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gives Link the SMITH'S SWORD. Examine the chest above you to acquire 20 RUPEES. Leave the house and follow the excited princess up to the town. She runs from vendor to vendor, so follow her along and speak to her at each step of the way. At the final vendor, Zelda chooses the small shield as her prize and gives Link the SMALL SHIELD as a present, how very nice of her! Now whenever you want you can hold the A button and defend yourself from various attacks. Take the princess and head up to the next screen.

There is a Deku Scrub blocking the path and firing small nuts in your direction. Pull out that trusty shield of yours and use it to deflect his attack back at him. The scrub explains in his dizziness that he was only trying to setup shops, Deku Scrubs have a tendency to fire nuts out of their mouths when they speak. Keep going up to reach the castle courtyard where you will find the minister. It seems they are just in time, the award ceremony is about to begin. The legend states that long ago, the people of Hyrule were given the Picori Blade by the Picori, which serves to keep evil sealed inside the chest. The winner of the festival competition earns the honour of touching the blade. The winner of the competition this year is a man named Vaati. But something is wrong, Vaati knows the chest holds something which he seeks and braks it open only to release countless monsters on the land. Noting that Princess Zelda has the aura of the royal family, he uses a magic curse to turn her to stone before looking in the chest, only to find it does not contain what he seeks. Unphased, the evil Vaati escapes.

When you wake up in the morning, press the A button to get out of bed and enter the king's throne room. The king says that if they had the sacred Picori Blade they could break the curse, but Vaati has shattered it. All that is known about the legendary Picori is that they live in the Minish Woods, they are very tiny and they only present themselves to children. Being the only available child, Link is given the mission of repairing the Picori Blade. The king gives you the BROKEN PICORI BLADE, the SMITH'S SWORD again and a MAP OF HYRULE. The destination is the Deepwood Shrine, a place where both humans and Picori used to meet. The time has come to leave the castle and begin your advanture. Outside the castle enemies have appeared, fortunately you are equipped with both a sword and a shield. Press the B button to attack enemies and the A button to defend. Make your way south until you come across a number of construction workers, working on the path. At this point you have no choice but to go right, the tree stumps blocking the path east are easily taken out with a quick sword slash. This leads to the Lon Lon Ranch. In this area be careful of those mole enemies, if they pop out of the ground you have to kill them quickly or they'll jump up in large groups and be more dangerous. Run down to reach the Eastern Hills, at the bottom of this area on the right there is a bridge which will lead you into the Minish Woods.

Make your way east until you reach a fork. At this point head all the way down, past the log with a crack in it to reach another fork. Go up at this point, there is a quick scene where you see some little creature being attacked by monsters. This is back at the first fork in the forest. Before returning there however, be sure to grab the PIECE OF HEART on the left. Backtrack to where the little green thing is being attacked and use your powerful sword slash to eliminate the two enemies attacking it. It seems this weird little creature has a lot in common with you, he too is on a quest to break one of Vaati's curses. Might as well take him along, but wait, he is far too slow to keep up with you. Keep trying to go down and a solution will be found, this little creature decides to make the top of your head its new home! Make your way down from here, the tree stump with the crack has more to it than meets the eye. With the power of Minish magic you can use it to shrink down to a very small size! Jump on the stump and press the R button to shrink, but be careful, mere puddles become lakes at this size. Head left and go through the log to reach a pond with lilly pads moving around in it. Step

on one of the lilly pads and ride it across to the other side. Run through this area up to the North to reach the very tiny Minish Village.

None of the villagers are speaking your language! However will you communicate with them, perhaps there is someone here (besides your hat) who understands you. Go right and then up at the first fork, follow this path all the way to the top where you will come across a large house. Before going inside, note the bidge going up on the right side of this house, partially hidden by leaves. Follow this bridge to acquire another PIECE OF HEART. Go back and enter the large house beside this bridge. A man inside named Festari is able to speak your language quite well, though it has been a long time since any human visited. Listen to what he says about the Jabber Nut, leave his house and go right, then down until you reach a bridge leading east. Climb down the ladder and push the box either left or right, the JABBER NUT is on the table at the top of the house. Return to the front of Festari's house and go west to reach the Elder's house. The Elder explains that in order to forge the blade you will need four crystalline elements, it's time to collect them all. The first is north of Festari's so go back to him again. He'll let you through the top of his house, go straight up to reach the Deepwood Shrine.

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+--- (_/_____/  DEEPWOOD SHRINE ----- 01.02 ---+

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Run up to the top of this room and push the statue to the left. In the next room which is darkened, defeat the four enemies. Now note there is a locked door at the top of the room. Steap on the buttons beside each of the four torches to light them and a chest appaears. The chest contains SMALL KEY. To unlock the door, move up to it and press A. Continue up to the room after this where you will encounter some more slugs. Note the lever on the north wall, stand in front of it and hold the R button to grab, then press down to pull, this will create a bridge. Grab the mushroom across the bridge and pull yourself all the way to the right, when you let go of the right button it will launch you across the water. Continue up into the next room. On the right side of this area, up the stairs, there is a button in the floor. After standing on it go into the barrel and out the door on the other side. Go left a bit, then down and up the stairs on this side. There are two buttons here so push the statue onto one of them and stand on the other one. Enter the barrel once again, this time you are able to spin it! Start running up and spinning the barrel until the opening on the upper left side moves down to the lower left side, now exit. Follow the path through the door on the left.

Move to the left wall and head up to reach a mushroom. Grab it and launch yourself over the water like you did the first time. Break the pots and then go up the stairs on your right, open the large blue chest here to receive DUNGEON MAP. Jump off the bottom part of this elevated walkway, and pull the mushroom back only halfway this time. When you launch you'll stop at the door on your left, go through it. Eliminate the enemies in this room and then you'll ntoice you need something to hold down the button. Since therea re no statues handy at this time, use the pot on the elft side and push it over to the right, once it's set in place a bridge will appear. Cross the bridge to reach the room below, there are two statues in here. When both buttons are pressed simultaneously a treasure chest appears. Also listen to your cap when it says you can grab objects with R and pull them as well as pushing them. The solution is to push the statue on the right, onto the button. Grab the

statue on the left and pull it back, step on the button yourself then grab the statue from this side and pull it onto the button. Now you'll be inside and both statues are on the buttons, so open the chest to get SMALL KEY and push one of them out of the way. Now you need to return to that large barrel.

Roll it around until the hole on the right side is at the upper right corner and exit there. Use the Small Key on the door on the right and pull the mushroom in there up to the end of the steak on the floor to reach the platform safely. Before grabbing the mushroom on your left, step on the button to create the bridge, then pull that mushroom up as far as you can and launch to the bottom. Head through the door on the right. Here's what you need to do in this room, first of all kill all the enemies, that's a good way to go. Head around to the right side and step on the button. Grab the statue beside it and pull the statue to the right, not onto the button, but one panel to the right so the door is still closed. Now head around to the left side and push the other statue to the right, onto the button. Now you are free to go through the door. Defeat all the enemies here, each of them takes three hits from your sword. Once they are dead a SMALL KEY appears and the door on the left side opens. Climb the stairs at the top of this room and drop down to the right. Go through the door on the left and step on the button here to open up the south door. Instead of going through the south door, head to the left side (the upper door) and use the Small Key to open it up.

The first boss, or miniboss, is in this room. Here's how to defeat him: you need to use your sword and slash his face. At this point his tail end becomes the target, get there and slash it as many times as possible. After this the boss goes crazy and runs around really fast for a few seconds, just avoid it at this point. Be careful on the edges as well, those webs can bounce you around a fair bit and perhaps even knock you into the boss. After you've slashed his ass enough times the boss is defeated and a treasure chest appears. Open it up to get the GUST JAR. Set the Gust Jar over your shield on the A button and use it to suck up those damn webs on the doors. Go through the lower door to find a PIECE OF HEART. Return to the previous room and go back to the right. In this room use your Gust Jar to suck up all the crap on the floors and reveal three more switches. Step on all of them to reveal some weird blue portal, and two chests containing 10 MYSTERIOUS SHELLS and another 10 MYSTERIOUS SHELLS. Enter the room on the right and suck up all the stuff off the floor to reveal the chest with 20 MYSTERIOUS SHELLS.

Back once again to the previous room, now head through the southern door. Push the block on your left and use the Gust Jar to suck up the stuff on the floor and reveal a button, which when stepped on, nets you another 20 MYSTERIOUS SHELLS. Enter the barrel and move it so the spider web appears in the bottom middle. Use the Gust Jar to eliminate it and then drop down that hole. Use the Gust Jar once again to lure the lilly pad toward you. Tap the A button, or whatever button you have the Gust Jar set to, and you'll be pushed in the opposite direction you're facing. Drop down the waterfall and head right to reach a fork, go right at the fork. Climb the stairs above you and break all the pots except one, use that to push onto the button and lower the gate. On the next screen up you'll notice two blocks in the way of a large chest. Push the one on the right up, and the one on the left, left. Open the chest to acquire a COMPASS. Push one of the pots on the left side onto the button, and then cross the lilly pad down to reach the chest containing SMALL KEY. Step back onto the lilly pad and ride it back to the fork, head up this time and follow the water to a locked door. Use the Small Key you just found on this door to get through it and reach the next room.

Grab hold of the mushroom here then pull it back and launch yourself. Stand on the very edge and use the Gust Jar to suck the mushroom on the right, toward you, and it will flip you across. Same deal with the other mushroom on

the right. Go down and suck the mushroom on the left toward you, to flip across and open the big chest containing BIG KEY. Step on the button and a portal appears. Step on the portal to warp to the entrance. There should be a blue portal beside you, step on that to reach your fourth PIECE OF HEART. You should now have four hearts, joy! When you return, note there are webs on the left and right. Suck up the one on the left first and go upstairs. Push the block in front of the chest to the right and open it to get 20 RUPEES. Return to the entrance and go through the door on the right this time. Suck the mushroom across to launch yourself left, then suck it down to launch yourself up. Use the Big Key on the door to reach the shrine's boss.

The boss is actually just a normal enemy, but unfortunately link is not of normal size! The boss basically blobs around most of the time, but he does have one attack, he'll jump into the air and try to land on your so be ready to roll out of the way at any time with the R button. Here's how to defeat him, you need to equip the Gust Jar and use it on him, this sucks away his support (it's not really a leg or anything of the sort) and makes him wobble and tip. Stay out of the way at this point so he doesn't fall on you. When he does fall, run up and begin slashing like crazy with your sword. After he gets up then simply repeat the process two more times to defeat the boss. After the second round of slashing he jumps all over the place constantly for awhile. I'm not sure if he just stops this or whether you have to use the Gust Jar to hold him down, either way just keep attacking. After defeating the boss you acquire the EARTH ELEMENT as well as a HEART CONTAINER which does away with the need for four of them and immediately gives you a boost to your health. Step on the green teleport to exit the Deepwood Shrine.

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+--- (_/ (ACK TO HYRULE TOWN ----- 01.03 ---+

Return to the Elder's house in Minish Village. Supposedly there is a man in Mount Crenel who is better abled than anyone to repair the Broken Picori Blade. Leave through the exit on the left side of the house which he makes and when you get outside, enter the small structure above you just to your left. Speak to the guy in here to acquire the BOMB BAG. Use the broken tree stump outside of this house to get back to your original size once again. Head up from here and examine the stone to reveal some weird symbol. Head left and then down, equip the bombs you acquired and use them to blow up these rocks. It will lead you right back to the Eastern Hills again. Head up and left, see the cracked wall between the two bushes? Use a bomb on it and go inside to find a chest with 20 MYSTERIOUS SHELLS in it. Now climb the stairs beside the door, go up and then left to reach Hyrule Town.

Right when you enter, the Hurdy-Gurdy man will greet you and hand you a KINSTONE BAG. Now whenever you see someone with that look in their eyes, press the L button in front of them to fuse Kinstones. Fuse Kinstones with this man and you will see a path opens. Don't waste any time, head down, then right on Hyrule Field, and down again to reach the tree you just opened up. Go inside to acquire a PIECE OF HEART. Return to town, go left and down immediately to reach Swiftblade's place. Speak to him and he'll teach you the Spin Attack. Hold the attack button for a couple of seconds and then let go to use it, after you do he gives you the TIGER SCROLL for it. If you can afford it then enter the shop on the right and buy the new Wallet for 80 Rupees, the one that you have right now isn't exactly very good. Head to the upper right corner of town where you will find Mayor Hagan's house. There is

a door on the right side leading to a ladder which you can take down and acquire the Kinestone Piece KINSTONE PIECE [RED]. Take it upstairs and press L beside the mayor to fuse, his matches your new one perfectly. Make your way to the upper left corner of town and use your spinning sword technique on the guard there to show him you are ready to pass on to Trilby Highlands.

Descend down the ladder at the lower left and use a bomb on the right wall to reveal a hidden room. The shrub at the top is actually a Deku Scrub, equip your shield and deflect one of his nuts back at him. Now you have the opportunity to purchase an EMPTY BOTTLE from him for only 20 Rupees, you definitely want to take advantage of this deal, make absolutely sure to purchase this. Leave this area by going back up the ladder, head up and then left as much as you can until you reach Mt. Crenel's Base.

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+-- (_/ |/ |_ T. CRENEL ----- 01.04 ---+
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When you arrive here, equip your bottle and use it on the water below you where there is an opening in the rocks. After putting water in your bottle, use it on that little vine seedling to make it grow very tall. Before going up it, climb the large vine on the left to get 20 Rupees. Be careful of falling rocks at the top, and enemies as well. Head left and then down to reach a fork at the bottom. Take the right branch and place a bomb between the two fence posts to reveal a hole in the wall (or create I should say.) Enter the cave, defeat the red enemies and ascend the ladder in here. At the top here, on the right of the large stone with a crack in it, is a small stone with many cracks in it. Use a bomb on the small stone to open the path. Jump onto the rock and press the R button to shrink your size down. Follow the path to reach a small area of rocks where the screen changes to a more zoomed in view. Run up to the top of the path and use your Empty Bottle to acquire Mt. Crenel Mineral Water. Return to the rock again and use it to become big Link again. Jump down off the edge on the left side and continue left at the fork. If you need bombs then the Deku Scrub inside the cave will sell them to you for the low, low price of 30 Rupees. Either way leave this cave and use a bomb on the wall with cracks up past the cave entrance, it will blow a hole in it.

Grab hold of the mushroom and use it to launch yourself over to the other side. Equip your Gust Jar here and use it to suck the iron masks off these enemies, at that point you can suck up the enemies as well or just sword slash them to death. Leave this cave and drop into the whirlwind. It launches you up with a parachute so hold left and up to reach the other whirlwind, when that launches you up go left and land on the ledge. Go all the way left and all the way up, when you reach a dead end use a bomb on the wall to reveal a secret passage to a PIECE OF HEART, KINSTONE PIECE [BLUE], and 50 RUPEES. Leave this room, head down, and go up the ladder you pass at the bottom. At the top here, equip the Gust Jar and use it to eliminate all the spikey things on the ground, you should reveal both a crack in the ground and a cracked rock you can use to shrink yourself. Become Minish sized and then drop down that crack in the ground. Open the chest to get KINSTONE PIECE [RED] then leave this house, go right and up the vine to a cave. Navigate through this dangerous cave to find a chest at the end containing KINSTONE PIECE [BLUE].

Leave the cave and go over to the far left where you can see that small green sprout, approach it to have the game zoom in to the small area where you are. Run straight up and grab the large seed with the R button. Carry it out of here and place it into the hole on back on the main map again. Use the

mineral water to make it grow and then climb up the vine. Go up the ladder on your left and place a bomb in between the rocks against the wall here, it will blast open a hole and allow you to acquire another PIECE OF HEART. Leave the cave and descend the ladder, now head right and cross the bridge goin up. Use a bomb on the wall here to blast it open. Get the KINSTONE PIECE [BLUE] from the chest in here. Go up the stairs here, defeat the enemies and then use a bomb to destroy the cracked blocks. Push the block on the right up, and the upper block further up to get thorough. Jump down into the first whirlwind and parachute to the second whirlwind. Climb the ladder and go right, blast open the cracked wall and use your shield to deflect the nut back at the Deku Scrub in here. Purchase the GRIP RING from the Deku Scrub for 40 Rupees. Leave the cave and climb back down to where you first entered Mt. Crenel (not the base, but the mountain.) Climb up the ladder on the elft again and now you can climb the wall. Go right when you have the chance to reach a short path with a section of wall you can blast. Drop a bomb inside, pick it up with the R button and throw it into the fountain. When a magical lady appears and asks whether you dropped the Golden Bomb or the Silver Bomb, say that you dropped neither and you will be given the BIG BOMB BAG. Now leave this cave and begin scaling the wall once again, keep going until you reach the very top.

