

The Legend of Zelda: Twilight Princess FAQ/Walkthrough

by The Lost Gamer

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The Legend of Zelda: Twilight Princess Walkthrough
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001. General Information

This is a walkthrough for the Gamecube/Wii game called "The Legend of Zelda: Twilight Princess". Bet you knew that already.

You can e-mail me at ilovecartoonssomuch@yahoo.com.

And I implore all you video game fans to check out Gamecola, a free online magazine that I write for.

<http://www.gamecola.net/>

I also have a video walkthrough for this game, available on YouTube:

https://www.youtube.com/playlist?list=PL-BD_KjCUmdx1-nLqFdnaL6n4EGYWz9dL

002. Note to Wii Users

The Wii version of Twilight Princess is a mirrored version of the Gamecube version. That is, Link is left-handed on the Gamecube, and right-handed on the Wii. What this means is that "left" for the Gamecube is "right" for the Wii. So if any of you Wii users want to use this guide, remember that when I say "left", for you, it means "right", and when I say "right", for you, it means "left".

I mention this in the guide with annoying consistency, just in case you Wii users forget about this.

003. Characters

Link: Our hero! In this game, he's a farmhand who lives in the village of Ordon. Link gets forced into an adventure in which he saves the Land of Hyrule.

Epona: Link's horse. Ilia likes her a lot. I suspect that she only likes Link for his horse.

Ilia: Link's girlfriend. Hey, way to go, Link, you have a girlfriend! I always thought that Zelda would be Link's girlfriend, but I guess I was wrong. Unfortunately, Ilia is kidnapped early on in the game, and part of Link's quest is to find her.

Colin: A little boy who wants to grow up to be just like Link. Aw, isn't that sweet, Link has a fan!

Malo: A young boy who lives in Ordon Village. He's rather sarcastic, and often mumbles to himself. He runs two different shops in this game, one in Kakariko Village, and the other in Castle Town.

Talo: A young boy who lives in Ordon Village. He's enthusiastic about being a cool swordsman like Link.

Beth: A young girl who lives in Ordon Village. Actually, she's the ONLY young girl in Ordon Village. Dating opportunities are going to be tough for Malo, Talo and Colin in the future, that's for sure.

Rusl: The leading fighter in Ordon Village. He helps Link out a lot on his quest, and he also likes to share some tender moments with Link. I guess he doesn't know that Link has a girlfriend.

Uli: Wife of Rusl, mother of Colin. She's pregnant.

Fado: Runs the Ordon Ranch. He's a nice person, but not very good at running the ranch.

Sera: Mother of Beth. Runs the shop in Ordon Village. She's a fat woman who loves her cat.

Haunch: Father of Beth. He is a timid fellow who spends most of his time outside of Fado's house, looking at the beehive.

Bo: Mayor of Ordon Village. Father of Ilia, and champion sumo wrestler.

Jaggle: Father of Malo and Talo. He's a slacker who spends most of his time lying down.

Pergie: Mother of Malo and Talo. You don't see much of her, because she stays inside with the dog most of the time.

Midna: Midna is an other worldly creature who makes friends with Link. By "other worldly", I mean that she lives in the

world of the twilight, thus making her the Twilight Princess the game's title refers to.

Princess Zelda: Zelda is the Twilight Princess that the game's title refers to. At least, I think she is. Link sees her a grand total of twice in this game. Woo hoo!

Renado: Shaman at Kakariko Village.

Luda: Renado's daughter.

Barnes: He runs the bomb shop in Kakariko village. For someone who makes bombs, he's kind of a wuss.

Darbus: The drama teacher at East High, who hates it when people use cell phones in her class. No, wait, that's from High School Musical. In Twilight Princess, Darbus is the chief of the Gorons.

Fyer: The man who runs a transportation shop at Hyrule Lake. He can send you to Gerudo Desert, the top of the lake, and the city in the sky.

Falbi: The man who runs a transportation shop to Hyrule Lake. He and Fyer are in business together.

Ganondorf: The evil bad guy who has been trying to take over the Land of Hyrule for centuries now. Naturally, he's trying to take over Hyrule in this game, too.

Zant: The bad guy who kicked Midna off of her throne (not cool!) and is currently making plans for world domination. Link is SO going to kick Zant's butt.

Agitha: Princess of the Bug Kingdom! She's a cute girl who has a bug collection. She pays Link handsomely for finding all of her bugs.

Borville: A doctor who lives in Castle Town. He's grumpy, and has a humongous tab waiting for him at the local bar.

Fanadi: The fortune teller in Castle Town, who can tell you what to do next, or where to find a new piece of heart.

Jovani: A greedy man who can be restored to life if you find and kill sixty poes.

Ashei: A woman who's a member of the Adventurer's Guild. She studies the Yeti who live on Snowpeak Mountain. I think she's kind of cute.

Auru: He's a member of the Adventurer's guild, and he gives Link a letter which enables Link to travel to Gerudo Desert.

Shad: A man who's a member of the Adventurer's Guild. He studies the Oocca, the creatures who live in the sky. He has crazy glasses.

Telma: She runs the bar in Castle Town.

Impaz: An old woman who lives alone in a village with a lot of cats.

Ooccoo and Ooccoo Jr: Link's sky creature friends who help him warp out of dungeons.

The Postman: The Postman delivers mail to Link. He can be seen hanging around in the barn at Ordon Ranch, at Telmia's Bar, Kakariko Inn or the Cave of Ordeals.

Prince Ralis: Prince of the Zoras. Link saves his life, and he helps Link get to Snowhead Mountain.

Rutela: Queen of the Zoras. She's dead, but still asks Link to save her son's life. In return, she gives him Zora Armor.

Purlo: The man who runs the Star Circus tent in Castle Town. He is allegedly modeled after Tingle.

Yeto: A big, friendly Yeti who lives on Snowpeak Mountain.

Yeta: Yeto's wife, who is sick for most of the Snowpeak Mountain dungeon, but she makes a recovery in time to fight Link as the dungeon's boss.

004-Walkthrough

004a. The Opening Tridium

"Tridium" is Latin for "three days", in case you didn't know.

004aa. Twilight of the First Day - 72 Hours Remain

Pick a name for your character and a name for your horse, and you're off to start the game! You can pick any name you want (for example, I picked Teucer and Ajax), but for the sake of this guide, I'm calling the characters by their default names, Link and Epona.

So the game starts off with an oddly tender scene in which Link and Rusl sit by a pond, and Rusl starts talking about how the twilight is so...MAGICAL...

Rusl gives you the job of heading to Hyrule Castle sometime in the future, and he closes up the bridge that leads north to the rest of Hyrule before he takes you home.

004ab. Dawn of the Second Day - 48 Hours Remain

The next day, a girl named Ilia walks off with your horse, and a guy named Fado asks if you could help him out at the ranch.

Now the game officially starts. Talk to Fado to learn that

he wants you to go get Epona. Head down the western path (east for you Wii users), using the map on the left part of the screen to know where west is. There's only two paths, and it's the one that doesn't have a gate, so it's not hard to figure out where to go.

Go all the way down the road here. You can't go past the bridge Rusl locked, so go to the pool of water that Link and Rusl were sitting by in the opening scene.

Link walks up towards the girl (Ilia) and Epona. The two of them are having a tender moment. I kinda get the feeling that Ilia agreed to be Link's girlfriend only so she could spend time with Epona...

Anyway, Ilia asks Link to play Epona's special song, also known as Epona's song. On the shore of the pool is a small clump of reeds, which, oddly enough, resemble horse shoes. Pick a reed up with A and use A to play the song.

Now that Epona and Ilia are happy, Ilia says you can take Epona home. Stand next to Epona and press A to mount her. You can press A to get Epona to dash forward for a while, which takes up one of the six whips on the "dash forward" meter at the bottom of the screen. The meter refills automatically, whip by whip, unless all the whips are gone, in which case they are all refilled at once.

Basically, riding the horse here is the same as the other Zelda games with Epona, with the difference that you can pull back on the joystick to help change directions. Cool! That makes it much easier!

Head back to Link's house, and go through the open gates to enter town. I don't know why Link doesn't live in the town with everyone else in Ordon Village, but I'm sure there's a good reason for it.

Aw, you can't dash forward anymore. Anyway, time for you to wander around and get an idea of who everyone is and how Ordon Village is laid out, if you want. First on the road is the family that runs the shop, Sera (a cat-loving woman), Beth (the girl) and Haunch (a scared man).

Next down the road is Colin (a boy), Rusl (Link's buddy) and Uli, Rusl's pregnant wife. They live in the house on the hill, which you reach by following the path.

There's a third family that lives in the house across the bridge you can't cross while riding Epona, but they're not at home, so forget 'em. Instead, go across the bridge that you can cross while riding Epona, and you see Bo, the town mayor, and father of Ilia. Okay, that's everyone! Time to help out at the ranch! Head through the gate at the south end of town!

Ride forward and Fado asks you to help herd all the goats into the barn. You then start a minigame which is kinda fun, I guess. All you have to do is ride around on Epona and whoop with A to herd the goats into the barn. It takes

a long time, but fortunately, there's no time limit.

Fado then takes out some fences, so you can learn how to jump fences while riding your horse, which will come in handy when you're trying to jump the thousands upon thousands (or maybe just three) fences in this game.

Anyway, the way to jump fences is ride at them straight on, at a perpendicular angle. Woah, math terms! You have to be going at least somewhat fast, so make sure to dash forward with A if you want to jump fences.

Leave the ranch to end the day.

004ac. Dawn of the Third Day - 24 Hours Remain

Climb down the two ladders and exit through the door to get out of Link's house. Go down and talk to the kids. Talo and Malo, the two boys, are excited to hear that they have a slingshot at the store, but Beth won't let them use it.

Meanwhile, Colin, the other kid in town, is by Epona. He has a fishing pole for you, but his mom has it.

There's not much to do now except go into town, where the people are having problems. Uli lost her baby cradle, and Sera lost her cat, so she can't sell you anything.

If you wander near a vine-covered rock nearby a big rock on the side of the road, Jaggle teaches you how to use L-targeting to talk to people by pressing L, then A.

Climb up the vines to talk to Jaggle, who shows you where Sera's cat is. He also shows you some grass that you can blow on, like the reeds you used to make Epona happy.

When you blow on this grass, it makes...Link's hawk-buddy appear! All right, hawk-buddy! I'm going to call you Tobias!

You can aim Tobias at whatever you want (for example, the bee nest above Fado's house), and Tobias flies straight at it. How cool is that? Tobias rocks!

Oh, also, when you talk to Bo, goats get loose, and you learn how to grab goats, a skill that you'll need to use two different times in this game. When the goat runs at you, press A to grab onto it. Hold onto A the whole time to throw the goat aside. It's not so hard once you get the hang of it.

Once you feel you've explored enough, swim to the north part of town, where you'll see a monkey with a cradle. Hey, that's Uli's cradle! That stupid monkey! We'll show her!

Go back to Haggie. Jump to where the Tobias grass was, then jump to the roof of the nearby house. Jump from this house to another platform, then jump from that platform to an area with Tobias grass. Call Tobias.

Aim Tobias at the monkey with the cradle and Tobias steals the cradle! All right Tobias! You are so COOL! It stinks that this is the pretty much the only time you get to use Tobias.

Take the cradle to Uli, then take it to her house, and she gives you the fishing rod. Now you get to learn how to use items! Press the up button to see your various items, and set an item to X or Y.

Set the Fishing Rod to X or Y, then head to the small dock (near the cat) and start fishing. Maybe fishing is interesting on the Wii version, but in the Gamecube version, it's kind of boring. All you do is throw the hook out, and when a fish bites, hold down on the C-stick to reel it in. No challenge at all.

Catch a fish, and you learn about the fish journal, which is a list of how many fish you've caught, and how big the biggest fish were.

Catch another fish, and the game makes you give it away to the cat, who grabs it and runs home. Follow the cat to its home, which is the store. Talk to the woman there to get... a bottle with milk inside! Yes!

Now there's nothing else to do but buy the slingshot at the store. Go around town, collecting rupees until you have thirty, then buy the slingshot. You can get rupees by smashing the pumpkins in the town, all of which magically reappear whenever you enter/exit a house. You can get twenty rupees from the roof of Rusl's house, by jumping from his porch to the sign that says "Rusl's House", and jumping from that to Rusl's roof.

Once you have the slingshot, you can go back to the kids who were talking about the slingshot earlier, just to show off to them. When you do so, you meet Rusl, who has a surprise for you left in your house.

You can get in your house by using your slingshot on the spider (L-target it, then shoot at it). In the treasure box is...a wooden sword! Cool!

Now show off to the kids, who force you to do a training routine. Sigh...Use L-target to hit the two pumpkins easily, then hit all five targets by aiming manually. Then the kids ask you to do a training routine in sword fighting, where you learn how to horizontal slice (B), a vertical slice (L-target, then B), a stab (L-target, then up and B), spin attack (hold B, then release), and the jump attack (L-target, then A).

