the sword beam technique! This is wonderful, when you have full health you can unleash a beam attack from your sword! Just wonderful.

REMOTE BOMBS:

* The remote bombs are another wonderful invention... instead of just laying bombs and waiting a fixed number of seconds for it to blow up, you could simply press a button to blow it up whenever you want! This makes it much more practical for fighting enemies. So, to get the remote bombs, fuse Kinstones with Gentari (the village elder!) in the Minish Village. This causes Belari the bombmaker to get a spark of inspiration about to invent a new kind of bomb. Go over to Belari and you can have all your regular old bombs exchanged for sparkly new remote bombs for free! You can talk to him again at any point if, for whatever reason, you want the regular bombs back.

BOMB BAG UPGRADE 3:

* If you got all the previous bomb bag upgrades, this would be the last. Now fuse Kinstones with Belari the bombmaker. This causes a golden chest to appear in the Wind Ruins, near the entrance to the Fortress of Winds. Open the chest for an upgrade to your bomb bag, which increases your bomb carrying capacity by one notch (10-> 30-> 50-> 99). So at this point it's possible to have the largest bomb bag, carrying 99 bombs.

QUIVER UPGRADE 3:

* If you got all the previous quiver upgrades, this would be the last. At the southwest corner of the Wind Ruins, use the tree stump to turn your self Minish-sized, then go into the Minish-sized hole at your north. The guy inside complains that his bean doesn't grow. Ha! Fuse Kinstones with him and a massive beanstalk grows elsewhere in the Wind Ruins. Climb up there to find a big chest in the clouds, containing a quiver upgrade, increasing your arrow carrying capacity by one notch (30-> 50-> 70-> 99).

PIECES OF HEART:

* You've got the flame lantern and the ability to duplicate yourself into three, but unfortunately this doesn't unlock many Piece of Heart opportunities. In fact, there's just two more that you can collect over the last "optional stuff" section. Anyway, you can now collect the first 35 Pieces of Heart listed in the appropriate section of this guide. That would give you a Heart Container total of 15.

-- VEIL FALLS --

[NOTE: If you ever want to get the light arrows EVER, see the section above and do the part labeled "Light Arrows".]

Go to the North Hyrule Field area, then take the northeast exit into the

Veil Falls area. There you'll find a stone slab at the end of the bridge... and you can fuse Kinstones with it! Fusing Kinstones opens up this stone door, allowing you access to the Veil Falls caves.

It's dark inside, so whip out that lantern. And be careful with the cracked floors, they'll crumble if you step on them too long. Go up the stairs at the upper right, then out the exit.

Climb up the rough rock wall. At the top, check out that stone slab... it's another Wind Crest! Now you can travel here with the Ocarina of Wind. Go into the cave at the north... up the staircase... and out the exit at the lower right. Climb up another rock wall, then follow the path to the left (ignoring the massive Goron head that's peaking into view). Step into the huge vortex, transporting you to the last area of the map you have yet to explore: Cloud Tops.

-- CLOUD TOPS --

On more than one occasion I have gotten totally lost here and spent lots of time going around in endless circles. Fortunately I am here to guide you through the mess. See this funny-looking moving cloud surrounded by pinwheels? Well, there are five special Kinstone fusions you must do in this area to get the pinwheels moving, and once that's all done the cloud will clear up, allowing you access to the next area. Oh, and what you see in the map is not the whole picture... this area is composed of two levels that you will be traveling back and forth between. If you know exactly where to go, it can all be over in just five minutes or so.

So, let's get started: Step into the red vortex at the right, which whisks you up to the upper level (that's what these red vortexes do, see). Open the gold chest at the right to get a Kinstone piece, then fall into the square hole at the right, which will bring you down to the lower level (that's what dropping down the square holes does, see). Be careful with the cloud shark, then step into the red vortex at the north.

Go north a bit and use the Mole Mitts to dig through the, umm, hard cloud, then drop into the hole. Here's where you make this area's 1ST KINSTONE FUSION. When that's done, go back up with the red vortex. Now jump into the tornado and glide to the land at the left (it's center-north on the map). Fall into the hole.

Now you gotta defeat these two sharks-- and they're really dumb beasts. The easiest way to beat them is to stand at the edge of the clouds, offering yourself as bait so they'll charge at you, then step aside before you get hit. They'll fall off the edge. -- When they're both defeated, take the Kinstone piece and go back up with the red vortex.

Dig through the cloud to get to the left, then use the tornado and glide to the upper-left corner of the map. Dig through the cloud at the top to find some chests with a lot of Mysterious Shells. But more importantly, dig through the lower clouds to get to a chest for a Kinstone piece. Use the tornado and fly to the land just to your south. Fall into the hole. Go north (you can kill the Lakitu with the Cane of Pacci or boomerang or just roll past him) and you can make your 2ND KINSTONE FUSION. Go back and use the red vortex.

Hop into the tornado and glide all the way to the land at the

bottom-left of the map. There's another 50 Mysterious Shells in the chest here. Drop down into the hole. Go to the north and you'll find where you can make the 3RD KINSTONE FUSION. Step into the red vortex that's right there at the side, take the Kinstone piece from the chest, then drop back down the hole.

Go back to the south, then hop into the red vortex at the right. Drop down into the hole at the right. Defeat the two sharks here, then you can get another Kinstone piece. Step into the red vortex that appears at the north end. There's another 50 Mysterious Shells for you in this chest. Hop into the tornado and glide to the land at the lower-right. Dig into the clouds a bit, then drop into the hole that you find there.

Step into the red vortex at the right. Walk over to the north and drop into the hole. Here you can make the 4TH KINSTONE FUSION. Step back into the red vortex. Now hop into the tornado at the north, and glide northwest until you strike land. Dig through the clouds to reach another tornado, then use it to glide to the RIGHT... then SOUTH (we're aiming for the land that's at the center-right of the map). Drop into the hole.

Hey, we're back at the starting point, eh? And that's where we want to be. Make the 5TH KINSTONE FUSION here-- that should be the last-- and all the pinwheels will be moving, so the bouncy cloud near the starting point will evaporate, leaving behind a huge vortex that you will use to get to the top of the clouds.

Hurrah, you've found the tower at the top of the clouds (not sure what else to call this place). But first, check out the stone slab here... it's the final Wind Crest! Now you can travel here with the Ocarina of Wind.

Go into the tower. If you did the stuff under the "Light Arrows" heading in the "Optional stuff" section above, this place should look familiar... it's the same place where you encountered the sick guy possessed by the spirit! If you cured him, he'll be up on the second floor, feeling completely cured now, and he gives you the LIGHT ARROWS! If you didn't cure the guy, he'll be dead forever and you can't get the Light Arrows ever. :(

Anyway, now you can go all around the tower, talking to everyone and opening chests for treasure and fusing Kinstones, blah blah blah. On the fourth floor is Siroc... he must be the "elder". There's always an "elder". Speak to him and he'll grant you permission to enter the roof. Talk to the guy blocking the stairs on the same floor, and he'll step aside for you. Go up the stairs to the tower roof.

Step into the huge vortex and you'll be brought to the game's fifth dungeon: The Palace of Winds.

-- PALACE OF WINDS --

If you still don't have the boomerang by now, heck, maybe its time you just go back and get it (from the store in Hyrule Town). I'll be referencing using the boomerang quite often for this dungeon. But if you insist on proceeding without the boomerang, you could use other items (like the Bow or Bombs) as substitutes.

Go left, then north to the next screen. Hit the orb to extend the

bridges, then go up the first bridge and down the second. Hit another orb to extend another bridge, cross over it, then hit the orb with the boomerang from the other side. Cross north over the bridge. There's a block between two torches... push it off the side, then use the boomerang to hit the orb across the gap. Get rid of the skulls to reveal some flashing tiles. Use them to duplicate yourself into three side-by-side copies, then cross the bridge and push the big block north. Go on north to the next screen.

You gotta stand on this moving platform and ride it as it moves north, avoiding the barriers and the enemies (the enemies blow up if you touch them!). At the top, get off and go to the left.

Climb up the steps and follow the path over the mesh floor to the northwest, and on to the next screen. Go down the steps... ignore the clouds for now. At the south end, hit the orb with the boomerang, extending the bridge... cross it (careful with that spiked roller), and hit the orb again to extend the bridge at the left. Plant a bomb by the orb, then quickly get across the bridge before it explodes (or, if you have the Remote Bombs, just detonate it after you cross). Go north over the bridge that extended, and you'll come into a battle with some Wizzrobes. They fade in and out of sight, so you may find it helpful to stun them with the boomerang so they don't disappear. Once you've defeated all the Wizzrobes, a chest appears, giving you this dungeon's treasure (already!)... the ROC'S CAPE! Now you can jump! Tap the button for a small hop, hold the button down for a big leap. Jump over to the right side, and hop up the ladder of clouds to the second floor.

Hop over to the right side, then leap through the torches to a floating island. Do another leap across the way, past the exploding enemies. Go on to the right screen.

Push the blocks aside to get through. Duplicate yourself using the three flashing tiles at the south end of the triangle... then go on to the south, stand between the four switches, and swing your sword so you hit all four switches at once. Some enemies appear... defeat them by flipping them over with the shield, then slashing them dead with the sword. The door opens when they're defeated, so go on to the right.

You can only move past the fans when they're not blowing, or else you'll get pushed off the platform. You can also use the holes in the ground to keep you in place while the fans are blowing. Jump across the gap at the top, then make your way south at the right side. At the south end, you need to use your Cane of Pacci in the hole, then flip up onto the high ledge. Follow the path over to the left.

With the Roc's Cap, jump on the square panel on the mesh floor to fall through. Careful with the rupees, one of them's a Like Like. Jump up through the square panel at the left to get onto the mesh floor, then continue to the left. Again, jump to fall through the square panel when the moving platform is under there to catch you. Ride the moving platform to the left and jump up through the left panel. Go north and jump up the ladder of clouds to the third floor.

There's a moving platform that comes and goes quickly at the right, by the flashing tiles. Get ready to clone yourself on those tiles, and as soon as the moving platform comes step on the third tile to clone yourself, then get on the platform and ride it to the end. Quickly get off the platform, climb the steps, and push the big block out of the way before your clones expire. Go down the steps and on to the south.

Push away the blocks at the right side so you can get through, then get on the moving platform when it comes. You need to hop left and right on the platforms to make it through. When you reach the south end, jump down to the platform, then jump up through the panel of mesh floor. Go on to the right. You need to go up and down through the square panels to make it through this area. At then end, go on to the right.

Hop down through the square panel. At the north end, make your way past the spiked roller and use the Cane of Pacci at the hole in the ground at the right, then flip yourself up onto the ledge. At the flashing tiles, hold out your sword facing the south and duplicate yourself at the upper-left, lower-left, and lower-right tiles. When you swing your sword the switches will be activated at the same time, making a Minish portal appear. Use the portal to turn yourself Minish-sized, then go south through the little mousehole. You need to push the pots out of the way to get through to the left. So go through to the left, then north past the spiked roller and into the mousehole at the north end.

Follow the path to the north and use the portal there to turn yourself big again. Return to the south screen... see the switch over there by the stairs? Hit it with the boomerang to open up the door at your right and to get a small key. Proceed to the right. Jump across the gap, follow the path down then up the steps, past the spiked roller and finally go through the locked door. Climb the ladder of clouds to get up to the dungeon's fourth floor.

Go to the left screen. Again, you gotta make it past these strong fans without them blowing you to your death. Once you're past the fans, push the blocks aside to get through to the south (not down the steps). Keep moving along the path, jumping over the spikes on the ground. At the end you need to make a long jump over a really long gap... to do this, you gotta get the timing right and jump with Roc's Cape just as the fan starts to blow. Once you've crossed that, continue north to the next screen.

Jump from island to island here, careful not to step on the cracked floor for too long (or it will crumble). Continue north to the next screen. Hop to the top of this pedestal of clouds... then make your courageous jump to the right over the large gap. Leap to the right and do the same thing again with an even higher tower of clouds. At the right side, jump up the ladder of clouds that will bring you to the fifth floor of the dungeon.

Go on to the room at the south. You need to defeat these two Ball & Chain Soldiers... they don't move particularly fast, but that ball is a real pain. One way to beat them is to get them to throw their spiked ball at you, but dodge it when it comes, then run over to them and slash the hell out of them. Or, even better, throw Remote Bombs at them and detonate to deliver big damage. Once they're both defeated, a key falls to the center of the room. Get it, then go through the locked door at the left.

Hit the Spark with the boomerang to get a fairy, then go on to the room at the left. There's a clump of pots at the lower left... toss aside the lower-right one, then push the above pot up on top of one of the switches. Then duplicate yourself on the flashing tiles at the right, so you can step on the remaining three switches. With all the switches held down, the door opens, allowing you to go on to the left.

Hit the switch at the left, turning on the powerful fan at the center. Whip out your Roc's Cape and make a leap of faith towards the south, making use of the gusts of wind from the fan to carry you all the way to the south side. Once you're there, head for the door and it'll suddenly close and some enemies will appear. Defeat all these guys (especially watch out for the ice attacks from the Wizzrobes... very annoying). When they're all defeated, go on through the door. Jump over the gap, then continue to the right.

Hit the switch at the right corner, turning on the fan. Again, make a leap of faith to the north, using the wind from the fan to blow you across to the other side. Push the block at the left and open the chest for a small key, then push the blocks at the right to get through the barrier, and go on north through the locked door. Open the chest here for.. the big key! Return to the previous room, go to the right, then go south through the big door. The arrow points you where to go... just drop right off the ledge.

Now you've got to battle Red Dark Nut. This guy is strong, but if you just lure him into attacking you, and strike when you get an opening, you'll eventually beat him. If you're lucky you can even catch him off guard and push him over the edge. Bombs work too (you can even use bombs to push him over the edge). When he's defeated, a blue portal appears (a shortcut to the entrance). Go up the bridge that appears on the north side, until you reach a dark room.

Have you taken a look at your map yet? Yes, you've falling all the way back to the first floor! You're not nearly done with this place yet. :/ Use the Flame Torch so you can see your way around this room. At the right side of the room, go up the steps and open the chest... you get the compass! Go up the staircase at the left side of the room.

Make your way north, then into the room at the right. Drop into the hole at the center of the room. You land on a high ledge in the dark first floor room, beside a chest that gives you a small key! Take then key, then go back up the stairs at the left side of the room.

Now go to the south room. Kill all your enemies here to get them out of the way (use the boomerang, then the sword). Break away the pots at the upper-right of the room, revealing some flashing tiles. Use the 1st, 3rd and 5th flashing tiles to duplicate yourself, then make your way to the south end of the room and slash at the switches to light them all up at once, opening the door at the left.

In the next room, make your way past all the spiked roller things by jumping over them. Open up the chest at the north end to get a small key, then go to the right and jump off the ledge. Go through the locked door at the right.

Careful not to hit the enemies flying around the place, jump over to the tornado at the right, then glide to the platform at the upper-right of the room, then go on to the next room. Go up the stairs to the 3rd floor.

Go right and north up the path, then into the room at the left. Defeat all the Wizzrobes hounding the area (careful to avoid their fire attack) and a big chest will appear, finally giving you the dungeon map. Proceed to the room at the left. Defeat the two horrible hands in this room (they drag you to the dungeon entrance if they grab you!), then pull the lever at the north end of the room to open the door. Go through it, then

proceed up the staircase to the fourth floor.

You can get a Piece of Heart here... go to the northwest of the room, then push the blocks into the hole. Jump over the gap and go to the north room. Follow the path to the Piece of Heart. Return to the previous room. You'll have to drop into the hole here. Make your way back up the fourth floor.

At the right there's one of those bomb enemies moving in a rectangular path... when he's at the right, beside those cracked up blocks, hit him with an arrow or the boomerang to block up the cracked blocks. Jump over the gap, then make your way to the upper right corner of the room. Light the two torches with your lantern to make a red portal appear (another shortcut to the beginning). Return to the south end of the room and go through the locked door, and up the staircase to the fifth and final floor.

Bomb the cracked portion of the wall at the right to blow open an exit, then go in. Go a little bit north, then bomb the wall in between the two cracked sections of floor (the bombable section makes a hollow sound when you poke it with the sword). Go inside. Bomb the cracked up blocks, then proceed to the room at the north.

Here you gotta make your way through the path without touching any of the bomb enemies... because touching them will trigger a switch that closes the north exit. Make your way to the end of the path, push aside the blocks at the end, then go on to the north. Open the chest there for a small key. Return to the previous room. You don't need to be careful with the bomb enemies anymore, just hit them with the sword (from a bit of a distance) and go on to the south room. Step on the cracked floor to make it crumble so you fall through to the floor below.

Go north through the locked door. Be careful with all of the enemies around here, there's a lot of them... make your way through this maze, to the bottom right area, then push aside the blocks to get through. Follow the path to the north where there's a ladder of clouds you can climb up to the next floor.

All ready? Go through the big door, follow the path, then step into the huge vortex to face the dungeon boss.

BOSS: GYORG PAIR

The dungeon's boss is Gyorg Pair! The female is the big red one, and the male is the smaller blue one (that's what the figurine says.. I'm not just pulling this info out of my ass). They're big manta ray-like creatures that fly through the sky, and you're going to be riding them whilst we do battle. You alternate between the red one and the blue one until the boss is fully defeated. Their weak spot? Of course, the eyes.

On the big red one, initially only three eyes will appear at a time. You need to duplicate yourself using the flashing tiles on its back, then hit all the eyes at once. Then eight eyes will appear and you gotta slash at them like crazy. Obstacles you'll need to watch out for during this phase include the smaller blue Gyorg which spits flashing bubbles at you, and later on you'll need to watch out for the green insect-like things that come at you. When you've slashed at the eyes enough, it becomes time to switch to fighting the blue one (hop onto it with Roc's

final dungeon when you need to clear out a room full of enemies, or if you ever want to mow down a field of grass.

UPGRADE - GREATER SPIN ATTACK:

* For this upgrade, you must first have learned the Great Spin Attack (see above). Go back to Greatblade... he's the one at Lake Hylia, west of Hagen's lakeside cabin. Fuse Kinstones with him to open up a cave in a waterfall in North Hyrule Field. Get yourself over there, and inside you'll find Greatblade, who teaches you the Greater Spin Attack. It's like the Great Spin Attack... but greater! This increases the maximum number of rotations from 10 to 15.

UPGRADE - SPIN ATTACK CHARGE TIME:

* Go back to Grayblade... he's the one that lives in Mount Crenel, at the top of the eastern Crenel Wall. Fuse Kinstones with him, and an opening will appear in a waterfall at the northeast corner of the Castor Wilds area. Get yourself over there and you'll find Scarblade, who speeds up your spin attack charge time! The difference is not very noticeable, but it can make a difference in the final battle against Vaati.

UPGRADE - SPLIT GAUGE CHARGE TIME:

* Go back to Grimblade... he's the one at the southeast of Hyrule Castle Garden. Fuse Kinstones with him, and an opening will appear in a waterfall somewhere in the Veil Falls area. Get yourself over there and you'll find Splitblade, who speeds up your split gauge charge time! This means it will be faster for you to duplicate yourself on the flashing tiles! The charge time is now down to about 1 second. This will help you in the final battle against Vaati.