Make your way right and use the mushroom here to launch yourself across to the right side. Step on the rick and shrink yourself down to Minish size, then follow the path right where you will reach one of those zoomed in areas. Holy crap look out! It's the most dangerous of all things, rain! The drops are so large that you are in grave danger just running through here, keep running and rolling, you'll be fine. Return to normal size on the other side and then push the rock on your left in the hole. Push the rock at the lower right corner left once, up twice, left once, up twice, left four times, down once, left ten times, up four times, and right once to push it into the hole. Now push this rock out of the way and descend the ladder. Head down here, then push the upper block. On the next one push the lowest block. The one you moved is touching another at the upper left corner, push that one left and then the one above you up. Go down a bit from here and push the one below you, down, then go around to the left side. On your right are two blocks, one above the other. Push the lower one right, then the one on your right, right. There should be four blocks in a row below you, push the first one down, the third one down, and the second one left. Now you're set, exit this cave.

Run right and enter the next cave. There are two ways to to get thorough here. One is to use your Gust Jar to suck the pots across the gap out of the way, and then spring across on the mushroom. The other is to destroy the pots on your side, then suck the mushroom on the other side over to you and spring across, whichever you prefer. Head downstairs. Now note there is a bridge you cannot cross. What you have to do is lay down a bomb, pick it up with the R button and throw it toward the switch on the other side. When it explodes the bidge goes across and then you can walk along it. Keep going along until you reach the next cave. There is a rock at the upper right corner here, push it down, left, left, down, down, left, left, left, up, left, up, left. Push the statue out of the way and descend down the stairs. Push the bottom block to the left, and the one above it up. Now push the box which shoud be directly on your left, left, and head up to get a KINSTONE PIECE [BLUE] from the chest. Jump on the rock outside the cave and press the R button to shrink. Run along the path to the west and then go down to reach Melari's Mines. Follow the path around to the lowest level and speak with Melari. Climb the stairs on the left and speak with the little guy in front of the door. He'll let you out of here, examine the stone aftering growing large, and then make your way up to the top to reach the Cave of Flames.

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+-- (_____) AVE OF FLAMES ----- 01.05 ---+

Inside the cavern, enter the room on the right. Slash one of the bombs and then while it's running around, slash it again and then pick it up with the R button. Throw it at the wall at the top to blast a hole it it then head up. Equip your shield on the other slot and walk into the enemies here, it will flip them upside down and give you the chance to strike. Once they're dead a chest drops down containing the COMPASS. In the next room there is an enemy hidden among all those Rupees, it will suck the money out of you if you aren't careful. Descend the stairs at the top. Follow the path along and up the ladder then go right, down and right at the fork. When you reach the mine cart climb onto it and ride it to the end of the track. Keep going left through the next couple of rooms and use one of the bomb enemies (or one of your own bombs) to blast open the wall on the left side. Equip the Gust Jar and use to to eliminate all enemies in this room. Once you do so an object appears in the middle which will allow you to shrink down to Minish size. Take the upper-right little hole, and then go right (avoiding the enemies here as you cannot defeat them at your small size). When you reach the Piece of Heart, go down and down again. Step on the platform to return to normal size.

You can eliminate those fire things on the ground with a single slash of your sword. Climb the ladder and open the large chest to acquire DUNGEON MAP. Descend down the ladder again and begin crossing on the crumbling platforms over the magma, grab the chest on your left for a KINSTONE PIECE [BLUE]. Step on the button and then continue to cross the platforms to reach the other side where there is an open door on the left wall. There is a moving platform here but it still crumbles so you'll have to get off it as soon as you can on the other side. Slash the enemies with your sword and they'll form little balls, pick them up with the R button and use them to fill in the holes. Fill the hole in front of the chest and open it to get 50 RUPEES. Climb the stairs above you and drop into the whirlwind, float straight down to another whirlwind then float a bit right and straight up to reach the ledge. Notice the four blocks up the ladder, and one of them is slightly over to the right. Push that block up, and then push the chest all the way left until it drops into the hole, you can open it then to get a SMALL KEY. Step on the button in the upper right corner and then go up through the door on the north wall.

Head right and jump onto the mine cart again, it will launch you and drop you off right next to a locked door on your left. Open that door and attack the lever with your sword to switch the tracks. Jump back on the mine cart once again and ride it to a different location. Head left and go up through the door. Drop into the hole in front of you and stay there for a moment will the sharp moving death crushers go over your head. Cross the train tracks over to the right, when you see three pots below you, notice the wall behind them is cracked, place a bomb on it and go through to get another PIECE OF HEART. Return to the previous room and go through the door above you. Drop down the left side and prepare to be attacked! To defeat these spikey enemies, use both your normal sword slash and spinning sword slash where possible, they can't block all of your attacks. Once they're dead a chest drop containing the CANE OF PACCI. Enter the next room with the Cane of Pacci on your secondary slot and fire it at the second platform to flip it over. On the other side fire it again down at the hole below you and jump into the hole to be launched up. Step on the button here to open the door and go through it.

The mine cart is flipped so what's the solution? That's right, time to use the Cane of Pacci once again, flip over the mine cart and hop onto it. At the

end, push the pillar with the chest up and then left into the hole and open the chest to get a SMALL KEY. Jump back into the mine cart and head up through the door at the end. Drop down and then go up and use the key on the door here. At the lower right there is a platform which will allow you to shrink yourself. Run left, between the sharp things (avoid rolling, it'll throw your timing off) and go into the hole on the left side. Navigate through this area and return to normal size. Be careful of those spikey things on the way back. Use the Cane of Pacci to flip your mine cart over again and then ride it to the other side. Attack the lever with your sword and jump into the mine cart once again. When it stops notice there are four holes below you and four of those curl-up enemies. The solution is simple, throw them into the holes. Grab hold of the pillar with the lever using the R button and drag it into the hole at the upper left, then hit the lever.

Make your way to the end of the path where you'll find a chest on your right. Drop down above here to reach another chest with a KINSTONE PIECE [BLUE] inside of it. Push the upper block out of the way and then fire your Cane of Pacci into the hole below you. Jump into it and launch yourself up to the other chest which has a KINSTONE PIECE [GREEN] inside of it. Drop down again and head right. Fire your Cane of Pacci at the moving platform to flip it over and then cross when the two of them connect (and the moving platform is moving downward.) At the bottom use the cane again to flip the platform it touches and then again to flip the one after it. This one should take you to safe ground. Head up a little bit and flip the platform over. Ride it right and break the pots. Now get ready for this, you have to flip and move, flip and move, over and over to reach safe ground at the top and then head up to reach the next area. Climb the ladder on your left then drop down on the right. If you continue right it will lead you to a chest with a KINSTONE PIECE [GREEN] inside. Return to the left side and use the cane on the hole above the other one to launch yourself up and then down onto the left side. Use your cane in those hole as well and launch yourself up into the whirlwind. Parachute straight up to reach the ledge and continue right to the next room.

Use the whirlwind to parachute down and left to reach the ledge, and follow the path to reach the large lava area again. Jump into the whirlwind and float straight down to reach a platform with another whirlwind and a hole. Float into the other whirlwind or use the cane to jump into it, then float down to find a chest containing 100 RUPEES. Drop down and jump into the whirlwind again, float left and up to reach the hole with the flames. Slash the flames to eliminate them and use the hole with the cane to pop yourself up. Jump into the whirlwind and float left, using each whirlwind you pass to pop yourself up higher into the air. Stop when you reach the lower left corner and get the chest containing KINSTONE PIECE [GREEN]. Jump into the whirlwind and glide up and right to another, then up and right to reach an elevated platform with a huge chest on it, this contains the BIG KEY. Drop down the ledge above you and step on the button, a red portal appears. Wait until the moving platform on your left is coming up and step on it to reach the large door. Go through the door. Every pot here pretty much has a heart under it, before you lift them up equip your bottle. A couple of them will have faeries under them and if you hit the bottle button while they fly around you, you can catch one. When you're ready to face the boss, then drop down the middle.

This boss is a fire monster located right in the middle of the lava pit. His primary attack is a fireball he spits out of his head in your direction. You can avoid this rather easily simply by running. What you need to do in order to hurt the boss is have the Cane of Pacci equipped. Run around and fire it at his body, not his head. If you make a direct hit with his body, the shell will flip over and knock him down. At that point his neck becomes a bridge to the weak point in the middle where you can attack with your sword. Keep slashing until the hits don't register anymore, at which point you need to

turn around and run across before he drops into the lava. After every time this happens, after he goes under some rocks begin to fall from the ceiling, the lava in the middle expands outward, and once this dies down the boss comes up and fires a huge fire spray at you. Run and roll to avoid this. The interesting (and helpful) thing about this boss is that each fireball leaves a fire burning on the ground. When you slash these things oftentimes they will leave a heart behind. This actually makes the boss rather easy knowing you can almost replenish your health back to full at any time you wish. Knock him down and attack with your sword approximately three times in order to win. After the boss has been defeated, collect the FIRE ELEMENT and the HEART CONTAINER before using the teleport to return outside the cave. Shrink yourself to Minish size and go back to speak with Melari once again.

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+-- (_____) LEMENTAL SANCTUARY ----- 01.06 ---+

It seems Melari has completed his work on the WHITE SWORD which he gives you and tells you it's time to go and explore the Elemental Sanctuary. Leave this area back in the direction of the cavern, return to normal size, and jump down the ledge below you. It's a pretty short trip back down the mountain once again. When you reach the Trilby Highlands, go over to the right side and then up across the bridge. Head east at the top to reach the North Hyrule Field. Shoot your Cane of Pacci into the hole above you and hop up to find a lever, slash the lever with your sword and watch as the bridge connects. You'll find this is actually a shortcut back to Hyrule Castle, head inside.

Make your way to the large door leading into the throne room, but go left instead and take the stairs down. Make your way around to the bottom side and go up through the door in the middle, across the outdoor area, and into the Elemental Sanctuary. Head straight up and examine the pedestal (from the top side) to place your sword in it. After listening to your cap talk about the glowing panels in the floor, hold the attack button to charge your sword to full (keep an eye on the green bar at the top) and step on the two glowing panels while it's charged. Now it's time to leave the sanctuary. What you need to do is head down to the door. Charge your sword fully. Notice the two panels on the left side? Step on the right one of those two, then step on the left panel of the two on the right side. Now your clone should be spaced evenly so you can step on the two buttons beside the door simultaneously.

Leave the sanctuary and leave the castle entirely. When you get outside, prepare for a confrontation with Vaati. You'll be forced to fight two minibosses, to defeat them simply use charged sword attacks, it's very powerful and should only take a couple of hits. Ezlo explains that Vaati was once his apprentice, however with the power of the Minish Cap he created which grants wishes, Vaati turned to evil. Vaati is looking for something the Minish created called the Light Force which grants infinite magical power. After this is over head left, you'll notice a rock with some cracks in it. Place a bomb there and descend down the ladder, then down the stairs to acquire another PIECE OF HEART. Now there are many optional things to do.

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Return to Hyrule Town. Let's begin by heading to the festival area where the four red squares are. The lower right square has some junk covering it, suck up all the junk with your Gust Jar and it will make a secretive noise. That will have a positive effect later. Next speak to the guy on the upper left square, well don't speak to him, rather press L to bring up the Kinstone menu. You should have the correct green Kinstone to connect here. Next speak to the woman down and to the right, the one standing beside the well, you should be able to successfully fuse Kinstones with her and create an opening up near the castle. Head back to the dojo again and speak to the master to learn a new technique and get the TIGER SCROLL for it. Leave the building and head for the upper left corner of town, there's a man standing in front of a door and you should be able to successfully fuse Kinstones with him. At the lower right corner of town there is a girl out front of her house who is missing some chickens. If you can catch as many as she asks you in the correct amount of time, she will give you rewards Rupees!). Take these Rupees to the shop and purchase that shiny new Boomerang on the table. It's well worth it.

Okay, we've now had just about enough of being big. Enter the bar and use your Cane of Pacci to flip the large blue urn upside down. Before jumping on it, push the bookshelf at the top of the bar to the left. Now shrink yourself and use that ladder you revealed. Cross the shelf to the left and go through the hole. There's a secret Minish bar upstairs here, make your way thorough to the right, cross the bridge between the two buildings and open the chest in the next house containing 10 MYSTERIOUS SHELLS. Be careful of enemies around here as well. Return to normal size and leave the house. Enter the blue house to the right of the shop and flip the urn, then shrink yourself. Fuse Kinstones with the dog in here, to reveal a secret path in a tree. Leave the house and head left to reach a small bridge which you can only cross with this small size. On the other side go up and speak to the dog blocking the stairs, he'll move when you talk to him. Now you can access this area while big.

Directly below the dog you'll see two small lines of flowers leading down toward the house, go between them to enter the secret entrance at the back. Use the pot in here to grow big again. Leave the house and go down into the tree below you, here you can gamble the Mysterious Shells you have acquired for figurines if you want. That about does it for stuff to do in town. Leave town and head for Minish Woods, when you arrive at the bridge leading to the woods, turn around and go up a bit, then right. You should find a hole here, use your Cane of Pacci to pop yourself up to the ledge and go right, Inside this litte tree is a fountain. Offer to give the fairy all of your Rupees and she'll reward you with a BIG WALLET. Now to put some Rupees in that wallet, leave this area and return to the bridge leading into Minish Woods. Just inside, if you fused Kinstones correctly, you'll find a chest with 200 RUPEES inside of it. On your way back head to the North end of Lon Lon Ranch, there is a hole there. Fire your Cane of Pacci into it and bounce up to the ledge. On the next screen up, Veil Falls, you'll find a PIECE OF HEART on the right side. Now you need to make your way over to the base of Mt. Crenel.

Make your way through the base of the mountain and when you reach Mt. Crenel, head all the way to the right and begin climbing up the walls until you can climb no higher. You'll reach a room with coloured panels on the floor, charge your sword and activate the panels to create a clone of yourself as far away as possible. Move them between the wall and step on the two buttons simultaneously to open the door. Inside is Grayblade's dojo. Speak to him to learn the Roll attack and get the TIGER SCROLL for it. Also don't forget to grab the PIECE OF HEART in the corner. Note as well the treasure chests in the corners with 50 RUPEES and 50 RUPEES again! Now once again it's time to

return to Hyrule Town. Your next destination is the Tribly Highlands.

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+-- () ASTOR WILDS ----- 01.08 ---+

Remember down the ladder at the lower left where you got the Bottle from the Deku Scrub? Well descend down the ladder, but this time charge your sword and step on the glowing panels. Create a clone above or below you and with his help, push the big rock on your left to the side. Equip bombs as your secondary weapon and blast the cracked wall here in front of you. Open the chest to acquire KINSTONE PIECE [RED]. Run down to the lower right corner, then head up. Push the rock into the hole so you can come back here easily, then turn around and go all the way down to the next screen. As you start to walk there is a scene with the king and Vaati. It seems Vaati has brainwashed the king into helping him look for the Light Force! How despicably evil of him. No matter, make your way down, left, up and left to reach the Castor Wilds. Try to run through the muck and listen to what your hat has to say.

Return to Hyrule Town once again. In the main festival area, the upper left building has a large shoe on top of it. Go inside and the guy at the counter will fall asleep. Jump onto the urn at the top left to shrink yourself, and then ascend the mini-ladder on the front counter. Speak to the Minish here and they will put the location of Syrup's Hut on your map. Return to your normal size, exit town via the south exit, and head for Lon Lon Ranch. Approach the entrance of the ranch and speak with the two people. Now go around behind and use the stump to change to Minish size. There is a small hole in the front of the house here. Break all the pots with your sword to reveal the LON LON RANCH KEY. Leave through the small door and give the key to the man outside. Go through the house and around back there should be a staircase leading down to a large chest with another BIG WALLET. Start cutting down all the grass outside, you should be able to find random green Kinstone Pieces in there, just keep going in and out of the cave until you have as many as you like. Enter the cave on your left and push the large block with your clone, open the chest to get 50 RUPEES and leave.

Run to the right side and then go up at the fork. At the end, push the rock into the hole and then use your Cane of Pacci to launch yourself up to the ledge. Shrink down in the stump and cross the bridge over to the right, down the crack you'll find a chest with KINSTONE PIECE [RED] in it. Return back across the bridge, grow large and jump into the whirlwind. Float straight down to reach the next ledge and keep going down into another whirlwind. Continue down across the water and then right, to reach Lake Hylia. Follow the path down, right and down to reach Minish Woods. Make your way to the end of the path and into Syrup's Hut. Pick up the mushroom and speak to the witch in order to purchase it for a mere 60 Rupees. Now that you have the Wake-up Mushroom, leave the hut and head to the left side where you will find PIECE OF HEART. Return to Hyrule Town and go into the shoe shop. Stand in front of the sleeping guy and use the mushroom with the R button. He'll give you the PEGASUS BOOTS in return for waking him. Now that you have the Pegasus Boots you can learn something new. Head to Swiftblade's dojo and he'll teach you a new move. The Dash Attack is used along with the Pegasus Boots and he gives you the TIGER SCROLL for it as well. Return now to the Castor Wilds.