The monkey who stole the cradle shows up. What the heck? Kill it! Kill it! The kids run off into the woods, chasing the monkey.

Looks like you have to stop the kids from doing something stupid...grab Epona and ride off into the woods, after

them. Beth and Malo have given up the chase early on, but Talo has managed to cross the now-unlocked bridge and kept going. Ride across the bridge and north to enter the Faron Woods.

Run forward along the path, and jump over the fence. Go forward, and you end up near a pond. Go through the small tunnel near the pond, and you end up near a gate with a Deku Baba (a monster plant). Ignore the Deku Baba for now, and go north.

Hey, it's a dude in a shack! Awesome. Talk to the dude to get a free lantern. All you have to do is swing your lantern by pressing the button the lantern is set on. Go back to where the Deku Baba was, kill it, and head to the tunnel it was guarding. In the tunnel, you find Talo's sword...Talo must have been here!

It's dark in the tunnel, so pull out your lantern to light the way. See the thing right in front of you? It's a lantern post. Light it, and it stays lit, so you don't have to use your lantern all the time. Nice!

Head through the tunnel, and use your lantern to burn the spiderweb that gets in your way. Shortly after this, the path branches. Head down the path that doesn't go north if you want a yellow rupee (that is, ten rupees). Then go up the north path, burn the spiderweb, and exit the tunnel.

You end up in a swamp, which is conveniently empty, and has some very convenient red dots on the map to tell you where to go. Head towards the eastern dot (western for you Wii users), which leads to a cave containing a small key. Get the small key, then light the lamp posts here to get...a PIECE OF HEART!!!

Now, head to the other red dot. You reach a gate, which is locked. Open it with your small key, then head through the gate and keep going towards the red dot. When you reach it, you find Talo and the monkey have been taken hostage.

Weird, who kidnaps a monkey and a small child? Kill the enemies here, then cut all the bars of the cage off with your sword.

Talo thanks you, then runs off. Rusl shows up, and he's surprised and pleased to learn that Link has saved Talo. It just goes to show that Link IS capable of going to Hyrule Castle all on his own!

Rusl jokes that Link might even get to see Princess Zelda! Ha ha ha ha ha! What a kidder!

004b. Forest Temple - Getting the First Fused Shadow

004ba. Wild and Wolfy

Leaving Town

Okay, finally, it's time to leave the city of Ordon! Fado wants you to herd all his goats back into the barn, so pick up the reeds and blow on them to call Epona.

This time, there are twice as many goats, and there's a timer.

When you're done, leave the ranch to see the mayor, and get a SPECIAL goodbye present from Ilia, who was busy making you a gift all day yesterday, in case you didn't know.

Bo starts talking to Link about how he has to deliver the gift to the Royal Family on time, because the Royal Family requested it especially from the Ordonians, and he wants to make a good impression.

Ilia doesn't pay attention to Bo or Link, and instead, she fawns on Epona...until she sees a scratch. Then Ilia yells at Link and Bo for a while, and leaves to wash Epona in the Forest Spring again.

So it's off to get Epona back. Head there to find out that Malo and Talo are mad because they got in trouble, so they won't let Link or Colin pass, unless Link gives Talo his sword (to replace Talo's lost sword, presumably).

Sheesh, what is up with these kids and weapons? Little punks...Anyway, Colin is glad that you managed to get rid of Talo and Malo, because they're bullying jerks. Colin wants to grow up to be just like Link, in that he wants to help other people (he doesn't want to be a fighter).

While you're here, you might as well go in Link's house, to the basement, and pull out the lantern to find a treasure chest with a purple (50) rupees.

Head after Colin to the Forest Spring, where Ilia is washing Epona. She's mad, and won't let you in. Colin says he'll smooth things over with her for you, while you crawl in through the back entrance. So head to the back entrance, which is a hole in the rock a little forward and left from the entrance of this particular area (right, for you Wii users).

Crawl through the hole. Cutscene time! Ilia hears that Link rode Epona into the forest to save Talo. Epona sees Link and snorts happily, which makes Ilia a little sad (she wants to be Epona's favorite human).

Ilia wishes the best for Link, who two enemies riding a giant boar show up, and knock out all the humans. The enemies pick up Colin and Ilia, and drag them off.

Then another green enemy, a big fat guy, shows up and blows his horn, which causes a portal to appear in the sky. Okay, that's kinda weird.

Later on, Link wakes up from his unconscious rest in the

water, and without waiting to get his sword or anything, starts running after the long-gone enemies.

He goes across the bridge, and, woah, wait. There's some big black portal door blocking the way. That wasn't there before...it must have been summoned by this portal-summoning enemy.

Link stops in front of the portal, not sure what to do... when a hand reaches and drags him in. Oh no, it's a strange monster! Kill it, Link! Kill it!

Link's hand starts glowing, and he turns into a wolf, and falls unconscious again. Okay, Link, that makes the second time you've fallen unconscious in this cutscene. It didn't work last time, and it doesn't work here, because Wolf Link gets dragged away...into jail.

Til Kitten's Out of Jail...

Yep, you're certainly chained up in jail now. Does anyone understand what the heck just happened? Yeah, me neither. Anyway, let's see if we can escape from the jail.

Run around for a while to see that, no, you can't escape. Then, a kind of evil-looking, but happy, creature appears and shouts, "I found you!"

The creature messes around with Link for a while, and leaves the cell. Looks like we have to escape on our own. Break the box in the corner of the cell by biting with the B button, and dig through the newly-revealed hole with Y to exit the cell.

The creature lands on top of you, and commences to ride you like a horse. She also says she can talk to you with Z. Try this out by pushing open the door to the other jail cell, and press Z when the Z button appears on the screen, along with a picture of the creature.

She tells you to L-target the chain, so do so, and then press A to pull it down. This opens an exit to this room. Great! Go through the tunnel to end up near a water area, where there's a floating...thing.

The creature tells you to use X to hone your new animal senses, to see what's happening. It turns out the floating thing is a soldier. Listen to what he's saying with A.

The creature tells you the floating thing was actually the spirit of the soldier. Okay, that's kind of weird. Let's get out of here quick, okay? You want to reach the circular area on the map.

So go straight forward through the waterway, and make a right turn through the gate (left turn for you Wii users), which is the way you have to go to reach the circular area. Unfortunately, your path to the circular is soon blocked by a spiked floor.

Go south from the spiked floor, and you find another chain that you can pull down, which fills the entire area with water and lets you keep going on. You can now feel free to explore this area, where you'll find more soldiers, and chains which you can pull to find enemies and rupees.

Once you reach the circular area, the creature leaves you and hides on the other side of the bars that block your way. Let's see...that looks like a hole in the wall near these bars, but you can't get through it, so...you'll have to lower the water.

Turn around and walk in a straight line to reach another chain near a gate. Pull the chain, and the water is drained from the area. Turn around again, and head towards the bars. Use A to enter the hole, then follow through the tunnel to reach the creature who has been alternately helping and teasing you.

Head to the circular area, which turns out to be a stairwell. Go up the stairs, and there will be a gap in the stairs. Jump over the gap, and, hey, what? You can't jump that far!

Your creature friend isn't happy you didn't make the jump correctly. Well, gee, maybe if she wasn't riding on top of Link, he could make the jump! And, in fact, this is the case. Go up the stairs, and at the gap in the stairs, press Z. She floats over the gap, and now that Link doesn't have such a heavy weight holding him down, he can make the jump. Plus, your friend makes a convenient L-target! So L-target her and make two jumps with A (as if you're jump attacking your friend) to get past this part of the stairwell.

Keep going up the stairs, jumping over the next two gaps in the stairs by yourself, without the help of your friend. You end up near a large piece of stone you can't get around. Press Z, and L-target jump attack your friend twice to get to the next level of the stairwell.

Keep going up the stairs here, and at the end of the stairs, you find a rope. Walk across the rope (for some reason, this is not difficult, even though you'd think it'd be really hard for a wolf to be a tightrope walker) to reach more stairs.

Here you have to press Z and jump attack your friend three times to get across the gaps in the stairs, and you end up reaching the end of the stairs. Finally!

But the door is locked. Uncool! Stand on the two broken steps near the door (there's a box near these steps). You have to press Z and jump attack your friend four times to reach the exit. Head outside.

We're...at a palace, which I assume is Hyrule Palace, seeing as that's the only palace we've heard of so far. Your friend says she wants to introduce you to someone inside the tower, and there's nothing else you can do, so

I guess it's off to the tower!

The map shows that we have to go north, take a turn, then head north again, and then we're at the tower. So go north and you find another spirit, which the creature tells you to listen to, so you know that the spirits can't see you, and that you're at Hyrule Castle. Looks like I was wrong to assume we were at Hyrule Palace. Whatever, Hyrule Castle, Hyrule Palace, they're pretty close.

Make the turn, and your way is blocked by a tall wall. See the big crate here? Push it against the wall by using R, and then use A to climb on top of it. Get down onto the other side of the wall, drop to the area below, then start going north again.

Go north until the path breaks off, so you can't go north any further. Stand on the wooden patio here, when the Z button appears. Jump at your friend three times to reach some sort of roof. Head along the roof, which leads to the tower. Reach the end of the roof, then climb up to the top of the roof, and into the tower.

We're here! Where's the person Link's friend wants him to meet? Ah, but of course, at the top of the tower! Go up the stairs here, push open the door and you meet...

A cloaked figure looks out the window, while lightning flashes. Link growls, while the creature rolls her eye and moves Link forward. The cloaked figure turns around and says, "Midna?"

Hey, our friend's name is Midna! Midna is happy to hear her name was remembered. The cloaked figure notices Link, and figures he's the one Midna was looking for.

Midna figures Link will work. Okay, why are they talking about Link like he's not there? Cloak gets down on its knees to look at Link, and notices Link was imprisoned.

The cloak apologizes. Midna then says, "Poor thing, he has no idea where this is or what's happened..." Good point, Midna. EXCELLENT POINT. I don't know what has happened! First Link was walking into the forest, and then his friends were kidnapped, and now he's a wolf who's escaped from some sort of Wolf Jail in another dimension. Explain what's going on, please!

Midna calls the cloaked figure Twilight Princess. Twilight Princess then explains that this was once Hyrule, the land where the gods housed their power. But the king that rules the twilight (ie. the twilight king) has transformed Hyrule into a world of shadows, ruled by twilight/light-hating creatures.

Flashback time. Twilight Princess remembers the attack of the twilight creatures, who easily destroy her forces. The twilight king, who wears a really freaky looking helmet that covers his whole head, tells her to surrender.

The princess drops her sword and surrenders. Then we see the castle on fire for some reason, while a crowd of people watch. Anyway, it seems that since Princess surrendered, Hyrule got transformed into a twilight land, where everyone with the exception of Midna, Link and herself, are now spirits.

Twilight Princess says that even though the land is in twilight, she is still the Princess...Princess Zelda. WOH! She's Zelda? How...totally obvious!

Midna tells Zelda not to look so sad, cause Midna thinks the twilight is kind of nice to live in. Zelda tells Midna that the shadow beasts are looking for her...why?

Midna doesn't tell, and Zelda says time is short, because the guard will soon appear. That's our cue to leave. Go out the door, and down the stairs. The guard opens the door below, so Midna and Link head out the way they came in, through a window.

Midna says she'll take you back to where she found you, but that won't do much good, because Colin and Ilia are still kidnapped. Midna briefly takes the form of Ilia...that's really freaky, Midna.

004bb. Dispelling the Twilight

Finding a Sword and Shield

Midna takes you back to the Forest Spring, using the portal that is hanging in midair over the spring. Midna tells Link that he's still stuck in Wolf Form, and won't be changing back to normal anytime soon. Great.

Try leaving, and Midna pops up as Link's shadow. She tells you that she won't let you get back into the Twilight Zone until you get her a sword and shield, and seeing as you need to get back into the Twilight Zone to save your friends, you'll have to get that sword and shield.

Head to Ordon Village. Bad guys are here, but you can fight them as Wolf Link just like you did as a human. A squirrel (oh, yeah, since you're a wolf, you can talk to animals now) warns you that the bad guys went on ahead and kidnapped the other three annoying kids in the town, so the town is on high alert now.

But there don't seem to be anyone on guard anywhere, except the slacker guy, who's doing nothing, as usual.

Head to Malo and Talo's house, which is the house with the windmill. Mayor Bo is talking with someone outside the house. Sneak up near enough to them to listen with A, but don't get too close, or they'll see you.

When you listen, they talk about where the sword and shield are (how convenient!), and then they notice you and run

away.

Slacker guy now takes initiative, and uses Tobias to start hurting you. Tobias! Nooooo! How could you???