JOY BUTTERFLIES:

* The Joy Butterflies give you nice upgrades to your existing abilities. If you haven't already done so, go to the Happy Hearth Inn (the big yellow-roofed building at the east side of Hyrule Town) and you'll find three girls on the second floor... fuse Kinstones with one of them, any one of them, and Gorman will come along to town. Now exit the room and come back in, then fuse Kinstones with all three girls. Each fusion will cause a Joy Butterfly to appear-- in the Wind Ruins, in the Royal Valley, and in Castor Wilds. Go get each of them, and you'll gain the ability to shoot arrows faster, to swim faster, and to dig faster! [NOTE: If you already moved any of the girls to other houses, you can fuse with them wherever they are.]

BOTTLE 4:

* Getting the fourth bottle requires a whole lot of Kinstone fusions. First, you need to fuse with Eenie, the soil-tilling farmer in the Eastern Hills area. This causes a Goron in the Lon Lon Ranch area to smash open a cave. There are five more fusions to do, each with "Mysterious Walls" in Mole Mitts accessible caves around Hyrule, and each fusion adds another Goron to the rock-smashing task.

- > Mt. Crenel - Climb up the western Crenel Wall to the ledge where the Crenel Hermit lives, then enter the Mole Mitts cave beside his cave. Dig around to explore the place, and the Mysterious Wall is way up at the northeast corner of the cave.
- > Eastern Hills - Go into the Mole Mitts cave at Eenie and Meenie's farm. The cave isn't big, and you'll find the Mysterious Wall at the very northeast corner.
- > Trilby Highlands - Go into the Mole Mitts cave at the northwest, across the bridge near the exit to Mt. Crenel's Base. The Mysterious Wall is at the northeast.

-> Minish Woods - Go into the Mole Mitts cave near Syrup's Hut, the cave you use to get to Hagen's Lakeside Cabin. The Mysterious Wall is at the northeast corner.

-> Lake Hylia - For this one, go to the northern end of Lake Hylia, and hop on the little islands to reach a Mole Mitts cave at the lake's northern tip. Dig inside and you'll find it's the most complex cave yet. To find the Mysterious Wall, go left then immediately south from the entrance, then follow the path to the end.

Once all the fusions are done, you'll have six Gorons working on this cave and they'll smash through to the end. Now go to that cave at Lon Lon Ranch (if you've never been there before you'll have to use a tornado at the right). Inside the cave is a chest with 200 rupees, and a big chest with an empty bottle. Whew.

PIECES OF HEART:

* At this point in the game you can now collect the first 41 Pieces of Heart listed at the appropriate section of this guide, bringing your Heart Container total up to 18. Yes, even though we're practically at the end of the game, you still can't get them all yet. After infusing the fourth element into your sword later on, you can get the 42nd and 43rd Pieces of Heart, plus an extra whole Heart Container. You can't get the final Piece of Heart until you've beaten the game.

I think that's all the items and upgrades available to us for now. Whenever you're ready, it's time to head to the Elemental Sanctuary.

-- ELEMENTAL SANCTUARY --

The main entrance to Hyrule Castle is still blocked, and the Hyrule Castle Garden is still teeming with guards so you'll have to get to the Elemental Sanctuary the same way as last time: At the lower left of Hyrule Castle Garden, enter the area with the tall bushes and sneak your way past the soldiers... then go into the underground entrance at the upper left of the area. Make your way through the underground passage into Hyrule Castle, then proceed to the Elemental Sanctuary.

As usual, stick your sword into its place on the pedestal. Your White Sword is now infused with all four elements! Now you can duplicate yourself into four! The power of your sword destroys the stone tablet blocking the north passage. Go in there, and proceed to the stained glass windows at the north end of the room.

A story unfolds, the same story you were told at the very beginning of the game:

A long, long time ago, when the world was on the verge of being swallowed by shadow, the tiny Picori appeared from the sky, bringing the hero of men a sword and a golden light.

With wisdom and courage, the hero drove out the darkness.

When peace had been restored, the people enshrined that blade with care.

And the force of the golden light embodied in Hyrule's princess, shone forth upon the lands.

In case you don't remember, that last part is new. The light force that Vaati was looking for is located in Princess Zelda herself! Suddenly Vaati's laugh pierces the silence. The King of Hyrule appears in front of you... and transforms into Vaati, who launches an energy ball that knocks you unconscious.

Ezlo wakes you up. Once you regain control, proceed south and out of the Elemental Sanctuary (as usual, duplicating yourself to step on the switches and open the door). It turns out all of Hyrule Castle is messed up, and a bunch of people were turned to stone by Vaati. Your sword has the power to undo this... stick it out to charge it, then once the green bar appears, release the button to shoot out a blast of energy at the people turned to stone. Talk to everyone, then head out the door.

Suddenly and unexpectedly, you find yourself in the final dungeon.

-- DARK HYRULE CASTLE --

First off, go straight into the room at the south. The pots here will give you supplies like arrows, bombs, and most importantly fairies. Restore your health and fill up any spare bottles with fairies. The pots will be replenished whenever you go back to this room. Return north to the previous room.

Go over to the left, up the steps, then to the north. Make your way past all those spinning lines of fireballs, and go north to the next screen. There you'll find a crumbled up wall on the east side... bomb it to open up a passage. Inside there, use the portal to turn yourself Minish-sized. Return to the previous room, then go south, then drop down into the hole.

Go north, then into the Minish-sized tunnel in the wall. Use the portal to turn yourself big, then step on the switch to open the prison gates. The real King of Hyrule is in the other cell... use your Four Sword's power to return him to normal. He says thanks and gives you a small key. Go to the left and up the staircase.

Go south. Duplicate yourself on the flashing tiles, then push the big block to get through, then continue to the south... and go through the locked door on the south side. Continue through the hallway avoiding or defeating the enemies as you wish... go past the staircase and eventually you'll reach a big chest that gives you the dungeon map. Go up the staircase to the ground floor.

Now, if you wish to leave the dungeon, you can do so by going out the exit on the south side of this room. If you do decide to go out, there are two *optional* distractions that you could be working on:

PIECES OF HEART & HEART CONTAINER:

* Now that you have all four elements infused into your sword, you can now get the first 43 Pieces of Heart listed in the appropriate section of this guide. Plus, there's a Heart Container you can get, too (see the end of the Piece of Heart section for that)! This brings your Heart Container total up to 19. The very last Piece of Heart requires that you get all the figurines, and that is not possible until after you have beaten the final boss.

KINSTONE FUSIONS:

* At this point you can now do all 100 Kinstone fusions of the game! See

the Kinstone fusion section of this guide for details on getting them all. Aside from all the goodies you can obtain from individual fusions, if you get them all you can talk to Tingle for the Tingle Trophy, which makes fairies appear from grasses and bushes more often. It's not too useful at this point in the game, but whatever!

Anyway, if you're back at the entrance room of the Dark Hyrule Castle. Go straight north from the entrance and into the next room. Follow the green carpet to the left, and eventually you'll reach a place with some flashing tiles and cannonballs. As Ezlo says, you need to deflect the cannonballs with your sword-- all four of them at once. Obviously, duplicate yourself on the flashing tiles to do this. When the statues are all defeated, the gate lowers, allowing you to go on to the north. Watch out for the enemies and flying pots, then proceed to the room at the right.

What you need to do here is step on all the blue tiles without duplications to make them turn red. If you screw up, step on the switch at the left to reset the tiles. This puzzle should be easy enough, but here's a diagram to help you if needed (just follow the numbers):

```
[16][17][20][21]
[15][18][19][22][23]
[14][13][12][11]
  [ 8][ 9][10]
  [ 7][ 6][ 5]
[ 1][ 2][ 3][ 4]
```

The door opens when all the blue tiles have turned red. Go to the next room and follow the green carpet to the south. Duplicate yourself on the four flashing tiles then make your way to the south of the room, avoiding the barriers and the blade, so you can step on the four switches to make a chest appear. Get the small key from it. Drop off the ledge, follow the green carpet, then go back to the room at the south (the big castle "entrance" room).

Now, go into the locked door at the right side of this room. Follow the green carpet to the right and continue on to the next room. Continue on the path north until you reach a square of flashing tiles. Duplicate yourself into four copies on these flashing tiles in a straight vertical line. Charge up your sword, go to the center of all the cannonballs firing just to the north, and release your spin attack with just the right timing so that all four cannonballs are deflected back to destroy the cannons. If you can do that, the gate lowers, and you can proceed north.

In this room we've got a whole barrage of enemies... but killing them all gets you no reward. It's a nice chance for you to make use of the Great Spin Attack though. :) You need to bomb a vulnerable section of wall at the left side of this room... it's near the lower-right corner... to open up a passage (the crack in the wall is visible if you go around to the other side). Proceed through there, then go north, and up the staircase to the ground floor.

You'll come to what appears to be an empty room with just a chair in the middle, and suddenly the doors close and you're attacked by a red Dark Nut. You're going to be facing quite a few of these in the remainder of this dungeon, and they're quite difficult if you don't have a good approach at tackling them, so here are a few strategies you could use:

- Dodge and Attack: I guess this would be the standard boring way of fighting a Dark Nut. Armed with your good old sword and shield, either dodge the Dark Nut's attack or block it with the shield (yep, your Small Shield can do that!), then swipe at them in the sword in the following split second that their defenses are open.
- Dash Attack & Slash: If you learned the Dash Attack from Swiftblade, you can Dash Attack right through the Dark Nut-- yes, right through him!-- then quickly turn around at his back and hit him with the sword in the split second before he has the chance to turn around.
- Remote Bombs: I guess this technique would work with regular bombs too, though it would be more difficult. Lay a bomb on the ground and detonate when the Dark Nut is within range, preferably so that he is blasted towards you. The bomb blast in itself is not enough to do damage, only stun him, so you have to make use of the second he is left stunned, and attack with the sword.
- Great Spin Attack: I love making practical use of the Great Spin Attack, however crude a technique this may be. You can use your Great Spin Attack and go completely gung ho on the Dark Nut-- he'll raise his shield, but you're moving fast enough that you can still get around and hit him from the side.

Just pick a technique and you can go unleash your wrath on the Dark Nut. When he's defeated, the doors will open, and... did that chair just move? Anyway, go on to the room at the right and open the big chest to get the dungeon compass. Return to the previous room and push that suspicious chair aside (from the left) to reveal a staircase, and go down there.

Go through the dark passage, using your flame lantern to see better (and to burn those mummy enemies), then come up the staircase at the other side. Keep going, and go up the staircase in the next room.

Go on and exit the room and you'll find yourself outside the castle. Hop into the tornado and use them to glide through this area, avoiding attacks from enemies, until you reach another platform at the south. Continue south, and enter the door to go back into the castle.

Duplicate yourself using the flashing tiles at the upper right corner of the room, then make your way south... past the twirling fireballs... and push the big block two spaces down. Continue out the door at the right. Go south, hop into the whirlwind and glide on to the south. Don't land where the cannons are, just keep on going south past the cannonballs, then touch down on the land where there seems to be a tower of the castle. There's no need to go into the door on that tower, there's nothing for you in there... just go on to the left. When you reach an apparent dead end, hit the switch across the gap by using the boomerang or an arrow, and the bridge will extend. Cross it, then go into the door at the other side.

There's a square of flashing tiles. Duplicate yourself using the 2nd and 4th tiles at the upper side of the square, and the two corners at the bottom of the square. Move forward to the switches, and slash to hit all of them at once, opening the door. In the next room you face two ball and chain soldiers. Defeating them is complicated by the presence of the two statues in the room... its harder to bait them into throwing their ball at you. Laying bombs and throwing it at them may help. When they're defeated, the doors at the left and right sides open (and a red shortcut

portal to the entrance appears). Go to the room at the left, then go to the north.

Step onto the moving platform. When the platform is under one of those square gates in the chain-link floor, hop up there with Roc's Cape. Use the boomerang or arrows to hit the switches at the left and at the right... this will open the door. Return to the moving platform by jumping again on the square gate with Roc's Cape. There are some cracked up blocks obstructing your way, and obviously you need to bomb them, but less obvious is how you're supposed to do that. One way is to lay a bomb and throw it at the blocks just as the bomb is about to blow up (remote bombs won't work this way though). Another way is to suck up a bob-omb from the side using a Gust Jar, then quickly move to the center and unleash it at the blocks, blowing them up. Either way, once you've cleared that up, go on north to the next room, then go to the right, then go north again.

Here you're faced with the strongest type of Dark Nut in the game. Hell, probably the strongest regular enemy in the game. It's the Black Knight. He's quick with his defenses, doesn't stay vulnerable for more than a second. Just pick any of the techniques that I mentioned earlier. Once he's defeated, Dark Nuts suddenly appear at four rooms around the dungeon (and a blue shortcut portal to the entrance appears too). Take a step into the room at the north, and your task becomes clear: There are four keyhole blocks are obstructing the path of the large block. You need to defeat all the Dark Nuts to earn the small keys for these blocks.

Go two rooms south (to the room where the sparks are going around the perimeter), then to the room at the right. You face a pair of white Dark Nuts. Defeat them as you deem fit, and when they're vanquished the room's doors will open. Go north to the next room.

This room is dark, with a twirling line of fireballs in the middle and eight unlit torches around it. Whip out that flame lantern of yours and light up all of the torches... when they're all lit up at once, the doors open, allowing you to continue to the north. A quartet of ghosts appear-- but you really just need to focus on one, since defeating just one of them will cause all four to disappear. Continue to the room at the right, then head up the staircase. Open the chest here for... the first of four small keys! Retrace your steps back downstairs and to the room where you fought the two white Dark Nuts.

From the room where you fought the Dark Nuts, go to the room at the south. Use your Roc's Cape to jump up through the gate in the chain link floor, follow the path to the south, then jump off of the ledge. Continue south. You're confronted with another Dark Nut battle, this time it's a single red one. Defeat him to make the doors open, then go on to the room at the south side.

There are two 3x3 squares of flashing tiles in here... duplicate yourself into four using only the four corners of one of these squares. Then make your way past the twirling fireballs to the south side of the room where there's a cross of four switches. Position yourself among the switches, then do a spin attack to activate all four of them at once, opening the door at the right. Proceed through it. Hit the switch at the lower right to open the door, then go up the staircase. Open the chest here for... the second of four small keys! Retrace your steps back downstairs and to the room where you fought the red Dark Nut.

From that room, go two rooms to the left and you'll be faced by yet another pair of white Dark Nuts. Defeat both of them to open the doors, then go through that big door on the south side.

Here's another one of them puzzles where you need to turn all the blue tiles red by stepping on them with no repeats. This one is definitely more complicated than the previous, but it should be no biggie. But just in case you need some help, here's a diagram to follow (follow the numbers):

```
#####[ 1]#####  
#####[ 2][13][14][15]#####[29][30]#####  
#####[ 3][12][11][16][27][28][31]#####  
#####[ 4]#####[10][17][26][25][32][33]  
#####[ 5][ 8][ 9][18]#####[24][23]#####  
#####[ 6][ 7]#####[19][20][21][22]#####  
#####
```

When that's done, go through the door that opens on the south side. There's another group of four ghosts, and just like last time you only need to focus on defeating one of them to make them all go up in a puff of smoke. Proceed out the south exit when the doors open, and you'll find yourself outside of the castle. Careful with the enemies, just go over to the left and enter the door that seems to lead you into one of the castle's towers. If you wish, you could go downstairs and break the pots to stock up on arrows and bombs. Then go upstairs and open the chest there for... the third of four small keys! Retrace your steps back to where you fought the two white Dark Nuts.

From there, go to the room at the north, jump over the gap using Roc's Cape, then proceed to the north room again. Time again for you to fight and defeat a red Dark Nut. You should be getting used to this by now. Once the bastard is dead, go through the big door at the north side.

Be wary of the shadows and avoid the Wall Masters that drop down in this room, you really don't want to be grabbed and transported back to the dungeon entrance. Defeat all the Stalfos just to get them out of the way. At the north end of the room, north of the big twirling line of fireballs, there are four eyes mounted on the wall. You'll have to be really quick because of the fireballs, but shoot all of those eyes with arrows to make all four of them close, and the door will open. Go on to the left room.

Push the middle block to the left, then push the lower block down, and fall down into the hole. Watch out for the two mummies (their attack really, really hurts!) and take the staircase back upstairs, and continue up another staircase. Open the chest here for... the final of the four small keys! Return downstairs. Push aside the blocks at the right, then proceed to the room at the right and keep going until you get back to the room where you fought the Dark Nut. From there, go to the room at the right, then two rooms to the north (the room with the big block and four locks).

Use your four small keys to get rid of the four blocks with keyholes. Get rid of the pots at the upper right corner of the room to uncover some flashing tiles. Use the tiles to duplicate yourself into four, then push the big block away to the left. Open the chest to finally, finally get the dungeon's big key.

Go to the south room and step into then blue portal thing to teleport

to the dungeon entrance. Then step into the red portal thing and you'll find yourself teleported right in front of the locked big door. Go right on through it...

The voice of Vaati echoes through the room:

"So, you've come to stop my little ceremony. Well, you're too late. A mere three chimes of the bell will bring the ceremony to its end! And with the third toll of the bell, I will become like a god! And your precious Princess Zelda will be nothing more than cold, dead stone."

The music shifts to tense "hurry-up music", but you can take your time... at least for the time being. In the first room, you need to get past a Ball & Chain Soldier. You don't even need to defeat him (though you can if you want to), just bait him into attacking then slip past and go up the staircase to the next room.

The bell chimes for the first time. In this room, defeat the ten Keaton enemies to get them out of the way (a Great Spin Attack, perhaps?). Once the room is cleared of enemies, duplicate yourself into four using the flashing tiles at the room's south side, then walk up to the north side and step on all four switches at once, opening the door. Go on to the next room.

The bell chimes for the second time. Ok, this time you actually need to hurry up. You only have three minutes to get through this room, and if you're still around when the three minutes are up, the bell will chime for a third time, and the curse on Princess Zelda will be complete-- it's the equivalent of getting game over. What a surprise, eh? And I thought they were just bluffing.

Getting through the room within the time limit is no walk in the park... you face a black Dark Nut and two red Dark Nuts, all at the same time. It is by far the game's most difficult battle against "normal" enemies. Personally, I used the Great Spin Attack to plow through these guys. When all three of them are defeated, the door opens. But don't waste too much time, the clock is still ticking! Go up that staircase!

You're at the roof of the castle, and come face to face with Vaati:

"Hmph! Just a few more moments, and the ceremony would have been complete. You really are obsessed with stopping me, aren't you? Ah, very well. I have not yet drained all of the light force housed in Princess Zelda. But what I have should suffice... I shall be transformed! Unstoppable! But let me first attend to the pesky worms who would trifle with me..."

What follows is the game's final battle against the evil Vaati. The battle is divided into three phases. In these three phases Vaati is so radically different in both form and technique that it might as well be considered three different boss battles, fought consecutively. Here we go!

BOSS: VAATI REBORN (PHASE 1)

Vaati transforms into a taller and scarier (but still human-looking) version of himself, with a long flowing cape and a weird eye that seems to open up at his crotch. His vulnerability? Of course, the crotch-eye! Hmm, yes, that's what I'll call it! However, it's not always open!