Thanks to the Pegasus Boots you are now able to freely cross the muck. Hold the button to run left, then down, then left under the bridge, and finally up

into the cave door. Descend the stairs here then go left and up through the door to find a chest. Unfortunately the chest disappears and a miniboss appears. To defeat this enemy, run at him with the Pegasus Boots to go right through him, then turn around and slash his back. After a few slashes he'll go down quite easily. Open the chest to acquire KINSTONE PIECE [GOLD]. Go back outside the cave then head left and climb up the vine beside you. Take the northeast bridge up, then descend the vine. Run west with your Pegasus Boots to reach a stump where you can shink to Minish Size. Enter the log on your left then go up to find a water lilly. Equip the Gust Jar and move yourself north until you hit the other side. Drop down the hole and eliminate all the enemies here, once you do a large chest appears containing the BOW.

Leave this area and return to normal size. Head back to the vine you climbed down, go up it and cross the bridge to the lower right. Descend the vine and equip your Bow. Fire an arrow at the statue to bring it to life, and then a few more to defeat it. Follow the path here to a cave with a chest inside containing KINSTONE PIECE [GOLD]. Return to the vine and climb up, cross every bridge from here to the other end where you'll come across another statue. Eliminate this statue using the Bow. There's a KINSTONE PIECE [BLUE] in the chest across the bridge. Drop off the edge and run down to find a grave, push the tombstone upward and go down the stairs. Forget the dojo itself, just gran the PIECE OF HEART in the corner. Make your way East across the muck using the Pegasus Boots and defeat the statue with the Bow. Climb up the vine and cross the bridge to reach a whirlwind. Your destination is the cave in the lower left corner with a KINSTONE PIECE [GOLD] inside the chest. Leave the cave and push the rock to the left. Run to the far lower left corner where you will find three statue. Press L to do Kinstone fusions with all of them and the rock will break. Now enter the Wind Ruins from here.

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Equip your bombs and climb up the stairs here, use a bomb on the cracked wall to blast open a hole. Inside the chest you'll find a KINSTONE PIECE [BLUE]. Leave the cave and head down. This callsic enemy must be touched before you can actually fight it, don't worry, you won't be hurt. Follow the path to a tree stump which will shrink you, then drop down the hole. Open the chest for KINSTONE PIECE [RED] then leave the hole and approach the stationary enemy. Use your sword to flip the on switch in his head, then touch him at normal size to activate him. Two screens from here when you cannot access the ladder, all you have to do is simply kill the three spider enemies.

Keep going along the path until you come to a tree stump. Shrink yourself and turn around, returning to the previous screen. Drop down and then descend the vine at the lower left corner. On the screen below, there are three vines going down, take the one in the middle which leads to a small cave. Inside, walk along the path without falling to reach a PIECE OF HEART. Return to the tree stump where you shrunk yourself, but remain small. Make your way into the head of the armour and flip the switch. Now get big again and turn him on! Once the enemy is defeated you can proceed to the next screen. Defeat the three armour guys to open the path to the two chests on the right side, they contain 100 RUPEES and 50 MYSTERIOUS SHELLS. Jump on the stump and go into the enemy, turn it off this time and leave. Now you can freely go down. It'a linear path from here into the Fortress of Winds. All you have to do is defeat all the enemies here, including the ones hiding under rocks.

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Enter the fortress and make a right at the fork. Ascend the stairs in this room to reach the next floor. Note the skulls can be broken with your sword. Break the ones on the left and open the chest to get a KINSTONE PIECE [BLUE]. Pull the handle at the bottom to unlock the door. Break the skulls on the right and pull the handle to make another chest appear, with another KINSTONE PIECE [BLUE]. Run around to the bottom and ascend the ladder up. On the next floor just follow the path and go through the door. Head right and defeat the enemy statue. Use your sword to break the skulls and reveal glowing panels on the floor. Charge your sword and step on the two furthest away from each other, then go back through the door on the right and step on the two buttons simultaneously. This will lead you to a platform where you can shrink.

In Minish form, head down and left. Enter the armour statue here and flip the switch, then go between the crack on your left to return to normal size. Defeat the enemy and pull the lever to make a key drop down. Use the magic platform once again to reduce your size, and as a small Link, drop down the hole. Go through the small hole on your right and increase your size to get the PIECE OF HEART. Push the block beside the far left one down, and leave the room. Enter the next room over and grab your SMALL KEY. Leave this room through the bottom door and go all the way to the left and in that door. Climb the stairs here and on the second floor, go down and around to reach the top where you will see something on the left wall. Fire an arrow at it and the door opens. Go through it and battle the four jumping skeletons to get through. There are some Rupees on the ground here, one of them hides an enemy in it. Climb the ladder and go up through the door. Step onto the moving platform, and then from that one onto the next moving platform. As it goes left and right, fire arrows up at the eyes and the door will open.

Make your way north into the room. Use the glowing panels on the floor and judge the distance you need to step on the two buttons simultaneously. When the statues wake up, eliminate your clone and fight them yourself. Once they are both destroyed a treasure chest drops which contains COMPASS. Return to the previous room, there are two more eyes on the wall beside the east door, fire at them to open it up and go through the door. Once the enemies are defeated, break the skulls below you to reveal four glowing panels on the floor. Charge your sword and step on the vertical ones to create a clone above or below you. Use your clone to help push the large block aside. Once it hits the wall, step down and push the other block left. Return to the glowing panels and create another clone, this time on your left or right. Use him to help you push the first block up to the top, then pull the lever to make a key fall down. Drop down the hole yourself and get the SMALL KEY.

Leave this room through the bottom door and go one room to the right. Ascend the stairs then head up, kill one of the statues and open the large chest to acquire DUNGEON MAP. Go up and head through the door on the right. Pull the lever to extend the bridge across and then quickly roll as fast as possible toward the top. Go right into the next room, being careful to just avoid the hands, and then right again. In this room head down and drop into one of the holes, wait for the spikey rollers to go over you then jump out. You'll notice four buttons. Here's what you have to do. Push or pull one of the statues onto the upper right button, and then other onto the lower left

button. Now go up to find glowing panels. Charge your sword and step on the lowest left panel, then the highest right panel. Have your clone walk down between the blocks, then left so you can walk down between the blocks. When you get through you should be spaced just right to both step on the remaining two buttons and make a SMALL KEY appear. Get the key and go through the door below you. Follow the path all the way left and jump down.

This time take the door on the left. Ride the moving platform across being careful of the blocks you pass. In the next room fire arrows at the left wall eyes to unlock the door and extend the bridge. If a shadow appears above you, move to avoid the hand. In the next room there's a miniboss, the easiest way to defeat him is to simply put down bombs and blow him up. Go down to the next room and run around the edge in between the moving objects. You need to step on the button on the right side, then go through the door below you. When you get to the path head right where you'll find two skulls and a space between them, place a bomb there to blow up the wall and make a path to a chest containing MOLE MITTS. Use them in this room to reach a chest with 100 RUPEES. Leave the room and head right to drop down again in front of those two doors. Take the right door again and cross the bridge. In this next room defeat the hands to make a platform appear. Use it to shrink yourself. In the next room go through the hole on the right and head down. Get between the rolling spike logs and make your way to the lower left door. On this walkway there is a small hole in the wall above you, go through it and use the platform to get big again. Step on the button to make a key fall. Use your Mole Mitts and dig to the key, avoiding any areas with the flashing things in them to get SMALL KEY. Now shrink yourself again and leave the room. Drop down, avoiding the hands and return to normal size and head right.

Through the door you'll find a bunch of stuff to dig through in order to reach the ladder. Ascend the ladder and break the skulls at the top. Use your small key on the door before proceeding up. There are two holes here, the one you want to drop down is the one on the right. Open the chest to acquire BIG KEY. Drop down, head left and go up the stairs, then left again to return to the room which had the two locked doors. Go down through the door at the bottom and dig your way to the statue. Push it up onto the button to make a chest appear, then open the chest to acquire KINSTONE PIECE [BLUE]. Climb the ladder and when you find four blocks, push the upper right one to the right to make a red portal appear. Step into the portal now. Go down through the door at the bottom, then right and into the first room. Climb the stairs and go down, there's a chest here, use your Mole Mitts to reach it and get KINSTONE PIECE [RED]. Climb the ladder here and open the chest on the left for KINSTONE PIECE [BLUE]. Enter the room above you and drop down the hole. Leave this room and run to the far right, don't go in the room, just dig to the far right corner to find a bunch of Rupees. Now run to the far left corner and dig to reach the door. When you go through you'll have to fight a miniboss. Two wizards and torches which fire projectiles at you. Avoid the projectiles while slashing the wizards with your sword. Once they have been defeated open the chest to acquire 80 MYSTERIOUS SHELLS. Now return to the room with the two portals and step on the red portal to reach the boss door. Destroy all the skulls to get a bunch of hearts then head straight up.

This boss may provide an adequate challenge for you. What you are going to need equipped here is the Sword and the Bow. Your goal at the beginning of the fight is to aim your bow at the eyes on the palms of the two hands, once hit with an arrow the hands will drop. While dropped, you can approach the hands and slash them with your sword to really incapacitate them. Knock both hands down and slash them at the same time to make the head drop to the floor. While the head is on the floor you can use one of the platforms to shrink down to Minish size and enter the head. There you will find six pillars, one of them is glowing, slash it with your sword to blow it up. That's one of three.

For the second round it's the exact same thing except once you get into the head, you have to dig around using your Mole Mitts to find the right one. For the third round it's the same thing except the head itself begins to attack, firing a big blue beam at you periodically. The hands themselves have a couple attacks. The stomping attack is easy to avoid, simply roll when the shadow is above your head. If the hand sweeps down in a circular motion it's trying to grab you, roll up to avoid it. Lastly one of the hands may stomp and knock down a few spider enemies, simply use your sword to slash them and kill them. It shouldn't be too difficult to eliminate this boss. Grab the HEART CONTAINER then go up the stairs and read the large tablet. It seems the Wind Element isn't here but you do get the OCARINA OF WIND. Once outside of the dungeon use it to warp to Lake Hylia. Drop down to the left to reach Lon Lon Ranch. Equip the Pegasus Boots and begin cutting down the grass here over and over to find lots of green Kinstone Pieces, you're going to need them. After doing this return to Hyrule Town. Run to the very top in the middle, just to your right is a tablet that when examined, becomes a warp point for the Ocarina. How very helpful. Now there's some optional stuff to do.

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Let's start from the bottom of Hyrule Town. There is a woman on the left in front of the yellow house named June, speak with her and fuse Kinstones. A chest appears in Minish Woods. Afterward head for the lower right corner and fuse Kinstones with the woman in front of the chicken coop to make a chest appear in Hyrule Town. After this head for mama's cafe and fuse Kinstones with mama. Something good happens at Lake Hylia. You can also fuse with the woman sitting on the right side named Chai. Also don't forget the Hurdy-Gurdy man on the left who makes a chest appear in Minish Woods. Speak to Malon, standing beside her cart at the top of town and Fuse Kinstones to make a chest appear in Minish Woods. Just above her and left is the library, go upstairs and fuse Kinstones with the old man there, Sturgeon, to make a staircase appear in South Hyrule Field. Head for the house with the yellow roof just below the post office on the upper left side of town, fusing with him will create a portal in South Hyrule Field, this one is important. There's a house at the bottom with a lot of carpenters in it. Fuse with all three of them in here. Use the urn to make yourself Minish sized and then climb the small ladder in this house. Follow the shelf to reach a hole with a Minish inside, you can fuse Kinstones with this guy. Leave the house as Minish through the hole at the top and fuse with the dog. Now head over to the right side of town. Enter the large building through the main door and fuse with the guy beside the desk, Bindle is his name. Climb the stairs and fuse with Satchel, the guy at the table. Leave this room through the left door and fuse with the green haired girl. After doing this go to the house where the guy appeared and speak to him, then come back and speak with the green haired girl and tell her there's a place to move in. Find the Postman running around town somewhere and fuse Kinstones with him as well. Lolly and Candy are two people you can fuse with, standing out front of the games house. That's good for now.

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Your destination is the library in Hyrule Town, the one at the northwest end of town. Head upstairs and speak with the old man, then go out the south door, flip the urn and shrink yourself. Head back inside and approach the shelf beside the man to enter a Minish sized area. Speak with the Minish and then return to normal size. Speak to the woman on the left at the front desk and leave the library. You'll find the book in the house with the blue roof at the lower right corner of town. Unfortunately you can't reach it. Equip your bottle and use it on the river on the left side to put water in it, then return to those two blue roofed houses and enter the one on the left. Use the water on the fireplace and go into it as Minish sized. You can walk along the roof to reach the next house. Watch out for the cat and climb up the ladder, push the book off the shelf down onto the floor and return to normal size. Now you can acquire A HYRULEAN BESTIARY easily . Return it to the library.

The next book you need to acquire after speaking to the woman is in the possession of a scholar, the man who lives in the house with the blue roof on the far left side of town. Enter his house with a Bottle full of water. Speak to him and then pour your water on the fire. You need to be Minish sized so leave the house and enter the carpenter's house below. After shinking return to Dr. Left's house and go through the fireplace. Head up and into that little mushroom house, fuse Kinstones with the Minish in here. Head up into the Stranger's house and out the small back door. Go right, down, right, up, down and past the cats to reach a vine down to a fountain cave.

Make a right and go through the door. Equip the Cane of Pacci and fire it at the hole above you, then pop up to the ledge. In the next room you'll have to fight four normal enemies before a chest appears with POWER BRACELETS inside. That's all you need from here, leave this cave and backtrack to the scholar's house once again. Now with your super strength, stay as Minish size but push both bookshelves to the left, starting with the left one then the right one. Climb the ladder to reach the hole. What you have to do is equip the Gust Jar and suck the dust up from the left side. Charge your sword and step on the glowing panels to make a clone above or below you. Walk over to the right side and step on the edge of the book to help the Minish guy make it drop down. Return to normal size and grab the LEGEND OF THE PICORI.

Return the library book to find out the location of the last one. Head for the mayor's house and equip your Pegasus Boots. Run and slam into the wall under each of the four masks to make them fall. Speak to the mayor two times and then shrink to Minish size. Climb the ladder and run along to reach the Minish door. Speak with the Minish inside to have your next destination marked on your map. Use the Ocarina of Wind to warp to Lake Hylia. Head left to Lon Lon Ranch and use the whirlwinds again to float down across the small pond below which takes you again to Lake Hylia. Go down to reach Minish Woods and Syrup's hut. There's a golden enemy here which will net you a lot of Rupees when killed. Head to the left side and open the chest to acquire KINSTONE PIECE [BLUE]. Equip the Mole Mitts and head right, dig open the cave entrance here. Keep digging to reach a ladder and ascend it. This takes you to Mayor Hagen's place. Equip the Pegasus Boots and slam into the tree behind the house, jump on the stump and shrink yourself then head down into the Minish area. Equip your Gust Jar and use it to propel yourself on the lilly pad downward. Step on the lilly pad i nthe house and go down. Push the shelf to the right as Minish then climb the ladder and push the book off the top. Return to nromal size and grab A HISTORY OF MASKS. Use the Ocarina to Warp back to the Town of Hyrule and return the book once again to the library.

Shrink yourself and return to the bookshelf. Speak with the Minish at the bottom ot get 50 RUPEES. Climb up to reach the elder's house and speak to him, you'll drop into a cave below. Push the lower left block left, and then

one below it down to get out. Equip the Gust Jar and use it to suck the mushroom over to you. Flip across the water and go through the door. You'll have to fight a miniboss here, all you need to do is wait for them to launch their pincers off their faces and swing your sword as much as possible during that time. After they are defeated open the chest to acquire FLIPPERS. You can finally swim now. Jump in the water and swim straight down to reach the exit. Use the urn on the library to return to normal size once again. At this point with all that you have, it's time to do some serious exploring.

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+++ (___ / PTIONAL EXPLORATION ADVENTURE! ----- 01.13 ---+

This will of course assume you've done as many fusions as possible in the Town of Hyrule. If you find the walkthrough mentions a chest in here that you don't see, it may just be because you haven't yet fused the Kinstone, don't worry about it too much. We'll begin in the Town of Hyrule. At the lower right corner you can play the chicken game, you have to play it quite a few times but in the end you will end up netting yourself three KINSTONE PIECE [RED] followed by a PIECE OF HEART. After that the prizes are just Rupees. I don't know about you, but I didn't have the right Kinstone before to fit with the carpenter at the upper left corner of town, now after those three red ones I do, so if that's the case, head up and fuse Kinstones with Bremor. Shrink yourself on one of the lower right houses, then go up and enter the bakery. There is a small ladder on the back shelf leading up to a hole, through the one of the left you'll find a chest with 100 RUPEES inside. There are three houses beside the festival area on the left. Enter the one in the middle and speak to the man, he'll tell you about a battle which might get you something good. Agree to take part in the battle and if you win, you get a PIECE OF HEART. After that it's just green Kinstone or something, nothing important.