Head to the rock near the path outside of the town shop. Midna lets you do the Z-jump here twice to reach the roof of the shop. Sneak up on the guy with Tobias, and he screams and runs away. CHICKEN!!!

You can howl at the reeds here to talk to Tobias, who apologizes for hurting you. But more importantly, you can Z-jump twice to enter the house with the shield in it. Enter the house, then get on the table and Z-jump to the shield. Smash against the wall with A or B to get the shield.

Midna points out that the shield is kind of cheap-looking. Whatever, we have a shield now. Go through the open window to exit the house.

We see Rusl tell his wife that he has the sword hidden on his couch. Sneak around to the side of Rusl's house, the side that's close to the source of the tiny river. Make sure Rusl and his wife don't see you, or they'll start to hassle you.

Use your senses to see that there's a big hole in the ground, right next to the log on the side of the house. Use Y to dig through the hole and get in the house. Pick up the sword from the couch.

All right, now that we have a sword and a shield, we're ready to go...do something. Get the kidnapped children back? Maybe.

You Have Now Entered...The Twilight Zone

Anyway, Midna says to head back to the Twilight Zone, so exit the house the way you came in and head for the Forest Spring, where a cutscene occurs.

A disembodied voice speaks to Link, and...a trap! A shadow beast drops out of the sky through the twilight portal in the air above this place! Kill it, quick!

The spring starts to glow, and out pops a light being. It looks like a big bull with a giant tail. The being says its name is Ordona, and it is one of the four light spirits in Hyrule.

The shadow monsters have stolen the power from the other light spirits, which is how the world got cast into twilight (except, of course, for Ordon, because Ordona still has his/her power).

Ordona bids you save Hyrule by restoring power to the three defeated light spirits. As a bonus, the light spirits can turn you back into normal. Good, so now the plan is to save

the three light spirits, and save Hyrule in the process. Head north across the bridge, and have Midna pull you into the twilight version of Faron woods.

Midna messes around a bit, and tells you that she's going to make you do some MORE work for her, sometime in the future. Oh, joy. Go north along the path.

Uh oh, another trap with shadow beasts! Kill two of them to learn that the shadow beasts know how to shriek, which brings the other shadow beasts alive. That means you have to find a way to kill more than one shadow beast at once.

Fortunately, Midna knows what to do. The spin attack! Hold B, and any enemies nearby will be covered in, uh, red stuff. Let go of B, and the enemies will all be killed in one blow! Nice!

This fight is kind of hard, and you might die like I did. What you're supposed to do is kill all three enemies at the same time with the spin attack, but you can make things easier by killing ONE enemy with the spin attack, and then killing the remaining two enemies with the spin attack at the same time.

Once they're dead, head north some more to find a spring pool thing. Check the top of the spring with A to find the remains of a light spirit.

The light spirit gives you a vessel of light, and bids you to collect the tears of light in the vessel, which will restore his power. The tears of light are in the hands of some insect creatures that you can see only with your X senses, but to help you find the creatures, their locations are marked on the map.

And as your map tells you, two bugs are in the tunnel next to the spring, so go into the tunnel, find, and kill the bugs. Get the blue "tears" that float in the air over the bugs' corpses.

Now head to the shack where the lantern oil salesman lives. The bugs are inside his house, so you have to get in by Z-jumping off of the ramp on the side of the house. Once in the house, drop to the floor, and listen to the salesman.

The bugs suddenly appear when you listen to the lantern oil salesman, so kill them when they appear, then leave the house.

On the side of the house opposite the side with the ramp, a bug is on the wall (your map tells you this). L-target, and jump attack the bug to get it to fly down, so you can kill it. Alternately, you can use Midna's "hold B" technique to kill this and the other bugs without much chasing.

Now time to head to the rest of the Faron Woods. If you remember, you had to go through a tunnel to reach the rest of the woods, and the tunnel is found west (east for you Wii users) of the exit of the tunnel leading from the

spring.

There's a fence blocking your way, but use your senses to find a hole, and dig under the fence with Y. Kill the two bugs here, then go through the tunnel to end up at the swamp.

Oh, man, the swamp is poisonous now! First off, kill the two bugs hidden against the wall here.

Near the wall where the bugs were is a little rock that sticks out. Stand on it to start a Z-jump sequence. Jump four times, then climb up to the top of the overhanging to start another Z-jump sequence, and jump until you reach the tree in the middle of the swamp.

There are three bugs here, so kill them. Then, go to the other side of the tree (the side that you didn't land on) and Z-jump eight times to reach a tree.

There is a series of branches with Deku Babas on them, in front of you. Z-jump four times across these branches, but do it quickly, so the Deku Babas don't have time to hurt you.

You end up on more trees, and the next Z-jump is across a gap that has a swinging pendulum. Z-jump over the gap when the pendulum is NOT in your way, or else it'd knock you down. Then Z-jump seven times to reach the ground.

You see that the bugs in this area are...digging something? Use your senses, then dig the bugs up, and then kill them.

Now it's off to the only remaining part of the forest, where you found the captured Talo and the monkey. But first, there are shadow beasts to fight. You remember how to fight them, right? Hold B to capture them in an energy field, so you can kill more than one at once.

Beat the shadow beasts, then go north to find the last two bugs, along with the monkey. She's happy when the bugs are killed, and mentions that the boss has been acting weird lately.

Now you should have all the tears of light, and the forest reverts to normal. The light spirit, now that all its power is back, reveals itself to be Faron, a big...tailed beast.

Faron names Link as the hero chosen by the gods, made obvious by Link's new costume, a green tunic! Cool! Faron then calls upon you to go to the temple (where the monkey was) and retrieve the dark power within, to help defeat the king of twilight.

Off to the Temple

So now it looks like you have to go to the temple, do something there, and leave with the dark power housed in the temple, so Midna can use it to defeat the twilight

king. She's a twilight creature, in case you couldn't tell, so it makes sense that she can use the dark power (which turns out to be an artifact from the ancient Twilight People) against the mean old twilight king.

Head to the lantern oil salesman to get a key, and to learn about his new deal: 100 rupees for a bottle of oil. Sounds good to me, so buy it if you can afford it. If not, just take the key, and use it to open the locked door in front of the tunnel to the swamp.

Go through the tunnel, to the swamp. Walk out onto the wooden deck, and pull out your lantern. The monkey shows up, grabs your lantern, and beseeches you to follow.

Follow the monkey, who uses the lantern to dispel the poison clouds. She makes you take the long way across the swamp, on a path that has some enemies. Kill the enemies when they show up, and keep following the monkey. Eventually, you make it across the swamp, where you can pick up your lantern again.

You can refill your lantern with the bottle of lantern oil, if you bought it, or just go on ahead and purchase some at the makeshift bird-run shop in the next area (you have to kill the enemies before you can shop, though).

Head north from here, going to the temple. Link meets up with a golden wolf. He is then transported to another plane of existence, where it looks like you have to fight a skeleton enemy to get past.

Fight the enemy, and Link loses. The enemy, who turns out to not be an enemy after all, teaches you how to do the Finishing Blow. Whenever an enemy is lying on the ground, L-target them and press A to hit them with the finishing blow, which kills them before they can get back up.

The skeleton creature tells you to search for the statues that howl with the wind, and then, as Wolf Link, howl at these statues to learn more secret fighting techniques. I have a list of all the howling stone locations in the "howling stones" section of this guide, but since you're not Wolf Link right now, it'd be stupid to try to find them.

Instead, head north, and use your lantern on the spiderweb covering the temple door, and head in the temple.

004bc. Forest Temple - More Fun Than a Barrel of Monkeys

Room One

The first room here is pretty straightforward. Go north until you see Link's monkey friend, who is held hostage in a cage. No way! Kill the enemies, then break the cage and set her free.

The monkey then beckons you forward to the next room. Kill the spiders with your slingshot (this is the only time in the game you ever have to use your slingshot--you will not use it ever again after this), then climb up the vines to reach the door. Use A to open it.

Main Room

Now you're in the main room of the dungeon. Go north onto the platform in the middle of the room to find a big spider. Kill it, by hitting its legs from the side (the beast isn't hurt if you hit its back).

Your monkey friend wants you to go north, where the boss of the monkeys lives. Before you do that, go the northeast (northwest for you Wii users) corner of this room, where you can find a bug that turns into a bomb when you hit it.

Use the bug bomb on the brownish/cracked rock leading north to open a small alcove with 20 rupees. Nice!

Now go back to the platform in the middle of the room, and light all the torches to make a platform rise, which lets you go north. But first, open that treasure chest there for the DUNGEON MAP! All riiiiiiight!

Now go north.

Biggest Room

Link's monkey friend heads north, when the boss monkey shows up and breaks the bridge. Link's monkey friend was right when she said he was acting strange.

Well, not much to do now except go back through the door.

Main Room

Link's monkey friend leads you to the east (west for you Wii users) pathway. Follow her to the main platform, then use her arms to swing to the doorway. Go through.

East Water Room

There's a bomb bug near the door here. Use it to blow up the cracked rock to find a small room with pots. Break the pots to find...Ooccoo! She's a friendly creature you'll meet in all the dungeons, who can warp you out of the dungeon whenever you need a quick escape. Great!

Now it's time to get to the rest of the room. Follow your monkey friend, and burn the spider web in the way. She leads you towards a door, but she doesn't want you to go through it.

Go through the door anyway.

Biggest Room

The bridge here rotates, due to the wind. Walk across the bridge to the other side of the room, and go through the door to the north. If the bridge rotates while you're on it, you have to wait for the bridge to rotate again to get across.

Cross-Shaped Room

Open the treasure chest here for a key. Then go south two rooms to rejoin your monkey friend.

East Water Room

For reasons I don't quite understand, your monkey friend no longer wants to lead you to another room. Either way, there's only one other door in this room, so hop to the next platform (where a giant spider awaits), and use your key to open the door.

Monkey Room

Another monkey is locked up in this room! The horror! Link, you have to do something!

So go to the floor of this room, and roll into the totem pole three times to set the monkey free. Two monkey-hating bad guys show up, and attack Link.

Kill the enemies, then follow the monkeys out of the room. You have to swing on the hands of both monkeys to exit the room, so make sure to swing by pressing A when the A-button action icon appears (if you press the A-button prematurely, you drop to the ground, which I did three times because I'm a dummy).

East Water Room

Head back to the main room.

Main Room

Now that you've saved two monkeys, you can visit the western rooms! Use your monkey friends to swing there, and use the lantern to burn the spiderweb covering the door.

West Bug Bomb Room

Directly across from the door are stairs. Climb up them, and you'll see a big plant blocking your way. Turn and go up the steps next to the plant, where you find a bug bomb.

You'll notice the platform here leads to an area directly above the big plant that blocked your way. Set off the bug bomb, and throw it so it drops down on the big plant. The big plant eats it, and dies. Ha!

Jump over the gap where the big plant was to find two torches flocking a big rock...suspicious. Use the bug bomb to blow open the rock, and reveal a door. Go through it.

Westernmost Room

Another monkey is held hostage here! Ye gods! Who designed this evil dungeon? Link has to save the monkey!

Go down to the floor level. See the two totem poles near the door? Roll into them, and one of them has a treasure chest with a small key. Yes! We can use the key to save the monkey!

You want to go north across the bridge here, but look out! See how some sort of creatures are poking their heads out from underneath the tiles? Tile monsters! They can't hurt you unless you step on the tiles they're under, so cross the bridge, making sure NOT to walk over a tile that has a tile monster underneath.

Light the two unlit torches here, while still making sure not to step on some tile monsters. Then climb the makeshift stairs, kill the giant spider, and free the monkey. Then leave the room.

West Bug Bomb Room

Drop down to the platform below (cause the door is on an elevated platform), and turn to the right. See the vines with spiders on them? Kill them with your slingshot, then jump to the vines and climb up. Then go through the door to the south.

Monster Plant Room

Another monkey is a hostage in this room. Oh, cruel, cruel fate! Why must the monkeys suffer so?

A monster plant holds the key. The plant is just like the Deku Babas you're used to seeing, just bigger. Hang around outside of the plant's range (which is luckily marked by a wooden circle--the plant can't hurt you if you're outside the circle) and wait for the plant to come attack you, then attack it. A few spin attacks work well here.

Once the plant is dead, wait, no, it's not dead yet. Find the bug bomb in the room, then throw it in to the plant's remains. Hey, it's just like basketball! Does anyone remember playing bomb basketball in Majora's Mask? That was a hard minigame, as I recall...

Anyway, once the plant dies, the key is there, lying on the ground, waiting for you to pick it up. Get the key and open the locked door to save the monkey, then leave the room.

West Bug Bomb Room

There's a bug bomb and a wooden ledge near the door. Throw the bug bomb off the edge to blow up a plant. Now drop down to the floor where you just threw a bug bomb to find...a PIECE OF HEART! Oh yeah, baby, it drives me crazy!

Now that you've saved all the monkeys you can (so far), leave the room and get back to the main room.