One of Vaati's main attacks during this stage is the spray of fireballs

that are launched all around him... aside from the fireball causing you pain if you get it, it'll also set fire to you and make you run around the room like wild, making you utterly useless for a few seconds. Vaati's other attack is to launch a ball of black energy that steadily follows you around the room, and hurts you significantly if it catches up to you. You can either suck it dead using your Gust Jar, or just go around the room to avoid it long enough until it disappears.

Initially, two small eyes are revolving quickly around Vaati. Sometimes they'll expand into a larger orbit, or suddenly move in paths away from or back towards him. Your first task is to defeat these eyes, because once they're all defeated, Vaati's crotch-eye will open up. That's his weak spot! You only have a few seconds of opportunity, so quickly get over there and slash away at the eye like a madman until it closes again.

After enough successful attacks at the crotch-eye, Vaati will gain four smaller eyes to revolve around him. These guys can do a laser attack that shoots beams in straight lines towards the bottom of the screen (though this attack also makes them vulnerable for a few seconds). Vaati will also start using his ability to annoyingly teleport in bursts around the room, making it harder to catch up with him. Just continue the pattern of defeating the smaller eyes, then attacking the crotch-eye.

Eventually, the battle will reach a point where Vaati seemingly has those black energy balls revolving around him rather than the eyes. Also, Vaati will start to move around horizontally when it comes his time to do the laser attack. Suck away at these energy balls using your Gust Jar to reveal the usual small eyes, then attack them as usual. Keep attacking with this routine and it'll be time to move on to the next phase.

BOSS: VAATI TRANSFIGURED (PHASE 2)

Vaati transforms into what seems to be a gaseous cloud of black smoke, with a large red eye in the middle, surrounded by eight smaller eyeballs. On the ground there's a ring of eight flashing tiles.

Vaati moves rather slowly around the room, at least initially, but that isn't much of a threat. He does have three types of attacks you need to watch out for:

- Vaati occasionally smashes himself against the ground, causing purple spiky things to spurt out of him, littering the floor and making the battle none the easier. Each of these things can be destroyed by a single slash from the sword though, and sometimes they'll give you some goodies like hearts or extra arrows for your bow.
- Other times, Vaati smashes against the ground and rocks fall from the sky. You need to pay attention to the shadows on the floor to avoid getting hit.
- The third type of attack is three balls of white energy that shoot out from Vaati towards your direction. They don't go too fast, it's not hard to avoid them.

To hurt Vaati, you first need to shoot at the eyeballs with arrows. Four of the eyeballs on one side of Vaati will turn red and open up when you

shoot at them. These are the eyeballs you want to hit. The other four balls will just turn blue, and hitting them isn't necessary. Once you've got four red eyes on Vaati, use the flashing tiles on the floor to duplicate yourself into four using the tiles that correspond to the side of Vaati with the red eyes. Then come up to those red eyes and slash at them with the sword. All of the eyeballs will vanish (...for a few seconds!), giving you a precious window of opportunity to slash wildly at the big center eye with the sword.

Repeat this routine enough times and Vaati will move around the place faster, which definitely makes things harder. Just keep going until Vaati is finally defeated. Err, I mean... well, you'll see.

Vaati blows up in a puff of smoke, and you move on through the door. Step forward on the path to finally come face to face with the turned-to-stone Princess Zelda. Use the power of the Four Sword (charge it up and release the energy) to break the curse on Zelda and bring her back to normal. But wait, there's more! The ground starts to shake... the castle's collapsing! Gotta head back to the elemental sanctuary!

When you regain control, go up the steps at the left side of the room, then down the staircase. Follow the green carpet, on to the next room... But before entering the elemental sanctuary, go to the room at the south and break open the pots for some valuable supplies: Fairies, bombs, arrows. Now go ahead to the north.

Just before you reach the elemental sanctuary, Vaati gets in the way. It's time for his final phase.

BOSS: VAATI'S WRATH (PHASE 3)

Vaati now has a spherical black body with one huge eye, four tiny eyes in front of that, and two huge hideous arms. There's a Minish portal at the back of the arena, and four flashing tiles at the front. This is it, his final form. This "Phase 3" actually has two parts to it: Vaati with arms, and Vaati without arms.

WITH ARMS:

He glides around the area rather quickly compared to the previous form, so you need to move accordingly to avoid touching him. There are also two projectile attacks you need to look out for: A big white energy ball that is fired from the center of the main body, and smaller orange energy balls that are fired from the beast's "hands". Both of these projectiles come at you pretty fast and even change direction a bit to come at you.

Another thing to watch out for are the arms that detach themselves from the body, digging deep into the ground and suddenly spurting up at your position. It then glides around the place and twirls around to try and hurt you. It eventually will return to join the body.

What you need to do, when the arm detaches from the body and sticks out of the ground, is to hit it when a blast from the Cane of Pacci. This will turn it stiff and sticking straight up (*snicker*), revealing a door at the arm's "elbow". Rush to the Minish portal, turn small, then go into that door of the arm. Inside, there are lots of amoeba-like things crawling around the place... but only one of them is the correct one to attack! All of these enemies have a red pupil to their eye, but

Magical flashes of light burst from Princess Zelda, and the world is made right again. Scenes from around the castle are shown, with the dark dungeonish environment replaced with the regal rooms of the true Hyrule Castle. The people transformed into stone are returned to normal once again. All across the land of Hyrule, monsters begin to disappear into thin air.

"Look! The castle!", Ezlo says. "All the people who had been turned to stone! They're all back to normal! Hmm-hmm. The hat is falling apart. It's overflowing with the power of life! The hat has the power to turn the thoughts of its wearer into reality. Vaati's heart was filled with evil, and that was reflected in what he became. But it seems that Zelda's pure heart, coupled with the hat's owner... has created a miracle!"

A rumbling suddenly comes from the Elemental Sanctuary. Ezlo continues: "Hmm... It looks like the time for us to part has come. The Minish Door opens but once every century, and soon, it must close. I must leave you both now and return to my homeland. I know I've caused you much suffering, but the evil one's power has withered. The power of Princess Zelda herself has restored the light to Hyrule."

"Well, Link, my journey with you has been exciting, to say the least. In fact, I'm... more than just a little sad that we must part ways now. Please, accept this..."

Ezlo magically creates a hat out of thin air and places it onto your head. A real, non-talking hat. "Heh... You know, I've never actually seen you wearing a cap until now! It suits you, little hero. Take care... Farewell, my friend..."

Ezlo transforms into a Minish-sized form, then leaves into the door of the Elemental Sanctuary, just before it disappears.

What follows is the game's end credits, displayed alongside a slideshow of Minish Cap promotional artwork. The pictures shown are: Capless Link, Princess Zelda, Ezlo in cap form, Link with sword and shield, Forest Minish, Vaati, Link holding Ezlo, Link running from Big Green Chuchu.

You can find a complete transcript of the end credits of the game in this guide's "Game Credits" section.

The final image is a stained glass likeness of Link, displayed with some cheesy closing words:

Thus did Link's quest come to an end.

But surely this is not the end of Zelda and Link's adventures in Hyrule.

The legend will continue...

as long as the power of the light force echoes throughout the ages.

-- POST-GAME EXTRA STUFF --

It pains me to be adding more content to the walkthrough after I've given out the ending, but there's a few more things to the game that can only be done after defeating the final boss. They're not big things, but if you are like me and want to suck out every last ounce of enjoyment and accomplishment that this game has to offer, you'll want to experience everything there is.

After the end credits you are given the option to save your game file, so be sure to do that!

FIGURINES / PIECE OF HEART / SOUND TEST:

* After defeating the final boss and saving the game, six more figurines become available to you from Carlov's figurine place, bringing the grand total up to 136. If you can get all 136 figurines that there are, Carlov awards you the Carlov Medal in the shape of his face.

Once you have this Carlov Medal, talk to the guy sitting outside the coffee shop in Hyrule Town. He'll be so impressed that he opens up his house to you and says everything inside is yours for the taking. His house is the one just north of the coffee shop... inside there is 600 rupees, the final Piece of Heart, and the sound test phonograph (see the "Sound Test" section of this guide for more details).

MIRROR SHIELD:

* It's pretty weird that they left this item for the very end, after you've beaten the game, when you no longer have any use for it. This Mirror Shield is bigger and deflects some attacks.

There are quite a few prerequisites before getting the Mirror Shield. First of all you must have completed the task of getting the Gorons to dig completely into the cave at Lon Lon Ranch (in short, fuse Kinstones with Eenie and all the Mysterious Walls around Hyrule). Next, you must fuse Kinstones with the last Goron to come into that cave... this will wake up the massive Biggoron at the top of Veil Falls. Finally, you must have beaten the game.

So anyway, go up to Biggoron at the top of the Veil Falls area. He will ask if he can eat your shield, and you are going to say yes! And so he eats it. Now just leave him and go do something else somewhere else in Hyrule for a while... fuse Kinstones, get figurines, find Pieces of Heart, whatever. Come back to Biggoron after a while and he'll cough up the shiny new Mirror Shield.

And that's all there is to it.

~ The End ~

| [4] PIECES OF HEART |
`-----`

Pieces of Heart, a staple of every Zelda game, are scattered all across the world in secret locations. Usually secret. Collecting four Pieces of Heart earns you a whole extra heart container.

You begin the game with 3 heart containers, you earn 5 heart containers from completing dungeons, and you earn 11 heart containers from collecting the game's Pieces of Heart (there are 44 of them). Plus, there is a special entire heart container that you can acquire (see the end of the list for that one). That makes a total of 20 heart containers.

The Pieces of Heart here are listed in the order that they can be

acquired during normal progression through the game. The items required to get the Piece of Heart are indicated, so you don't get ahead of yourself.

#1 - MINISH WOODS

Needs: Sword

Follow the normal path until you reach the tree stump at the southeast corner-- but don't shrink, just keep going until you reach the entrance to Deepwood Shrine where a Piece of Heart awaits for the plucking.

#2 - MINISH VILLAGE

Needs: Sword

From the north-east corner of the village where Festari lives (the priest-like Minish in the house with a sky blue roof), go right on the wooden path that is just slightly concealed by the leaves... and suddenly the Piece of Heart is in plain sight.

#3 - DEEPWOOD SHRINE

Needs: Gust Jar

After defeating the big caterpillar mini-boss (Madderpillar) and getting the Gust Jar, use your new Gust Jar to suck away the spider web blocking the south exit of the room. Go right on through there for another easy Piece of Heart.

#4 - DEEPWOOD SHRINE

Needs: Gust Jar

In the room just to the north of the room with the big barrel, use the Gust Jar to blow away the furry dust covering the floor. One of the switches you uncover activates a portal up on the high platform. Go to Deepwood Shrine's entrance room and take the blue portal from there to claim the Piece of Heart.

#5 - SOUTH HYRULE FIELD

Needs: Kinstone Bag

When you return to Hyrule Town after getting the Earth Element, you'll be given a Kinstone introduction and do your first Kinstone fusion. As a result, some vines disappear from a tree in the southeast corner of South Hyrule Field, revealing an entrance. Go inside that tree for the Piece of Heart.

#6 - MOUNT CRENEL

Needs: Bombs

Go to the absolute westernmost end of Mount Crenel's Base, then take the path north to cross into Mount Crenel. It looks like a dead end, but bomb the section of wall between the two trees to open up a cave entrance. Inside, bomb away the cracked rocks and take your Piece of Heart.

#7 - MOUNT CRENEL

Needs: Bombs

At the bottom of Crenel Wall, to the right of the sign that says "Crenel Wall (Watch out for falling rocks)", bomb the apparently smooth wall at the opening between rocky areas. A cave opens up, with the Piece of Heart inside.

#8 - CAVE OF FLAMES

Needs: Bombs

On floor B1 of the Cave of Flames there's a room where pots

surround a crumbled wall on the south side of the room. Bomb the wall open, then go inside for a Piece of Heart.

#9 - NORTH HYRULE FIELD

Needs: Fire Element

Go to the area in North Hyrule Field that's to the left of the exit going to Hyrule Castle Garden. Bomb the cracked rock and you'll find a ladder and a cave there. Go into either one of them, then go down the stairs to find a Piece of Heart. [Note: North Hyrule is inaccessible immediately after getting the bombs, so this Piece of Heart can only be collected once you have the Fire Element.]

#10 - HYRULE TOWN

Needs: Cane of Pacci

In southeast Hyrule Town, go into the purple-roofed house and use the portal to turn small (you may need to use the Cane on the vase to make it a portal). Exit the house through the mousehole at the left. Go to the northeast and climb the vine by the stairs, then go into the back Minish entrance of the house to your right. Turn big again and collect the Piece of Heart.

#11 - VEIL FALLS

Needs: Cane of Pacci

Go to the northwest corner of Lon Lon Ranch, and use your Cane of Pacci on the hole in the ground and flip yourself up to the ledge, then go on north to the Veil Falls area. Go down the steps and follow the path east to the Piece of Heart.

#12 - MT. CRENEL

Needs: White Sword, infused with two elements

Climb up the walls on the eastern side of Mt. Crenel and you'll come to a cave. Inside, use the upper-left and upper-right flashing tiles to duplicate yourself, then step on the switches to open the door. In the next room there's a Piece of Heart with Grayblade.

#13 - MINISH WOODS

Needs: White Sword, infused with two elements

When you're in the northern part of Minish Woods where Syrup's Hut is, go over to the west side and you'll find a Piece of Heart. You can also get the Piece of Heart easily from the other parts of Minish Woods if you have the flippers.

#14 - LON LON RANCH

Needs: Pegasus Boots

Somewhere at the back of Malon and Talon's house in the Lon Lon Ranch area, there's a tree that looks greener than usual. And it sparkles when you get near to it. Ram into it with the Pegasus Boots to reveal a tree stump. Use it to turn small, then enter the Minish passage that's just a bit to the right. A Piece of Heart awaits at the end of the passage.

#15 - HYRULE CASTLE GARDEN

Needs: Pegasus Boots

There's a patch of bushes at the southeast corner of Hyrule Castle Garden. Cut them away to reveal a ladder to an underground room. Down there is master swordsman Grimblade, with a Piece of Heart.

#16 - CASTOR WILDS

Needs: Bow

At the western end of Castor Wilds there's what looks like a gravestone. Push it to uncover some stairs. Down there is the spirit of Swiftblade the First, with a Piece of Heart.

#17 - WIND RUINS

Needs: Bow

At the middle-north part of Wind Ruins, use the tree stump to turn small. Go to the left screen and climb down the little vine, then climb down another little vine at the left, then climb down the second vine from the left and enter the cave. Follow the path through the cave, ending with a Piece of Heart.

#18 - FORTRESS OF WINDS

Needs: Mole Mitts

From the dungeon's entrance room, take the second door from the right. Make your way up the fortress until you reach the third floor. Turn yourself small, drop down the hole to the first floor, then go through the tunnel to the room at the right. Make yourself big again to get the Piece of Heart (you can exit this place by pushing the second block from the left).

#19 - MT. CRENEL

Needs: Mole Mitts

Beside the entrance to the hermit's cave on Mt. Crenel wall, there's a cave that can be dug into with Mole Mitts. Dig your way in there and you'll eventually find the Piece of Heart.

#20 - WESTERN WOOD

Needs: Ocarina of Wind

Use the Ocarina of Wind to be transported to a Wind Crest in the Lake Hylia area. Use the tree stump there to get small and enter a Minish house. Fuse Kinstones with the Forest Minish inside to make an opening appear in a tree in the Western Wood. Inside there is a Piece of Heart.

#21 - HYRULE TOWN

Needs: Ocarina of Wind

Go into Simon's Simulations (it's the green roofed house at the left of the town's central plaza). Try the simulation for 10 rupees, and if you can beat all the enemies you're rewarded with a Piece of Heart.

#22 - HYRULE CASTLE GARDEN

Needs: Flippers (or maybe earlier)

You need to perform the Kinstone fusion that causes a fountain to drain at the northeast of Hyrule Castle Garden, revealing a stairway. Take note, the person who triggers this Kinstone fusion effect is not consistent! See the Kinstone Fusion section of this guide for details (particularly the section about "shared" fusions). Anyway, if you manage to make the Kinstone fusion that drains the pond, go down the stairway for a Piece of Heart.

#23 - MT. CRENEL

Needs: Flippers (or maybe earlier)

After Melari has reforged the Picori Blade to give you the White Blade, he'll be in the room at the southwest of Melari's Mines. Fuse Kinstones with him and a beanstalk will grow on Mt. Crenel's west peak. Go there and climb up to the clouds for the Piece of Heart along with 160 rupees.

#24 - EASTERN HILLS

Needs: Flippers (or maybe earlier)

Fuse Kinstones with the Forest Minish in his little house at the southwest corner of the Eastern Hills. A huge beanstalk grows elsewhere in the Eastern Hills. Climb up there to the clouds and you will find, along with 200 rupees and 200 Mysterious Shells, a Piece of Heart.

#25 - LAKE HYLIA

Needs: Flippers

There's a pond to the left of the Chinese-looking house at the north end of the Lake Hylia area. If you have the flippers jump in there and press the button to dive down, getting a Piece of Heart.

#26 - LAKE HYLIA

Needs: Flippers

There's a Piece of Heart on a small strip of land at the south end of Lake Hylia. It's as simple as that. When you have the flippers, swim over there and get the Piece of Heart.

#27 - HYRULE TOWN

Needs: Flippers

After you've gotten the Earth Element, a young woman named Anju will be at the southeast corner of Hyrule Town, and she's missing her cuccos. And you can help her get them back! Each time you help her find the cuccos, she'll give you a better prize. The challenge gets progressively harder each time, and the tenth and final challenge is for you to find three golden cuccos in 55 seconds. The final cucco is hidden away at the west side of town, and I think the flippers are required for you to get it in time. Anyway, if you can do that challenge, your prize is a Piece of Heart.

#28 - VEIL FALLS

Needs: Flippers

At the northeast corner of North Hyrule Field, use a bomb to blast away some rocks, then continue into the Veil Falls area. Go down the steps and jump into the water, then swim a bit north for the Piece of Heart.

#29 - MINISH WOODS

Needs: Flippers

Use the tree stump at the southwest of the Minish Woods (west of the Minish Village) to turn yourself small. When you have the flippers, you can swim north past the pond and continue past the bridge, past the grass, until you find three caves. Go into the cave at the left, and follow the slippery and dangerous ice path inside until, at the end, you are rewarded with a Piece of Heart.

#30 - SOUTH HYRULE FIELD

Needs: Flippers

Go to the southwest corner of South Hyrule Field. Use the tree stump to get small (If there is no tree stump, use your Pegasus Boots to ram into the peculiarly green and sparkling tree). Jump off the cliff and into the water, then swim to the northeast until you find a little cave. A Piece of Heart is inside.

#31 - HYRULE TOWN

Needs: Flippers

When you have the Flippers, return to that Minish-sized cave where you acquired the Power Bracelet (the one that you need to cross the

area with the cats to get to). Swim across the water at the left to find a Piece of Heart.

#32 - CASTOR WILDS

Needs: Flippers

There's a cave at the very northeast corner of Castor Wilds. To get there you'll need to shoot down an Eyegore statue, cross a swamp, and swim over some blue water. Get to the Piece of Heart by pushing the blocks at the right side-- push the top and bottom ones towards the left, and the middle one up.