Equip your Mole Mitts and use them to open the cave on the right side of town, to the left of the large building. Dig through to the lower right corner and open the chest to acquire KINSTONE PIECE [RED]. Dig up then left to find another chest in the upper left corner with KINSTONE PIECE [RED]. Now dig down and left to find a ladder with a chest above it containing KINSTONE PIECE [RED]. Descend the ladder and open the chest for 100 RUPEES. Push the rock right so it drops into the hole. Now leave this cave and return to Hyrule Town. Head down from the cave and go into the house below the well, shrink yourself to Minish size. Leave the house and go directly up from it. Beside the stairs, in between the stairs and the large building there is a vine to climb up. Ascend the vine and go above the large building, then down in between the flowers to reach a small room with a PIECE OF HEART inside. Leave here and return to your normal size. Leave Hyrule Town now, to the south.

Head down and step on the portal you pass. This takes you up to some house. Open the two chests to acquire KINSTONE PIECE [GREEN] and KINSTONE PIECE [GREEN]. Continue to go downstairs until you reach another chest with KINSTONE PIECE [GREEN] in it. Equip your Gust Jar and begin sucking up the ghost, it takes some serious power and you have to keep it on the ghost but eventually it will be sucked in. The oldman gives you 100 MYSTERIOUS SHELLS for saving his life. Head down and around to the right side of your house, there's a chest in the grass with 200 MYSTERIOUS SHELLS. Equip your Cane of Pacci and use it on the hole to your right to pop up to the ledge. Fuse Kinstones with this... thing here named Tingle. Now make your way to the upper left corner and go down to find some stairs. There are tons of Rupees

in this cave. Get next to the lower left corner and equip the Pegasus Boots. Use them to smash into the sparkling tree and reveal a stump. Shrink yourself down then enter the house above you, fuse Kinstones with the Forest Minish. Stay Minish sized and cross the bridge then go up, there is a vine you can climb down to reach the water. Swim to the upper right where you'll find a cave with a PIECE OF HEART in it. Return to the stump and get back to your normal size. From here take the upper right exit to Eastern Hills.

Defeat the golden snake to get a whole lot of Rupees. Your destination is the upper left corner, there are two guys working in their garden. Fuse Kinstones with Eenie and Meenie here. Afterward equip your mole Gloves and break open the cave to find lots of Rupees, be careful though, one of them hides an enemy. Leave the Eastern Hills and head up to Lon Lon Ranch. Behind the ranch you will find a sparkling tree, equip the Pegasus Boots and smash into the tree to reveal a stump. Shrink yourself and head right, there's a small Minish zoomed in area. Open the chest on the way up to get a KINSTONE PIECE [RED] and at the top you'll find a PIECE OF HEART. Return to normal size and cross the pond on the right side, easy now that you have the Flippers. Go right to Lake Hylia then down and back left again to Lon Lon Ranch. Climb the stairs and jump into the whirlwind, float left and up to reach the other whirlwind and go left from that one to land on the ledge. Drop down, push the rock into the hole. You can enter the cave if you want, but there's nothing to do in there at the moment. At least now you can reach it whenever. Head to the upper left corner and use the cane to pop up to the ledge and go up.

Here in Veil Falles, head right and down the ladder. Keep going down, back to Lon Lon Ranch to find a chest containing 200 RUPEES. Return to the previous screen and jump in the water. Swim to the upper right corner where you'll find a number of Rupees (many fake with enemies hidden.) To reach the red ones just break the rocks with your sword. Equip the Mole Mitts and go into the cave, there are two chests in here containing 50 RUPEES and 50 MYSTERIOUS SHELLS. Back to Lon Lon Ranch once again. Go around behind the ranch and into the cave at the back. Climb the ladder and speak to the thing up there, fuse Kinstones with it. With this out of the way head south back to the Eastern Hills again and then from there go down and cross into Minish Woods.

Head right and stay close to the top, with your Mole Mitts equipped you'll come across a cave you can enter. Beware of the hidden item stealing enemies in front of the chests. Open the chests to acquire 50 RUPEES and KINSTONE PIECE [BLUE]. Go right and then down, on the way down you'll pass a chest with KINSTONE PIECE [RED] inside it. Ignore the stump at the bottom, then go up at the fork. Open the chest here to acquire KINSTONE PIECE [RED]. Shrink yourself now and head left at the fork, drop down the crack and open the chest to acquire KINSTONE PIECE [BLUE]. Swim across to reach Minish Village, on your way up open the chest containing 200 RUPEES. Make a left at the entrance and then a left again at the fork. Enter the house at the end here and fuse Kinstones with the Forest Minish inside. That's all there is to do here, leave the town through the elder's house at the upper left corner. Don't return to normal size, cross the bridge as Minish and go up. Enter the right cave for a KINSTONE PIECE [BLUE], then the middle cave for a KINSTONE PIECE [BLUE]. Go through the left one, being careful of the icy paths to find a chest at the end with a KINSTONE PIECE [RED] and a PIECE OF HEART with it.

Use your Ocarina of Wind to warp back to Hyrule Town. You should easily have 999 Rupees by now so head for the shop and buy the Large Quiver. You can get the Big Bomb Bag later. Also what you'll want to do is check the left side of town, that new house should be finished. Speak to the guy out front and then go to the large building on the right side and pick one of the girls to live there. Return to the house and break the pots beside the fireplace. Head down to the carpenter's place and shrink yourself, then go up into Dr. Left's,

take his fireplace to reach the higher area and enter the new house. Push two of the shelves left to reveal a ladder, climb up it and fuse Kinstones with the Town Minish in here. Leave via the upper left exit to Tribly Highlands.

Head for the upper left corner and use your Mole Mittes to break open the cave. Get the chest to the left and up for a KINSTONE PIECE [BLUE]. There's a KINSTONE PIECE [BLUE] on the other side as well, and a ladder going up. Shrink yourself on the stump and climb the vine above you, fuse Kinstones with the Forest Minish in here. Leave the house and fuse Kinstones with that blue thing outside as well. Jump down over to edge and go right to reach another cave entrance. Open the chest in here to acquire KINSTONE PIECE [RED]. Climb down the ladder if you wish to reach the fairy fountain. Exit the cave and make your way to the lower left corner of the Trilby Highlands. Go down the stairs which just appeared here in the water area to find a whole load of Rupees. Make your way as far south as you can go to reach the bottom of the Western Wood, there you will find a stump and a small Minish house. Fuse Kinstones with the Minish inside. This will grow a beanstalk outside, climb up it to reach the top where you'll find hundreds of Rupees and a KINSTONE PIECE [RED]. Head north and then west to reach the Castor Wilds.

Equip the Pegasus Boots and head left, down, left and up. Climb up the vine and then take the bridge going up and right. Climb down the vine on the other side of the bridge then go down and right to find a cave which must be broken open with the Mole Mitts. There are two chests in here containing KINSTONE PIECE [RED] and 50 MYSTERIOUS SHELLS. Leave the cave and head up and left. Cross the muck to the left and shrink yourself. Take the lilly pad which is going back and forth above you to the crack in the ground. Drop down and open the chest for a KINSTONE PIECE [BLUE]. Take the lilly pad going down and grab the KINSTONE PIECE [RED]. Ascend the ladder and go down through the log. Head all the way down to the bottom where you should find a lilly pad going back and forth on the right side. Cross it, climb the vine and drop down for a KINSTONE PIECE [RED]. Cross back again and head up while sticking on the right side. Go thorough the tunnel leading under the bridge. Continue going southeast until you reach a body of water. Swim into the water and look for a small cave at the upper right. There are six water paths to choose from, take the one on the far left for a KINSTONE PIECE [RED] and then the one second from the right. In this room take out those pincer enemies, then push the block second from the left up, then the one fourth from the left up, and the one third from the left right, this will allow you to pass through. Next push the block one left of the Piece of Heart up, and one right of the Piece of Heart up, then the one right below the Piece of Heart left. Now you can finally grab the PIECE OF HEART. Leave the cave and head back to the stump to grow big once again. Use the Ocarina of Wind to warp to Mt. Crenel

Shrink yourself and enter Melari's Mines. Speak to the little Mountain Minish right beside you to fuse Kinstones. Go down and ascend the stairs and enter the room, fuse Kinstones with Melari himself here. Leave the room and head right into the next room to fuse again. Head up and fuse with the Minish beside the door. There's one more to fuse with, he's hammering on the wall at the top. After that leave through the top entrance and return your size to normal. Use the Ocarina of Wind and warp to Mt. Crenel, just so you're on the other side again. Jump down then climb down the ladder, head all the way to the right and climb up the wall to reach the dojo. Fuse Kinstones with Grayblade here. Leave the dojo and climb down two walls to the bottom of Mt. Crenel, but not the base. Head left to encounter a super difficult spider enemy who drops a lot of Rupees. Make your way to the far left side and climb the ladder, then begin climbing the mountain. On your way up note the large platform in the middle with the chest on it. Break the rock with your sword and open the chest for a KINSTONE PIECE [BLUE]. Keep climbing until you reach the top and then climb the beanstalk to find a huge number of Rupees and a

PIECE OF HEART as well. Grab the mushroom on the right side and pull yourself back, then launch over the cliff. Shrink yourself down to Minish size and enter the small Minish area with the raindrops, along the way you'll find a chest containing KINSTONE PIECE [BLUE]. Leave this area and return to normal size, then use the Ocarina of Wind to warp yourself to the Castor Wilds.

Run up and up and up to the vine, then climb it and cross the northeast bridge, then the southeast bridge. Descend down the vine and destroy the statue here with your Bow. Run straight up and through the water to reach a cave. Push the upper right block left, the one two below it left, and then the one in between them up. You'll be able to get the PIECE OF HEART. Leave the cave and go into the waterfall beside it, this is Scarblade's dojo. He teaches you how to unleash your Spin Attack even faster. Leave the dojo and use your Ocarina of Wind, warp yourself back to the Minish Forest. Head directly left for a chest with a KINSTONE PIECE [BLUE] inside of it. Next it's time to warp to Lake Hylia. Jump off the platform at the top and run all the way up to find a house. Enter the house and use your Cane of Pacci to flip the urn upside down and shrink yourself. Speak to the dog and then fuse Kinstones with it. Leave the house and use your Ocarina to return to Hyrule.

Enter mana's cafe and shrink yourself, climb the ladder and go through the door up to the rafters. Run across to the building next door and go down the ladder to reach the back counter area. Return to normal size and examine the bottle on the table, the shopkeeper says you can have it if you feed his dog. Take the bottle, leave this whole area and use the Ocarina of Wind to get back to Lake Hylia. Head north to the house and examine the dog's food dish to acquire EMPTY BOTTLE. Leave the house and jump into the water beside it, dive underwater to get a PIECE OF HEART. Head right and go down the ladder. Fuse Kinstones with the thing on your left. Step into the water and swim right, then down and left to reach a cave which you can dig open with your Mole Mitts. There's just a chest in here with 50 RUPEES. Leave the cave and swim directly down to find another PIECE OF HEART. Head to the lower right and jump onto the stump to shrink yourself. Head down and ride the lily pad to the bottom where you'll find a chest with KINSTONE PIECE [BLUE] inside. Leave this area and don't return to normal size, instead jump into the water and swim north, staying along the east wall. Climb the vine you reach and drop down to a Minish house, fuse Kinstones with the Forest Minish here. Leave this house and keep swimming up as Minish to the top right where you'll find a water cave leading to a chest with KINSTONE PIECE [RED] inside.

Return to the mayor's cabin at the lower right but stay small, just left of the front door and down is a small Minish sized hole, go through it and swim back into Minish Woods. Swim around to the right and up to reach a cave. Make your way through the cave along the icy paths to reach a chest with KINSTONE PIECE [RED] inside. Leave the cave and return to the stump behind the mayor's house, get back to normal size again. Head left of his front door and up the stairs, then down the ladder. Dig down to the lower left corner where you'll find a chest with KINSTONE PIECE [BLUE] inside it. After that don't leave, dig to the very upper right corner. You'll notice a button on the wall. Press the L button and fuse Kinstones with it, this will give an extra Goron to help him break that wall inside the cave. Back once again to the Mayor's Cabin in Lake Hylia. As big Link, jump into the water and swim west to reach some stairs going up, at the top you'll find a tree with a door in it. Go inside to find Waveblade's dojo. Speak to him to learn the Peril Beam and get the TIGER SCROLL for it. Grab the PIECE OF HEART and then use your Ocarina to return to town and then from there head to North Hyrule Field.

Start by heading up, ignore the trees with doors in them for now, make a right and head to the edge of the ledge, use your sword to cut down everything here and break the rock to reveal a crack underneath it. Return to the south

entrance and equip the Pegasus Boots, then head right. Use them on the sparkling tree to create a stump then shrink to Minish size. Climb the vine on your right and drop down the crack, fuse Kinstones with the Forest Minish in here. Leave this place and run, at normal size, to the upper left corner of this area. Drop into the water and swim straight up onto the next map where you'll find a chest with 200 RUPEES. Go back down, left and up again to find another chest with 100 MYSTERIOUS SHELLS. Return to the previous map and head for the middle. There should be four trees here with doors in them. Enter the upper left one and open the chest for a KINSTONE PIECE [RED], then step on the button to light the torch. Enter the upper right one for a KINSTONE PIECE [RED] and then step on the button to ignite the torch. Enter the lower right one for 200 MYSTERIOUS SHELLS and then step on the button to ignite the torch. Enter the lower left one for a KINSTONE PIECE [RED] and then step on the button to ignite the torch. Leave this one and then descend the ladder in the middle, open the chest to acquire the MAGICAL BOOMERANG.

Head up to the Hyrule Castle Garden, there shouldn't be any guards on the right side. Head over to the right side and descend the stairs at the top for a PIECE OF HEART. Head for the lower right hand corner and cut down all the grass to reveal a ladder, descend the ladder to find Grimblade's dojo. You can't train with him at the moment but you can acquire the PIECE OF HEART in the corner. Climb back up and break the nearby tree with your Pegasus Boots. Shrink down to Minish size and go through the hole at the upper right corner, then drop down the crack. Fuse Kinstones with this little Forest Minish.

Use your Ocarina of Wind now to warp to the Castor Wilds. Head left to the bottom left corner and down to the Wind Ruins. Keep going down until you reach a stump at which point you should shrink and drop down the crack, fuse Kinstones with the Forest Minish down here. Head right to reach the next screen and open the chest for 200 MYSTERIOUS SHELLS. After this head up two screens and climb the beanstalk for a LARGE QUIVER. Now equip the Ocarina of Wind and fly to the Castor Wilds. Head right, up, right, up, right to reach the Western Wood and from there run all the way to the south end. Take the upper right path leading up, this should be there you saw the pile of logs turn into a tree and open a path. There's nothing back there, but equip your Mole Mitts and dig up the ground to get a hell of a lot of Rupees. Equip the Ocarina of Wind and fly to Mt. Crenel. Jump down and run to the far right side and begin climbing down to the base. Note on your map the location of the icon and make your way to the small Minish area where you collected the green mineral water, a chest has shown up there with KINSTONE PIECE [BLUE]. Now believe it or not, I think that about covers it. It's time to return to the actual game! That's right. Be sure to save for god's sake!

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This particular dungeon is located in Lake Hylia. Warp there using your Ocarina of Wind and head into the water on the right side. Swim down around the lake, to the left and up to find a kind of icy platform with a crack in it. When you go to transform you'll enter the dungeon automatically. Descend the stairs below you and go in either direction, head through the door at the top. Enter the room on the right and go downstairs. There is a lever here, push it to the left so the sun shines through and then head back upstairs once again. Drop down the hole and notice the key frozen in the block of ice. Push it down and then right to get a SMALL KEY. Return to the previous floor

and go all the way left to reach the locked door. Proceed through it and drop down the hole. You'll find three blocks on the right side. The bottom block has to be moved down, then left and the upper block has to be moved just left. Now push the middle block left, up, left, down, left, up, right. Grab the BIG KEY which pops out of the block. Climb the stairs above you and return to the dungeon entrance. Use the Big Key on the door below where you came in.

Head to the lower left and go thorough the door. At the very bottom of this path is a large chest with the DUNGEON MAP inside. Run up from here and jump in the water, press the B button to go underwater and get below the rolling spike log. Make your way left to the next area and climb the ladder below you. Jump into the water again and swim right, then down to the bottom. Equip your Gust Jar and use it to get hold of the mushroom and launch yourself to the other side. Step on the button then jump in the water and fall down the waterfall. Swim down, using the B button dive to get under the log, and head left at the bottom. Read the tablet here and think about that for a second. Step on the button and swim right to the next screen. "The way forward is hidden at the bottom of the pot." That's what you'll need to be thinking about now. If you can't figure it out then simply dive underwater and get the SMALL KEY from inside the pot shaped outline. Backtrack until you pass a locked door, get up on land and open it up. Proceed through the door.