Main Room

Remember how the monkey boss lives in the area north of here? Now that you've saved the monkeys, it's time to confront the monkey boss again, so go north.

Biggest Room

The monkeys form a large bridge, which you can swing across to reach the monkey boss. He's going to pay for locking up all those monkeys!

Monkey Boss Room

Uh oh, the monkey boss has a big red butt, mean-looking mask, and boomerang. A fearsome combination to be sure, but you can still bring him down.

You'll notice that the monkey boss likes to jump around on top of the totem poles here, stopping every once in a while to throw the boomerang at Link. When he stops, it's your chance to hurt him. Remember what you did when the monkey was locked in a cage on a totem pole? That's right, you rolled into the totem pole. So when the monkey stands on a totem pole and throws the boomerang at Link, roll into that totem pole.

You throw the monkey off-balance, so instead of catching the boomerang, the boomerang hits him, and he falls to the ground. Hit him with your sword as many times as you can when he's on the ground, aiming for his big red buttocks.

You have to repeat this process over and over again until the monkey has had enough, and ends up running into a totem pole, at which point, it is revealed that the monkey's mask was actually a nasty bug. Oh, so the monkey wasn't evil after all! He was just under the control of a bug that was on his forehead!

Then, Link hears from the Fairy of Winds. Don't worry about remembering that--you never hear about the fairy of winds

ever again in this game. The important thing is that now you have the gale boomerang.

All right, the boomerang! Head to the locked exit door, and use the boomerang on fan blades above the door. Use the boomerang on it three times to open the door.

004bd. Forest Temple - Boomerang Adventures

Biggest Room

Your monkey friends aren't around to form the bridge again, so turn right (left for you Wii users) to see wooden bridges. These bridges have little fans sticking out from the middle of them. Use the boomerang on these fans to make the bridge turn direction.

Turn the two bridges so they face the same way, so you can walk across them to the other side where...another monkey is locked up?? No no no!! Use the boomerang on the rope holding up the cage to save the monkey!

Now head south across two bridges, again using your boomerang on the fans above the bridges to make them switch directions when needed.

West Bug Bomb Room

Now that you have the boomerang, you can get a piece of heart. Awesome! Go through the west exit to this room to reach the westernmost room.

Westernmost Room

Remember how you saved the monkey in this room? You did it by lighting the torches in this room. Head over to the torches, using your new boomerang to fling the tile monsters out of the way (you can also kill them, if you want).

When you reach the torches, use your boomerang to blow out their lights. This reveals a treasure chest which contains A PIECE OF HEART!!! There are two of them in every dungeon in this game, and we've just found both of the pieces of heart in this dungeon. Most excellent!

Now you can leave the room.

West Bug Bomb Room

Ugh, this room again. Good thing this is the last time you ever have to be here. Go down to the floor and exit the room.

Main Room

Did you notice there's a treasure chest hanging from the ceiling in the middle of this room? Use the boomerang on the rope holding the treasure chest up, then open the chest to get the COMPASS! This little baby tells you where all the captured monkeys are, and where all the treasure chests in the dungeon are. Cool!

Speaking of treasure chests, there seem to be a few east of here, so use Link's monkey girlfriend to swing over to the

East Water Room

Go all the way to the end of this room, jumping across the skipping stones until you reach the bridge against the south wall of the room. There's a big ol' treasure chest on the map to let you know where to go.

However, the treasure chest near the wooden bridge is locked by some doors. Notice how there are four fan blades on towers here, as well as some dirt markings between the towers, resembling a "Z".

Use the boomerang on all four fans in one throw, using the handy "press R while aiming to lock a position" move. You want to hit the four fans in the order marked by the dirt on the ground. Start from one end of the Z, and follow it to the other end.

In case that doesn't make sense, here's a visual representation of what order to hit them in:

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1-2
 /
3-4
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And you can see that I followed the lines, starting from one end of the lines to the other end (it doesn't matter what end you start at).

Anyway, if you can't figure it out, you can always use guess and check to figure out what the proper order is, which is what I did before I noticed the dirt lines. Once you hit the fans in the right order, this lets you get the BOSS KEY. Cool, now you can fight the boss!

But first, you have to reach the boss. Leave this room through the northern exit.

Biggest Room

Go across the bridge and through the door to the north.

Cross-Shaped Room

The monkey you saved is taking you somewhere, which is

across the room. Use the boomerang on the bridge, and then go across the bridge and open the door.

Monkey Sanctuary

Wow, check out that barrel of monkeys! Three of them are missing, though, so it looks like it's up to Link to save them!

Go onto the bridge in this room, near the door. Use the boomerang on the fan on this bridge, then walk to the next bridge. Use the boomerang on the fan on THIS bridge, then walk to the vine-coated wall.

Use your boomerang on the spiders on the vines, then climb all the way up the vines, then all the way to the side, and drop down to reach a platform slightly above the one you were just on.

There are more vines on the wall that connects to this platform. Climb them to reach the top of the wall, which is the platform with an exit door. Go through it.

Come Up With Your Own Name For This Room

So this room has water, and stuff to be bombed. Kill the Deku Babas near the doorway, and walk into this room.

See the bug bomb on the north part of the room, and the weird plant on the south part? Use your boomerang to grab the bug bomb, then throw it at the weird plant. The weird plant eats it, and explodes.

Now you can jump to where the weird plant was, and then to the treasure chest for a small key.

On the west part of the room, where the map says the monkey is being held hostage, there are some vines on the wall, as well as a nasty rock in the way. Use your boomerang on the bug bomb, then the rock.

Climb up the vines, and you'll see that more rock blocks the monkey from view. Use your boomerang on the bug bomb to bring it to you, then throw the bug bomb at the rock which encases the monkey.

The monkey is then free. Now your work here is done. Leave the room.

Monkey Sanctuary

Go down the vines near the door, and drop down to reach the floor of this room. You remember what to do here, right? Use your boomerang on the bridge closer to you, get on the bridge, then use your boomerang on both bridges, get on the other bridge, use the boomerang on this bridge, and leave the room.

It sounds complicated; it's really easy.

Cross-Shaped Room

Time to free the last two monkeys. Use your boomerang on the bridge, get on it, then use your boomerang on the bridge again. Head through the locked door.

East Room

Tile monsters are back for this room, oh joy. Boomerang all the tiles to uproot the monsters, then kill them. Then head through the cave on the north/east corner of the room.

The cave leads to an alcove with spiders, two on some vines and one of the big, walking kind. Kill them all, then climb up the vines.

A monkey is locked behind some bars, and the bars are flanked by towers with fans on them. Use the boomerang on both fans in one throw to free the monkey. Leave the room.

Cross-Shaped Room

Go straight across the room and open the door.

West Room

There are three little "holes" in the ground here. Two are webs with spiders above them, and the third leads to the area below.

Get on the web that does NOT have a root from a tree touching the web. Use the lantern on the web to get rid of it, then fall through the hole to find the last monkey.

Cut the monkey's cage to pieces to free it. Look around for the vines, then go climb them and exit the room.

Cross-Shaped Room

Okay, this dungeon is almost over, thank goodness. Climb onto the bridge, and use your fan on the bridge. Then go north.

Monkey Sanctuary

The monkeys form an absolutely gigantic chain. Thank you, barrel of monkeys! Link is off to fight the evil monster boss of the temple and assert his place as the Monkey Savior now!

Ride the chain to the other side of the room, where there

is a big door that can only be opened by the big key. Break the pots here (if you have an empty bottle, you may want to put the fairy inside it--that way if you die in the boss fight, the fairy will automatically revive you).

Now, open the big door to reach...

Boss Fight - Diababa

Boy, that thing looks nasty. Fortunately for you, there are some bug bombs nearby. You can figure out what to do without my help, right? Target the bug bomb and one of the Diababa heads in the same throw, which sends the bomb at the head and makes it explode.

The good news is that this isn't hard, and Diababa has no attacks, other than flinging out its heads at you (on rare occasion), just like the Deku Babas you've seen in this temple.

When you blow up both heads, Diababa reveals a third, even nastier-looking head in the middle. Run to the back of the room, out of range of the heads, and start boomeranging them, which does no good, until...

It's the monkey boss! Since he's no longer evil, he's happy to help Link out by supplying him with bug bombs. Great!

So now you want to target both the bug bomb in the monkey's paws and then one of Diababa's heads in the same throw to make that head explode. It's not hard to do, because the bug bombs and the heads are all L-targetable.

You might think that you have to bomb the two smaller heads and then the larger head in the middle, but not so. You can just go right ahead and bomb the larger head in the middle with no problem whatsoever. Bombing the middle head causes it to lie on the ground in front of Link for a brief time.

Attack the tongue-like thing sticking out of the head as much as you can, until the head retreats. The middle head then shoots purple gunk out at you, so run away to avoid it.

The fight resumes, just like before. Monkey boss swings through this area, holding the bug bomb, and you want to L-target the bomb, then the middle head, targeting both in the same throw, so you can hurt the middle head. Bomb the two smaller heads only if you want to.

Now all you have to do is repeat the process a few times until Diababa is dead, at which point, it withers and gives up a heart container for Link, and a Fused Shadow for Midna. Fused Shadow? She says that's what the light spirit called "dark power".

Well, since you have to match the power of the king of shadows, that dark power will come in handy. At least, Midna seems to think so. She grabs onto it for you. Now you

can grab the heart container and leave the dungeon.

004c. Goron Mines - Getting the Second Fused Shadow

004ca. Dispelling the Twilight

Heading Toward Kakariko Village

The light spirit tells you to head east, towards Eldin, where the next light spirit is. Hmm...there are two light spirits left, and two fused shadows left. I wonder if each of the light spirits will be near a fused shadow?

There's only one way to find out, and that's to find the next light spirit. Leave the Faron Woods by the northern exit near the lantern oil salesman's house.

You end up in the rather empty and boring Hyrule Field. It's big, but there's nowhere else to go except your destination, Eldin Province, which kind of takes away from the fun of exploring the field. So let's just forget about exploring and head towards Eldin.

As you can see, Link is standing on a path that's been beaten into the ground. Follow this path, and when it splits into two, follow the path with the bridge.

Past the bridge, you run into two new paths, both of which are clearer than the one you're on now. Turn onto the dirt path, following it to the east, where it takes you to the eastern exit. You can look at the map menu and zoom in to get a really clear idea of where the exit is, if you want to. Plus, it's kind of hard to miss because it's black and nasty.

Link ends up meeting the Postman. This guy shows up and delivers letters to Link somewhat often. He's kind of cool, even though I think his shorts are a little too small.

When the postman leaves, keep going down the path to reach another Twilight area. Walk up to the wall, and have Midna bring you in, at which point you become Wolf Link again.

Run forward down the path, and you see a sword. Sniff it, and Link learns the kids' scent. All right, now you can track the kids to find out where they are! Use X to see the scent, and start following it!

Or, alternately, you could forget about learning the scent and just follow the road, because whoever took the kids did not leave the road at all.

Anyway, follow the road or the scent, and you'll reach a missing bridge, near three shadow monsters. Remember how to fight these guys? Press and hold B, let Midna wrap a monster in pink stuff, then let go to kill the monster. You want to make sure the last two shadow monsters die at the

same time, or else all three come back to life.

Midna ponders over the missing bridge, and then lets you in on a secret move that nobody else can do besides her: warp. She can travel to any of the fancy sky portals that you've seen shadow monsters fall out of. Try it out now by warping to North Faron Woods.

See how warping works? It's a real timesaver, and allows you to travel to various places near instantaneously. Neat, huh? Go to the bridge that's in this circular area.

Ha, this looks like the missing bridge. Run up to it, and talk to Midna, then warp it to where you were, which is Kakariko Gorge in Eldin Province. The bridge falls into the space perfectly, allowing you to cross the bridge and keep following the path towards the children.

You run into a fence. Dig under it, and keep following the path to reach Kakariko Village, where the children are. At the front of the village are three more shadow beasts. Two of them are close together, near Link, and the third is farther off. Go and kill the third shadow beast, then kill the two that are close together at the same time, which is easier than trying to lure the third shadow beast near the other two.

With the shadow beasts gone, the light spirit calls to you. Head to the fountain to talk to the light spirit. The light spirit gives you another Vessel of Light. Great, now you have to do another rather boring "collect the tears of light" quest.

Collecting the Tears of Light - East Kakariko

The building closest to the fountain is the one the kids are in, in case you haven't used your senses to tell that. Circle around the building, and you see a little cart with boxes on it. Smash the boxes and climb up.

You can do a Z-jump with Midna here, remember how to do those? Press Z, then L-target Midna, and jump with A. Do that twice to reach the ceiling. Walk onto the patched part of the roof to fall through.

Use your senses to see what's going on here. The kids are being protected by two men, and they're hopeful that Link is going to save them. Awww, that's kind of sweet how the kids think Link is such a great hero. Midna immediately teases Link about how the kids won't be able to know about how heroic Link is, because they can't see him in his Wolf Form.