#33 - LAKE HYLIA

Needs: Flippers

From Mayor Hagen's cabin, hop into the lake swim to the left to the end, then climb up onto the land where there are steps leading north. Enter the cave in the tree here to find Waveblade with a Piece of Heart.

#34 - CASTOR WILDS

Needs: Flame Lantern (or maybe earlier)

Fuse Kinstones with Zill in Hyrule Town for a second time (Zill is the kid with the snot bubble coming from his nose-- find him somewhere in Hyrule Town, his position isn't consistent). This will cause a north-south moving water lily to appear at the northwest of Castor Wilds. Go over there, use the stump to turn yourself small, then ride the lily south. Go through the hollow log... through another hollow log... basically go southeast until you reach the blue water at the southeast end. Swim into the Minish-sized cave there. In the second room, push away some blocks to get to the Piece of Heart at the end of the room.

#35 - ROYAL VALLEY

Needs: White Sword, infused with three elements

At the upper-left corner of the graveyard in the Royal Valley (to the left of the Royal Crypt), push away the gravestone to reveal an underground area. Inside, use the flashing tiles to duplicate yourself, and push away the big block with the help of your clones to clear the path to the Piece of Heart.

#36 - VEIL FALLS

Needs: White Sword, infused with three elements

Fuse Kinstones with Gale-- she's either near the starting point of the Cloud Tops, or in the tower at the top of the clouds. A cave will appear at the base of the top waterfall at Veil Falls. So, return to the Veil Falls area and navigate the caves to get there, and inside that cave is a Piece of Heart.

#37 - PALACE OF WINDS

Needs: Roc's Cape

When you reach the fourth floor for the second time during progression through the dungeon, go to the northwest of the room and push the blocks into the hole. Jump over the gap, and go to the north room. Follow the path to the Piece of Heart.

#38 - HYRULE TOWN

Needs: Roc's Cape

Once you have the Roc's Cape, jump up at the bell that's just to the north of the town's central plaza. A Piece of Heart drops out from the bell.

#39 - LAKE HYLIA

Needs: Roc's Cape

There's a Piece of Heart that's pretty much in plain sight on an island towards the north end of the lake, but you can't get it until you get Roc's Cape, allowing you to hop onto that island.

#40 - LAKE HYLIA

Needs: Roc's Cape

Use the stump north of Mayor Hagen's Lakeside Cabin to turn yourself small, then swim northeast to where you'll find a vine leading to a little hole in a ledge. Fuse Kinstones with the Forest Minish inside to make a huge beanstalk grow at the north end of the Lake Hylia area. Return to normal size, then use the Roc's Cape to hop to the strip of land at the very north end of Lake Hylia. Use Mole Mitts to dig into the cave there, then explore a bit and you'll eventually find your way to the beanstalk. Climb it, and in the clouds you'll find 200 rupees, 200 Mysterious Shells, and a Piece of Heart.

#41 - LON LON RANCH

Needs: Roc's Cape

Use Roc's Cape to hop to the strip of land at the very north end of Lake Hylia. Use the Mole Mitts to dig into the cave, then explore around a bit... one of the exits of the cave leads you to the Lon Lon Ranch area, where there's a Piece of Heart waiting for you.

#42 - VEIL FALLS

Needs: Four Sword

First go to the northeast corner of the Minish Village, to the screen to the right of where Festari lives, and swim across the water to find a Minish house. Fuse Kinstones with the Minish inside, and some land appears in the Veil Falls area. Go there and dig into the cave with the Mole Mitts. Keep digging inside and you'll get to a Piece of Heart.

#43 - HYRULE TOWN

Needs: Four Sword, infused with four elements

Go to the Funday School at the northeast of town. Use the jar in the classroom to turn Minish-sized, then go out via the mousehole at the lower-right. Go into the Minish passage at the right of the school field. At the end of the passage, duplicate yourself with the four flashing tiles, then push the big rock, and you can claim your Piece of Heart with a few Kinstone pieces.

#44 - HYRULE TOWN

Needs: Carlov Medal (all 136 figurines)

Because it is impossible to get all 136 figurines until you've already beaten the game, you can't get this Piece of Heart until you've defeated the final boss and saved the game afterwards. Hah. So, When you've completed the ridiculous task of collecting all 136 figurines, you get the Carlov Medal. Talk to the guy sitting outside the coffee shop in town, he'll be so impressed that he opens up his house for you (it's the one just north of the coffee shop) and lets you take everything inside-- 600 rupees and a Piece of Heart (and you can do the sound test too).

A WHOLE HEART CONTAINER - LAKE HYLIA

Needs: Four Sword

First go to the northeast corner of the Minish Village, to the

screen to the right of where Festari lives, and swim across the water to find a Minish house. Fuse Kinstones with the Minish inside for a third time, and a small hole appears in the Lake Hylia area, beside the Wind Crest. Get over there via Ocarina of Wind... inside that hole, get past all the obstacles and come up at the other end. The Minish inside the house gives you an entire freaking heart container.

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| [5] KINSTONE FUSIONS |  
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-- ABOUT KINSTONES --

Fitting two Kinstone pieces together is called a Kinstone fusion. You never know what fusing Kinstones will do, but it's sure to be good! Fusing Kinstones can have all sorts of effects around the world, like a pond draining, or a cave being revealed. After fusing Kinstones, this effect will be marked for you on your map so you will be reminded to go over there and collect your reward.

You can tell that a person is ready and willing to fuse Kinstones because they'll have a thought bubble when you are standing right next to them. Weird, eh? When you see that, press the L-button to whip out your Kinstone bag and pick a fitting Kinstone.

You are given an introduction to Kinstones by the Hurdy-Gurdy Man when you return to Hyrule Town after completing the first dungeon. This randomly helpful stranger even gives you a free Kinstone bag for holding your Kinstone pieces.

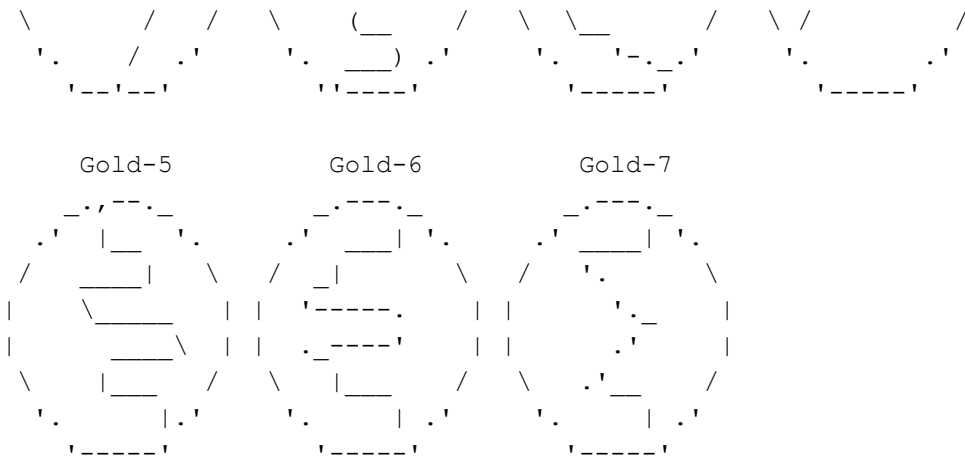
You can view your Kinstones by selecting the Kinstone bag from the Quest Status screen of the Start menu.

When you've accomplished all 100 Kinstone fusions of the game, which is no small feat, go talk to Tingle twice in South Hyrule Field. He will give you the Tingle Trophy, which replaces the Kinstone bag in the Quest Status screen. The Tingle Trophy causes fairies to appear in bushes and grass and such much more often than usual.

-- REQUIRED KINSTONE FUSIONS --

There are a couple of Kinstone fusions that are actually tied into the game's progression, and required to advance in the game. These necessary Kinstones are colored gold, and you won't just find them in random locations like in the grass or under rocks. For more info about these you should just check the relevant section of the walkthrough.





Required fusion #1

Who: Mysterious Statue 1

Where: Castor Wilds - The leftmost of three statues at the southwest corner of the Castor Wilds area.

Kinstone: Gold-2

Effect: The statue stomps the ground, damaging a nearby stone. One of three Kinstone fusions needed to open the way to the Wind Ruins. The needed Kinstone is hidden elsewhere in the Castor Wilds. See walkthrough for details.

Required fusion #2

Who: Mysterious Statue 2

Where: Castor Wilds - The middle of three statues at the southwest corner of the Castor Wilds area.

Kinstone: Gold-3

Effect: The statue stomps the ground, damaging a nearby stone. One of three Kinstone fusions needed to open the way to the Wind Ruins. The needed Kinstone is hidden elsewhere in the Castor Wilds. See walkthrough for details.

Required fusion #3

Who: Mysterious Statue 3

Where: Castor Wilds - The rightmost of three statues at the southwest corner of the Castor Wilds area.

Kinstone: Gold-1

Effect: The statue stomps the ground, damaging a nearby stone. One of three Kinstone fusions needed to open the way to the Wind Ruins. The needed Kinstone is hidden elsewhere in the Castor Wilds. See walkthrough for details.

Required fusion #4

Who: Source of the Flow

Where: Veil Falls - It's a stone slab beside the largest of the waterfalls in the Veil Falls area. Take the northeast exit at the northeast of North Hyrule Field to get there.

Kinstone: Gold-4

Effect: The stone slab opens up, giving you access to the Veil Falls caves and the areas beyond. You acquire the needed Kinstone from the ghost of Gustaf in the Royal Crypt at the Royal Valley graveyard. See walkthrough for details.

Required fusion #5

Who: Mysterious Cloud 1

Where: Cloud Tops - On the northeast cloud island at the lower level of the Cloud Tops area.

Kinstone: Gold-6

Effect: A pinwheel starts spinning near the starting point of Cloud Tops. This is one of five Kinstone fusions needed to open the way to the top of the clouds. The needed Kinstone is elsewhere in the Cloud Tops. See walkthrough for details.

Required fusion #6

Who: Mysterious Cloud 2

Where: Cloud Tops - On the northwest cloud island at the lower level of the Cloud Tops area.

Kinstone: Gold-5

Effect: A pinwheel starts spinning near the starting point of Cloud Tops. This is one of five Kinstone fusions needed to open the way to the top of the clouds. The needed Kinstone is elsewhere in the Cloud Tops. See walkthrough for details.

Required fusion #7

Who: Mysterious Cloud 3

Where: Cloud Tops - On the southwest cloud island at the lower level of the Cloud Tops area.

Kinstone: Gold-7

Effect: A pinwheel starts spinning near the starting point of Cloud Tops. This is one of five Kinstone fusions needed to open the way to the top of the clouds. The needed Kinstone is elsewhere in the Cloud Tops. See walkthrough for details.

Required fusion #8

Who: Mysterious Cloud 4

Where: Cloud Tops - On a southeast cloud island at the lower level of the Cloud Tops area

Kinstone: Gold-7

Effect: A pinwheel starts spinning near the starting point of Cloud Tops. This is one of five Kinstone fusions needed to open the way to the top of the clouds. The needed Kinstone is elsewhere in the Cloud Tops. See walkthrough for details.

Required fusion #9

Who: Mysterious Cloud 5

Where: Cloud Tops - On the central cloud island at the lower level of the Cloud Tops area.

Kinstone: Gold-5

Effect: A pinwheel starts spinning near the starting point of Cloud Tops. This is one of five Kinstone fusions needed to open the way to the top of the clouds. The needed Kinstone is elsewhere in the Cloud Tops. See walkthrough for details.

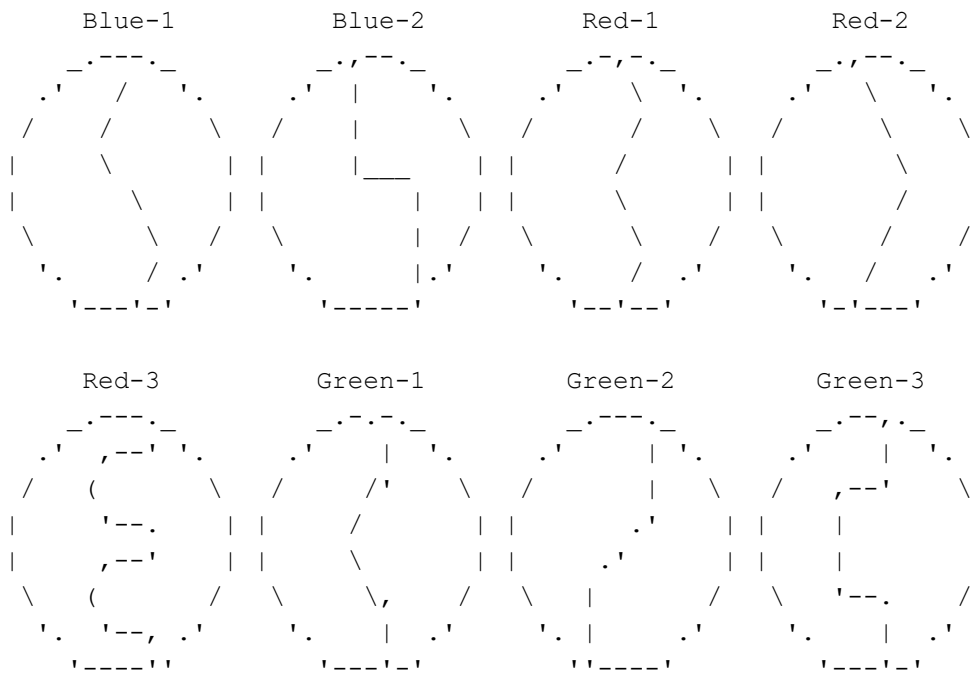
-- OPTIONAL KINSTONE FUSIONS (FIXED) --

These Kinstones fusions are optional, except for the very first "tutorial" fusion with Hurdy-Gurdy Man in Hyrule Town. There are 73 optional fusions that have a predictable fuser and consistent fusion effect. Other Kinstone fusions have a nasty element of randomness to them... see the next subsection for those "shared" fusions.

Note that I made this fusion list by waiting until the very end of the game before I made any optional Kinstone fusions, so the list doesn't note what point in the game the fusion becomes available. You can still refer to this list if you're not at the end of the game yet,

but just be warned that the fusion may not be available to you.

Also note that the names that I've assigned to the Kinstones (like "Blue-2") are not official names, just some labels for convenience so I'll have something to refer to them by.



Fixed fusion #1

Who: Hurdy-Gurdy Man

Where: Hyrule Town - He suddenly appears to give you a quick Kinstone tutorial the first time you return to town after getting the Earth Element.

Kinstone: Blue-1

Effect: The thorny vines come off of a tree in the southeast corner of South Hyrule Field, revealing an entrance. Inside is a Piece of Heart.

Fixed fusion #2

Who: Tingle (1)

Where: South Hyrule Field - On a ledge to the east of your house. Use the Cane of Pacci on the hole in the ground to flip up to him.

Kinstone: Green-2

Effect: You must first talk with Tingle before making the fusion. The fusion makes an opening appear in a tree in North Hyrule Field. Inside, you can collect a Kinstone piece and hit a switch-- hit the other three switches by fusing with Tingle's brothers (Ankle, Knuckle, David Jr.) to get the Magical Boomerang.

Fixed fusion #3

Who: Ankle

Where: Lon Lon Ranch - Enter the cave at the northwest of the fenced area, duplicate yourself to move the block, then go up the ladder.

Kinstone: Green-1

Effect: You must first talk with Tingle before making the fusion. The fusion makes an opening appear in a tree in North Hyrule Field. Inside, you can collect a Kinstone piece and hit a switch-- hit the other three switches by fusing with Tingle's brothers (Tingle, Knuckle, David Jr.) to get the Magical Boomerang.

Fixed fusion #4

Who: Knuckle

Where: Trilby Highlands - Dig into the Mole Mitts cave at the northwest of the area, and go up the ladder inside.

Kinstone: Green-3

Effect: You must first talk with Tingle before making the fusion. The fusion makes an opening appear in a tree in North Hyrule Field. Inside, you can collect a Kinstone piece and hit a switch-- hit the other three switches by fusing with Tingle's brothers (Ankle, Tingle, David Jr.) to get the Magical Boomerang.

Fixed fusion #5

Who: David Jr. (1)

Where: Lake Hylia - Sitting at the north end of the area, overlooking the lake.

Kinstone: Green-2

Effect: You must first talk with Tingle before making the fusion. The fusion makes an opening appear in a tree in North Hyrule Field. Inside, you can collect 200 Mysterious Shells and hit a switch-- hit the other three switches by fusing with Tingle's brothers (Ankle, Knuckle, Tingle) to get the Magical Boomerang.

Fixed fusion #6

Who: Eenie

Where: Eastern Hills - Tilling the fields of the farm. He's the one at the upper-right.

Kinstone: Blue-1 or Blue-2

Effect: A Goron is added to the group digging through the cave in the Lon Lon Ranch area. See fixed fusions #6-11... With four Gorons you can get 200 rupees. With six Gorons you can get an empty bottle.

Fixed fusion #7

Who: Mysterious Wall

Where: Eastern Hills - Use the Mole Mitts to dig into the cave at Eenie and Meenie's farm. Mysterious wall is at the northeast corner.

Kinstone: Blue-1 or Blue-2

Effect: A Goron is added to the group digging through the cave in the Lon Lon Ranch area. See fixed fusions #6-11... With four Gorons you can get 200 rupees. With six Gorons you can get an empty bottle.

Fixed fusion #8

Who: Mysterious Wall

Where: Minish Woods - Use the Mole Mitts to dig into the cave that goes to Hagen's Lakeside Cabin. Mysterious wall is at the northeast corner.

Kinstone: Blue-1 or Blue-2

Effect: A Goron is added to the group digging through the cave in the Lon Lon Ranch area. See fixed fusions #6-11... With four Gorons you can get 200 rupees. With six Gorons you can get an empty bottle.

Fixed fusion #9

Who: Mysterious Wall

Where: Trilby Highlands - Use the Mole Mitts to dig into the cave at the northwest. Mysterious wall is at the northeast of the cave.

Kinstone: Blue-1 or Blue-2

Effect: A Goron is added to the group digging through the cave in the Lon Lon Ranch area. See fixed fusions #6-11... With four Gorons you can get 200 rupees. With six Gorons you can get an empty bottle.

Fixed fusion #10

Who: Mysterious Wall

Where: Mt. Crenel - Use the Mole Mitts to dig into the cave beside the Crenel Hermit. Mysterious wall is at the northeast corner.

Kinstone: Blue-1 or Blue-2

Effect: A Goron is added to the group digging through the cave in the Lon Lon Ranch area. See fixed fusions #6-11... With four Gorons you can get 200 rupees. With six Gorons you can get an empty bottle.

Fixed fusion #11

Who: Mysterious Wall - Use the Mole Mitts to dig into the cave at the north end of the lake (Roc's Cape is required to get there). Go left, then south in the cave and dig to the end for the Mysterious Wall.

Where: Lake Hylia

Kinstone: Blue-1 or Blue-2

Effect: A Goron is added to the group digging through the cave in the Lon Lon Ranch area. See fixed fusions #6-11... With four Gorons you can get 200 rupees. With six Gorons you can get an empty bottle.