Equip your Gust Jar and step on the button. Suck the water lilly toward you and get on, now propel yourself upward. Bring that thing all the way around with you, back right then down and over the waterfall. Begin to propel it down at the bottom but jump off and dive right before you get creamed by the spike log, you can just get right back on from the water. Bring it to the right and past the pot shaped walls, step off of it onto the button. Step on the lilly pad again and head right, you'll have to fight another of those caterpillar minibosses but it should be a lot easier now that you have a more powerful sword and a lot more hearts. Go up through the door and open the large chest to acquire the COMPASS. Return to the fork on your lilly pad and go up, step on the button to lower the wall and keep going along in the water.

Eventually on your way up you'll be stopped by another wall, get off on the icy platform on your right. Head up to the top and open the chest to get 50 RUPEES. Now pay close attention. Push the highest block down. Now push the furthest right block left, then down, then left, then up. Get back on the lilly pad and ride it up, and still up at the fork, all the way around to the door leading east. Move carefully in the dark room, stay close to the wall and just keep going up to the door. Climb the ladder and then ascend the stairs to find another miniboss, three of those damn pincer beetle things. After defeating them head down through the door below you and head left along the walkway. Create a clone of yourself using the glowing panels below and then have both of you push the large lever to the left and bring a good deal of sunlight into the room. You are now part way there, drop down off the edge.

Take the now-open lower right door this time. It leads to a chest with KINSTONE PIECE [BLUE] inside. On your way down, stick to the left and you'll find another chest with a KINSTONE PIECE [BLUE] in it. Continue down and wait for an opening, then go left and follow the icy path to the door. Head up and go down the stairs, then down again. Push the lever here up. Now head back upstairs and run down to pull this lever. Once again go back downstairs and turn the lever to melt the ice and reveal the chest, it contains SMALL KEY. Ascend up to the third floor again and head to the bottom, use the key on the locked door here. Push the switch in this room left to trigger a fight.

This boss is totally identical to the first boss of the first dungeon with one notable exception, he has an aura of electricity surrounding him which makes him not only immune to the power of the Gust Jar temporarily, but also

increases his hit radius. Stay away while the electricity is present then go in with the Gust Jar, it should take three knock-down-and-attacks to eliminate the boss. Once you do a large chest falls down containing the FLAME LANTERN.

Equip the lantern and leave the room, use it to melt the ice on your left. Descend the stairs and melt the ice chest to acquire 100 RUPEES. In the next room on your right you have to defeat those pincer beetles again, make sure you have the Flame Lantern on for the battle. In the next room you'll have to pay close attention to get through it. Take the bottom path right and light the torch. Now go back and take the path above it to the right and up. When you reach a fork, head left and immediately down, open the chest containing KINSTONE PIECE [RED] and return to the fork. Go right this time. Light the torch to make the block disappear and head up. You have your choice of two paths going down, take the one on the left and go left at the fork. Place a bomb on the cracked wall here and proceed through to the secret room.

When you defeat all of the enemies in this room you will get a SMALL KEY. Leave this room then head right, up and up the path until you reach a chest with KINSTONE PIECE [RED] inside and a torch nearby. Return to the most recent path fork and go left and up. At the very top of the room take the path going down and left then open the chest for a KINSTONE PIECE [RED]. Light the torch and head for the door, use your key to open it. Make your way through this room and the next room to finally reach an illuminated room once again. Follow the path through the door on the left side. Create a clone above or below you and push the top block left until it stops. Next create a clone beside you and push the other block down over the glowing panels. With the clone still beside you push the third block down one panel and NO further. Use the glowing panels below it to create a clone above or below you and push the first block back to the right, now you can go through the door.

This room is extremely difficult but here's what you have to do. First of all, use your lantern to melt the first block, it's useless. For the second block, push it down and then left so it's on the bottom button. Return to the entrance and note the glowing panels. You want to charge your sword and then step on the very top one. After that get in the middle row and go right, so you're between the two sets of panels, then step on the one below you, basically so that there are exactly two panels between you and your clone. The reason for this is clear, you have to begin by moving right with the large blocks between you. When you come to the first stone in the way, go down one row, and then up one row at the next stone and make a mad dash for the left side to hit the two buttons, since the ice block is one the third then that's all three and the door opens. To get out of the next room the puzzle is significantly easier, simply push the upper right block... up.

In this room, melt the ice block and then create a clone either above or below you. Use his help to push the big block to the right and then head down for the door. Quickly light all nine of the torches in this room before the first one burns out, that is your goal, and it's none too easy. Basically in the room after this all you have to do is avoid the rolling logs and kill the pincer beetles. To kill them quickly, simply knock them into the deeper water. Defeat the enemies and then step on the button in the next room to make a portal. Bomb the wall at the top and a hole appears. Defeat the two centipedes squirming around in this room to open the door. It's just a couple of linear paths to a staircase leading up. Once you reach the lever create a clone of yourself and push it to the left. This will melt the ice enough to reveal the element. Unfortunately you have to go and chase after it...

Begin the battle by running to either the boss' left or the boss' right. Your goal is to face it and swing your sword in order to deflect the projectiles back at him. If they manage to get loose they bounce around and leave little

mines on the ground which you can destroy using your sword. After three hits with his own large rock, the boss covers everything in ice and begins to spin around, trying to either suck you in or freeze you with its breath, basically all you have to keep in mind is to stay away from its mouth. Equip the Flame Lantern and then what you have to do is set his tail on fire simply by running into it with the lantern on. Since he keeps spinning with you, what you want to do is always try moving in the opposite direction the boss is moving, eventually you'll be fast enough to set his tail on fire. After the first hit the boss will alternate between trying to suck you in and firing rocks, so you have to be ready at all times to turn around and roll to try and avoid being sucked in. Another three rocks and another tail fire and the boss is almost dead. After two hits the boss changes quite a bit, he develops a new attack where he races toward you, hits the wall and drops boulders from above. He also shoots out a dark smoke which blackens the room, during that time he ONLY does the charge up running attack, you'll need your lantern on at that point. Fortunately though, you only have to deflect three rocks at him to kill him, you do not need to set his tail on fire a third time. Pick up the WATER ELEMENT after defeating the boss and then the HEART CONTAINER before going through the portal. Use the Ocarina of Wind and return to Hyrule Town.

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+++ (_____) LEMENTAL SANCTUARY ----- 01.15 ---+

The first thing you may notice is that the school is finally open. Head inside and flip the urn to shrink yourself. Take the lower right exit out of the schoolroom and head up to the flower path, there's a chest on it you can get containing KINSTONE PIECE [RED]. Return to the schoolroom still Minish sized and take the lower left exit. Climb the stairs to reach the roof and return to normal size. Open the chest to get a KINSTONE PIECE [RED] then shrink again. Leave the school and enter the large building on the right side of town. Climb the ladder and equip your Flame Lantern. Light the two torches to open the door and go outside to get the KINSTONE PIECE [RED] (just for the record, yes, I'm sick of them too.) Head upstairs in the library and shrink yourself down. Climb down the stairs on the side of the building and get into the water on the left, then up into the cave. When you reach a fork go left to find a chest you can melt to get 100 MYSTERIOUS SHELLS. Now leave town via the north exit and head up to the Hyrule Castle Garden.

Return to Grimblade's dojo down the ladder on the right side. Light the torches in his dojo and then speak to him. He teaches you the Sword Beam and gives you the TIGER SCROLL for it. Leave the dojo and head to the left side of the garden. If the guards catch you they throw you out, however they have their backs turned much of the time. When you get to the other end go down the stairs and catch some of those faeries in your two bottles. Once you've got them leave, and cut the grass on your left, it will reveal a ladder to climb down. Step on the button at the end of the hall and enter Hyrule Castle. Make your way up into the Elemental Sanctuary and place your sword into the pedestal. After learning to split into three copies it's time to leave the castle. Return to the North Hyrule Field upper left corner.

Descend down the ladder here and create two clones either above or below you. Use them to push the large rock to the left. On the other side climb the ladder and open the chest above you to get 200 MYSTERIOUS SHELLS. Now it's time to enter the Royal Valley which you'll find directly to the west.

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+--- (_/      OYAL VALLEY ----- 01.16 ---+

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Directly down the first set of stairs on your right is an area of wall between two fence posts which can be blown up with a bomb. Enter it to find the adventurer's spring. Answer all of her questions correctly (the answers are no, no, yes, no and no) to get a LARGE QUIVER. Now leave the cave and follow the path to a fork, at which point you need to go up. Now this is where it tries to screw you over, you can follow the signs or simply follow these directions: up, left, left, up, right, up. On the next screen, which should be the graveyard, head to the far right side and speak to the guy in the house to acquire the GRAVEYARD KEY. When you leave the house a crow steals you key, dammit. This is one of the only times in the entire game to take off your sword, put the Pegasus Boots on over top of it and slam into the tree where the crow is. You have to run from a distance, getting too close causes the crow to fly away. Once you have the key approach the gate and speak to guy next to it. The tombstone directly north from the gate can be pushed up. Next push the one at the upper left corner and go downstairs. Clone yourself into three and push te big block to the left to get a PIECE OF HEART. Approach the ghost at the lower left corner of the graveyard and fuse Kinstones with him. Now head for the right side and break all the rocks to reveal three glowing panels. Create two clones and step on the buttons in the upper middle area to reveal the entrance to the Royal Crypt.

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+--- (_/      OYAL CRYPT ----- 01.17 ---+

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Eliminate the two enemies at the very beginning to get a SMALL KEY. Enter the next room and grab hold of the mushroom on the far left to launch yourself across. The doors on the left and right are fake, so use your key on the one in the middle. In this next room head right and down. Step on the cloning platforms and move up, being careful of that moving death object. Step on the buttons at the top and grab the SMALL KEY. Next head over to the left side of the room and step on the glowing panels. Create your clones just as the moving platforms come down and get on. Move left and right as necessary to avoid being hit and at the top step on all three buttons to reveal a SMALL KEY. Return to the middle and use both keys on the blocks which are in your way. Go downstairs and head up to a room with four torches. Light all four of them to reveal the minibosses, two of those mummies, which aren't too difficult to defeat. Approach the tablet to meet King Gustaf. He gives you the KINSTONE PIECE [GOLD] to help you on your quest to save Zelda. Now that you're out of that place, use your Ocarina of Wind to return to Hyrule Town and save.

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+----- | EIL FALLS ----- 01.18 ---+

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Head for North Hyrule Field and take the northeast exit to reach t Veil Falls. Drop down over the edge and grab the PIECE OF HEART here. Get out of the water and go up, fuse your Gold Kinstone with the door and enter the cave. Equip the lantern and head for the stairs leading up. At the top, equip your bombs and bomb the wall on the upper right between the stones, through it you will find a chest with 50 MYSTERIOUS SHELLS. Climb the stairs to the top and split into three, push the large block down and go out to find a chest containing 100 MYSTERIOUS SHELLS. Return back down a couple of floors and head south to get outside. Ascend the wlal on your right and examine the stone on you left to reveal a Wind Crest. Enter the cave above you and equip your bombs, bomb the cracked wall on the right to reveal a secret room with a chest inside contianing 50 MYSTERIOUS SHELLS. Leave the room and take the stairs leading up to find another chest with 100 RUPEES. Now take the lower right exit. Ascend the ladder to reach Veil Springs and jump into the tornado.

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 +--- (_____) LOUD TOPS ----- 01.19 ---+

Begin by fusing Kinstones with the person on the left as well as the person on the right. Step into the whirling red wind on the right side to launch yourself up. Open the chest here to get KINSTONE PIECE [GOLD]. Drop down the hole on the right, head up and jump into the red tornado. Equip your Mole Mitts and dig through the cloudy stuff to reach another hole. When you drop down fuse Kinstones with the cloud here using your gold one. One of the pinsheels activates. Now head back up and jump down onto the whirlwind below you. Float left to another whirlwind and then up from that one. Drop down the hole and deefat the two enemies here to make a KINSTONE PIECE [GOLD] appear, then head back up. Use your Mole Mitts on the cloudy stuff on your left, then go down and jump into the next whirlwind. Float west from here and open the chest to acquire KINSTONE PIECE [GOLD]. Above it there are two more chests containing 50 MYSTERIOUS SHELLS and 50 MYSTERIOUS SHELLS.

Jump into the whirlwind and float down while sticking to the left until you reach another platform. Equip either your Magical Boomerang or Bow and drop down the hole, defeat the enemy here with either of them and then fuse with the cloud to activate another pinwheel. Head down and jump into the red tornado. Get in the whirlwind and glide down toward the bottom, on the left side you'll find a chest with 50 MYSTERIOUS SHELLS inside it and a hole next to it. Drop down the hole and kill the cloud guy, then fuse Kinstones with the cloud above him. Ascend up using the whirlwind beside you and open the chest for a KINSTONE PIECE [GOLD]. Drop down and then head down, there are two red whirlwinds at the bottom, take the one on the right and drop down the hole beside it afterward. Eliminate the two cloud sharks here to make a KINSTONE PIECE [GOLD] appear and a red whirlwind beside it. Take the red whirlwind up to reach a chest with 50 MYSTERIOUS SHELLS in it.

Jump into the normal whirlwind below you. Float directly down and dig into the wall on the right where you'll find a hole, somewhat smaller than the others. Drop down and take the red whirlwind to get up again. Run upward and drop down the large hole, fuse Kinstones with the mysterious cloud, that's four out of five now. Head back up and jump into the whirlwind above you. Float left and up to the next ledge, then dig through to the whirlwind, float up, right and down to reach a hole. Drop down it and you'll realize this is the one from the beginning. Fuse Kinstones with the Mysterious Cloud here to

activate all the pinwheels. Now jump into the gigantic tornado.

Head up and examine the stone to reveal another Wind Crest. Enter the large building and climb up to the second floor. Speak with the old man assuming you helped him with his ghost problem and he'll give you the LIGHT ARROW. Fuse Kinstones with the woman beside him. Open the three chests on the third floor to get KINSTONE PIECE [BLUE], KINSTONE PIECE [BLUE], and KINSTONE PIECE [RED]. Fuse Kinstones with the fat thing on this floor as well. There are two chests on the third floor with KINSTONE PIECE [RED] and KINSTONE PIECE [RED]. Fuse Kinstones with the elder after that and then speak with him. He explains that the Wind Element is actually in the Palace fo Winds now. He gives you permission to enter, speak to the person in front of the door and then climb the stairs to the roof. Jump into the tornado to reach it.

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+-- (_/ ALACE OF WINDS ----- 01.20 ---+

Head left and then up to reach the next room, you'll find a red orb here, strike it with your sword to make the bridge come down. Keep striking the orbs to keep the brdiges extended as you move along. When you come to three blocks in the way of an orb, push the middle one up and one of the other two either right or left. At the next area you have to equip the Magical Boomerang or some other projectile weapon and fire it to the right to hit the orb across on the other side. Now create two clones horizontally and cross the bridge. Push the large block up and proceed to the next room.

Wait until the large moving platform comes down toward you and get one. Be careful of the enemies you face, they explode and damage you when you strike them. Step off the platform at the top and head left. Climb the stairs here and walk along the mesh to reach the next area. Fire your Boomerang downward to hit the orb and then cross the bridge south. There is an orb here, make sure the bridge to the right is extended toward you and then set a bomb on the orb. Quickly cross the bridge to the left and then when the bomb explodes, you'll be ready to cross the one above you. When you get here it's time to fight a miniboss. Tons and tons of those damn wizards which are so easy to kill simply by standing in front of them and swinging your sword. After doing so a large chest appears containing the ROC'S CAPE. This special cape allows you to jump and double jump and practically fly. Jump back to the entrance of this room and head right back to the previous area. At the top you can jump on the little gate thing in the floor and flip through to reach a chest containing KINSTONE PIECE [RED]. Head back to the left room and then hop up onto the cloud. Keep double jumping straight up to burst through each cloud.

Head right and jump across to reach the next area. Push the first block up, the second block up and the third block up. Now push the block on your right to the right. What you have to do here is create two clones using the bottom three glowing panels. Move down and position your three characters exactly between the four button and swing you sword so that even with only three characters, all four buttons are hit. This will trigger a fight with a couple enemies, if you remember correctly you'll know to equip your shielf for this battle and flip them over. After the enemies are defeated go through the door on your right and be careful of those fans. Moveup when they aren't blowing, you'll be safe i nthe holes as well. Jump to the other side at the top and be equally careful when going down. At the bottom roll quickly to get into the

hole on the left, then when the fans stop jump out and use your Cane of Pacci to pop up to the ledge on the left. Now continue left to the next area.