One of the men mentions that you can get into the basement by lighting the candles. I have no idea how on earth the basement door can tell the candles are lit. Anyway, pick up the wooden stick that magically appeared on the ground in front of Link while he was listening to the conversation. Light the ends of the stick on fire, then run around the

house, going on top of the stairs/platforms, and jumping across the gaps. While you do this, light the candles.

The basement, sure enough, opens. Drop down into it, and head out to the circular part to find three bugs. Kill them and collect the tears of light. Do you remember that you can kill the bugs much easier by using Midna's "Hold B" move? Try it out if you haven't, and you'll see what I mean.

Once you have the tears of light, go to the other end of the basement (the one you haven't been in yet) and Z-jump three times to get out of the basement and into the graveyard.

There's a bug in the graveyard. You have to dig it up out of the ground before you can kill it, so use your senses to see the bug's shadow, then dig it up.

You can kill the remaining bugs in any order, but I'm going to arbitrarily decide to kill the bugs on the east side of the town first, because that's the side you've already killed four bugs in.

When you exit the graveyard, you're near the house where the kids were being kept. Head a little while past the cart you climbed up on, then turn and head towards the rest of the town, away from the fountain of light.

See the little slope here? Climb onto the slope, then go up it to reach the roofs of the houses here. Go across the roofs of the houses until you reach the house with a bug inside it (your map tells you which one). Or, just look for the house with the patched roof, and when you reach it, step on the patch to fall into the house.

Drop to the floor. See the little box? Walk up to it and use R to push it to the side, revealing the bug hidden under it. Kill the bug and get the tear of light. Then stand in front of the dresser and do two Z-jumps to get out of the house.

Head north from here, and you'll see a big space between the row of houses and the next building, which is the bomb shop, as indicated by the big sign with a bomb on it. Climb onto the shed north of the bomb shop, and get inside the bomb shop by jumping through the window. Don't use a normal jump, use a dash-jump by pressing A and up on the control stick, which makes Wolf Link lunge forward.

Climb up the stairs here. See the little dresser against the wall where the map says the bug is? Jump at it, and the dresser falls down, revealing the bug. Kill it, then climb up to the window and exit.

Climb up the stairs behind you to reach solid ground. You can see a bug take refuge in the nearby (large) shack, in the general direction of the fountain.

Go up to the shack, and crawl in through the entrance,

using A. The bugs are hidden in the chimney. Grab a piece of wood from in front of the chimney, light the ends of it with the fire, then set fire to the wood at the bottom of the chimney.

Woah. The bugs fly out, and the whole shack sets on fire, which is bad because it's a bomb shack. Midna comes up with a great plan: get out immediately. Crawl through the exit before the shack blows up and kills all three bugs. Get the tears of light they leave behind.

Now it's time to get the last bug on this side of the village. Turn around and go forward to find some mountain slopes, and go up the slopes until you reach a house. Dig through the hole on the side of the house (right near the corner of the house) to get inside. Break the pots to find the bug, then kill it and get the tear of light.

Collecting the Tears of Light - West Kakariko

Okay, time to get the three bugs in the rest of the village. Exit the house and drop all the way down to the bottom of the village, and head towards the fountain of light.

There's a slope on the west side of the town, by the building closest to the fountain of light. Climb up the slope and follow it to the end, where you reach a sign that tells you not to jump the gap.

The sign was made by the Elde Inn (a pun on Eldin...ugh), and the inn is officially out of business now, so you can ignore them. Jump across the gap to the roof of the inn, and go inside.

Drop to the ground, where there's another bug hiding in the chimney, just like in the bomb shack. Pick up a stick of wood near the chimney, light it on fire using the little lamp on the wall, then use the burning stick to light the chimney. The bug then comes out, allowing you to catch it, kill it and take the tear of light.

Now go to the other end of the inn/hotel, and climb the stairs to reach the second level. Go into the bedroom, where the bug is flying around. Kill it and get the tear of light. Then leave the way you came in, climbing up the various platforms to reach the window.

There's a bug inside the store between your current location and the fountain of light. Get inside the store by crawling through the entrance on the southern side of the store. Climb up into the main area of the store, and go to the raised platforms above the counter, where the bug is sitting. Kill it, get the tear of light, then exit the store through the hole behind the counter.

Collecting the Tears of Light - Death Mountain

Hey, all the bugs are gone, but the Vessel of Light needs three more tears before it's filled. What's up with that? Check your map, and it turns out the remaining three bugs are hanging around Death Mountain, to the north of Kakariko Village.

Go north, and take the exit up the mountain. You reach a large cliff with a net over it, which you could climb as normal Link, but not as Wolf Link. Instead, climb onto the little ramp here and Z-jump twice to get to the top of the cliff.

Hey, someone's here. Check your senses to see that it's a Goron, which is a mountain-dwelling, non-humanoid race. They're not too happy with humans right now for some reason, but you don't have to worry about it because you're not a human.

Keep going up the mountain path, and you'll find some enemies which you can kill or ignore. You reach another cliff, and you have to climb up the two ledges near the cliff to get on top of it.

Keep going up the mountain path, and you reach an open area with fissures pouring steam out of the ground. Don't touch the steam, because it's hot and hurts. Instead, hunt around this area for the bug, which is hidden in the ground. Dig it up, then kill it and get the tear of light.

Say, what's that shiny thing which makes a whistling sound? Listen to it with A, and you get to see your first Howling Stone. Listen to the melody, and try to repeat it. It's a simple song, the Song of Healing from Majora's Mask.