Fixed fusion #12

Who: Mayor Hagen

Where: Hyrule Town - In the yellow-roofed house at the northeast part of town.

Kinstone: Red-3

Effect: A pond drains in Lon-Lon Ranch, revealing a staircase. Inside is a chest with a bigger wallet. Rupee carrying capacity is increased by one notch (100-> 300-> 500-> 999).

Fixed fusion #13

Who: Postman

Where: Hyrule Town - Running all over the place. You may have to do a bit of searching, but he's always somewhere out there.

Kinstone: Blue-2

Effect: The guy in the post office has an epiphany about asking Swiftblade to start a newsletter for adventurers. Now you can start buying Swordsman Newsletter issues. See the "Swordsman Newsletter" section of this guide for details.

Fixed fusion #14

Who: Zill (1)

Where: Hyrule Town - The kid with snot dangling from his nose. His position changes throughout the game. At the end of the game he can be found in the Happy Hearth Inn, upper floor.

Kinstone: Green-3

Effect: A water lily appears at the north-west corner of Castor Wilds. Go over there and turn yourself small using the stump, then ride the lily to a Minish-sized hole in the ground. Inside there is a chest with a blue Kinstone piece.

Fixed fusion #15

Who: Zill (2)

Where: Hyrule Town - The kid with snot dangling from his nose. His position changes throughout the game. At the end of the game he can be found in the Happy Hearth Inn, upper floor.

Kinstone: Green-2

Effect: Another water lily appears at the north-west corner of Castor Wilds. Go over there and turn yourself small using the stump, then ride the lily south to a Minish-sized hole in the ground... and inside is a red Kinstone piece. If you have the flippers, continue

on to a Minish-sized cave by the deep blue water at the southeast end of Castor Wilds. Inside is a red Kinstone and a Piece of Heart.

Fixed fusion #16

Who: Zill (3)

Where: Hyrule Town - The kid with snot dangling from his nose. His position changes throughout the game. At the end of the game he can be found in the Happy Hearth Inn, upper floor.

Where: Hyrule Town

Kinstone: Green-1

Effect: A water lily appears at the southwest part of Castor Wilds.

Use the stump at the northwest corner to make yourself small, then come over to this lily and ride it across to find a Minish-sized hold in the ground. Inside is a chest with a Kinstone piece.

Fixed fusion #17

Who: Din/Nayru/Farore

Where: Hyrule Town - In the Happy Hearth Inn, second floor. You can fuse with any one of them for this same effect, but just once.

Kinstone: Red-3

Effect: Gorman comes along to Hyrule Town and gets the idea of renting out his house for some extra cash. Speak to Gorman, then go back to speak to any one of the girls (Din/Nayru/Farore) to move her into the house. After that, you can go to the house and speak to her to put a charm in your bottle.

Fixed fusion #18

Who: Din

Where: Hyrule Town - Either in the upper floor of Happy Hearth Inn, or in the house that you moved her into.

Kinstone: Red-3

Effect: You must have first done fusion #17 before doing this. The fusion causes a Joy Butterfly to appear in the Wind Ruins. Get the butterfly to increase your arrow shooting speed.

Fixed fusion #19

Where: Hyrule Town - Either in the upper floor of Happy Hearth Inn, or in the house that you moved her into.

Where: Hyrule Town

Kinstone: Red-2

Effect: You must have first done fusion #17 before doing this. The fusion causes a Joy Butterfly to appear in the Royal Valley. Get the butterfly to increase your swimming speed.

Fixed fusion #20

Where: Hyrule Town - Either in the upper floor of Happy Hearth Inn, or in the house that you moved her into.

Where: Hyrule Town

Kinstone: Red-1

Effect: You must have first done fusion #17 before doing this. The fusion causes a Joy Butterfly to appear in the Castor Wilds. Get the butterfly to increase your digging speed.

Fixed fusion #21

Who: Bremor

Where: Hyrule Town - Beside the post office at the northwest corner.

He only appears after you've moved Din/Nayru/Farore into a house (see fusion #17).

Kinstone: Red-1

Effect: Mutoh gets motivated, and the construction workers get started

building a house at the northwest part of town. If you leave town and come back, the house will be under construction. Do it again and the house will be finished! Speak to Gorman in front of the house, then speak to Din/Nayru/Farore to move her in. Then you can speak to her in the house to get her charm in your bottle.

Fixed fusion #22

Who: Mama

Where: Hyrule Town - The long-haired woman in Mama's Cafe.

Kinstone: Green-1

Effect: A patch of land emerges from the water in the middle of Lake Hylia, allowing you access to a Mole Mitts cave. Dig into there and you'll find a chest containing 50 rupees.

Fixed fusion #23

Who: Candy

Where: Hyrule Town - The little girl at the lower level of the Inn.

Kinstone: Blue-2

Effect: A patch of land emerges from the water in the northern Trilby Highlands, allowing you to access a Mole Mitts cave. Dig into there to find a red Kinstone piece, and continue downstairs to find a fairy fountain.

Fixed fusion #24

Who: Tina

Where: Hyrule Town - The purple haired teacher at Funday School.

Warning... she doesn't always want to fuse. Just keep coming in and out of the room until she's in the mood to fuse Kinstones with you (this could take up to, like, 10 tries).

Kinstone: Green-2

Effect: A chest appears in the middle of Trilby Highlands. Inside is a red Kinstone piece.

Fixed fusion #25

Who: Stranger

Where: Hyrule Town - In the yellow-roofed house at the northwest part of town.

Kinstone: Red-1

Effect: Warning-- you should do this fusion before going to the Cloud Tops! Otherwise it's useless. This causes a weird warp egg to appear in South Hyrule Field, just north of your house. It teleports you to the tower at the Cloud Tops. There you can get lots of Kinstones from the chests, and pull the ghost away from the sick "Gregar the Great" to cure him. Talk to him to get 100 Mysterious Shells. Come back to him later on for the Light Arrows! If you fail to do this before coming to the Cloud Tops, Gregal will be dead and you can't get the Light Arrows anymore.

Fixed fusion #26

Who: Librari

Where: Hyrule Town/Lake Hylia - For most of the game you can find Librari at the bookshelves of the town library. If you're at the end of the game, he'll be at Lake Hylia (see Fusion #50 for details)

Kinstone: Green-2

Effect: A golden octorok appears at the south end of the Wind Ruins. Defeat it for a large blue rupee (worth 100 rupees).

Fixed fusion #27

Who: Forest Minish

Where: Lake Hylia - At the little Minish house beside the Wind Crest.

Kinstone: Red-1

Effect: The thorny vines come off of a tree in the Western Wood, revealing an entrance. Inside is a Piece of Heart!

Fixed fusion #28

Who: Fifi

Where: Lake Hylia - The dog inside Stockwell's house at the north end of the lake. You need to be Minish-sized to fuse with it.

Kinstone: Green-2

Effect: A chest appears at the south end of the Minish path leading into Hagen's Lakeside Cabin. Inside there is a blue Kinstone piece.

Fixed fusion #29

Who: David Jr. (2)

Where: Lake Hylia - Sitting at the north end of the area, overlooking the lake. You must have acquired the Magical Boomerang to do this fusion (see fusions #2-5).

Kinstone: Green-3

Effect: A red chest appears in Mt. Crenel, on the Minish path leading to Melari's Mines. Inside the chest is 200 Mysterious Shells.

Fixed fusion #30

Who: Forest Minish

Where: Lake Hylia - Use the stump behind Hagen's cabin to turn Minish-sized, then swim to the northeast and go up the vine and into the hole in the ground.

Kinstone: Blue-2

Effect: A beanstalk sprouts at the north end of Lake Hylia. You get there by going into the Mole Mitts cave at the north end of the lake (Roc's Feather is required to get there). After entering the cave, take the path at the right and continue until you go up the ladder. Climb the beanstalk, and up in the clouds you'll get 200 rupees, 200 Mysterious Seashells, and a Piece of Heart!

Fixed fusion #31

Who: Waveblade

Where: Lake Hylia - Swim west from Hagen's Lakeside Cabin, then go up the steps and into the tree.

Kinstone: Red-2

Effect: A waterfall appears in North Hyrule Field. Inside is Greatblade, who teaches you the Greater Spin Attack. It's an upgrade to the Great Spin Attack-- so you need to know that one first before getting this upgrade! (see the Sword Techniques section of this guide)

Fixed fusion #32

Who: Goron

Where: Lon Lon Ranch - Inside the Goron cave at the southwest of the area, fuse with the Goron at the left. You must have all six Gorons in the cave before getting this fusion (see fusions #6-11).

Kinstone: Blue-1

Effect: A traveling Goron appears in Hyrule Town to sell Kinstones. He'll set up shop in the central plaza, behind the Picolyte guy. His Kinstones are way overpriced, I don't recommend buying from him.

Fixed fusion #33

Who: Goron

Where: Lon Lon Ranch - Inside the Goron cave at the southwest of the

area, fuse with the Goron at the right. You must have all six Gorons in the cave before getting this fusion (see fusions #6-11).

Kinstone: Red-1

Effect: A massive Goron, larger than anything that has ever been seen before... at the top of the Veil Falls area, Biggoron awakens! After you've beaten the game and saved, talk to Biggoron and let him eat your shield. Leave him alone for a while, then come back to him and he'll spit up a shiny new Mirror Shield!

Fixed fusion #34

Who: Meenie

Where: Eastern Hills - Tilling the fields of the farm. He's the one at the lower-left.

Kinstone: Green-3

Effect: A chest appears at the western Crenel Wall at Mt. Crenel. Inside the chest is a blue Kinstone piece.

Fixed fusion #35

Who: Forest Minish

Where: Eastern Hills - Inside the Minish house at the southwest corner of the area.

Kinstone: Blue-1

Effect: A beanstalk grows elsewhere in the Eastern Hills. Climb up there and into the clouds... there you will find 200 rupees, 200 Mysterious Shells, and a Piece of Heart.

Fixed fusion #36

Who: Tingle (2)

Where: South Hyrule Field - On a ledge to the east of your house. You must have acquired the Magical Boomerang to do this fusion (see fusions #2-5).

Kinstone: Red-1

Effect: A golden tektite appears in Mt. Crenel, near Melari's Mines. Defeat it for a large red rupee... worth 200 rupees!

Fixed fusion #37

Who: Smith (1)

Where: South Hyrule Field - Inside your house

Kinstone: Red-2

Effect: A chest appears in the Eastern Hills, beside the fence of Eenie and Meenie's farm. Inside the chest is an empty bottle!

Fixed fusion #38

Who: Smith (2)

Where: South Hyrule Field - Inside your house

Kinstone: Green-2

Effect: A chest appears at the northern end of Trilby Highlands, near the exit to North Hyrule Field. Inside it is a red Kinstone piece.

Fixed fusion #39

Who: Forest Minish

Where: South Hyrule Field - In the Minish house at the southwest corner. If you haven't already done so, ram the nearby tree using Pegasus Boots to make it a stump portal, so you can get inside.

Kinstone: Red-2

Effect: Syrup the Witch starts selling Red Potion, which costs 150 rupees and completely restores your health. This potion is also needed to unlock a new type of Picolyte.

Fixed fusion #40

Who: Forest Minish

Where: Western Wood - In the Minish house at the southwest corner of the area.

Kinstone: Blue-2

Effect: An enormous beanstalk grows beside this guy's house. Climb up there and into the clouds to find a bunch of red rupees, total value amounting to 160 rupees. And a red Kinstone piece too.

Fixed fusion #41

Who: Forest Minish

Where: Trilby Highlands - Dig into the Mole Mitts cave at the northwest of the area, and go up the ladder inside. Use the stump to turn Minish-sized, then go up the vine.

Kinstone: Green-1

Effect: A pond drains in Trilby Highlands, revealing a staircase. Inside there is a bunch of blue rupees, with a total value amounting to 75 rupees.

Fixed fusion #42

Who: Percy

Where: Trilby Highlands - Inside a tree at the southwest corner of the area.

Kinstone: Red-3

Effect: A bent tree turns straight at the west part of the Western Wood, clearing the way to Percy's house. Inside his house, light up the torches using the Flame Lantern and the old lady turns into a monster. Talk to it to receive 50 rupees. Now Percy can move in... Leave the house and go back in, then talk to Percy to get 100 Mysterious Shells.

Fixed fusion #43

Who: Business Scrub

Where: Castor Wilds - Inside a cave at the mid-northern end of the area.

Kinstone: Blue-2

Effect: The thorny vines come off of a tree in the middle of the Minish Woods, revealing an entrance. Inside there is another Business Scrub that sells a Kinstone piece for 200 rupees. That certainly is not worth it, but you can fuse Kinstones with him twice (see fusions #45 and #46).

Fixed fusion #44

Who: Forest Minish

Where: Wind Ruins - At the western end of the area, use the stump to turn Minish-sized and drop into the nearby hole in the ground.

Kinstone: Red-3

Effect: A beanstalk grows elsewhere in the Wind Ruins. Climb up there to find a big chest in the clouds... Inside is an upgrade to your quiver, which will increase your arrow carrying capacity by one notch (30-> 50-> 70-> 99).

Fixed fusion #45

Who: Business Scrub (1)

Where: Minish Woods - Fusion #43 must be done to reach this Business Scrub in the middle of the woods.

Kinstone: Green-1

Effect: A golden octorok appears in the Western Wood. Defeat it for a large blue rupee (worth 100 rupees).

Fixed fusion #46

Who: Business Scrub (2)

Where: Minish Woods - Fusion #43 must be done to reach this Business Scrub in the middle of the woods.

Kinstone: Green-2

Effect: A Minish-sized hole in the ground appears at the northwest corner of the Castor Wilds. Inside there is a chest with a red Kinstone piece.

Fixed fusion #47

Who: Gentari

Where: Minish Woods - The Minish town elder in the house at the northwest corner of the Minish Village.

Kinstone: Red-3

Effect: Belari the bombmaker gets a spark of inspiration-- a bomb that went off only when you wanted it to. Then you can go to Belari and have all your regular old bombs exchanged for sparkly new remote bombs!

Fixed fusion #48

Who: Belari

Where: Minish Woods - The bombmaker in the Minish house just to the west of the Minish Village.

Kinstone: Red-1

Effect: A golden chest appears in the Wind Ruins, near the entrance to the Fortress of Winds. Inside is an upgrade to your bomb bag, which increases your bomb carrying capacity by one notch (10 -> 30 -> 50 -> 99).

Fixed fusion #49

Who: Forest Minish (1)

Where: Minish Woods - From the northeast corner of the Minish Village, follow the slightly secluded wood path to the right. Swim across the water to reach this hidden Forest Minish.

Kinstone: Red-3

Effect: A patch of land emerges from the water in the Veil Falls area, allowing you access to a Mole Mitts cave. Dig inside there to find a Piece of Heart and 50 Mysterious Shells.

Fixed fusion #50

Who: Forest Minish (2)

Where: Minish Woods - From the northeast corner of the Minish Village, follow the slightly secluded wood path to the right. Swim across the water to reach this hidden Forest Minish.

Kinstone: Red-1

Effect: A Minish-sized hole in the ground appears near the Wind Crest in the Lake Hylia area. Drop into there and make your way through the cave with obstacles and enemies... come up the ladder on the other side. Inside the Minish house is Librari, who gives you a whole Heart Container!

Fixed fusion #51

Who: Melari

Where: Mt. Crenel - Inside Melari's Mines, at the southwest room

Kinstone: Red-2

Effect: A beanstalk sprouts at the west peak of Mt. Crenel. Climb up there and into the clouds, where you'll find 160 rupees and a Piece of Heart.

Fixed fusion #52

Who: Mountain Minish

Where: Mt. Crenel - Inside Melari's Mines, near the west exit
Kinstone: Green-1
Effect: A chest appears at the western part of the Minish Woods.
Inside is a blue Kinstone piece.

Fixed fusion #53

Who: Mountain Minish
Where: Mt. Crenel - Inside Melari's Mines, at the southeast room
Kinstone: Green-1
Effect: A golden tektite appears in Mt. Crenel, near the base of the mountain. Defeat it for a large blue rupee (worth 100 rupees).

Fixed fusion #54

Who: Mountain Minish
Where: Mt. Crenel - Inside Melari's Mines, at the eastern side
Kinstone: Green-3
Effect: A chest appears in the Minish passage at the northeast part of Mt. Crenel, where it's raining. Inside is a blue Kinstone piece.

Fixed fusion #55

Who: Mountain Minish
Where: Mt. Crenel - Inside Melari's Mines, digging at the north side
Kinstone: Green-2
Effect: A chest appears in the Minish passage of Mt. Crenel's Base where you get the special green Mt. Crenel Mineral Water. Inside the chest is a blue Kinstone piece.

Fixed fusion #56

Who: Grayblade
Where: Mt. Crenel - Climb up the eastern series of Crenel walls until you reach the end, then go into the cave.
Kinstone: Red-1
Effect: A waterfall appears at the northeast corner of Castor Wilds. Inside is Scarblade, who speeds up your spin attack charge time.

Fixed fusion #57

Who: Forest Minish
Where: Mt. Crenel's Base - At the northwest part of the area, use the Gust Jar to suck away the spiky dust things and reveal a Minish-sized hole. Use the stone portal to turn small and get in.
Kinstone: Green-3
Effect: A golden chest appears at the western end of Mt. Crenel's Base. Inside it is 200 rupees.

Fixed fusion #58

Who: Forest Minish
Where: Hyrule Castle Garden - Inside the Minish-sized hole at the northeast corner of the area. If you haven't already done so, ram the nearby tree using the Pegasus Boots to reveal a portal stump so you can get inside.
Kinstone: Green-3
Effect: A bent tree turns straight at east part of the Western Wood. Go to that area and use your Mole Mitts to dig up the dirt... you get two large red rupees! That's a total of 400 rupees-- the biggest treasure find of the game, I believe.

Fixed fusion #59

Who: Grimblade
Where: Hyrule Castle Garden - Cut away the bushes at the southeast corner to reveal a stairway to Grimblade's dojo.

Kinstone: Red-3

Effect: An opening appears in a waterfall at Veil Falls. Inside is Splitblade, who speeds up your split gauge charge time. That means you won't have to wait as long to charge when duplicating yourself.

Fixed fusion #60

Who: Forest Minish

Where: North Hyrule Field - If you haven't already done so, ram the tree at the middle-west part of the area to turn it into a stump portal. Use it to turn small, then go up the nearby vine and into the hole that was under a rock.

Kinstone: Green-2

Effect: A golden chest appears in the south Wind Ruins. Inside it is 200 Mysterious Shells.

Fixed fusion #61

Who: Dampe (1)

Where: Royal Valley - In the house just outside the graveyard.

Kinstone: Blue-1

Effect: A gravestone moves away at the northeast part of the graveyard, revealing a stairway. Inside there is a chest with 100 Mysterious Shells. Also, Gina is down there and you can fuse with her twice.

Fixed fusion #62

Who: Dampe (2)

Where: Royal Valley - In the house just outside the graveyard.

Kinstone: Green-1

Effect: A Minish-sized hole in the ground appears in the Wind Ruins. To get in, you need to use the stump portal that's one screen north and one to the right, then climb your way back down the vines. Inside the hole is a chest with a red Kinstone piece.