Jump on the square floor panel to flip it around and up into the next one to get back on top. For the one after that you have to wait until the moving platform is directly below you. At the end start jumping up the clouds to the next floor up. Stand on the glowing panels and charge your sword. When it's fully charged, step from the panel you are standing on to the one above you or below you, but not the last one. Wait until the moving platform comes and then stand on the last platform so your clones are set vertically. Step onto the platform and stand with your clones on the far right side. When it stops gets off and run up the stairs on your left, use the clones to help push the large block and head down into the next room. Push the three blocks on the right side down and get on the moving platform. Jump immediately to the platform on your left, then back right, then left, then right, then down. You'll be set at that point. Continue right to reach the next room.

What you have to do here is keep jumping up and down through the gates in the floor to avoid being on the moving platform when it reaches an obstacle. Basically just switch every time you have the chance and you'll be fine. In the next room jump down through the gate and equip your Cane of Pacci. Use it on the far right hole at the top and jump up to the ledge. To activate the buttons here what you need to do is charge your sword then stand on the upper left panel, the lower left panel, and on the panel directly right of the lower left panel. When your swords spin you should hit all the buttons and create a platform. Shrink yourself down and head through the hole below. Push the first pot down off the cliff. Now stand underneath the vertical bar of blocks and do exactly this, every move I say to make takes exactly one normal sized panel, if I say left and there's a pot in the way, it means move the pot left. You might as well pretend the pots aren't even there. Go left, up, up, left, up, left, left, up, left, down, left, down, left, up, left and left. This should take you to the hole. Now proceed through it. Keep making your way up through the Minish hole at the top and step onto the platform in the next room to return to normal size. Throw your Magical Boomerang or fire an arrow at the button on the screen below the platform to make a SMALL KEY appear and unlock the door. Return to the rolling log and use your Small Key on the door there, then outside begin to jump up the clouds to the next floor.

Take the upper left exit and cross the bridge while avoiding the fans. Push the upper middle block left, and the middle right block right. Continue down to the fan, wait for it to almost begin blowing and double jump to the left, it will send you across. The enemies in the next area will attack, but there's no reason to do anything, just keep jumping to reach the top. In this area, jump to the top cloud and then jump as far as you can to the right to get over the gap. Head down and across the bridge to reach a chest with KINSTONE PIECE [BLUE] inside. Head back to the second cloud tower and jump right, then finally jump up the third one to reach the next floor.

Enter the room below you and prepare to fight a new enemy. What you have to do to defeat these guys is stand in front of them so they throw their huge chain ball at you, then run quickly and attack while they aren't spinning it. Defeating them both will net you a SMALL KEY. Use the key on the door at the top left side of this room. Continue left from the next room. Push one of the pots from the lower left corner up onto a switch, then create three of yourself and step on the remaining three. In the next room step on the button and then use the fan to jump and launch yourself downward. Defeat the enemies which appear at the bottom and head to the right, there's another button to step on. Jump across once again and push the block on the left side to open the chest for SMALL KEY. Push the block on the right side, then the other one above it up to get out. Use the Small Key on the door above you. Open

the chest here to get the BIG KEY. Return to the room on the right and go down, use the Big Key to unlock the large door at the bottom and head through.

Drop down the edge where the arrow is pointing and prepare for a miniboss. There are two ways to beat him, you can drop bombs all over the place, or you can charge your sword and wait until he attacks, then let loose on his side or his back. Either way it will make a blue portal and bridge appear. Cross the bridge into the door and head right, then up the stairs to find a large chest with a COMPASS inside. Now head to the left side and climb the stairs. Head up to the next room and right to the room after that. Drop down the hole in the middle and open the chest on the floor below to acquire SMALL KEY. Climb the stairs on the left again to reach the upper floor. Head down into the room below you. Eliminate the enemies and then break the skulls to reveal glowing floor panels. Step on the far left, far right, and middle ones so you can move between the pillars and slash the buttons quickly before the ground breaks. Head through the door to the right and jump over the rolling spike logs. At the top you'll find a chest with a SMALL KEY in it. Follow the path right and drop down, use one of the keys on the upper right door.

Jump into the whirlwind below you and glide to the upper right exit. Follow the path up to reach two buttons, you can hit them both simultaneously by using the Spin Attack. Return back down to the previous room and ascend the stairs. Head left and drop down, defeat the enemies and open the chest for a KINSTONE PIECE [RED]. Take the right door and follow the path up to the next room and defeat the easy miniboss to find a large chest with the DUNGEON MAP inside. Head left and defeat the hands, then pull the switch and continue down. Climb the stairs to the next floor, go left and up. push the blocks off the edge and jump to reach the door, this path leads up to the PIECE OF HEART you passed earlier. Drop down and then climb the stairs again, this time go right. Notice the blocks which are cracked on the right side? What you have to do is fire an arrow at the exploding enemy while he's beside them and then you can jump across. Head up on the other side and drop a bomb, then throw it over to the switch. When it explodes the door opens so you can jump back across and get that chest containing 200 RUPEES. Jump across again.

Equip your Flame Lantern and run to the upper right, set the two torches ablaze to create a red portal. Use your Small Key on the door below you to access a staircase. There's a cracked wall on the right side here, break it open and then head through. In this next area note the wall at the upper right can be blown open, but it only looks cracked on the other side (if you return to the previous room and go up you'll see where.) Place a bomb on the cracked blocks and go thorough to the door. You cannot touch any of the enemies in this room. Make your way around them and push the block up between the two at the end, then the one beside it left and go through the door. Open the chest to acquire a SMALL KEY. Head back through the previous room and step on those nine broken 3x3 panels, drop down through any of them. Begin by heading immediately right in this room and pushing the block aside below the chest to get KINSTONE PIECE [BLUE]. Now make your way around, your destination is the lower right corner. Be sure to destroy all the skulls on the ground along the way, one of them hides a fairy. When you reach the skulls at the lower right corner, break them to find special tiles. Push the blocks to the right of these tiles off the edge then jump across to reach the stack of clouds and begin to jump up. Now enter the large tornado.

This boss is rather odd and even somewhat difficult, but knowing what to do should help you be able to defeat it without too much hassle. The battle begins on the large boss, what happens is certain eyes open and there are four glowing panels for you. You have to create clones in the same positions as the eyes and hit all the eyes at once, at that point the boss becomes vulnerable for you to just keep attacking. Once you've damaged it enough the

blue one will fly by, you have to jump on top of it. The blue one has only one eye, the eye opens for a second and you have to try and hit it. After the eye closes the tail swings around, press the button to jump over the tail. The easiest way to hit the single eye is to do a charge up attack and let go when the eye opens, so it will hit no matter where the eye is. Next you will be back on the larger one, do the same thing except this time you need to watch out for projectiles coming from the blue enemy. After you have hurt the large boss enough, jump back on the blue one. Now instead of swinging its tail the boss sends a whole bunch of green things at you which can be defeated with your sword if need be. Do the same thing, simply hit the eye. Finally it's time to jump on the large boss one last time. Now you'll have to deal with lots of those green things coming at you. Don't worry too much, just go on the offensive and keep that sword swinging, the boss will go down in no time. For defeating the boss you get the WIND ELEMENT. Also don't forget to pick up the HEART CONTAINER. Take the warp portal and enter the elder's house again, you should be able to fuse Kinstones with him a second time. Also go down and fuse Kinstones with Flurriss a second time. Take the warp portal at the bottom of the house and head north to reach Hyrule Town again.

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+-- (_____) LEMENTAL SANCTUARY ----- 01.21 ---+

Enter the dojo and speak with Swiftblade, now that you have the Roc's Cape you can learn the Downward Thrust, you'll also get the TIGER SCROLL for it. Use your Ocarina of Wind and warp to the Castor Wilds. At the top there should be one of those golden snakes to defeat. Your main destination is the tombstone on the elft side, that is the final dojo, you must have learned all seven other moves before going there. Head inside and speak with the master to learn the ultimate sword spinning attack and get the TIGER SCROLL for it. Now leave here and warp tp Lake Hylia. Head up, past the house and down. Now that you have the Roc's Cape you can jump to the platform with the PIECE OF HEART on it. Keep jumping up to reach the cave and dig into it with your Mole Mitts. Head left from the entrance and go down, you'll find three chests in this room containing KINSTONE PIECE [RED], KINSTONE PIECE [BLUE] and 50 MYSTERIOUS SHELLS. Enter the room on the left and defeat the enemy, then dig away the wall above you to reveal a panel on the wall. Fuse Kinstones with it. Return to the entrance and go left, then up this time. At the fork head down and exit the cave to find a PIECE OF HEART. Re-enter the cave and go up, you'll pass three chests in this hall containing KINSTONE PIECE [BLUE], KINSTONE PIECE [RED] and 50 MYSTERIOUS SHELLS. Return to the entrance and head right where you'll find a chest with KINSTONE PIECE [RED] inside then climb the ladder. Descend the next ladder and go up the one after that, there are two chests here containing 200 RUPEES and 200 MYSTERIOUS SHELLS. Be sure to get the PIECE OF HEART as well. Climb down and warp to Veil Falls.

Defeat the enemy jumping around here and open the chest to get a KINSTONE PIECE [BLUE]. Drop down over the left edge where the Wind Crest is and go into the waterfall cave to find a PIECE OF HEART. Now warp to Hyrule Town and make your way to the graveyard in the Royal Valley, it's a bit of a trip. At the section where you have to choose the correct direction to go, head left, left, left, up, up, up, up, to find a chest with 200 MYSTERIOUS SHELLS and the graveyard above it. When you arrive in the graveyard, fuse Kinstones with Spookter and then open both chests at the top for KINSTONE PIECE [RED] and KINSTONE PIECE [RED]. Enter Dampe's house and fuse Kinstones with him as well while you're here. Leave the house and enter it a second time, fuse Kinstones

DUNGEON MAP inside of it. Take the stairs up you just passed to reach the next floor. Head down to get outside of the castle, here's an optional aside.

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+--- (___ / PTIONAL ASIDE ----- 01.23 ---+
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Return to Hyrule Town and fuse Kinstones with the teacher in the school beside the desk. Shrink with the urn here and leave through the lower right door. Enter the little Minish path with the flowers. At the top split yourself into four and push the block up. Grab the three chests each containing KINSTONE PIECE [RED] and then get the PIECE OF HEART. Now warp to the Minish Woods with the Ocarina of Wind. In the town, head to the upper right corner and cross the bidge to where the Piece of Heart was before. Jump in the water and swim across the the Minish's house, fuse Kinstones with him once, then go back in and do it a second time. Leave the village and return to normal size. Use the ocarina to warp yourself to Lake Hylia and drop down the crack as Minish. Equip the Roc's Cape and jump across all these obstacles. Talk to the Minish in the house to acquire a full HEART CONTAINER. Return to normal size once again on the other side of the cave and warp to the Castor Wilds.

If you haven't captured the butterfly here yet this would be a good time to do so. Your destination is the Wind Ruins, if you haven't caught this butterfly either he's right at the entrance. When you reach the second stump past the door icon on your map, shrink down and backtrack to the crack in the ground, drop down and open the chest to get KINSTONE PIECE [RED]. Make your way to the end and open the chest to get another BIG BOMB BAG. Warp now back to Hyrule Town. Take the west exit and head down to the Western Wood. There should be a tree with a hole in it marked on your map, inside you will find a PIECE OF HEART. Return to Hyrule Town and take the south exit. Head immediatly east to the Eastern Hills where you'll see a chest with an EMPTY BOTTLE inside. Use your ocarina and warp to Veil Falls. Head south and drop off the eldge to your left at the bottom of the wall, the cave here should now have a section of ground around it. Use your Mole Mitts to dig inside and get the PIECE OF HEART. Also at the end of this hall is a chest with 50 MYSTERIOUS SHELLS. At this point in the guide, 43/44 Pieces of Heart have been covered, hopefully you've been keeping track with the checklist in case you missed any. Just so you know, the final PIECE OF HEART is in that building in Hyrule Town, the one at the lower left of the festival area in the middle, the one you can't enter. In order to get in there you have to acquire over 130 of the figurines available from the treehouse at the southwest corner of Hyrule Town. If that doesn't work then you need all 136. Good luck.

Before returning to the Dark Hyrule Castle there is one more thing to do. Warp to Hyrule Town and take the east exit. By now if you've been following the guide then the Gorons have broken the wall with four of them. Head there now and get the chest containing 200 RUPEES. Two more fusions are needed here before it's finally finished. One fusion is located just south of Lon Lon Ranch in the Eastern Hills. At the upper left corner is the house and those two people farming below. Enter the cave beside them with your Mole Mitts and dig to the upper right corner where you'll find the Mysterious Wall to fuse Kinstones with. The second fusion can be found in the Trilby Highlands, warp to Hyrule Town and head there now. Take the west exit out of town and open the chest for a KINSTONE PIECE [RED]. At the upper left corner there is a cave to dig into, dig to the top to find the Mysterious Wall and fuse Kinstones with it. That's all six Gorons taken care of. Return to the Goron

Cave and go up to the top where you'll find an EMPTY BOTTLE in the large chest. Fuse Kinstones with the Goron on the far left to make a guy appear in Hyrule Town. Fuse Kinstones with the Goron on the far right to make the Biggoron appear. What you have to do is go and beat the game, and then after the game is finished, save and bring you shield to the Biggoron on top of Veil Falls. Leave it with him and come back to have him transform it into the ultimate shield, the MIRROR SHIELD. Again like I said, you cannot do this until after you beat the game. Return now to Dark Hyrule Castle entrance.

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+--- (_/_____/ ARK HYRULE CASTLE ----- 01.24 ---+

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Head north into the next hall and then make a left. Follow the path until you reach four glowing panels, step on them and charge your sword to make three clones. Wait for the pillars at the top to fire and swing your sword to deflect the objects and lower the gate. Head up into the next room, defeat the hands, and continue right. In this room what you have to do is step on all the tiles exactly once, it's quite easy. From the bottom go all the way right, up one, all the way left, up one, all the way right, up one, all the way left, up two, right, down, right, up, right, down, right and the door will open for you. Follow the hall until you reach four glowing panels.

Split yourself into four and then navigate downward, avoiding the object and the walls to reach the four buttons at the bottom. Open the treasure chest to get a SMALL KEY. Drop down and run back to the castle entrance, the door on the right is locked, use your key there. Make your way up the hall until you reach quite a few glowing panels and four skeletons. Note the panels vertically on the left side, charge and step on the top one, then the second from the bottom. Next, on the right side, step on the second from the top and very bottom. Now charge your sword again and head up the hall. When the cannons fire you should be aligned to use the spin attack and knock the projectiles back at them, this lowers the gate. Head up into the next room, charge your sword immediately and begin tapping the attack button to do the ultimate spin attack. If you haven't learned it, then kill them some other way. Place a bomb on the lower left wall to blast an opening. Head through it and go up in the next room, you'll find a staircase to ascend here.

In the room above you, you have to fight another of those knight enemies, with the ultimate spin attack you'll find they are extremely easy to defeat. Once you have destroyed the enemy, head right and open the large chest to acquire the COMPASS. In the previous room, you can move the chair by pushing it. Do so to find a staircase. Equip the Flame Lantern then follow the hall to another set of stairs, through the door on the right, and up another set of stairs after that. Proceed through the door leading south and use the whirlwinds to get you to the lower left platform. In the next room, time it so that when you create your clones, you'll be able to move quickly past the spinning fireballs and down the the bottom where you can avoid it on the next pass. After that stand in front of the large block and push it downward. Go through the door on your right. Use the whirlwinds to make your way down toward the bottom. Ignore the door and continue left. Equip the Boomerang and fire it at the button across the gap to extend the bridge. Head through the door and charge your sword. Step on the bottom far left and far right panels, then the top second from left and second from right ones. Run up and swing your sword to open the door leading north into the next room.

Charge your ultimate spinning attack, once they throw their chain balls it should make short work of the,. Destorying the two enemies will make a red portal appear on the ground. Head through the west door then up. What you have to do in this room is throw a bomb which is just about to explode at the blocks with cracks in them. if you have Remote Bombs you have to place them on the blocks themselves, perhaps really quickly and blow them up in your face. Another option is to use the enemies, hit them and stop them and then pick them up, since they are on timers. Either way you also have to equip the Roc's Cape and jump up through the gate. Use your Boomerang or Bow or something to hit the buttons and open the door, then go down and head through it. Make a right and go up through the north door. Defeat the enemy in here to not only open the door, but spawn a number of other knights throughout the castle as well. No matter. Head down and make a right, destory the two knights in here and then go up. Equip your Flame Lantern and ignite all the torches to open the door, then kill all the ghosts in the next room. Keep going until you reach a chest with a SMALL KEY in it. Return to where you fought the knight and head down, Quip the Roc's Cape and jump up through the gate, follow the walkway down into the room with another knight.