Here's the howling pattern:

```
oooo|   |   oooo|   |   |  
|   oooo|   |   oooo|   |  
|   |   oooo|   |   oooo|
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A golden wolf appears, and you have to howl again. The wolf says he'll teach you a new sword technique if you appear as Normal Link at the place he indicates on the map. Sounds cool...

Anyway, head north and then keep going through the mountain path to reach the top of Death Mountain. There are four shadow beasts here.

You have to use a little strategy to kill these shadow beasts. Three of them are together in one area, and one is in a small, secluded area (the barriers mark where these areas are). Go to the beast in the smaller area, and kill it first.

Now kill the three shadow beasts in the larger area, perhaps killing one first, then the other two at the same time if two are close together and one is farther away from the two. Once they're dead, a portal appears, along with

some much-needed hearts.

At the north part of this little area here is a bright yellow mountain wall, a metallic cliff, and a small hole in the wall that you could climb to if you were normal Link. A bug is on the metallic wall, so use my descriptions and the map to find this area, and kill the bug.

Now, climb on top of the yellow rocks against the cliff wall here, and Z-jump to the top of the cliff. Steam from the wall might screw you up, but if it does, just do the jump over again until you make it.

Climb onto the ledge with the Goron, and follow the path away from the Goron. Near the end of the path, a ledge sprouts up to prevent you from falling down into the area you were in before. Walk up this small ledge, and Z-jump to the area above.

Okay, we're almost done. All you have to do is drop down to the Goron Spa Area, find the last bug, and kill it. Just run towards the dot on the map that represents the bug to find it. Then kill the bug, and YES! The Vessel of Light is full! No more twilight!

004cb. Getting to the Gorons

Wild Animals

Midna reminds you not to forget to get the Fused Shadow, and the light spirit Eldin tells you that the Fused Shadow is on Death Mountain, which is why it was spouting all sorts of volcanic rocks when you went there. So it's off to Death Mountain to get rid of the darkness there by claiming the Fused Shadow for Midna.

Link heads off, and finds...the children! They all run to meet Link, except for Colin, who gets thrown aside like a rag doll. Poor Colin...

Renado, the town shaman, introduces himself and his daughter Luda, who is not an important character, and you'll never need to talk to her. Renado is concerned about the Gorons' anti-human campaign, as well as the need to get the children back to their home of Ordon.

Renado can't leave the village now, because "there is no telling what may happen to us here...". I'm not sure why he's so concerned about protecting Kakariko Village, because there's really nothing left to protect besides a bunch of abandoned buildings, but whatever. Renado has decided he's staying put.

The kids all look at Link, and they want him to fix the situation with the Gorons before he takes them back home. Okay, I guess Link can do that on his quest to get the Fused Shadow.

Head north of town, going back to the Death Mountain. The ladder up the cliff is broken, but that doesn't matter because you can climb up the netting. Climb up it, and you meet an angry Goron.

The Goron rolls into you and smacks you off the cliff, even if Link tries to throw the Goron aside with A, just like he can throw loose goats aside.

Mean old Gorons. How can Link get the Fused Shadow from the Goron Mines if he can't get to the Goron Mines? Turn around and head back to the village.

Link sees Renado, who tells Link that the only known man who has won the respect of the Gorons is Bo, the Mayor of Ordon. So...back to Ordon for you!

Leave the village through the south entrance, and...woah! Epona? Monsters have turned Epona into a feral horse! That is SO NOT COOL! I mean, I don't even know what feral means!

Link jumps onto Epona, and hangs on for dear life. It's rather simple to know what to do here: When the screen says "hold left", hold the control stick to the left. When the screen says "hold right", hold the control stick to the right.

Ride Epona like this until the A button appears, allowing you to seize control of the horse. Yay! You have your horse again!

Ride Epona all the way back to Ordon Village. Once you're there, you can go around and tell everyone that the kids are safe, but it's not necessary. By the way, if you STILL haven't gotten the bottle of lantern oil from the lantern salesman, head to Rusl's house. There's an orange rupee hidden behind the house, which you can get by using the boomerang from the side of the house that you didn't dig through as Wolf Link. You can use that to buy the bottle from the salesman.

Talk to Bo, the mayor. When you ask about how he got the Goron's respect, Bo tells you the secret. He got the Goron's respect in the same way you get anyone else's respect: Through Sweaty Goron Sumo Wrestling.

Bo and Link both strip off their clothes and commence with the sumo wrestling fun. In sumo wrestling, your goal is to throw your opponent out of the ring. You can press A to grab onto your opponent, B to smack your opponent, and move left or right to dodge.

If your opponent tries to grab you, smack him to prevent yourself from being grabbed. Also, if you're being pushed or pushing, tap A to have Link resist/push harder.

Once you beat Bo twice, he tells you the REAL reason he won all those sumo wrestling matches with the Gorons: He was wearing Iron Boots. CHEATER! CHEATER! Take the Iron Boots away from Bo so he can't cheat again.

You have to ride back to Kakariko Village now, but to make things interesting, I'll tell you how to get a bunch of various items! Item collecting, yay!

Collection Quests

Things to collect:

Three pieces of Heart
A hidden fighting technique
Four golden bugs

First off, let's get a piece of heart. Ride Epona into the ranch and talk to Fado twice. Herd all the goats in under three minutes to get...a piece of heart!

Now while leaving Ordon Province, stop by the fountain in Ordon, where Link first met Ilia. If you stopped by the Howling Stone as Wolf Link, there's a Golden Wolf here, waiting for you. You learn a new fighting technique, the Shield Attack. When L-targeting, press R to smash your shield against an enemy.

Great, now leave through the Faron Woods to reach Hyrule Field. Here, you can collect some golden bugs, which you can trade in for Rupees later on in the game. Ride on down the dirt path in the same way you did before, and stop when you reach the wooden bridge.

Look at the tree next to the bridge, on the southern side. It's hard to see depending on what angle you're looking from, but there's a piece of heart on the end of one of its branches. Nab it with the Gale Boomerang.

Now look west (east for you Wii users) of the tree to see some more trees, and to reach them you need to drop down off a small cliff. Do so, and on the southern tree is a golden bug, which you can pick up with A.

Now get back to Epona, and go across the bridge, and take a right at the next dirt path, just like before. This time, watch the area to your left, which is raised high so you can't walk on it. On the south end of those trees in the raised area is a golden bug, which you can locate by its glow (easier to see at night, when it's dark) and twinkle. I've always found it on the southernmost tree. Use the Gale Boomerang on it, then capture it.

Now go to the part of Hyrule Field north/east of here, which is also called Kakariko Gorge, because your map says it's in Eldin Province, as opposed to Faron Province, which you were just in.

Anyway, now that we're in a new province, we can get some new stuff. Head to the southwest part of this area, on the southern side of the gorge. Get off Epona, and look across the gorge. There are two rock/platforms in the middle of the gorge. On top of the taller one is a piece of heart,

which you can get with the Gale Boomerang.

Now it's time to capture the golden bugs here. The first is south of the bridge, not far from the bridge itself. Cross the bridge, and go east to find a cluster of four trees. The golden bug is hidden in the grass/flowers at the base of a tree, so cut all the grass to find it.

Now head back to Kakariko Village, where you can find the last two golden bugs. But before you can get the bugs...

Saving Colin

Beth and Talo are hanging around, when who should show up but King Bulbin, that big mean green guy who kidnapped all the children in the first place. He's back to kidnap the kids, and all the kids run away.

Except for Beth, who stands there, staring at King Bulbin like an idiot. Fortunately for her, Colin gets brave like his hero Link and pushes Beth out of the way. Bulbin then gets his hands on Colin.

Link comes riding in like a hero. Bulbin waves Colin's body to taunt Link, then rids off with his bad buddies.

Jeez, I knew Link should have taken the kids back to Ordon Village with him! Stupid Renado, in your quest to protect the children, you've let Colin get kidnapped again!

Ride Epona after Bulbin, jumping over the fence on the north end of town to reach more of Hyrule Field, where you get a chase scene. There are only two of these in the game, I believe.

What you're supposed to do here is ride on Epona, and when you're close to Bulbin, swing your sword and hope to hit him. This is made difficult by the fact that several of Bulbin's bad buddies are riding around in the area, trying to hit Link with arrows.

Well, it's tough, but try to ignore the bad guys and ride up to Bulbin, who you can recognize by his blue boar (the other enemies have brown boars) and his large flag with Colin on it.

A good strategy is to use spin attacks at this part of the game. Remember how to do that? Hold down B for a while, and let go. This lets you attack enemies on all sides, which is very helpful because you'll be attacked on all sides. Also, it can hit enemies when they're farther away. Nice! Plus, you can get two hits off of Bulbin in one swing! Spin technique, I love you!

So keep trying to hit Bulbin, and after eight hits, you defeat him.

No wait, he's not defeated! It's time for phase two of the battle. Bulbin and Link both head to the bridge to the

north, and bad guys set the gates on fire to lock you in. Looks like it's a one-on-one fight against King Bulbin.

Ride towards King Bulbin. What you want to do is get past him, so press left or right when you're close to him to move past him on the left or the right. He tries to hit you head-on every time.

When you pass him, swing your sword to hit him. Again, the spin technique is helpful here because it has a long range. Once you ride past him, turn around by pressing Down, and ride at King Bulbin again.

After two hits, Link knocks King Bulbin into the chasm below, which is impossible to escape from. All right! Link just killed King Bulbin!

Link then does a super cool pose, then takes Colin back to Kakariko. Colin is glad everyone is okay, and says he understands what his dad meant when he said to be strong like Link...he wasn't talking about being strong, he was talking about being brave.

Renado then carries Colin into his house, leaving you alone to face the Gorons.

Sweaty Goron Sumo Wrestling

I know you must be anxious to start sumo wrestling the Gorons, but first, let's do some more item collection. I promise, this will be the last I'll list item collection in the guide; from here on out, the item collection lists will appear at the start of sections, and they will be completely optional.

Things to collect:

50 Rupees
Two golden bugs
Hylia shield

There are two golden bugs in Kakariko Village. The first is in the northern part of the graveyard behind Renado's house. Go up the stairs, and it's at the bottom of the tree that doesn't have a nest of bees. While you're here, light the two torches next to the stairs to get a treasure chest with...50 rupees!

Time to spend some of that money. Go to the shop, which is the building on the west side of town that's closest to the fountain. Hey, it's not a broken down shop anymore! Now it's the fantastic Malo Mart! If you've got money, and you're smart, you'll buy it at Malo Mart!

Malo's got a Hylia shield here, which is the most powerful shield in the game. It doesn't burn up when it catches on fire like the Ordon Shield does, and since you're going into a fire dungeon pretty soon, it'd be smart to buy one.

The second golden bug is in a building on the east side of town, the only building which is not boarded up. You'll find it on the floor. Okay, enough searching for stuff! Onto the adventure!

Head to Death Mountain and climb up the cliff. This time, when the Goron tries to attack you, put on the Iron Boots and hold A to grab/hurl the Goron off the cliff.

Keep going towards Death Mountain, and many other Gorons will roll at you. Dispose of them in the same way, by using the Iron Boots and throwing them aside. Once you reach the area where there's steam pouring from the ground, the Gorons stop rolling towards you.

Fun fact: In the area where steam pours out from the walls, you can find some Hawk Grass, so you can play with Tobias again! Awesome! Also, if you talk to Tobias here by howling at the grass as a wolf, he points out the location of a nearby piece of heart! Go Tobias!

Keep going north, until you reach the main area of Death Mountain, where Link stops and sees a Goron get thrown into the air by another Goron.

Head out into this area, and a giant piece of volcanic rock falls from the sky. Woah!

If you talk to Midna, she tells you that you should get thrown into the air by a Goron. So fight one of the Gorons here until he curls up into a ball, then climb on his back. You get sprung into the air, to the next level. A quick way to get the Goron to curl up is to wait until he hits your shield, then shield-attack him quickly.

Here, you can fight one of two Gorons to get to the next level, the one near the Goron Spa. Fight the Goron to the west (east for you Wii users), near a purple arch. He flings you up right next to a Goron. Fight this Goron to get flung to another level of Death Mountain, higher than you've ever been before.

Head clockwise around this path (counter-clockwise for you Wii users), using the Iron Boots to get past any steam that gets in your way, and any rolling Gorons who attack.

At the end of this path, fight the Goron to be flung to the next level up (or, aim it so you get flung towards the wall here to reach a small ledge with 30 rupees on it, score!). Then fight this, the last Goron, to get flung up to the ledge with a doorway.

Enter the doorway to get inside the Goron Mines. Put on the Iron Boots before you do, because you're going to end up wrestling.

Six Gorons attempt to roll into you at the same time, but a Goron Elder tells them to stop. He also says he's filling in for Darbus, the Goron Chief, and he says you can get into the mines...if you beat him in a sumo wrestling match.

Link starts to sumo with Gor Coron, although you'll notice that he does NOT take off any of his clothes for this match, when he took off most of his clothes to sumo with Bo. Odd...

Anyway, sumo with Gor Coron for a while, and if you lose, simply talk to him to sumo again. Keep sumoing until you win, at which point you're allowed the Goron Mines, in the hopes that you can defeat the evil monsters, save Darbus, collect the Fused Shadow, and all that jazz.

004cd. The Mines - The First Big Key Third

Floor One - First Room

Head down the path, and as you can see, you need to jump from rock to rock in this area, which is tricky because lava pops up in between the rocks. So time your jumps so you don't get hit by lava, and jump all the way to the large rocky platform. Take either path here, since they both lead to the same place.

Once you're on the large rocky platform, go north off of it, into a metallic, welded cage-like thing. Some boards block your way, so swing your sword to break them. Do the same for the next set of boards.

Woah! Fire! See the switch nearby? Step on the switch with the Iron Boots to turn off the fire temporarily, then run north past the fire while it's turned off. Alternately, if you don't mind getting hurt, run into the fire, which hurts Link, and then immediately roll past the fire.

You find another fire thing, at the exit of this metallic structure you're in. Step on the switch while wearing the Iron Boots, then run to where the fire went out to exit the structure. Then turn around and go back south, taking the path outside the structure.

You reach a ladder. Climb up it to be on top of the metal structure. You can go south and jump to the other part of the structure to find a chest with 20 rupees here, so do that if you want to.

See the big rock in the middle of the room? Can you figure out what you're supposed to do? Jump to the rock, then jump to the other side of the room. Go south along this side of the room, where you find a lava slug enemy and a switch.

Put on your Iron Boots to turn on the switch, which shuts off some fire to your north. Immediately head north to where the fire was, and continue down the path past it. You reach a small metallic cage, near a raised platform near a large gate.

Jump from the metallic cage to the raised platform, and put on the Iron Boots to lower the platform, opening the gate.

Head through the now open gate to the door, and go through it.

Floor One - Big Magnets Room

There are some big magnets in this room, which you could get to using your iron boots, but the magnets aren't on right now, so there's no real point in doing so. Instead, head forward where you see two bridges/slopes with rails, one going up, and one going down. Take the one going down.

Fight the enemies here and open the treasure chest for a key. Or just open the treasure chest to get the key, and forget the enemies. Whatever. Just grab the key, then turn around and go all the way up the bridges/slopes.