Fixed fusion #63

Who: Spookter (1)

Where: Royal Valley - Between two gravestones in the graveyard.

Kinstone: Blue-1

Effect: The guy running the chest mini-game in Hyrule Town gets the idea to make it harder. Now you can choose a harder difficulty, with three chests instead of just two. Doesn't make the game any more fun though.

Fixed fusion #64

Who: Spookter (2)

Where: Royal Valley - Between two gravestones in the graveyard.

Kinstone: Blue-2

Effect: The ghost blocking the side entrance into Anju's house moves away. Now you can get inside there when Minish-sized. There's nothing in there but a bunch of cuccos though, and they beat you up mercilessly. What's the point of this? Who knows...

Fixed fusion #65

Who: Gina (1)

Where: Royal Valley - Fuse with Dampe first (fusion #61), then you go into the stairway under the northeast gravestone.

Kinstone: Green-1

Effect: An entrance appears in a small waterfall in Hyrule Town. Inside there is a chest with 200 Mysterious Shells.

Fixed fusion #66

Who: Gina (2)

Where: Royal Valley - Fuse with Dampe first (fusion #61), then you go into the stairway under the northeast gravestone.

Kinstone: Green-1

Effect: A bent tree turns straight in the middle of the Western Wood, clearing your way to a chest with 100 Mysterious Shells.

Fixed fusion #67

Who: Gale

Where: Cloud Tops - If you've been to the tower at the top of the clouds, you can find her there. Otherwise, she's at the starting point of Cloud Tops.

Kinstone: Red-2

Effect: An opening appears in a waterfall at the top of the Veil Falls area. Inside is a Piece of Heart.

Fixed fusion #68

Who: Caprice

Where: Cloud Tops - Second floor of the tower at the top of the clouds

Kinstone: Green-2

Effect: A golden chest appears at the top of the Veil Falls area. Inside it is a blue Kinstone piece.

Fixed fusion #69

Who: Flurris (1)

Where: Cloud Tops - Third floor of the tower at the top of the clouds

Kinstone: Green-3

Effect: A golden rope appears in Castor Wilds. Defeat it for a large blue rupee (worth 100 rupees)

Fixed fusion #70

Who: Flurris (2)

Where: Cloud Tops - Third floor of the tower at the top of the clouds

Kinstone: Green-3

Effect: A bent tree turns straight in the Western Wood, beside the exit to Castor Wilds. Dig into the dirt at the piece of land that's revealed... you unearth a big green rupee (worth 50 rupees).

Fixed fusion #71

Who: Hailey

Where: Cloud Tops - Fourth floor of the tower at the top of the clouds

Kinstone: Green-3

Effect: A golden tektite appears in Veil Falls. Defeat it for a large blue rupee (worth 100 rupees).

Fixed fusion #72

Who: Siroc

Where: Cloud Tops - Fourth floor of the tower at the top of the clouds

Kinstone: Green-1

Effect: A golden chest appears in the northwest of the Royal Valley. Inside it is a red Kinstone piece.

Fixed fusion #73

Who: Siroc

Where: Cloud Tops - Fourth floor of the tower at the top of the clouds

Kinstone: Green-3

Effect: A golden chest appears in the northeast of the Royal Valley. Inside it is a red Kinstone piece.

The concept of "shared" Kinstone fusions is difficult to explain, but actually quite simple in practice.

There are 18 Kinstone fusion effects that can be triggered by any one of a certain group of Kinstone fusers. For instance, Anju the cucco lady... you can fuse Kinstones with her once, and the effect is randomly chosen from the list of shared fusion effects. When you've triggered all the possible shared fusion effects, all of the shared fusers stop offering to fuse with you.

Also, another annoyingly random feature... sometimes these guys just don't want to fuse Kinstone with you, even if you haven't fused with them yet. If that happens, just try going out of the room and coming back, again and again, until they want to fuse with you.

This aspect of the game is something that you probably wouldn't even realize when playing the game, but it's a nightmare for FAQ writers to document. A nightmare.

List of shared Kinstone fusers:

This list is admittedly far from complete, but it is more than enough for you to trigger all 18 shared Kinstone fusion effects. Note that fusers marked with an asterisk (*) are no longer available at the end of the game.

Crenel Hermit... Mt. Crenel - High up on the west Crenel Wall
Crenel Hermit... Mt. Crenel
Crenel Hermit... Mt. Crenel
Crenel Hermit... Mt. Crenel
Crenel Hermit... Mt. Crenel
Hurdy-Gurdy Man. Hyrule Town - Mama's cafe, guy with blue hat
Breve..... Hyrule Town - Mama's cafe, old woman
Chai..... Hyrule Town - Mama's cafe, woman drinking milk
Baris..... Hyrule Town - Mama's cafe, guy sitting down
Mutoh..... Hyrule Town - Carpenters' house, head carpenter
Brent..... Hyrule Town - Carpenters' house, guy holding plank
Mack..... Hyrule Town - Carpenters' house, left sawing carpenter
Doyle..... Hyrule Town - Carpenters' house, right sawing carpenter
Town Minish..... Hyrule Town - At the carpenters' house
Romio..... Hyrule Town - At his house in southeast of town
Berry..... Hyrule Town - Romio's sister
Rolf..... Hyrule Town - Dog at Romio's house
Julietta..... Hyrule Town - At her house in southeast of town
Verona..... Hyrule Town - Mother of Julietta
Scratcher..... Hyrule Town - Cat at Julietta's house
Lolly..... Hyrule Town - Brown-haired kid
Anju..... Hyrule Town - Cucco lady
Bindle..... Hyrule Town - Brown-haired guy in the lobby of the Inn
Growler(*)..... Hyrule Town - Dog by the stairs at west side of town
Pina(*)..... Hyrule Town - Fruit vendor in the central plaza
Brocco(*)..... Hyrule Town - Vegetable vendor in the central plaza
Sturgeon(*)..... Hyrule Town - Library, upper floor
Talon..... Lon Lon Ranch - Inside the house

Percy(1)..... Trilby Highlands
Daltus(*)..... Hyrule Castle

Note 1: You can fuse with Percy to trigger a shared Kinstone fusion effect only after you've done his fixed Kinstone fusion.

List of shared Kinstone fusion effects:

Shared fusion #1

Kinstone: Green-1

Effect: A chest appears at the northwest corner of North Hyrule Field, just at the exit to Royal Valley. Inside is 200 Mysterious Shells. It is only possible to get to this chest after infusing the Water Element into your sword.

Shared fusion #2

Kinstone: Green-1

Effect: A chest appears at the Minish passage in the field of Funday School in Hyrule Town. To get there, use the vase portal inside Funday School, then exit through the mousehole at the lower right. Go into the passage, and inside the chest is a red Kinstone piece.

Shared fusion #3

Kinstone: Green-2

Effect: A chest appears in South Hyrule Field, just to the east of your house. Inside is 200 Mysterious Shells.

Shared fusion #4

Kinstone: Green-3

Effect: A chest appears at the extreme north end of Lon Lon Ranch. To get there, you need to exit into the Veil Falls area (with the help of the Cane of Pacci), then come back down south. Inside the chest is 200 rupees.

Shared fusion #5

Kinstone: Green-2

Effect: A chest appears at the Minish passage in the fenced area of Lon Lon Ranch. To turn Minish-sized, you may need to use the Pegasus Boots to ram into the nearby tree, turning it into a stump portal. Inside the chest is a red Kinstone piece.

Shared fusion #6

Kinstone: Green-1

Effect: A chest appears in the Minish Woods, a bit to the right of where the Deepwood Shrine is found. Inside the chest is a red Kinstone piece.

Shared fusion #7

Kinstone: Green-3

Effect: A chest appears at the northwest part of the Minish Woods. Inside the chest is a blue Kinstone.

Shared fusion #8

Kinstone: Green-1

Effect: A chest appears in the Minish Woods, at the Minish-sized passage that leads up to the Minish Village. Inside the chest is 200 rupees.

Shared fusion #9

Kinstone: Green-3

Effect: A chest appears in the Minish Woods, at the eastern part where it's foggy. Inside the chest is a red Kinstone piece.

Shared fusion #10

Kinstone: Green-1

Effect: A chest appears in the Minish Woods, beside the water at the west side near the exit to the Eastern Hills. Inside the chest is 200 rupees.

Shared fusion #11

Kinstone: Green-2

Effect: A pond drains in South Hyrule Field, revealing a stairway at the western part near the exit to the Western Wood area. Inside there is a bunch of blue rupees, with a total value of 75 rupees.

Shared fusion #12

Kinstone: Green-1

Effect: A pond drains in northwest Hyrule Castle Garden, revealing a stairway. Inside there is a fairy fountain. Also, just above the stairway is a Minish-sized entrance... inside there is a chest containing 50 Mysterious Shells.

Shared fusion #13

Kinstone: Red-2

Effect: A pond drains in northeast Hyrule Castle Garden, revealing a stairway. Inside there is a Piece of Heart. Also, just above the stairway is a Minish-sized entrance... inside there is a chest containing 50 Mysterious Shells.

Shared fusion #14

Kinstone: Green-1

Effect: A golden rope (snake) appears in Hyrule Castle Garden, at the east side. Defeat it for a large blue rupee (worth 100 rupees).

Shared fusion #15

Kinstone: Green-2

Effect: A golden rope (snake) appears in the Eastern Hills, beside the exit to South Hyrule Field. Fighting it is complicated by the Acro-Bandits that pop up from the ground in this area. Defeat it for a large blue rupee (worth 100 rupees).

Shared fusion #16

Kinstone: Green-2

Effect: A golden octorok appears in the northwest part of the Minish Woods. Defeat it for a large blue rupee (worth 100 rupees).

Shared fusion #17

Kinstone: Blue-1

Effect: The thorns come off of a tree in North Hyrule Field, revealing an entrance. Inside there is a fairy fountain.

Shared fusion #18

Kinstone: Green-3

Effect: A Minish-sized hole in the ground appears in the Minish Woods, beside the pond that's just south of the Minish Village. To get inside, you need to use the stump portal at the southeast. Inside the hole is a chest containing a blue Kinstone piece.

-- ABOUT FIGURINES --

Collecting all 136 of these figurines is a daunting and stupidly tedious task. Yes, tedious to the point of stupidity.

So, what do these figurines do, exactly? Well, you can look at them. And read their descriptions. Yeah, that's pretty much it. To see the figurines that you have, check the machine at the left of Carlov.

Once you have collected every single figurine there is, you get the Carlov Medal. It will appear in the start menu in place of the Mysterious Shells. When you have it, talk to the guy sitting outside the coffee shop in Hyrule Town... he'll be so impressed that he opens up his house to you and says everything inside is yours for the taking. His house is the one just north of the coffee shop. Inside there are 600 rupees, a Piece of Heart, and the sound test phonograph (see the "Sound test" section of this guide for details).

-- HOW TO GET FIGURINES --

You can start collecting figurines only after you've gone through the second dungeon and acquired the Cane of Pacci. You get the figurines from Carlov, who lives in the tree at the southwest corner of Hyrule Town.

[If a dog blocks your way to southwest Hyrule Town, do this: Go into the coffee shop and turn over the vase with the Cane of Pacci. Turn yourself small and exit through the mousehole. Go west, crossing the narrow bridge, and talk to the dog to get him to move.]

This guy collects Mysterious Shells, so bring him the shells and he'll give you a chance at winning figurines. You can choose how many shells you'd like to wager... the more shells you use, the more likely you are to win a figurine you don't already have. Naturally, the more figurines you have, the less likely it is that you'll get a new figurine, so you'll gradually be tempted to wager more shells. In reality, the most cost-effective way to earn figurines is to only bet 1 shell at a time. Betting more will only save you some time. Make your wager, then pull the lever of his figurine-dispensing machine to get your prize. If you get a figurine you already have, Carlov will give you 5 rupees.

Generally it is only possible to win figurines of things you have actually encountered in the game. So, for instance, you can't get the Great Mayfly Fairy figurine if you haven't met the Great Mayfly Fairy. There seem to be some exceptions to this rule though. Also, only after defeating Vaati and saving the game will you get access to winning the last six figurines (#131-#136).

-- LIST OF FIGURINES --

I've used the name "Link" for the names of the figurines here, but the game names the figurines based on the name you entered for yourself. So

if you named yourself, say, "Mike", then Figurine #001 would be "Capless Mike"

#001 - Capless Link

A young boy who lives in Hyrule. He is close friends with Princess Zelda.

#002 - Ezlo and Link

A young boy on a quest with Ezlo to restore the Four Sword. With the sword's power, he hopes to remove the curse on Princess Zelda.

#003 - Princess Zelda

A bright and cheery princess from Hyrule's royal family. She loves to sneak out of the castle to visit her good friend, Link.

#004 - Ezlo (Cap)

A strange creature that looks at first like a cap. He speaks roughly and treats Link like a child, but he actually really likes Link.

#005 - Sorcerer Vaati

When the young Minish donned Ezlo's magic cap, he took this evil form. Now, he searches for the light force in his quest to become all-powerful.

#006 - King Daltus

The king of Hyrule. Reported to have been a fine swordsman, he appeared in the Picori Festival tournament as a youth and fought to a draw with Smith.

#007 - Minister Potho

The supporting pillar of Hyrule. He is also in charge of Princess Zelda's education, so when she goes missing, he gets frustrated.

#008 - Smith

The finest swordsmith in Hyrule. As a young man, he was a great swordsman. He and King Daltus are friends and enjoyed a pleasant rivalry as youths.

#009 - Mayor Hagen

The mayor of the town of Hyrule. He's a big collector of odd masks. He's built a shelter into his garden just in case monsters ever attack Hyrule.

#010 - Marcy

Second in command at Hyrule's post office. She's mellow and laid-back, entirely unlike the high-strung and easily excitable Stamp.

#011 - Stamp

A busy, hardworking postal employee, although he can be a touch edgy. The stamp he uses is his own personal one, so please don't borrow it. Thanks.

#012 - Rem

The proprietor of Rem's Shoe Store. Using his "secret technique," he makes shoes in his sleep. Princess Zelda is his single biggest source of income.

#013 - Dr. Left

A gruff-talking academic type who is obsessed with studying the Picori. He doesn't seem to be aware that they are actually living in his own house.

#014 - Carlov

A sculptor of finely crafted figurines. Many consider him the best sculptor in all of Hyrule. He enjoys collecting Mysterious Shells.

#015 - Borlov

Owner of the Chest Mini-Game Shop. Carlov's younger brother. He detests gambling, but he has made the biggest gamble of all: entrepreneurship.

#016 - Stockwell

The handy neighborhood gear seller, also called Stockwell the Well-Stocked. He complains that he's been too busy lately to see his dog, Fifi.

#017 - Simon

His mysterious dungeon-simulation game is very popular in Hyrule. It gives players the illusion of fighting real monsters in real dungeons.

#018 - Gorman

He wants to rent out his house in town, but he's too overbearing to attract a tenant. He doesn't even seem to realize what the problem is...

#019 - Anju

This young woman tends to her cuccos in Hyrule Town. If you help her gather her loose cuccos, she'll give you a reward.

#020 - Brocco

Hyrule's vegetable vendor. He sells fine produce. He also argues constantly with the fruit vendor, Pina, over the health benefits of vegetables.

#021 - Pina

Hyrule's fruit vendor. She hates vegetables, so she won't even sell tomatoes, even though they technically ARE fruits. Freak.

#022 - Beedle

Though he is an adult, he is very good at finding Picolyte made by the Minish. And he is very, VERY convincing about their healthful properties.

#023 - Postman

A very serious mail deliveryman. He continues to make every delivery right on time every day.

#024 - Crenel Hermit

A hermit who lives on Mount Crenel. He has lots of Kinstone pieces. He brags that he won the festival tournament when he was younger.

#025 - Monster Lady

A weird old lady living in Percy's house without his permission. She doesn't want you to turn on the lights. She might actually be a...

#026 - Dampé

The gravedigger at the cemetery. They say he has the power to speak

with the dead. He fuses the Kinstones he digs up with the local ghosts.

#027 - Gustaf, Royal Spirit

The spirit of an ancient king of Hyrule who wishes to secure peace in his land from beyond the grave. He was very fond of the people of the Wind Tribe.

#028 - Syrup

A wizard who lives in the Minish Woods. She sells magic items with odd powers. She's looking for an apprentice to whom she can teach her mystic spells.

#029 - Great Butterfly Fairy

The Great Butterfly Fairy of Minish Woods. She provides you with a larger wallet, allowing you to carry more Rupees with you.

#030 - Great Mayfly Fairy

The Great Mayfly Fairy of Mount Crenel. She provides you with a larger bomb bag, allowing you to carry more bombs with you.

#031 - Great Dragonfly Fairy

The Great Dragonfly Fairy of Royal Valley. She gives you a larger quiver, allowing you to carry more arrows with you.

#032 - Percy

A poet who lives in Western Wood. He comes home from a long journey to find his house occupied by an unwanted guest. Poor guy...

#033 - Nayru

She's looking for a house in Hyrule to move into. She is descended from a line of oracles in the land of Labrynna.

#034 - Farore

She's looking for a house in Hyrule to move into. She's a very helpful person, but people take advantage of her kind nature. This really bothers her.

#035 - Din

She's looking for a house in Hyrule to move into. She is a famous dancer from the land of Holodrum.

#036 - Joy Butterfly

A rare butterfly said to bring happiness to those who catch it. If you see one on your journeys, try to grab it!

#037 - Gina

A strange Ghini who wants to fuse Kinstone pieces, which is somewhat peculiar for a monster. She has a lot of pieces, so keep on fusing!

#038 - Festari

A Minish living in Minish Village. He speaks some human languages. He sees that Link is human with one look. He's a bit of a human enthusiast.

#039 - Gentari

The elder of the Forest Minish. He has lived among humans for a long time. He knows where the four elements are. He has a twin brother in Hyrule's library.

#040 - Forest Picori

Not visible to the eyes of adults, they delight in making humans happy by hiding helpful items and Rupees under grass and rocks all over the world.

#041 - Librari

This Town Minish elder is Gentari's twin brother. Those large wings that he is so proud of are trophies from a duel with a cucco as a young Minish.

#042 - Town Picori

These Minish like humans so much that they moved from Minish Village into Hyrule itself! They try to make humans happy, but it sometimes backfires.

#043 - Melari

He lives with his seven apprentices in Mount Crenel, which contains all the mineral riches they will ever need. He seems gruff, but he's trustworthy.

#044 - Mountain Picori

These seven students followed Melari from Minish Village to Mount Crenel. Their song is actually a sign that they are full-fledged Mountain Minish now.

#045 - Goron

These rock- and iron-eaters once lived on Mount Crenel in Western Hyrule. Now their numbers are few, and they live quietly in a cave.

#046 - Minish Vaati

Before he became a sorcerer, he was a simple Minish. He had always been entranced by the evil that lives in the hearts of men...

#047 - Vassals

These vassals serve the king of Hyrule. They are loyal and diligent. Like the king himself, they are courteous yet frank.

#048 - Library

The Royal Hyrule Library. Although the library is well loved, many forget to return their books, causing no end of trouble for the librarians.

#049 - Blade Brothers

All of these self-trained swordsmen have won the fighting tournament at the Picori Festival before. They see great potential in Link.