After this one is defeated, then head south, Use either of the squares here and step on all four corners of a single square. Carefully make your way down between the fire and stand in a positiion so that when you do the sword swing, all button are hit. No go through the door on your right, step on the button and ascend the stairs for a SMALL KEY in a chest. Return to the room where you most recently fought the knight and make your way west. After defeating the two knights take the south door to reach another of those blue floor panel puzzles. Here's what to do. Down as far as you can, right once, up once, right twice, down once, right as far as you can, up once, left once, up once, left as far as you can, up once, left once, up once, right twice, down once, right twice, up once, right once, down twice, right. This should take you successfully to the end. Defeat the ghosts and exit. Make a left and enter the door on the tower, climb up the stairs and open the chest for a SMALL KEY.

Return to where you fought the most recent dark knight and head north to the next battle. Now continue north through the large door and defeat all the enemies in here. Be sure to eliminate the two hands as well which drop, use your Spin Attack for them. Equip your Bow and fire arrows at all the eyeballs at the top of the room. Head left and push the middleblock left, then the lower block down. Drop down the hole now. Ascend both sets of stairs and open the chest for a SMALL KEY. Return to the previous floor, push the middle block right and the lower block down. Return to where you fought the knight then head right and up. Use all four of your keys on the locked blocks here, then create three clones and push the giant block left to get the BIG KEY from the chest. From here go down, down, left, down, down, right, up. The large door should be right in front of you. It seems you are almost too late.

Defeat the enemy here quickly and continue up, Use the glowing panels to clone yourself, the charge your sword and spin attack your way up toward the top where you'll find four buttons to step on. In the next room you have to fight three dark knights, it will be very difficult if you don't have the ultimate spin attack, not so difficult if you do. Head through the door above.

You are dropped down below to face off against Vaati who has grown somewhat. What happens is some special pods float around Vaati and act as his protection, once these pods have been destroyed the eye opens up and you can strike it. Vaati's pods are dangerous however, they can fire laser beams down at you while he moves and Vaati himself is capable is throwing numerous flames in your direction. your goal should be to use the ultimate spin attack to eliminate as many of them as quickly as possibily and then strike the eye below the boss. After awhile the pods will change and become shielded. Removing

	_	Description: Return to Hyrule Town after Deepwood Shrine	
	+	-----	
		Location of Reward: South Hyrule Field	
+	+	-----	+
		Kinstone: Red Person: Hagen	
	+	-----	
	_	Description: Speak to mayor after completing Deepwood Shrine	
	+	-----	
		Location of Reward: Lon Lon Ranch	
+	+	-----	+
		Kinstone: Green Person: Brocco	
	+	-----	
	_	Description: In festival area, guy swining arm, veggie salesman	
	+	-----	
		Find: Minish Woods	
+	+	-----	+
		Kinstone: Red Person: Keeley	
	+	-----	
	_	Description: She's standing beside the well with someone else	
	+	-----	
		Location of Reward: Hyrule Castle Garden	
+	+	-----	+
		Kinstone: Green Person: Klaus	
	+	-----	
	_	Description: In front of house at upper left side of town	
	+	-----	
		Find: Lon Lon Ranch	
+	+	-----	+
		Kinstone: Blue Person: Rolf	
	+	-----	
	_	Description: The dog in the house to the right of shop (Minish size)	
	+	-----	
		Location of Reward: North Hyrule Field	
+	+	-----	+
		Kinstone: Green Person: June	
	+	-----	
	_	Description: In front of yellow house, bottom of Hyrule Town	
	+	-----	
		Find: Minish Woods	
+	+	-----	+
		Kinstone: Green Person: Chicken Girl	
	+	-----	
	_	Description: Girl in front of chicken coop at lower right	
	+	-----	
		Location of Reward: Hyrule Town	
+	+	-----	+
		Kinstone: Green Person: Mama	
	+	-----	
	_	Description: She's inside the cafe at the counter	
	+	-----	
		Find: Lake Hylia	
+	+	-----	+
		Kinstone: Green Person: Chai	
	+	-----	
	_	Description: Lady on right side of mama's cafe	
	+	-----	
		Location of Reward: Minish Woods	
+	+	-----	+
		Kinstone: Green Person: Hurdy-Gurdy Man	
	+	-----	

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| | | | Description: Located on the left side of mama's cafe |
| +-----+-----+-----+-----+-----+-----+-----+-----+
| | Find: Minish Woods | Reward: 200 Rupees |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Malon |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Standing beside her cart at the top of town |
| +-----+-----+-----+-----+-----+-----+
| | Location of Reward: Minish Woods |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Sturgeon |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Located upstairs in the library |
| +-----+-----+-----+-----+-----+-----+
| | Find: South Hyrule Field |
+====+====+====+====+====+====+====+====+
| | Kinstone: Red | Person: Stranger |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Located in house below the post office |
| +-----+-----+-----+-----+-----+-----+
| | Location of Reward: South Hyrule Field |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Mutoh |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Inside carpenter house on left side |
| +-----+-----+-----+-----+-----+-----+
| | Location of Reward: Hyrule Castle Garden |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Doyle |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Inside carpenter house on left side |
| +-----+-----+-----+-----+-----+-----+
| | Location of Reward: Minish Woods |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Mack |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Inside carpenter house on left side |
| +-----+-----+-----+-----+-----+-----+
| | Location of Reward: North Hyrule Field |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Town Minish |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Inside carpenter house on left side |
| +-----+-----+-----+-----+-----+-----+
| | Location of Reward: South Hyrule Field |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Growler |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Just above carpenter house on left side |
| +-----+-----+-----+-----+-----+-----+
| | Location of Reward: Hyrule Castle Garden |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Bindle |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Inn on the right side of town |
| +-----+-----+-----+-----+-----+-----+
| | Location of Reward: Minish Woods |
+====+====+====+====+====+====+====+====+
| | Kinstone: Green | Person: Satchel |
| +-----+-----+-----+-----+-----+-----+

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| | | | Description: Inn on the right side of town |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Eastern Hills |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Red | Person: Farore |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Inn on the right side of town |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Hyrule Town |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Blue | Person: Postman |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Running around the town randomly |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Hyrule Town |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Green | Person: Lolly |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: In front of the games house |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Lon Lon Ranch |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Blue | Person: Candy |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: In front of the games house |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Trilby Highlands |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Green | Person: Town Minish |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: In Minish house above Dr. Left's house, on west side |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Castor Wilds |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Red | Person: Bremor |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Stand at the top left corner of town |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Hyrule Town |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Green | Person: Town Minish |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: In new house with red roof on far left side |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Red | Person: Nayru |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Blue haired girl in Hyrule Town |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Royal Valley |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Red | Person: Farore |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Green haired girl in Hyrule Town |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Castor Wilds |
+=====+=====+=====+=====+=====+=====+
| | | | Kinstone: Red | Person: Din |
| +-----+-----+-----+-----+-----+-----+

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| | | | Description: Red haired girl in Hyrule Town |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Wind Ruins |
+-----+-----+-----+-----+-----+-----+
| | | | Kinstone: Green | Person: Tina |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Teacher in the school |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Trilby Highlands |
+-----+-----+-----+-----+-----+-----+

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+-- ( / OUTH HYRULE FIELD ----- 02.02 --+

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+-----+-----+-----+-----+-----+-----+
| | | | Kinstone: Green | Person: Tingle |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: On the far right side, need Cane of Pacci |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: North Hyrule Field |
+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Red | Person: Forest Minish |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Small house in lower left corner |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Minish Woods (Syrup's hut) |
+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Red | Person: Smith |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Your grandfather in your house |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Eastern Hills |
+-----+-----+-----+-----+-----+-----+

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+-- ( ON LON RANCH ----- 02.03 --+

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+-----+-----+-----+-----+-----+-----+
| | | | Kinstone: Green | Person: Ankle |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Behind the ranch, through the cave and up ladder |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: North Hyrule Field |
+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Blue | Person: Goron |
| +-----+-----+-----+-----+-----+-----+
| | | | Description: Inside the cave after sending six Gorons |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Hyrule Town |
+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Red | Person: Goron |
| +-----+-----+-----+-----+-----+-----+

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| | | | Description: Inside the cave after sending six Gorons |
| +-----+-----+-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Veil Falls |
+-----+-----+-----+-----+-----+-----+-----+-----+

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+-- ( / | / | _ INISH WOODS ----- 02.04 --+

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+-----+-----+-----+-----+-----+-----+-----+-----+
| | | | Kinstone: Green | Person: Forest Minish |
| _ +-----+-----+-----+-----+-----+-----+
| | | | Description: Inside house on far left side |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Somewhere |
+-----+-----+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Red | Person: Gentari |
| _ +-----+-----+-----+-----+-----+-----+
| | | | Description: The elder of Minish Village |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Minish Woods |
+-----+-----+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Red | Person: Belari |
| _ +-----+-----+-----+-----+-----+-----+
| | | | Description: Guy in Minish House left of the village |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Wind Ruins |
+-----+-----+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Red | Person: Forest Minish |
| _ +-----+-----+-----+-----+-----+-----+
| | | | Description: Take the bridge at the upper right corner of town |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Veil Falls |
+-----+-----+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Red | Person: Forest Minish |
| _ +-----+-----+-----+-----+-----+-----+
| | | | Description: Take the bridge at the upper right corner of town |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Lake Hylia |
+-----+-----+-----+-----+-----+-----+-----+-----+

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+-- ( / RILBY HIGHLANDS ----- 02.05 --+

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| | | | Kinstone: Green | Person: Forest Minish |
| _ +-----+-----+-----+-----+-----+-----+
| | | | Description: Through the cave at upper left corner, in small house |
| +-----+-----+-----+-----+-----+-----+
| | | | Location of Reward: Trilby Highlands |
+-----+-----+-----+-----+-----+-----+-----+-----+

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| | | | Kinstone: Green | Person: Knuckle |
| _ +-----+-----+-----+-----+-----+-----+
| | | | Description: Through the cave at upper left corner |

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| +-----+
| | Location of Reward: North Hyrule Field |
+====+====+
| | Kinstone: Blue | Person: Mysterious Wall |
| +-----+
| |_ | Description: Cave at upper left corner |
| +-----+
| | Location of Reward: Lon Lon Ranch |
+====+====+

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+-- / | ESTERN WOOD ----- 02.06 --+

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+====+====+
| | Kinstone: Blue | Person: Forest Minish |
| +-----+
| |_ | Description: Small Minish house at southwest corner |
| +-----+
| | Location of Reward: Western Wood |
+====+====+

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+-- (_____) ASTERN HILLS ----- 02.07 --+

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+====+====+
| | Kinstone: Green | Person: Meenie |
| +-----+
| |_ | Description: Digging in the upper left area |
| +-----+
| | Location of Reward: Mt. Crenel |
+====+====+

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| | Kinstone: Blue | Person: Eenie |
| +-----+
| |_ | Description: Digging in the upper left area |
| +-----+
| | Location of Reward: Lon Lon Ranch |
+====+====+

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| | Kinstone: Blue | Person: Forest Minish |
| +-----+
| |_ | Description: Minish in house at lower right corner |
| +-----+
| | Location of Reward: Eastern Hills |
+====+====+

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| | Kinstone: Blue | Person: Mysterious Wall |
| +-----+
| |_ | Description: Inside cave at northwest corner below house |
| +-----+
| | Location of Reward: Lon Lon Ranch |
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+-- (_/ ' ORTH HYRULE FIELD ----- 02.08 --+

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+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green      | Person: Forest Minish      |
|      +-----+-----+-----+-----+-----+-----+
| | | | Description: Down the crack on right side North Hyrule Field |
|      +-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Wind Ruins                      |
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+-- (_/ (___ YRULE CASTLE GARDEN ----- 02.09 --+

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+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green      | Person: Forest Minish      |
|      +-----+-----+-----+-----+-----+-----+
| | | | Description: Upper right corner, down the crack              |
|      +-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Western Wood                      |
+=====+=====+=====+=====+=====+=====+
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+-- (_/ | / | _ T. CRENEL ----- 02.10 --+

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+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Red        | Person: Grayblade          |
|      +-----+-----+-----+-----+-----+-----+
| | | | Description: Inside his dojo, up the wall on far right side  |
|      +-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Castor Wilds                      |
+=====+=====+=====+=====+=====+=====+
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+-- (_/ | / | _ ELARI'S MINES ----- 02.11 --+

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+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green      | Person: Mountain Minish    |
|      +-----+-----+-----+-----+-----+-----+
| | | | Description: Just inside back entrance of the mines          |
|      +-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Minish Woods                      |
+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Red        | Person: Melari             |
|      +-----+-----+-----+-----+-----+-----+
| | | | Description: Directly down from back entrance, inside room    |
|      +-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Mt. Crenel                          |
+=====+=====+=====+=====+=====+=====+
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+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green      | Person: Mountain Minish |      |
|  _  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Beside Melari's room |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Mt. Crenel |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green      | Person: Mountain Minish |      |
|  _  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Standing outside one of the doors |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Mt. Crenel |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green      | Person: Mountain Minish |      |
|  _  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Hammering on one of the walls |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Mt. Crenel's Base |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+

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+-- ( ) ASTOR WILDS ----- 02.12 --+

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|      | Kinstone: Gold      | Person: Mysterious Statue |      |
|  _  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Located at the end of Castor Wilds |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Castor Wilds |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Gold      | Person: Mysterious Statue |      |
|  _  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Located at the end of Castor Wilds |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Castor Wilds |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Gold      | Person: Mysterious Statue |      |
|  _  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Located at the end of Castor Wilds |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Castor Wilds |      |
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+-- / | ESTERN WOOD ----- 02.13 --+

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|      | Kinstone: Red      | Person: Forest Minish |      |
|  _  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Down a crack in the ground in Wind Ruins |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Wind Ruins |      |

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+-- (_____ AKE HYLIA ----- 02.14 --+

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| | Kinstone: Green | Person: Fifi |
| _ +-----+-----+
| | Description: The dog in the house at the north end |
| +-----+-----+
| | Location of Reward: Lake Hylia |

+=====+

| | Kinstone: Green | Person: David Jr. |
| _ +-----+-----+
| | Description: Just right and down from the shopkeeper's house |
| +-----+-----+
| | Location of Reward: North Hyrule Field |

+=====+

| | Kinstone: Blue | Person: Forest Minish |
| _ +-----+-----+
| | Description: Down the crack on right side, up vine, Minish sized |
| +-----+-----+
| | Location of Reward: Lake Hylia |

+=====+

| | Kinstone: Blue | Person: Mysterious Wall |
| _ +-----+-----+
| | Description: Inside the cave which connect Minish Woods to Hylia |
| +-----+-----+
| | Location of Reward: Lon Lon Ranch |

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| | Kinstone: Blue | Person: Mysterious Wall |
| _ +-----+-----+
| | Description: Inside cave at the top, need Roc's Cape |
| +-----+-----+
| | Location of Reward: Lon Lon Ranch |

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+-- (_/ _____ OYAL VALLEY ----- 2.15 --+

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| | Kinstone: Blue | Person: Spookter |
| _ +-----+-----+
| | Description: Ghost sitting around in the graveyard |
| +-----+-----+
| | Location of Reward: Hyrule Town |

+=====+

| | Kinstone: Blue | Person: Spookter |
| _ +-----+-----+
| | Description: Ghost sitting around in the graveyard |
| +-----+-----+
| | Location of Reward: Hyrule Town |

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|      | Kinstone: Blue          | Person: Dampe          |
|  _   +-----+-----+-----+-----+
| | _ | Description: Inside his house in the graveyard |
|      +-----+-----+-----+-----+
|      | Location of Reward: Royal Valley |
+=====+=====+=====+=====+
|      | Kinstone: Green          | Person: Dampe          |
|  _   +-----+-----+-----+-----+
| | _ | Description: Inside his house in the graveyard |
|      +-----+-----+-----+-----+
|      | Location of Reward: Wind Ruins |
+=====+=====+=====+=====+
|      | Kinstone: Green          | Person: Gina           |
|  _   +-----+-----+-----+-----+
| | _ | Description: The ghost in cave below tomb in graveyard |
|      +-----+-----+-----+-----+
|      | Location of Reward: Hyrule Town |
+=====+=====+=====+=====+
|      | Kinstone: Green          | Person: Gina           |
|  _   +-----+-----+-----+-----+
| | _ | Description: The ghost in cave below tomb in graveyard |
|      +-----+-----+-----+-----+
|      | Location of Reward: Western Wood |
+=====+=====+=====+=====+

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+----- | EIL FALLS ----- | 02.16 --+

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+=====+=====+=====+=====+
|      | Kinstone: Gold          | Person: Source of the Flow |
|  _   +-----+-----+-----+-----+
| | _ | Description: Door in Veil Falls, must have been to Royal Crypt |
|      +-----+-----+-----+-----+
|      | Location of Reward: Veil Falls |
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+-- ( _____ ) LOUD TOPS ----- | 02.17 --+