You find some rotating wooden beams in between the metallic platforms here. Jump from the platform to the beam, and from the beam to the next platform, timing your jump so that you jump when the beam is not spinning, obviously.

Go past the two wooden beams and you end up at a locked door. Aw, I love it when there's only one way to exit a room...it makes writing this guide so much easier. Anyway, open the door and go through it.

Floor One - Dodongo Room

Another linear room here. Go down the slope to reach the floor of the room, where you meet a new enemy: a dodongo. It shoots fire out of its mouth at you, and you hurt it by attacking its tail, which it holds into to the air while it breathes fire.

Kill the Dodongo, and jump onto the stones. In case you can't tell, the stones can take you to the other end of room, the northern one. Go there, and make sure you don't accidentally go to the western (east for you Wii users) end of the room, where the exit door is.

At the north end of the room, you can grab onto a handle near the wall to pull a retractable door out. This door blocks the exit, so pull it out all the way, and head back to the skipping stones, and skip across them to reach the exit door. If you don't do it fast enough, you have to do it again.

Floor One - Water Room

Odd, now why is there a room full of water in the middle of the Death Mountain volcano?

Jump into the water, and a grate stops you. There's a hole at the bottom of the grate, so put on your iron boots to sink to the floor, then go through the hole.

There's a switch on the floor here, so step on it. You may

want to take off the Iron Boots and get a breath of air before you do that, if you think your breath meter is low. Step on the switch to activate the magnets in this room.

Link's iron boots are attracted to the magnets. Walk on the magnet, which is blue, by pulling down on your control stick to climb up to the area where Link stands upright. Then take off your iron boots and go through the door.

Floor One - Gor Amoto Room

Talk to the Goron in this room, who gives you a third of the Big Key. You need to find the other two Goron elders to get the rest of the Big Key, which takes you to Darbus.

Open the treasure chests in this room in this room for 20 rupees and the Dungeon Map. Cool! Then climb up the ladder behind the Goron to reach the second level of the room.

Head east along the path (west for you Wii users) to the exit door. You'll see a shaking pot along the way, which contains your good friend Ooccoo, who can warp you out of the dungeon whenever you want, so you can heal yourself at the Goron Spa.

Anyway, exit the room now.

004ce. The Mines - The Second Big Key Third

Floor Two - Western Water Room

Note: The dungeon map says that you're still on first floor, but I don't care.

There are magnets here on the second floor, as well as those lava slugs. Put on your iron boots and walk along the magnets on either side of the room to reach the door on the other side of the room. Try to avoid walking into the lava slugs as you do so, obviously. Hit them with your sword if they get too close.

Floor Two - Dodongo Room

Boy, this room sure looks different from the second floor, huh? Run forward and step on the switch with your iron boots to activate the magnets in this room, taking you to the ceiling.

It's a little--aw, who am I kidding?--it's very hard to navigate through this little maze here because the controls are different from normal.

Look at your map menu to get a good idea of what this room is like. The green parts are the parts you can walk on, and as you can see, there are three paths leading to the opposite side of the room, and the middle path leads to the

door.

Head along the north path to the end, where you can drop down and open a chest for...a PIECE OF HEART!!! Then climb back up to the ceiling and go through the middle path to the exit door, which is flanked by torches.

Floor Two - Big Magnets Room

The camera examines the magnets, but more importantly, a nearby switch. Head forward through this area which is blocked off by railing, and find the switch. Kill the enemies, then put on your iron boots and step on the switch.

The magnets come to life. Run around this area, and on the eastern end (west for you Wii users), the railing disappears. Step out into the open area and put on your iron boots to be picked up by a rotating magnet.

The rotating magnet takes you south and north. Ride it north, then take off your iron boots to drop to the ground. Wait until it stops before you take off the iron boots.

Head up the bridge to find...another switch that controls magnets. Step on it with the iron boots, and wait for the magnet to pick you up and take you to a door on the north end of the room. Drop down by removing the iron boots, then go through the door.

Floor Two - Tektite Room

There are four water spider creatures, called Tektites, in this room. Kill them.

In the water in the northern part of the room, near where the stone wall sticks out, you'll find a treasure chest on the floor. Use the Iron Boots to reach it to get a key.

In the southern part of the room, you'll notice a grate and a box near a hole in the grate. Drop down under the water with the iron boots, push the box forward, then take off the iron boots and swim up to surface on the other side of the grate.

Climb to the shore here, and climb onto the ledge to the north. Step on the switch with the iron boots, which activates magnets to the south. Drop to the ledge to the south and put on the iron boots to reach the ceiling.

Walk along the magnetic area to the north, then drop down to the ground to reach a metallic platform. Walk along it, away from the magnets, and you find a switch near a grating.

Step on the switch to start a magnet. Then, fall off the end of the grating to reach the magnet. Walk along the magnetic area to the north, then drop to the ground to

reach a treasure chest with a red rupee.

There's a blue crystal switch on this platform. Hit it with your sword, and it turns yellow, and a gate opens. Jump to where the gate is, then go through it. If you're not fast enough, you'll have to try again.

Ugh, this room isn't over yet? Kill the green enemies here, then walk onto the magnetic area on the west wall. Climb it all the way up, then all the way south. Then drop down and open the treasure chest to get...A PIECE OF HEART! Woo hoo!

Then climb the magnetic area all the way up, then all the way south and drop down to reach a platform that leads to the northernmost point of the room, where you see two small ropes. Cut them with your sword, which reveals a makeshift bridge that leads north to the exit. Drop down to the bridge and exit.

Floor Two - Biggest Room

This is a big room with lots of enemies to hassle you, but fortunately, it's rather linear, because you can only exit the room through the eastern exit (western for you Wii users).

Use your sword to break the beams that block your entrance to the platforms, then head north across the platforms. At the northernmost platform, you're level with the exit door.

Aw, but the door is locked! Head west from here to reach a small enclosed area, and between some large boxes and a grating is a treasure chest with a small key inside. Open it, then go back to the door and open it with the key.

Floor Two - Rotating Floor Room

In front of you is one of those wooden beams you saw earlier, the kind that rotates which you have to jump to when it's not moving. Jump to it when it's not moving, then jump from it to a solid platform.

Climb up the slope here, and you see a REALLY BIG platform that rotates, just like the wooden beam you saw earlier. How can you get across it? You can do it by rolling and running really quickly, but I have an easier solution.

See how one side of the platform has three magnets? Walk to the first magnet area, then put on the iron boots to stay stuck to the platform while it rotates. Then, when the platform is right-side-up again, take off the iron boots, run to the next magnet, and put the iron boots on again.

I bet you know what to do from here, but in case you don't, wait for the platform to be right-side-up-again, take off the iron boots, run to the next magnet, and put the iron boots on again. Wait for the platform to turn right-side-up again, then take off the iron boots and run to the door and

go through it.

Floor Two - Gor Ebizo's Room

Hey, it's the old Goron with the protuberant lower lip from Majora's Mask! I liked that guy, even if his son was a bit of a crybaby. Anyway, talk to him to get the second third of the big key!

He tells you that in order to make it through the rest of the dungeon, you should get a weapon the Gorons have kept in the dungeon. All you have to do is go ahead and ask the guard for the weapon, and he'll give it to you.

Open the treasure chest in this room for 10 rupees, then climb up the ladder behind the Goron, then walk around the room to the door, right above the door you entered the room from.

004cf. The Mines - The Third Big Key Third

Floor Two - Rotating Floor Room

There's a magnetic area leading off of this platform, right by the torch. Put on the iron boots and walk across the magnet to the end, then drop down to reach a platform with a 10-rupee treasure chest, and a door. Get the rupees, and go through the door.

Floor Two - Guard Room

Walk right up to the guard, and just like the Goron elder said, he lets you through to get the treasure with no trouble whatsoever.

Ha ha! Just kidding! It's really time for...

Mini-Boss: Goron Guard

You're on top of a wobbling platform which is magnetic, so if you ever get too close to the end of the platform, slip on your iron boots to avoid falling off.

The Goron Guard is big and bad, but his stomach is completely unprotected. Walk up to him, and wait for him to pull his arm back in preparation for punching you. When he does this, hit his stomach as quickly as you can, and if you hit him four times in a row, he drops down into a ball.

But that's not all! He tries to roll at you when he's in a ball. Put on your iron boots, and hold A to throw him behind you, hopefully off the platform and into the lava, where he gets hurt.

Throw him into the lava three times, and he gives up, and

lets you go to retrieve the weapon to the south, so, duh, go south.

Floor Two - Weapon Room

Head to the treasure chest and open it to find the weapon, which is...the hero's bow! Yay, it's a bow and arrow!

If you look to the south, you see a makeshift bridge held up by some rope. Remember how, earlier in this dungeon, you broke the ropes to lower the bridge? Do this here, by shooting an arrow at the ropes, then go south across the bridge.

All the exits to this room are blocked by Armos statues, statues with laser beam eyes and rotating heads. Go to the south exit to activate the Armos statues, then fire arrows at the eyes of the statues to get them to stop moving.

Once the statues have stopped moving, you can grab and pull them towards the center of the room with R, revealing a bunch of rupees and items. More importantly, the one on the west hold the Compass, which is kind of unnecessary now that you're so far into the dungeon. Most importantly, the one on the east holds a door, so go through it.

Floor Two - Third Goron's Room

Talk to the Goron here to get the last third of the big key. He congratulates you, and tells you to hurry to Darbus' room. Open the treasure chest to get a purple rupee.

Leave through the door you entered by. You can get to Darbus' room either by going through some new rooms, or by backtracking. Backtracking is easier, so that's what I chose.

Floor Two - Weapon Room

Push the Armos Statue forward, then exit this room to the north.

Floor Two - Guard Room

Go across the room, and exit to the north.

Floor Two - Rotating Floor Room

Drop to the floor of this room, which turns out to be water. Swim around to the northern end of the room, then climb up onto the platform and walk along until you reach the exit door to the west (east for you Wii users).

Floor Two - Biggest Room

Before walking out in this room, use your bow and arrows to kill all the various enemies in this room who shoot arrows at you from afar.

Then go straight forward from the door to the small enclosed area with an Armos statue. Hit it in the eye, and pull it all the way forward to reveal a hidden passage.

Go through the passage, which merely leads to the northern part of the room. Head along the path to the north, killing the bow and arrow enemies along the way. You reach a big crane that holds a magnet, with a switch nearby.

Step on the switch with the iron boots on to turn on the magnet. You get to see that the magnet leads to a makeshift bridge held up by some rope. Not too tough to figure out what to do now...

Jump towards the magnet with your iron boots on, and it takes you to the makeshift bridge. While upside-down, shoot an arrow at the rope that holds the bridge up, and the bridge falls down.

Then, when the magnet is above the bridge, take off the iron boots to fall down. Walk across the bridge and through the door.

Floor Two - Fighting Room

In this room, you have a LOT of enemies to fight. Start off by hitting the archers with arrows, which is easier to do if you hide behind the railing so they can't hit you.

Then walk along the path to the floor of the room, where you get to fight some enemies on foot. Kill them all, then look south.

Another (and the game's last) makeshift bridge is here. You know what to do: fire an arrow at the rope holding the bridge up, and it falls down.

This reveals a slew of enemies to fight. Kill them, and break the pots to refill your life (you might want to use Ooccoo to help you refill your life, if you're low on hearts), then open the big door to reach...

Boss Fight: Fyrus

Woah, the Fused Shadow has turned Darbus into a monstrous beast! A beast with an obvious weak spot on its forehead! Shoot an arrow at Fyrus' shining forehead to hurt it.

Once you hit Fyrus' forehead, run behind him and grab one of the chains on his feet. Put on the iron boots and pull backwards as hard as you can (it helps that the floor is magnetic) to make Fyrus fall flat on his face.

Quickly, while he's vulnerable, run to his forehead and hit it as much as you can. Then repeat the entire process three times, and he dies.

Midna picks up the Fused Shadow, and in return for your help, she tells you about the Twilight King who conquered Hyrule and turned it into the twilight-land where Link turns into Wolf Link.

Midna says that Link couldn't defeat Zant because Zant is too strong, but despite his great strength, but she'll never hail Zant as her king. Midna's not too thrilled about Princess Zelda ruling the land either, but decides to go easy on Zelda, because it's not really Zelda's fault that Hyrule is in such a bad state; it's Zant's fault.

Anyway, only one more fused shadow and light spirit left. As soon as you find the light spirit, Hyrule will be free of twilight, and as soon as you find the fused shadow, Midna can defeat Zant, and everyone will live happily ever after.

Grab the heart container and leave the dungeon through Midna's warping powers.

004d. Lakebed Temple - Getting the Third Fused Shadow

The light spirit tells Link to head north (across the bridge you fought Bulbin on) to reach the rest of Hyrule, where you'll find someone he's been seeking for a long time. Navi? No, wait, I bet it's Ilia.

Colin falls to the ground and implores Link to save Ilia, because only the thought of Link and Ilia kept him going through the rough times when he was kidnapped by King Bulbin.

Renado promises to take care of the kids, then everyone bows at Link, and you regain control of Link.

Here, you want to go to Barnes' bomb shop and buy some bombs for 120 rupees, so Link can continue his quest by blowing things up.

At this point in the game, you can do some item collection to get pieces of heart 9-14, the Hawkeye, and Golden Bugs 7-10, so check the pieces of heart/equipment/golden bugs sections if you're interested in getting these things. You can also pick up pieces of heart 1-8, Golden Bugs 1-6 and some equipment if you skipped them earlier, obviously.

004da. Dispelling the Twilight

Finding Ilia

Once you've gotten all your items, or, at least, the bombs, you can go continue the game.

Ride Epona north out of Kakariko Village to reach Hyrule Field, where you fought King Bulbin. If you look off on the horizon, you can see the twilight glow of the rest of Hyrule.

Head north to the bridge you fought King Bulbin on, which is called the Eldin Bridge. Once you cross it, head north and you see the way is blocked by rocks. Blow them up with a bomb, which is why you had to buy bombs from Barnes.

When you bomb the rocks, a portal appears. It steals the Bridge of Eldin and spits out some shadow beasts. You know how to kill these guys by now, right? Kill the last two shadow beasts at the same time with a spin technique.

Once you kill the shadow beasts to secure the portal (you'll need to secure it so you can, later on, put the bridge back), go north along the path until you reach the Twilight Realm. Ask Midna to pull you in.

Head along the path until you come across a little bag that belonged to Ilia. Sniff it to learn Ilia's Scent (you have to forget the youths' scene to do this).

Turn on your senses and follow the pink path. It's a long, long hike, but eventually you circle around most of Lanayru Province and make it to Hyrule Castle Town.

Wow, there's a lot of people here! But they're all spirits, so there's no point in talking to them. Instead, keep following the scent, and after a brief stop at the Doctor's Office in East Castle Town (Ilia must have been there), you reach Telma's Bar in South Castle Town. Push open the door and go in.

Listen in on Ilia to find she's taking care of a sick Zora child. Telma, the redhead, tells her that it might have something to do with whatever the soldiers in the back are blathering about.

Midna makes a joke about the emotional reunion between Ilia and Link, a girl...and her wolf.

Filling the Lake