#050 - Wheaton & Pita

This couple bakes bread in Hyrule. Their tasty pastries hold a secret... If you're extra lucky, there'll be a helpful item hidden inside!

#051 - Funday School

This is where all the children of Hyrule learn. Link and Princess Zelda studied here, too. The two teachers are twins named Tina and Dina.

#052 - Mama's Cafe

This is the best place in town to relax. You can also pick up some good tips, from the latest gossip to observations about the world.

#053 - Happy Hearth Inn

This generous inn gives a gift to every guest who stays the night. Guests can unwind in the lobby on the second floor.

#054 - Zill and Friends

Zill's the one with the drippy nose. He likes to wander around town with his friends. He knows a lot about Hyrule, and he might even give you some tips!

#055 - The Carpenters

These carpenters may be rough around the edges, but they do good work. They may seem tough, but they're in touch with their feminine side.

#056 - Young Couple

Romio and Julietta grew up next door to one another. They're dating now, but they plan to marry once they get their pets' approval.

#057 - Peaceful Hyrule 1

Carlov's Peaceful Hyrule Scenery Series No. 1

#058 - Peaceful Hyrule 2

Carlov's Peaceful Hyrule Scenery Series No. 2

#059 - Peaceful Hyrule 3

Carlov's Peaceful Hyrule Scenery Series No. 3

#060 - Cucco!

With a boisterous crow and a cute crest, these feathered friends are the most popular pets in Hyrule. The baby chicks like small bugs.

#061 - At Lon Lon Ranch

This small ranch lies just outside Hyrule Town. Father-and-daughter team Talon and Malon run it, and they sell the finest milk in Hyrule!

#062 - The Wind Tribe

The people who built the Wind Ruins. They now live above the clouds, suspended by their own magic ability to control the wind.

#063 - Gregal & the Ghost

An old man plagued by an evil spirit. Coming to his aid will bring you benefit in the end, so if you meet him, you must find a way to help him.

#064 - Tingle Siblings?

Tingle (in green) and his twin younger brothers Ankle (in purple) and Knuckle (in blue). They believe fusing Kinstones will help them meet fairies, so they are recording Kinstone data on their maps. David Jr. is not technically a relative.

#065 - Eenie & Meenie

The Hyrulean vegetables grown in their fields are exquisitely delicious. Apparently, Brocco sells the best of their crops.

#066 - Goron Merchant

This Goron appears when you successfully fuse certain Kinstone pieces. He will sell you expensive, but rare, Kinstone pieces.

#067 - Spookter & Spekter

Ghosts from the Royal Valley. The one in the blue cap is Spookter,

and the one in the red cap is Spekter. Spookter tries to be scary, but he's just not.

#068 - Sluggula

Appears in Minish dungeons. They drop from the ceiling unexpectedly. They are slow, so take your time, and defeat them one by one.

#069 - Scissors Beetle

Appears in Minish roads dungeons. These monsters have sharp mandibles. Hit them when they shoot these away. Avoid their attacks to get in close.

#070 - Moldworm

Appears in Minish roads. They come out of the ground when they sense prey. If you get swallowed, you'll take damage and get all dirty! Watch out, because when you're all dirty, Pestos will come after you.

#071 - Spiked Beetle

Appears in dungeons. Covered in hard, spiny shells. Few attacks work on them. You have to flip them over to hurt them.

#072 - Eyegore Statue

Appears in Castor Wilds. They move when you put an arrow in their eye. No other attacks work. You can always just let them pass...

#073 - Business Scrub

Appears in caves, etc. Normally stay underground. They'll pop out and spit seeds at you, but if you get to know 'em, they're not so bad.

#074 - Armos

Appears in the Wind Ruins. Built by the Minish for the Wind Tribe long ago. They look like stone statues, but if you get too close, they move!

#075 - Keese

Appears in various areas. These bats live in dungeons and caves. Their movement is unpredictable, so use ranged weapons from a safe distance.

#076 - Keaton

Appears in various areas. This thieving fox preys upon travelers and merchants. He may not be strong, but he will attack very quickly, so be careful.

#077 - Ghini

Appears in the Royal Valley, etc. These dark beasties are attracted to light, and if they attack you, they may suck your life away!

#078 - Gibdo

Appears in the Palace of Winds. These mummies keep coming at you when you attack. It's better to fight from a distance if you want to avoid damage.

#079 - Rollobite

Appears in dungeons. His hard shell protects him from swords, but once he rolls into a ball, you can use the Gust Jar to draw him in.

#080 - Spark

Appears in dungeons. They cling to walls and move quickly. Normal attacks may not work, but the boomerang is pretty effective.

#081 - Dark Nut

Appears in Castor Wilds. These armor-clad soldiers are tough. Use your shield and rolling skills to find an opening in their defenses...

#082 - Red Dark Nut

Appears in the Palace of Winds. These Dark Nut commanders are strong, but if you relax and wait for your opening, you can still defeat them.

#083 - Chaser

Appears in dungeons. They move quickly to chase you once they spot you. Your shield will block them, but keep on your toes!

#084 - Rock Chuchu

Appears in Veil Falls. These tough Chuchus wear rocks on their heads. The rocks protect them from damage, so you'll have to find a way to knock the rocks off before you'll be able to destroy them.

#085 - Moldorm

Appears in various areas. These guys move quickly and randomly. Trap them in a corner and take them out quickly.

#086 - Door Mimic

Appears in the Royal Crypt. They look like doors, but they're really traps! If you get too close to one, it will fall down on you!

#087 - Peahat

Appears on Mount Crenel, etc. These strange beasts hover on propeller-like leaves. You can pull them out of the sky with your Gust Jar.

#088 - Helmasaur

Appears in various areas. Their fronts are protected with metal masks, but their backsides aren't! Pop off that mask for an easy battle.

#089 - Wall Master

Appears in dungeons. If these guys grab you, they'll send you back to the start of the dungeon. Dodge them as they fall, then attack.

#090 - Floor Master

Appears in dungeons. If these guys grab you, they'll send you back to the start of the dungeon. Watch out when he attacks with others.

#091 - Acro-Bandits

Appears in the Eastern Hills, etc. Five of them pop out at once. If you smack each one as they pop out of the ground, they're a piece of cake.

#092 - Bob-omb

Appears in dungeons. They often gather in groups in narrow areas. Once activated, they go a little crazy. Take them out with arrows.

#093 - Bombarossa

Appears in dungeons. They float in the air and explode when touched. Walk carefully, and you may escape unhurt...

#094 - Like Like

Appears in caves, dungeons, etc. Don't let them grab you: they'll eat your shield if they hold you long enough. Swing your sword to escape.

#095 - Rupee Like

Appears in caves, dungeons, etc. This Rupee Like has a Rupee dangling from its head stalk. This clever lure attracts greedy and delicious heroes.

#096 - Rope

Appears in various areas. They'll come straight for you if they spot you. Just swing your sword when they charge at you.

#097 - Boulder

Appears on Mount Crenel, etc. These huge boulders come crashing down from cliff walls. They fall in a random pattern, so watch your step!

#098 - Ball & Chain Soldier

Appears in the Palace of Winds. They're not fast, but that iron ball is a bruiser! Try to hit them after they swing the ball.

#099 - Spiny Beetle

Appears in various areas. They hide under common rocks and grass. Be careful, because they can pop out when you least expect it!

#100 - Spear Moblin

Appears in Minish Woods, etc. They rush you on sight. They also block head-on attacks with their spears, so circle around to attack.

#101 - Bow Moblin

Appears in various areas. They fire arrows at you on sight. Block these with your shield and then close in to attack.

#102 - Cloud Piranha

Appears in the sky. They swim through clouds like fish in water. Attack them in that brief moment when they pop out!

#103 - Mulldozer

Appears in Minish roads, dungeons, etc. There are red and blue ones. They may look small and weak, but their hard shells make them formidable.

#104 - Pesto

Appears in Minish roads, dungeons, etc. There are red and blue ones. The blue ones are stronger and throw things down on your head.

#105 - Puffstool

Appears in Deepwood Shrine. These mushroom beasties scatter spores all over dungeons. When their caps are red, they are invincible.

#106 - Wizzrobe

Appears in the Palace of Winds, etc. They fire magic bolts from afar. Hit them when they appear so they don't cast another spell!

#107 - Fire Wizzrobe

Appears in the Palace of Winds. They wield fire magic. Hit them when they appear so they don't cast another spell!

#108 - Ice Wizzrobe

Appears in the Palace of Winds. They wield ice magic. They're weak against fire, so attack with fire for a quick battle!

#109 - Wisp

Appears in dungeons. They float in midair. They won't hurt you, but if you touch them, you won't be able to use your sword for a while.

#110 - Octorok

Appears in various areas. There are red and blue ones. They've appeared in every Zelda game to date. They spit rocks, so be careful!

#111 - Golden Octorok

Appears in... Well, we're not sure! The legendary Golden Octorok. It can't be confirmed, but they are said to shoot chunks of pure gold...

#112 - Golden Tektite

Appears in... Well, we're not sure! The legendary Golden Tektite. Its basic attack is the same, but it has much more power.

#113 - Golden Rope

Appears in... Well, we're not sure! The legendary Golden Rope. It's much more aggressive than the normal ones: it will attack you on sight.

#114 - Crow & Takkuri

Appears in various areas. The black one is Crow. If you touch Takkuri, he will steal Rupees from you, so be careful!

#115 - Lakitu

Appears in the sky. They float on clouds. They don't move, but they do throw lightning bolts. Steal their clouds with the Gust Jar.

#116 - Stalfos

Appears in dungeons. Blue ones jump, and red ones throw bones. See what happens when you remove their heads with the Gust Jar.

#117 - Beetle

Appears in various areas. They appear under rocks and grass. If they grab you, you won't be able to move. Swing your sword to get away.

#118 - Chuchu

Appears in various areas. Chuchus come in many colors. Each color is a little different, but ranged weapons work well against all.

#119 - Tektite

Appears on Mount Crenel, etc. They move by jumping long distances. Their movement can be unpredictable, so attack them when they are still.

#120 - Trap

Appears in various areas. A trap with sharp blades. Some are triggered by nearby intruders, while others follow a set path.

#121 - Leever

Appears in Wind Ruins, Veil Falls. These baddies move freely underground when attacking. You never know where they will pop up, so keep your shield raised and at the ready!

#122 - Madderpillar

Appears in Deepwood Shrine, etc. This caterpillar moves in a zigzag pattern. If you hit him on the nose, he gets upset and starts running around.

#123 - Spiny Chuchu

Appears in various areas. These Chuchus project spikes from their bodies at the first sign of danger. Try a well-placed bomb.

#124 - Big Octorok

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

#125 - Gyorg Pair

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

#126 - Biggoron

This is a legendary Goron with a body bigger than a mountain. This Goron is so big, in fact, that no one has ever seen all of it at once.

#127 - Big Green Chuchu

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

#128 - Gleerok

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

#129 - Mazaal

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

#130 - Big Blue Chuchu

Appears in the Temple of Droplets. An ordinary blue Chuchu. Fighting him while Minish-sized is daunting, but just try to avoid that electric attack.

#131 - Zelda & Link

These two became fast friends because of Smith and the king of Hyrule. Zelda wishes that the sometimes unreliable Link were just a wee bit stronger.

#132 - Minish Ezlo

The Minish Ezlo, before he was cursed by Vaati. He is a famous Minish sage. Even among Minish inventors, he was renowned for his amazing creations.

#133 - Black Knight

Appears in Dark Hyrule Castle. This is the strongest Dark Nut, with a good balance of attack and defense. They will do anything to stop you.

#134 - Vaati Reborn

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

#135 - Vaati Transfigured

Once Vaati's body has been shattered, this dark form rises up, all

that remains of the evil sorcerer. Only the sacred Four Sword can defeat him.

#136 - Vaati's Wrath

This is the embodiment of purest evil, the final form of the power-mad Vaati. Its mind is consumed with a hunger for destruction. Find its weakness.

[7] SWORD TECHNIQUES

There are a total of eight sword techniques for you to learn, eight Tiger Scrolls for you to acquire. Only the first sword technique (the spin attack) is required to progress through the game, all the others are purely optional, with varying degrees of usefulness. Though the Tiger Scrolls are numbered from 1 to 8, that is not necessarily the order that they become available to you in the game.

Aside from the eight sword techniques there are also three special upgrades to existing abilities. You don't get any Tiger Scroll for acquiring these upgrades.

Also, each Tiger Scroll you get gives you the ability to buy a new Swordsman Newsletter, available at the Hyrule Town post office after you've fused Kinstones with the postman. See the Swordsman Newsletter section of this guide for details.

Tiger Scroll #1: Spin Attack

Where: Swiftblade (Hyrule Town)
Needs: Earth Element
Quote: "Press and hold your sword button. Charge and release!"

For your first sword technique of the game, head to Swiftblade's hut (the wooden cabin near the south exit of Hyrule Town) when you return to Hyrule Town after acquiring your first element. You need to get it. A guard literally blocks the exit to Trilby Highlands unless you show him you can do the spin attack.

The spin attack is so essential that I was surprised you are not given the ability from the beginning, as it is in every other Zelda game. It's useful for attacking a bunch of enemies that surround you, or for swiping away a whole bunch of bushes or pots, or for looking cool and impressing your friends. Whatever. This is the only sword technique that you're absolutely required to learn.

Tiger Scroll #2: Sword Beam

Where: Grimblade (Hyrule Castle Garden)
Needs: Flame Lantern
Quote: "When your hearts are full, swing your sword!"

It's actually possible to go into Grimblade's dojo as early in the game as when you acquire the Pegasus Boots (and you can get the Piece of Heart), but you can't learn the sword technique until you have the Flame Lantern. Go over to the southeast corner of Hyrule Castle Garden... If you haven't already done so, cut away the bushes to reveal a ladder to an underground room. Down there is master swordsman Grimblade! Light up the torches at the corners to light up the room so Grimblade can see well and teach you the technique.

The Sword Beam is a wonderful technique. As long as your heart containers are full, a beam of energy will shoot forth from your sword. It's like a projectile weapon with unlimited ammo... as long as you can manage to keep your health meter full.

Tiger Scroll #3: Dash Attack

Where: Swiftblade (Hyrule Town)

Needs: Pegasus Boots

Quote: "Equip your Pegasus Boots and sword, then dash away!"

This is the third technique you can learn from Swiftblade. After he teaches you the Rock Breaker technique he says to come back after you learn to run like the wind... so come back when you have the Pegasus Boots.

The "Dash Attack", as it's called here, is just common sense. In fact, until I learned this technique from Swiftblade I had actually been assuming that I already had it. All it does is that Link sticks out his sword to plow through enemies while doing the dash attack. This is helpful so you can dash around the place worry-free, and mow through grass and bushes quickly, and you can use it as a technique in fighting Dark Nuts. Remember, you need to have the sword equipped to do this technique... but really, you should have the sword equipped almost all the time anyway.

Tiger Scroll #4: Peril Beam

Where: Waveblade (Lake Hylia)

Needs: At least 10 Heart Containers

Quote: "When you have only one heart left, swing the sword!"

You need at least 10 Heart Containers before getting this technique. It's possible to have that many containers as early in the game as the part when you have the flippers. This Waveblade fellow is found in the Lake Hylia area. From Mayor Hagen's cabin, hop into the lake, swim to the left to the end, then climb up onto the land where there are steps leading north. Enter the cave in the tree here for Waveblade's place. The technique is just like the sword beam, except it works when you have one heart left rather than all hearts full.

The ability to fire a sword beam when you're holding on for dear life sounds useful in theory, but in practice I can't remember ever making use of this sword technique. Probably because my health very rarely

drops to one heart, and when it does it's probably because I'm under relentless attack and am about to get killed anyway. I dunno, maybe you'll find it useful.

Tiger Scroll #5: Rock Breaker

Where: Swiftblade (Hyrule Town)

Needs: Fire Element

Quote: "Break pots with your sword! That's all there is to it!"

This is the second technique you can learn from Swiftblade. Return to see him after you've gotten the Fire Element from the dungeon on Mount Crenel. Now that you have the reforged Picori Blade, he's ready to teach you a new technique.

The Rock Breaker technique allows you to break rocks and pots with a simple swipe of your sword, rather than having to pick them up and throw them manually to get what's inside. It's a big convenience. Also, there are those enemies that hide under rocks... you can now simply mow down that guy with the sword instead of having to pick the rock off of him first.

Tiger Scroll #6: Roll Attack

Where: Grayblade

Needs: Two Elements infused

Quote: "Roll! Then swing your sword as you start to get up!"

You can get this sword technique only after infusing the power of the Earth Element and Fire Element into your sword. To find Grayblade, climb up the walls at the eastern side of Mount Crenel and you'll come to a cave at the end. Inside, use the upper-left and upper-right flashing tiles to duplicate yourself, then step on the switches to open the door. The next room is Grayblade's dojo, along with a Piece of Heart, and 100 rupees.

The roll attack is a little burst attack that you can do immediately after doing a roll. I haven't had the chance to use it often in the game, aside from the times I find myself doing the roll attack accidentally. :p

Tiger Scroll #7: Down Thrust

Where: Swiftblade (Hyrule Town)

Needs: Roc's Cape

Quote: "Equip the Roc's Cap and the sword!! Jump and swing!"

This is the fourth and final sword technique you can learn from Swiftblade. After he teaches you the Dash Attack, he asks you to come back again when "you can jump farther than any other"! So come back after you've gotten the Roc's Cape from the Palace of Winds. He will

teach you the Down Thrust!

With this technique you do a little hop with the Roc's Cape, then swing your sword at the height of your jump, resulting in a swift and powerful-looking downward thrust. I say powerful-looking because I never really use it. It does look pretty cool though, eh? Unfortunately the technique only works when you do a little hop with the Roc's Cape, not a big leap.

Tiger Scroll #8: Great Spin Attack

Where: Swiftblade the First (Castor Wilds)

Needs: All 7 other Tiger Scrolls

Quote: "Perform a Spin Attack... and then hit the button repeatedly!"

If you've gotten all 7 of the other sword techniques, you can now finally go to Swiftblade the First for the final technique. Use the Ocarina of Wind to go to the Castor Wilds, then dash over the swamp to the western area where there's a big gravestone (just north of the place where there's three big statues). If you haven't already done so, push the gravestone to reveal a stairway, and go inside. It's Swiftblade the First, Spirit of the Swordsman! He teaches you the Great Spin Attack-- an awesome unleashing of power!

All you need to do for this sword technique is to perform a regular spin attack, then continue pressing the sword button repeatedly to continue the spin attack. You can even move around while doing this. This technique actually is helpful in the final dungeon when you need to clear out a room full of enemies, or if you ever want to mow down a field of grass.

This technique can be enhanced by getting the Greater Spin Attack ability (see below).

Upgrade: Spin Attack charge time

Where: Scarblade (Castor Wilds)

Needs: Wind Element; Fuse Kinstones with Grayblade

This upgrade is only available after you've gotten the Wind Element. Go back to Grayblade... he's the one that lives in Mount Crenel, at the top of the eastern Crenel Wall. Fuse Kinstones with him, and an opening will appear in a waterfall at the northeast corner of the Castor Wilds area. Get yourself over there and you'll find Scarblade, who speeds up your spin attack charge time!