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|      | Kinstone: Green          | Person: Hailey         |
|  _   +-----+-----+-----+-----+
| | _ | Description: Guy standing right at the very entrance |
|      +-----+-----+-----+-----+
|      | Location of Reward: Veil Falls |
+=====+=====+=====+=====+
|      | Kinstone: Red          | Person: Gale           |
|  _   +-----+-----+-----+-----+
| | _ | Description: Person standing to the right of the entrance |
|      +-----+-----+-----+-----+
|      | Location of Reward: Veil Falls |

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+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Gold          | Person: Mysterious Cloud |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Down one of the many holes |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Activates a pinwheel |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Gold          | Person: Mysterious Cloud |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Down one of the many holes |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Activates a pinwheel |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Gold          | Person: Mysterious Cloud |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Down one of the many holes |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Activates a pinwheel |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Gold          | Person: Mysterious Cloud |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Down one of the many holes |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Activates a pinwheel |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green       | Person: Caprice          |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Lady on second floor of building in the sky |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Veil Falls          |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green       | Person: Flurris         |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Fat thing on third floor of building          |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: CastorWilds         |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green       | Person: Siroc           |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: He's the elder on the top floor              |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Royal Valley        |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green       | Person: Siroc           |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: He's the elder on the top floor              |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Royal Valley        |      |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+=====+
|      | Kinstone: Green       | Person: Flurris         |      |
|  _   +-----+-----+-----+-----+-----+-----+-----+-----+-----+
| |__| | Description: Fat thing on third floor of building          |      |
|      +-----+-----+-----+-----+-----+-----+-----+-----+-----+
|      | Location of Reward: Western Wood       |      |

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Piece of Heart.....	_
50 Rupees.....	_
Kinestone Piece [Blue].....	_
Kinestone Piece [Red].....	_
Kinestone Piece [Blue].....	_
Piece of Heart.....	_
Kinestone Piece [Blue].....	_
Grip Ring.....	_
Big Bomb Bag.....	_
Kinestone Piece [Blue].....	_

CAVERN OF FLAMES	03.05
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Compass.....	_
Dungeon Map.....	_
Kinestone Piece [Blue].....	_
50 Rupees.....	_
Piece of Heart.....	_
Cane of Pacci.....	_
Small Key.....	_
Kinestone Piece [Blue].....	_
Kinestone Piece [Green].....	_
Kinestone Piece [Green].....	_
100 Rupees.....	_
Kinestone Piece [Green].....	_
Big Key.....	_
Fire Element.....	_
Heart Container.....	_

ELEMENTAL SANCTUARY	03.06
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White Sword.....	_
Piece of Heart.....	_

OPTIONAL STUFF	03.07
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Tiger Scroll.....	_
10 Mysterious Shells.....	_
Big Wallet.....	_
200 Rupees.....	_
Piece of Heart.....	_
Tiger Scroll.....	_
Piece of Heart.....	_
50 Rupees.....	_
50 Rupees.....	_

CASTOR WILDS	03.08
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Kinestone Piece [Red].....	_
Lon Lon Ranch Key.....	_
Big Wallet.....	_
50 Rupees.....	_

Kinstone Piece [Red].....	_
Piece of Heart.....	_
Pegasus Boots.....	_
Kinstone Piece [Gold].....	_
Bow.....	_
Kinstone Piece [Gold].....	_
Kinstone Piece [Blue].....	_
Piece of Heart.....	_
Kinstone Piece [Gold].....	_

WIND RUINS	03.09
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Kinstone Piece [Blue].....	_
Kinstone Piece [Red].....	_
Piece of Heart.....	_
100 Rupees.....	_
50 Mysterious Shells.....	_

FORTRESS OF WINDS	03.10
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Kinstone Piece [Blue].....	_
Kinstone Piece [Blue].....	_
Piece of Heart.....	_
Small Key.....	_
Compass.....	_
Small Key.....	_
Dungeon Map.....	_
Small Key.....	_
Mole Mitts.....	_
100 Rupees.....	_
Small Key.....	_
Big Key.....	_
Kinstone Piece [Blue].....	_
Kinstone Piece [Red].....	_
Kinstone Piece [Blue].....	_
80 Mysterious Shells.....	_
Heart Container.....	_
Ocarina of Wind.....	_

MANY OPTIONAL FUSIONS	03.11
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N/A.....	_
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THE LIBRARY	03.12
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A Hyrulean Bestiary.....	_
Power Bracelets.....	_
Legend of the Picori.....	_
Kinstone Piece [Blue].....	_
A History of Masks.....	_
50 Rupees.....	_
Flippers.....	_

Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
Piece of Heart	1
100 Rupees	1
Piece of Heart	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
100 Rupees	1
Piece of Heart	1
Kinstone Piece [Green]	1
Kinstone Piece [Green]	1
Kinstone Piece [Green]	1
100 Mysterious Shells	1
200 Mysterious Shells	1
Piece of Heart	1
Kinstone Piece [Red]	1
Piece of Heart	1
200 Rupees	1
50 Rupees	1
50 Mysterious Shells	1
50 Rupees	1
Kinstone Piece [Blue]	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
Kinstone Piece [Blue]	1
200 Rupees	1
Kinstone Piece [Blue]	1
Kinstone Piece [Blue]	1
Kinstone Piece [Red]	1
Piece of Heart	1
Kinstone Piece [Blue]	1
Kinstone Piece [Blue]	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
50 Mysterious Shells	1
Kinstone Piece [Blue]	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1
Piece of Heart	1
Kinstone Piece [Blue]	1
Piece of Heart	1
Kinstone Piece [Blue]	1
Piece of Heart	1
Kinstone Piece [Blue]	1
Empty Bottle	1
Piece of Heart	1
50 Rupees	1
Piece of Heart	1
Kinstone Piece [Blue]	1
Kinstone Piece [Red]	1
Kinstone Piece [Red]	1

Kinstone Piece [Blue].....	_
Tiger Scroll.....	_
Piece of Heart.....	_
200 Rupees.....	_
100 Mysterious Shells.....	_
Kinstone Piece [Red].....	_
Kinstone Piece [Red].....	_
200 Mysterious Shells.....	_
Kinstone Piece [Red].....	_
Magical Boomerang.....	_
Piece of Heart.....	_
Piece of Heart.....	_
200 Mysterious Shells.....	_
Large Quiver.....	_
Kinstone Piece [Blue].....	_

TEMPLE OF DROPLETS	03.14
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Small Key.....	_
Big Key.....	_
Dungeon Map.....	_
Small Key.....	_
Compass.....	_
50 Rupees.....	_
Kinstone Piece [Blue].....	_
Kinstone Piece [Blue].....	_
Small Key.....	_
Flame Lantern.....	_
100 Rupees.....	_
Kinstone Piece [Red].....	_
Small Key.....	_
Kinstone Piece [Red].....	_
Kinstone Piece [Red].....	_
Water Element.....	_
Heart Container.....	_

ELEMENTAL SANCTUARY	03.15
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Kinstone Piece [Red].....	_
Kinstone Piece [Red].....	_
Kinstone Piece [Red].....	_
100 Mysterious Shells.....	_
Tiger Scroll.....	_
200 Mysterious Shells.....	_

ROYAL VALLEY	03.16
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Large Quiver.....	_
Graveyard Key.....	_
Piece of Heart.....	_

ROYAL CRYPT	03.17
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	Small Key.....	_
	Small Key.....	_
	Small Key.....	_
	Kinstone Piece [Gold].....	_

	VEIL FALLS	
		03.18

	Piece of Heart.....	_
	50 Mysterious Shells.....	_
	100 Mysterious Shells.....	_
	50 Mysterious Shells.....	_
	100 Rupees.....	_

	CLOUD TOPS	
		03.19

	Kinstone Piece [Gold].....	_
	Kinstone Piece [Gold].....	_
	Kinstone Piece [Gold].....	_
	50 Mysterious Shells.....	_
	50 Mysterious Shells.....	_
	50 Mysterious Shells.....	_
	Kinstone Piece [Gold].....	_
	50 Mysterious Shells.....	_
	Light Arrow.....	_
	Kinstone Piece [Blue].....	_
	Kinstone Piece [Blue].....	_
	Kinstone Piece [Red].....	_
	Kinstone Piece [Red].....	_
	Kinstone Piece [Red].....	_

	PALACE OF WINDS	
		03.20

	Roc's Cape.....	_
	Kinstone Piece [Red].....	_
	Small Key.....	_
	Kinstone Piece [Blue].....	_
	Small Key.....	_
	Small Key.....	_
	Big Key.....	_
	Compass.....	_
	Small Key.....	_
	Small Key.....	_
	Kinstone Piece [Red].....	_
	Dungeon Map.....	_
	Piece of Heart.....	_
	200 Rupees.....	_
	Small Key.....	_
	Kinstone Piece [Blue].....	_
	Wind Element.....	_
	Heart Container.....	_

	ELEMENTAL SANCTUARY	
		03.21

	Tiger Scroll.....	_
	Tiger Scroll.....	_
	Piece of Heart.....	_
	Kinstone Piece [Red].....	_
	Kinstone Piece [Blue].....	_
	50 Mysterious Shells.....	_
	Piece of Heart.....	_
	Kinstone Piece [Blue].....	_
	Kinstone Piece [Red].....	_
	50 Mysterious Shells.....	_
	Kinstone Piece [Red].....	_
	200 Rupees.....	_
	200 Mysterious Shells.....	_
	Piece of Heart.....	_
	Kinstone Piece [Blue].....	_
	Piece of Heart.....	_
	200 Mysterious Shells.....	_
	Kinstone Piece [Red].....	_
	Kinstone Piece [Red].....	_
	100 Mysterious Shells.....	_
	Remote Bombs.....	_
	200 Mysterious Shells.....	_
	200 Rupees.....	_
	200 Mysterious Shells.....	_
	Piece of Heart.....	_
	Piece of Heart.....	_
	Piece of Heart.....	_
	Four Sword.....	_

	DARK HYRULE CASTLE	03.22
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	Small Key.....	_
	Dungeon Map.....	_

	OPTIONAL ASIDE	03.23
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	Kinstone Piece [Red].....	_
	Kinstone Piece [Red].....	_
	Kinstone Piece [Red].....	_
	Piece of Heart.....	_
	Heart Container.....	_
	Kinstone Piece [Red].....	_
	Big Bomb Bag.....	_
	Piece of Heart.....	_
	Empty Bottle.....	_
	Piece of heart.....	_
	50 Mysterious Shells.....	_
	Piece of Heart.....	_
	200 Rupees.....	_
	Kinstone Piece [Red].....	_
	Empty Bottle.....	_

	DARK HYRULE CASTLE	03.24
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FORTRESS OF WINDS BOSS

04.03

This boss may provide an adequate challenge for you. What you are going to need equipped here is the Sword and the Bow. Your goal at the beginning of the fight is to aim your bow at the eyes on the palms of the two hands, once hit with an arrow the hands will drop. While dropped, you can approach the hands and slash them with your sword to really incapacitate them. Knock both hands down and slash them at the same time to make the head drop to the floor. While the head is on the floor you can use one of the platforms to shrink down to Minish size and enter the head. There you will find six pillars, one of them is glowing, slash it with your sword to blow it up. That's one of three. For the second round it's the exact same thing except once you get into the head, you have to dig around using your Mole Mitts to find the right one. For the third round it's the same thing except the head itself begins to attack, firing a big blue beam at you periodically. The hands themselves have a couple attacks. The stomping attack is easy to avoid, simply roll when the shadow is above you head. If the hand sweeps down in a circular motion it's trying to grab you, roll up to avoid it. Lastly one of the hands may stomp and knock down a few spider enemies, simply use your sword to slash them and kill them. It shouldn't be too difficult to eliminate this boss.

TEMPLE OF DROPLETS BOSS

04.04

Begin the battle by running to either the boss' left or the boss' right. Your goal is to face it and swing your sword in order to deflect the projectiles back at him. If they manage to get loose they bounce around and leave little mines on the ground which you can destroy using your sword. After three hits with his own large rock, the boss covers everything in ice and begins to spin around, trying to either suck you in or freeze you with its breath, basically all you have to keep in mind is to stay away from its mouth. Equip the Flame Lantern and then what you have to do is set his tail on fire simply by running into it with the lantern on. Since he keeps spinning with you, what you want to do is always try moving in the opposite direction the boss is moving, eventually you'll be fast enough to set his tail on fire. After the first hit the boss will alternate between trying to suck you in and firing rocks, so you have to be ready at all times to turn around and roll to try and avoid being sucked in. Another three rocks and another tail fire and the boss is almost dead. After two hits the boss changes quite a bit, he develops a new attack where he races toward you, hits the wall and drops boulders from above. He also shoots out a dark smoke which blackens the room, during that time he ONLY does the charge up running attack, you'll need your lantern on at that point. Fortunately though, you only have to deflect three rocks at him to kill him, no need to burn his tail again.

PALACE OF WINDS BOSS

04.05

| This boss is rather odd and even somewhat difficult, but knowing what to
| do should help you be able to defeat it without too much hassle. The
| battle begins on the large boss, what happens is certain eyes open and
| there are four glowing panels for you. You have to create clones in the
| same positions as the eyes and hit all the eyes at once, at that point the
| boss becomes vulnerable for you to just keep attacking. Once you've
| damaged it enough the blue one will fly by, you have to jump on top of it.
| The blue one has only one eye, the eye opens for a second and you have to
| try and hit it. After the eye closes the tail swings around, press the
| button to jump over the tail. The easiest way to hit the single eye is to
| do a charge up attack and let go when the eye opens, so it will hit no
| matter where the eye is. Next you will be back on the larger one, do the
| same thing except this time you need to watch out for projectiles coming
| from the blue enemy. After you have hurt the large boss enough, jump back
| on the blue one. Now instead of swinging its tail the boss sends a whole
| bunch of green things at you which can be defeated with your sword if need
| be. Do the same thing, simply hit the eye. Finally it's time to jump on
| the large boss one last time. Now you'll have to deal with lots of those
| green things coming at you. Don't worry too much, just go on the
| offensive and keep that sword swinging, the boss will go down in no time.

| FINAL BOSS [FIRST FORM]

04.06

| You are dropped down below to face off against Vaati who has grown
| somewhat. What happens is some special pods float around Vaati and act as
| his protection, once these pods have been destroyed the eye opens up and
| you can strike it. Vaati's pods are dangerous however, they can fire
| laser beams down at you while he moves and Vaati himself is capable of
| throwing numerous flames in your direction. your goal should be to use
| the ultimate spin attack to eliminate as many of them as quickly as
| possibly and then strike the eye below the boss. After awhile the pods
| will change and become shielded. Removing the shield is quite easy,
| simply equip the gust jar and suck that shielding off them, after the
| battle works the same way it did at the start, keep killing the pods.

| FINAL BOSS [SECOND FORM]

04.07

| This next boss is interesting, it's just an eyeball floating around, but
| a dangerous one at that. Your weapon of choice here, besides the sword,
| is actually the Bow. Notice there are eight balls surrounding him, well
| each round four of those in a row are real and four are fake. You can
| tell which are real by firing an arrow at them, if they open they're real.
| Open four in a row and then charge your sword. Create three clones
| aligned with the four eyes and strike them all at once. At this point the
| boss drops and you can attack him all your want. It takes about five of
| these to kill him. The boss has a couple of attacks, the first fires
| weird black objects at you which remain as ground traps afterward. These
| traps can be destroy to net you more arrows and hearts. The boss also
| shakes the ground and drops blocks from above. Finally he has the ability
| to fire electricity projectiles at you. Be careful of all these attacks.

) Piece of Heart	(o) Veil Falls lower right corner		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Grayblade's dojo on Mt. Crenel		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) To the left of Syrup's Hut in Minish Woods		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Swiftblade's first dojo, Castor Wilds		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Minish sized cave in Wind Ruins		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Drop down hole as Minish, Fortress of Winds		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Win the chicken catching game in Hyrule		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Guy in Hyrule Town sends you to battle arena		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Hyrule Town large building, Minish Size		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Minish cave in water in South Hyrule Field		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Minish area behind Lon Lon Ranch		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Minish Woods lower left, Minish cave on left		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Minish water cave at southeast Castor Wilds		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Top of a beanstalk on Mt. Crenel		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Northeast cave in Castor Wilds		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Underwater beside house in Lake Hylia		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Sitting at south end of Lake Hylia		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Inside Waveblade's dojo in Lake Hylia		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Upper right side of castle courtyard		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Grimblade's dojo in castle courtyard		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Royal Valley graveyard, below tombstone		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Veil Falls, Flippers required		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Inside the Palace of Winds		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Lake Hylia, on platform, Roc's Cape needed		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Through cave from Hylia to Lon Lon Ranch		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Up the beanstalk in Lake Hylia		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Waterfall cave in Veil Falls		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Up beanstalk in Eastern Hills		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Upper left Mt. Crenel cave, need Mole Mitts		
(-----)=	(-----)=	+	+
) Piece of Heart	(o) Jump strike the bell in Hyrule Town		
(-----)=	(-----)=	+	+