Actually the difference in charge time is not that noticeable, but it can make the difference in a critical situation when you need to do the spin attack quickly, like in the final battle against Vaati. Every split-second saved is a split-second earned.

Upgrade: Greater Spin Attack

Where: Greatblade (North Hyrule Field)

Needs: Wind Element; Great Spin Attack; Fuse Kinstones with Waveblade

For this upgrade, you must first have learned the Great Spin Attack (see above), which means you must have gotten all eight Tiger Scrolls. Go back to Greatblade-- he's the one at Lake Hylia, west of Hagen's cabin-- and fuse Kinstones with him. This causes an opening to appear in a waterfall in North Hyrule Field. Get yourself over there, and inside you'll find Greatblade, who teaches you the Greater Spin Attack. It's like the Great Spin Attack... but greater!

Personally I thought the regular Great Spin Attack was quite generous with the number of spins you can do. Before the upgrade I could do around 10 rotations, and after the upgrade this was increased to 15 rotations. A 50% increase! That means more enemies killed, more grass mowed down, and generally more awesomeness.

Upgrade: Split Gauge charge time

Where: Splitblade (Veil Falls)

Needs: Wind Element; Fuse Kinstones with Grimblade

This upgrade is only available after you've gotten the Wind Element. Go back to Grimblade... he's the one at the southeast of Hyrule Castle Garden. Fuse Kinstones with him, and an opening will appear in a waterfall somewhere in the Veil Falls area. Get yourself over there and you'll find Splitblade, who speeds up your split gauge charge time! This means it will be faster for you to duplicate yourself on the flashing tiles!

I wish this upgrade came much sooner in the game... I've grown tired of having to wait for the split gauge to fill up over and over again. This upgrade brings the charge time down to about 1 second. This is quite a convenience, and can make a big difference in the final battle against Vaati.

[8] SWORDSMAN NEWSLETTERS

When you fuse Kinstones with the postman that runs around Hyrule Town, the guy working in the post office has an epiphany about asking Swiftblade to start a newsletter for adventurers. To get the newsletters, talk to the post office worker named Marcy sitting behind the counter. More issues are made available gradually as you progress through the game and learn more sword techniques from Swiftblade and his brothers.

There are a total of eight newsletter issues, and each issue is made available for the insultingly high price of 200 rupees. You heard that right! So the cost of buying all eight issues is grand total of 1600 rupees-- far more than you can carry all at once in the largest-sized wallet. It's crazy, eh?

The newsletters are not worth the money it costs to buy them (maybe not even worth the time it takes to read them). If you're a completionist like me, you'll dish out the rupees for them anyway. If not, I've transcribed the text of the newsletters for you right here.

Swordsman Newsletter #1

Some Walls Go Boom...

It may look like a regular wall, but it may be something you can blow up. There's actually an easy way to tell. And I'm here to teach you! Build up the power in your sword and start stabbing the wall. If you pay attention, you'll find that some spots make a different sound!

Teach us, Teacher!

Monsters got you? Don't give up! Start mashing buttons! You might be able to escape quickly!

Swiftblade's Gossip Column

The Magical Boomerang... Somewhere in Hyrule, you can find an incredibly handy boomerang. It's designed so you can change its direction after you throw it! Or so I've been told. But it's just a rumor...

Swiftblade, Signing Off!

That's it for our first issue! We plan to bring you helpful questing hints every week, rain or shine. Be sure to check with your local post office for future issues! See you in issue 2! Until next time, warriors!

Swordsman Newsletter #2

This Year's Must-Have Item!

Have you seen those sparks that move along walls? Your sword doesn't work, so maybe you've just given up fighting them. But have you tried ALL your items? Like... what about your boomerang? Give it a shot! You might be surprised at the results!

Teach us, Teacher!

Monster took your shield? Well, don't get all down about it. All hope is not lost. Beat him up quickly, and you might just get it back!

Swiftblade's Gossip Column

The Mirror Shield... A beautiful, glimmering shield capable of reflecting monsters' shots. You can use it to turn their attacks back at them. Or so they say... But it's just a rumor...

Swiftblade, Signing Off!

Issue 2 is out the door! We've got our first reader letter! Let's answer it now! "Hey, Swiftblade, what's your best feature?" That would be my eyebrows! I spend a lot of time grooming these suckers! See you in issue 3! Until next time, warriors!

Swordsman Newsletter #3

Got a Bone to Pick?

You're sure to run into more than a few skeletons on your journey. That's why this week's newsletter is dedicated to all you bone-breakers! A good, solid whack to the head should do the trick. That's their weak spot! Try smacking them with a beam from your Cane of Pacci. You should also try your Gust Jar. That head should just pop right off! They go all to pieces once they lose their head.

Teach us, Teacher!

Those darn Bob-ombs! If you hit them with your sword, they'll run all over the place and explode! But don't worry. This newsletter's here to teach you how to cope! Your best bet is arrows! One shot can take them down! You can fire from a safe distance too! There's also your Gust Jar... Draw them in and shoot them out, and they'll even blow up whatever they hit!

Swiftblade's Gossip Column

Light Arrows are amazing... They go through grass! They fell a monster with one strike! They're handy! They're dandy! They're a super-duper-ultra-item! Or so it seems... But it's just a rumor...

Swiftblade, Signing Off!

We've got more reader mail this week! "Hey, Swiftblade! How many siblings do you have?" There are nine of us, not counting the ghost of Swiftblade the First. I'm the oldest, but again, that's if you don't count Swiftblade the First! See you in issue 4! Until next time, warriors!!!!

Swordsman Newsletter #4

Seek Out the Strong

Have you ever seen a golden monster? When you fuse Kinstone pieces, you might get the rare chance to meet one. They're much stronger than the regular version of that monster. Of course, if you beat one of 'em, you'll get something REALLY good! If you see one, go fight it instantly! Just drop everything and go!

Teach us, Teacher!

Coping with a Thorny Situation. Those thorny little thorn monsters! Your sword doesn't hurt 'em at all! But if you bump 'em with your shield up, they'll totally flip! There are other ways, though. Flip 'em with a bomb! Or your Cane of Pacci! Or a well placed Down Thrust! How's that for options? Your head must be swimming at the possibilities!

Swiftblade's Gossip Column

Remote Bombs... Here's a secret: you can blow them up whenever you want! How cool is that?! Or so it seems... But it's just a rumor...

Swiftblade, Signing Off!

I went to Lon Lon Ranch the other day. I saw the ghost of Swiftblade the First defeat a cow with his bare hands! It was kind of sad, really... See you in issue 5! Until next time warriors!!!!

Swordsman Newsletter #5

Fire Up That Chilly Chump!

Have you seen a sorcerer who throws cold curses at you? Yeah, the one who keeps disappearing! That's him! Well, next time he shows up, whack him with your lantern! Fire against ice! It's the law of nature!

Teach us, Teacher!

Those pig-faced Moblins... You see them around the Minish Woods, right? They're big and dumb? Well, they're also rich! Beat one up for some quick cash!

Swiftblade's Gossip Column

A tidbit about amulets... I hear that there's a mysterious amulet that raises your abilities if you use it! Well, that's what I heard, anyway... But it's just a rumor...

Swiftblade, Signing Off!

I went to Smith's the other day. The old guy's still looking pretty good. But I AM a little concerned about the guy in green tights on the hill there... See you in issue 6! Until next time, warriors!!!!

Swordsman Newsletter #6

Here's What You Do!

Have you seen a monster wrapped in bandages? It tries to grab you? Well, here's a pro tip: bandages burn easily, especially on a mummy! I don't have to spell this out, do I? Yeah, you know what I'm about to say! That's right, it's time to light up their world! FWOOSH!

Teach us, Teacher!

Those heavy-handed Floor Masters... And their irritating friends, the Wall Masters... They're really annoying, but if you beat one, they say you'll be rich!! But it's just a rumor... Don't complain to me if it turns out to be wrong.

Swiftblade's Gossip Column

Rupee-stealing nasties... Those Rupee-camouflaged creeps have been ripping off a lot of you lately. I heard that you greedy adventurers are getting soaked! In fact, I hear that the greedier you are, the more it takes! Or so it seems... But it's just a rumor...

Swiftblade, Signing Off!

We've got reader mail again! "Hey, Swiftblade, do you have a hobby?" Training! See you in issue 7! Until next time, warriors!!!!

Swordsman Newsletter #7

For Real Swordsmen Only

You know the Roll Attack, right? Yeah, the one you do midroll! I bet Grayblade told you to attack just as you fish the roll, right? Well, actually, you can do it just as you start the roll, too! But the timing is very tricky! You can do it! Hone your skill! The journey of a

thousand miles begins with a single step! Or... something!

Teach Us, Teacher!

Camouflaged shell-shockers... These fiends festoon themselves with grass and rocks to deceive your eyes. But you can remove their camo without trying to pick them up, you know! Hit them with that Cane of Pacci! Suck them with the Gust Jar! How do you like that!? Now you're a camo-buster!

Swiftblade's Gossip Column

Those short-fused Bob-ombs... I told you about them in issue 3, but here's another thing... Apparently they drop bombs at a higher rate than other enemies! Or so it seems... But it's just a rumor...

Swiftblade, Signing Off!

The next one is our last issue! After that, it'll be time for me to put down my pen. As much as I like writing, I'm a teacher at heart. But I know you'll miss me when I'm gone. I'm like a star! A superstar! Issue 8, the last one, is coming soon! Hope you're looking forward to it! Until next time, warriors!!!!

Swordsman Newsletter #8

The Way to the Sacred Blade

Have you ever wished you could unleash your Spin attack a little faster? Or perhaps split faster? Or maybe you wanted a longer Great Spin Attack? It's only natural to want these things. Every warrior wants to be his best! So now for some good news! I haven't confirmed it, but there MAY be a way! All of these things could be yours if you only figure out how to do it!

Teach Us, Teacher!

The one-eyed statue Eyegore... You have to shoot him with an arrow to make him move... But if you beat him, he almost always drops spare arrows for you! So don't worry about running out of arrows once you've beaten him! Just fire away!

Swiftblade's Gossip Column

Armos, fabled creations of the Minish. I hear that they drop Kinestone pieces when you beat them! Or so it seems... But it's just a rumor...

Swiftblade, Signing Off!

That's all the news for you! If you get lonely, just come over and spar for a while! And thanks for reading! I hope you've enjoyed it as much as I have. And now, let me sign off one final time with that oh-so-familiar farewell... Until next time, warriors!!!!

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| [9] PICOLYTE |
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To be honest, I never used Picolyte through any of my regular plays through the game. It just seems like another unnecessary gimmick in a game already crowded with gimmicks like figurines, Kinestones, Tiger Scrolls, etc. And it's true, for the most part this stuff is a major rip off. For the most part! One or two of them are slightly

helpful.

-- ABOUT PICOLYTE --

When you return to Hyrule Town after getting the Earth Element, you'll notice a lot of dust gathered in the town's central plaza at the spot where Princess Zelda previously won the shield for you. You have the Gust Jar, go ahead and suck all this dust away. Later on in the game (after getting the Fire Element), Beedle will be in that spot selling Picolyte.

One dose of Picolyte costs 200 rupees and is stored in bottles. When you drink the Picolyte, you have a short period of time (just 15 seconds!) you can use to cut down bushes and grass and stuff, and the appearance rate of a particular item is greatly increased. For instance, green Picolyte helps you to find Mysterious Shells. You'll know the Picolyte is in effect because you will be all sparkly.

The best place to use Picolyte-- heck, maybe the only place where using Picolyte could possibly be worth it-- is in the grassy field at Trilby Highlands. Especially if you have the upgraded Great Spin Attack, you can unleash your fury upon the grass and pick up the spoils.

Initially the only available types are green, red, and yellow. More types will be made available if you do this little Pico Bloom quest thing.

-- PICO BLOOM QUEST --

You can complete this "Pico Bloom quest" once you've acquired the Pegasus Boots, which is some time after you have the second element. Each new Pico Bloom unlocks a new type of Picolyte that Beedle will sell in Hyrule Town.

At the east side of the Minish Village, go into the barrel house and you'll meet a Pico Bloom researcher at the north side among the Pico Blooms. Speak to him, and he'll tell you what ingredient he needs to continue his research. You need to seek out and give him what he needs, then wait a while... a seriously long while, you should just go elsewhere and do something for a while... then come back to him and you'll see a new Pico Bloom color lighting up. From then on, Beedle in Hyrule Town will be selling a new type of Picolyte.

Here are the ingredients the guys needs:

1. Lon Lon Milk - You can get Lon Lon Milk from Malon in Hyrule Town... she's at the north side of town, selling her milk for 100 rupees. Giving this to the Pico Bloom researcher unlocks the yellow Picolyte, which helps you find rupees.
2. Mt. Crenel Mineral Water - You remember where to get this one, right? It's at Mt. Crenel's Base, at that Minish passage at the east side. Giving this to the Pico Bloom researcher unlockes the blue Picolyte, which helps you find bombs and arrows.
3. Red Potion - You get red potion from Syrup the Witch, but she doesn't sell it until you've done a certain Kinstone fusion. So if you haven't already done so, fuse Kinstones with the Forest Minish at the

southwest corner of South Hyrule Field. Syrup sells the potion for 150 rupees. Giving this to the Pico Bloom researcher unlocks the orange Picolyte, which helps you find fairies.

Remember, it's not enough to just give the ingredient to the Minish... you have to go back to him and see the plant bloom before Beedle sells the new Picolyte.

-- TYPES OF PICOLYTE --

GREEN PICOLYTE

Cost: 200 rupees

Finds: Mysterious Shells

Notes: Using this Picolyte and unleashing the Great Spin Attack in the grassy field in Trilby Highlands, I was only able to garner 20 Mysterious Shells. That's a pathetic amount considering the Picolyte costs 200 rupees. You're better off just buying Mysterious Shells at Stockwell's shop in Hyrule Town, where it's 200 rupees for 30.

RED PICOLYTE

Cost: 200 rupees

Finds: Hearts

Notes: With this Picolyte at the Trilby Highlands field I was able to gather enough hearts to fully replenish my health meter-- but what's the point? It's much easier to just go to a nearby fairy fountain, and there's no shortage of those in the area. Pointless picolyte, waste of money.

WHITE PICOLYTE

Cost: 200 rupees

Finds: Kinstone pieces

Notes: This is the only type of Picolyte that I would not hesitate to say is worth your money. If you're in need of Kinstones, this is the fastest way to stock up. And it's not just the green Kinstones... there are some blue and red ones to be found too. I was able to get more than 10 Kinstone pieces in one round. It was especially helpful to me when making the Kinstone fusion section of this guide.

YELLOW PICOLYTE

Cost: 200 rupees

Finds: Rupees

Notes: This Picolyte is promising... it helps you find rupees, and it does its job well. Using the upgraded Great Spin Attack in Trilby Highlands field, I cooked up a flood of red rupees amounting to more than 450 rupees. Considering the cost of the Picolyte, that's a net gain of 250 rupees! It's a decent way to rake in the money, if you can afford the initial investment.

BLUE PICOLYTE

Cost: 200 rupees

Finds: Bombs, arrows

Notes: Beedle advertises this Picolyte as helping you to find "items"... but don't get your hopes up. All it really does is help you find bombs and arrows. This is the most useless Picolyte of all... not only does it promise to help me find something I never have a shortage of, it doesn't even find that much. In the Trilby Highlands field I only got 15 bombs and 15 arrows. Hmmph.

ORANGE PICOLYTE

Cost: 200 rupees

Finds: Fairies

Notes: So, what is the point of having this Picolyte when there's already the Picolyte that helps you find hearts? Hmm... well, fairies can be stored in bottles, but it's easier to just go to a fairy fountain and catch them yourself. Basically this Picolyte is just useful for the novelty of seeing a dozen fairies in Trilby Highlands. In other words, it's useless.

[10] SOUND TEST

The sound test is made available to you after completing the stupidly tedious task of collecting all 136 figurines. Carlov, the operator of the figurine place, will reward you with the Carlov Medal in the shape of his face. Once you have this, talk to the guy sitting outside the coffee shop in Hyrule Town. He'll be so impressed that he opens up his house to you and says everything inside is yours for the taking. His house is the one just north of the coffee shop... inside there is 600 rupees, a Piece of Heart, and the sound test phonograph.

So, check out the phonograph to begin the sound test. You can listen to all the music tracks from the game. At least, I think this is all of them. Plus, there's track #4 which isn't actually found in the game at all.

Press up and down to change tracks, the A button to play or pause the music, and the B button to quit. Note, what I have listed here are not "official" music titles, just a concise description of where the music occurs in the game.

In the game's end credits, Mitsuhiko Takano is credited for the music. Koji Kondo is credited as sound advisor.

Num	Title
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01:	Game title screen
02:	Hyrule Castle entrance jingle
03:	Gaining an element
04:	Fairy spring
05:	Game over
06:	Link to the Past intro (not in this game)
07:	Vaati theme
08:	Ezlo theme
09:	Story introduction
10:	Beanstalk
11:	Inside a house/building
12:	Minigame
13:	Syrup the Witch
14:	Cave
15:	Element appears
16:	Overworld
17:	Hyrule Castle
18:	Minish Village

- 19: Minish Woods
- 20: Hyrule Town
- 21: Miniboss
- 22: Boss
- 23: Vaati Reborn
- 24: Defeat the enemies
- 25: Swiftblade
- 26: Mount Crenel
- 27: Picori Festival
- 28: Game select screen
- 29: Quest beginning
- 30: End credits
- 31: Ending
- 32: Ending 2
- 33: Rain in Mount Crenel
- 34: Castor Wilds
- 35: Royal Valley
- 36: Cloud Tops
- 37: Dark Hyrule Castle
- 38: Cave 2
- 39: Deepwood Shrine
- 40: Cave of Flames
- 41: Fortress of Winds
- 42: Temple of Droplets
- 43: Palace of Winds
- 44: Flashback
- 45: Royal Tomb
- 46: Elemental Sanctuary
- 47: Vaati Transfigured
- 48: Escaping Dark Hyrule Castle
- 49: Vaati's Wrath
- 50: Mole Mitts cave
- 51: Zelda
- 52: Wind Ruins

[11] GAME CREDITS

These are the game credits for The Legend of Zelda: The Minish Cap, as they appear in the game's ending. These are the people that brought the game to us, so I figure they've earned some recognition in their own section of this FAQ.

Director: Hidemaro Fujibayashi

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Rockman Club
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Producer: Keiji Inafune

General producer: Shigeru Miyamoto

Executive Producer: Satoru Iwata

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| [12] CREDITS & INFO |
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Special thanks to...

- All the other Minish Cap FAQs at GameFAQs, for all the tips and general information that ensured the completeness of this FAQ.
- Hidemaro Fujibayashi, Keiji Inafune, Shigeru Miyamoto, Satoru Iwata, and all the good people at Nintendo, Capcom and Flagship that helped to make this game what it is.
- GameFAQs.com, for posting all my FAQs. This is my 15th so far, can you believe it?

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Before coming to me with questions, please make sure that it's not already answered in this guide. And make sure you're looking at the most recent version of the guide (always available at GameFAQs). Address all email to mpgonzalez@gmail.com.

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