Go to the back of the bar, where the soldiers are busy being cowardly about their task: visiting the light spirit at Lake Hylia. Wimps.

Look at their map, which marks the location of the light spirit. Now that you know where to go, it's time to go there. Leave town through the gate you came in through, the western gate (east for you Wii users), because all the other exits are closed.

If you check the map screen, it's obvious that the quickest way to get to the target mark is go through the western exit of the field outside of town, then follow it

south, so go ahead and do that.

When you reach a fork in the road, you'll see that one branch leads to a house you can't enter, and the other one leads to a bridge, the Great Bridge of Hylia. Cross it.

It turns out the bridge is inexplicably coated in oil! And enemies have set the oil on fire! Quick, get out of there! Push one of those boxes against the side of the bridge, climb up on it, and jump off the bridge into the lake below!

The water in the lake is not as high as the map indicates, thus making it impossible for you to visit the light spirit. We'll have to fix that, probably.

Head towards the house with the big pink roof and a sign that offers Free Admission, with the caveat that each ride requires cash.

Ha ha, what a silly sign! Speaking of silly, turn on your senses and look at Fyer, who runs the business. Listen to him complain about the lake and lack of customers, and then watch him see...a monster! Right near some Hawk Grass!

Hey, Hawk Grass! Does this mean we'll get to see Tobias again? Run towards the monster, and it uses the Hawk Grass to call...that's not Tobias! That's a monster bird!!!

Now you have to fight this monster bird. What'll happen is that the enemy shoots some arrows at you, which you have to dodge by running around, then the bird will circle around and descend close to you, resting in an upright position in an attempt to smack you with its tail. When it descends, you have to L-target it to jump on it and attack. The L-targeting controls are not very good here, but just keep trying and eventually the bird has enough and flies away.

At this point, kill the enemy, and then Midna jumps on top of the bird and takes control over it. She has it pick you up, and all three of you fly up Zora's River.

While you fly, avoid hitting the walls or the ceiling (it's not too tough), and you'll get upriver easily. You can dash to go faster, but it's harder to steer the bird that way. Basically, if you're having trouble, go really slowly through this section, and you'll find it's easier than it looks.

Once you get to the upper part of the river, you find that the water is missing here, too. Drop to the ground and walk across the ice, exiting through the western side.

Follow the path, and you enter Zora's Domain, where there's a huge ice structure. Run towards it and get on the heap of snow to initiate a Z-jump sequence. Z-jump six times to reach a solid ledge.

Follow the ledge all the way to the west (east for you Wii users), ignoring the icicle that falls and blocks your way.

At the end, you get to Z-jump some more. This time, take pauses in between each jump to avoid some falling icicles.

Make six jumps, and Wolf Link loses his footing. Climb back onto the ledge and turn around, then Z-jump three more times to reach the top of Zora's Domain. Go north, inside the gateway.

Uh oh, Shadow Beasts. Once again, two are together, and one is apart from the two, with a wall in between. Kill the one that's alone, then kill the other two at the same time.

Okay, now that there's a portal here...what do we do now? Midna tells you to turn on your senses and look down, so do that and you see...all the Zoras are frozen! How can you save them?

Easy. Warp to Death Mountain, where there's a big piece of volcanic rock, in case you've forgotten. Midna figures it could melt the ice because it's hot (still steaming, in fact). Warp the rock to Zora's Domain.

The rock shatters the ice, but it looks like that happens because the rock is big and drops from a great height, and not because it's hot. Well, whatever the reason, the water has now been freed, and we can go meet the light spirit.

Leave Zora's Domain, and the ghost of the Zora Queen, Rutela, appears and thanks you for saving the Zoras. Midna doesn't want to be rude, but she tells Rutela that they weren't trying to help her. Makes sense, because we never even heard of her before now.

Rutela tells you to help her son, Prince Ralis. If you do, she'll give you the power to swim underwater. Sounds like a good deal to me, especially since you know where Ralis is (with Ilia)!

So now, leave Zora's Domain and jump in the water. For the first and only time, don't press the control stick, and you get automatically taken to the Light Spirit Lanayru, who lives in a cave.

Run inside and talk to the light spirit to get the Vessel of Light. Time to find those tears of light again! And just to make things extra fun, you now have EVEN MORE tears of light to find than ever before!

Collecting the Tears of Light - Lake Hylia

As soon as you leave the light spirit's cave, you see a bug run up a nearby wooden bridge. Go up the bridge, and the bug is at the top. Turn on your senses to see it, then kill it and collect the tear of light it leaves behind.

There's another bridge that connects to the platform you're on, so walk across it to the other side, where you reach a Shadow Beast fight. The three shadow beasts are pretty far apart, so kill one, then lead the remaining two close

together and kill them at the same time.

This will be a somewhat convenient warp location for Lake Hylia, as the path you came up leads to the light spirit, the path that leads down from this area goes to Fyer's hut and business.

We'll visit Fyer's later, but for now, you want to go on one of the paths that leads up from here. Go on the path that leads to the east (west for you Wii users), which is near one of the bridges.

This is kind of hard to describe, so bear with me, folks. You go up this path and when you reach the wall, turn south and follow the path that way (you have to pull back on the C-stick to see where the path is). Jump to the rock, and go across and jump to another rock, all the while heading in a southerly direction.

Here, you can go west, which leads to where you fought the shadow beasts. You don't want to do that, so instead head east and jump over the gap in the rocks to the platform there.

Head up on this path, and you reach an open area where a bug is. Find it and dig it out of the ground.

Okay, thus ends the hard-to-describe section with a lot of jumping across rocks! Now time to go out of your way to get a bug which is on the east side of Lake Hylia (west for you Wii users), which you have to swim to get to.

Once you get the bug, head all the way back across the lake to get to Fyer's hut, and you'll find a flying bug zooming around behind the building. Kill the bug and get the tear of light.

Now go on the path leading off of Fyer's, and the Midna icon pops up. She wants to tell you that she's found some more Hawk Grass for you to use. Howl the easy tune to get the monster bird to show up.

Collecting the Tears of Light - Upper Zora River

So now you're flying upstream again, but this time, there are less enemies trying to mess you up. Instead, there are four of the bugs holding tears of light. All you have to do is turn on your senses, L-target a bug, and dash at it with A to kill it and collect the tears of light.

Once you kill the bugs and end up on Upper Zora River, you've got two things to do here. First, kill the only bug in this area. It's terrorizing the woman who runs the boat rental company, who happens to be the sister of the lantern oil salesman. Just like with her brother, you have to listen to her before the bug appears.

Second, you have a howling stone to listen to. Swim across the river to the north, and you reach an open area that

leads to the fishing hole, some hawk grass that will make the bird take you downstream, and a howling stone. Go to the howling stone and howl the song, which is the Requiem of Spirit from Ocarina of Time.

The Howling Pattern is thus:

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|   |   oooo|   |   |  
|   oo |   oooo|   |  
oooo| oo|   |   oooo|
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Once you're done howling, head down the river through the southwest (southeast for you Wii users), which is the tunnel with lighted walls that takes you to Hyrule Field, in case you've forgotten.

Collecting the Tears of Light - Hyrule Castle Town

Now you have to run all the way BACK to Hyrule Castle Town again. The good news is that this is the last time you have to run all the way to town because you reach another shadow beast fight.

This is just like the last shadow beast fight, in that the three shadow beasts are far apart, so kill one, then lure the other two together and kill them at the same time. Once they're dead, you've got a portal to Hyrule Castle Town!

Head into town, following Ilia's scent if you want to. The bug is outside of Telma's bar, hiding behind some boxes. Break them and kill the bug, collect the tear of light, and then warp to Zora's Domain.

Collecting the Tears of Light - Zora's Domain

Warp to Zora's Domain, then find the bug on the wall here by using your map. Smash against the wall to get the bug flying, then kill it. Get the tear of light, then head outside and drop down the waterfall.

In the middle of the large pool of water are two bugs. You have to climb on the lily pads, then jump from them to attack the bugs and collect the tears of light.

Swim to the east side of the water (west for you Wii users) where you can climb onto some ground and find a bug. Kill it and get the tear of light.

The next bug is going to be slightly harder to get, but it's the last one, so don't complain. Go to the west side of the water, where you big chunk of greenish ice blocking a tunnel.

Climb up on the ground here, and head slightly north, where Midna says you can Z-jump. Do so, then climb up north on this platform to Z-jump to another one.

Follow along this path, and don't turn around when it's

possible for you to do so. Instead, look for some ivy/vines on a cliff wall, and a rock nearby it. Stand on the rock and Z-jump on top of it.

Follow along this (short) path, and Z-jump twice here. Near where the water pours out, climb on the bit of rock that is higher and Z-jump twice. Follow the path, then Z-jump four more times.

Follow this path, and Z-jump over the cliff with the vines. Follow the path down, following the trail of green rupees, and you FINALLY reach the area where the bug is, so turn on your senses, and kill it.

Odd...that should have been all the bugs...WOAH! MONSTER BUG IN LAKE HYLIA! WARP THERE AND FIGHT IT IMMEDIATELY!

The monster bug attacks just like the monster bird earlier. It flies at you in an upright position, hoping to smack you with its tail. When this happens, dodge, then L-target it and bite it as much as you can while it's in range.

The bug then swims around for a while, and all you have to worry about is dodging if it swims near you.

Once you bite it three times, the monster bug floats on its back for a while. Jump on its stomach, and use a spin technique (press and hold B) to hit all its legs at the same time and kill it.

Get the tear of light is leaves behind, and now light has returned to all of Hyrule. Midna reminds you to get the last Fused Shadow, before Lanayru, the light spirit, starts a really freaky cutscene.

Freaky Cutscene

The cutscene starts with a zoom in on Link's eyes, and a zoom out showing Link in his normal, Ordon outfit. He floats backwards in space as Lanayru says, "When all was chaos, the goddesses descended and gave order and life to the world."

The three goddesses fly past Link and shape the world, in a way similar to how they shaped the world in a cutscene in Ocarina of Time. "They granted power equally to all who dwelt in the light, and then returned to the heavens."

Link is standing next to Ilia, looking at the small bit of world the goddesses created. They look at each other, giggle, and look back at the land. "The lands where the goddesses descended came to be known as the Sacred Realm."

The goddesses converge and at that spot, the golden Triforce appears. "For ages the people lived at ease, content in mind and body..."

Zoom in on Ilia, and a slow pan to her hand, which carries a dagger. "But soon, word of the Sacred Realm spread

through Hyrule, and a great battle ensued..."

Ilia turns to face Link, and her pupils are completely missing, giving her a glassed eye look. She raises her dagger to stab Link, gasps, and steps back.

Ilia's dagger falls to the ground, while Link's sword gets placed in the ground. Link, his pupils also missing, runs towards the Triforce, magically changing from his Ordon clothes to his green tunic when he starts running.

Dark figures appear beneath the Triforce. Link stops running and looks at them; they are three cloudy duplicates of Link. "Among those living in the light, interlopers who excelled at magic appeared."

Something big pops up from the ground, and it looks like Midna's helmet. "Wielding powerful sorcery, they tried to establish dominion over the Sacred Realm."

The Dark Links each raise their right arms towards Link. Link tries to protect himself with his hands, but gets killed and disintegrates into nothing.

Then, Link reappears with the Dark Links, holding his right arm in the same position as them. His pupils are again missing. He chuckles evilly.

The Dark Links look at each other, and then the light spirits descend from the sky. "It was then that the goddesses ordered us three light spirits to intervene."

The Dark Links turn and gasp as Midna's helmet sinks into the ground. "We sealed away the great magic those individuals had mastered.

When the helmet disappears, they turn around to look at the light spirits. Link screams in pain for a moment, and then...everything is still.

Then we see the two Fused Shadows circling around Link's head. "You know this magic...it is the power you seek... the Fused Shadow."

Ilia then drops from the ceiling, upside-down, slowly rotating, and giggles ominously. "O hero chosen by the goddesses...Beware...Those who do not know the danger of wielding power will, before long, be ruled by it...Never forget that..."

Suddenly, a crowd of Ilias, all giggling ominously while rotating slowly and falling upside-down from the sky, appears. Link appears intoxicated, then comes to his senses and drops to knees in front of Lanayru. "The dark power that you seek is within the sleeping Lakebed Temple in Lake Hylia."

Wow, that was creepy. But now we know where to go next!
It's off to Lakebed Temple!

Oh wait, it's not off to Lakebed Temple right away. First we have to go see Ilia again! After all, she IS Link's girlfriend.

So head over to Fyer's place, which is even more fancy than before, now that the twilight is gone. Talk to Fyer and give him a paltry ten rupees, then enter his hut to experience the, um, joy of soaring to the heavens in a giant cannon.

Somehow--I have no idea how--that reminds Midna that the Zora Queen Rutela asked you to save her son. She was going to give you the ability to go underwater like the Zoras, and since you have to go underwater to reach the temple, it looks like you have to save Prince Ralis before you can enter the temple.

Leave this house, and go up the road to find some Horse Grass. Blow it, and then ride Epona to Hyrule Castle Town. You should stop off at the Golden Wolf outside of the town to learn the back slice, which lets you hit an enemy while rolling, by L-targeting an enemy, jumping to the left or right twice, and pressing A in the middle of the roll.

Is Telma Flirting With Link?

Wow, the town sure is better now that it's not in twilight! Sadly, there's not much to do besides enter the town's only shop, where you have to pay a shoeshiner to get in, and where the prices are too high to buy anything. Make sure to do this at least once.

But the good news is that you can visit Agitha and Fanadi on the southwest side of town (southeast for you Wii users). Agitha is the Princess of the Bug Kingdom, and she pays you big bucks for your golden bugs. She pays 150 rupees per pair, 50 for the first bug and 100 for the second. She also gives you a big wallet (that holds 600 rupees) so you can hold all the money she gives you.

The good news is that, since Agitha gives you so much money, you can use it to support two worthy charities.

1) Malo Mart Expansion. Once you beat the next dungeon, Malo decides to buy out the store in Hyrule Castle Town so he can sell its merchandise at reasonable prices. That's good news, because one thing the store sells is the magic armor, which you can't get anywhere else.

The downside? It'll cost 1,000 rupees to rebuild the bridge that leads from Kakariko to Hyrule Castle Town, and a further 2,000 rupees to buy the store (or 200 if you get Heart Piece #22).

2) There's a guy with a beard near West Hyrule Town Gate, (east for you Wii users), who asks you to donate for peace

in Hyrule. Once you give him 1,000 rupees, he gives you Heart Piece #16.

Once you've had enough of seeing the town, head to Telma's bar, where Ilia is. When you enter, Link sees the doctor leave angrily, because he can't handle Zora children. Telma remembers that there's a shaman in Kakariko Village who can heal Zora and Gorons, and Ilia gasps.

The soldiers of Hyrule say it's too dangerous and offer to help with great enthusiasm. But once they hear that the journey really IS dangerous, they run away.

Telma notices Link, and says that he looks like he'll escort them. She tells Link that Ilia has lost her memory and is too focused on saving the Zora Prince--a stranger she found by the side of the road--to work on her memory.

Link examines the Great Bridge of Hylia, where King Bulbin is hanging out. Wait, didn't you kill King Bulbin? Well, apparently, he's back, and read to wreck havoc on you, Ilia, Telma and Ralis.

Ilia asks what your name is, and thanks you for your help. Telma calls Link a beast, which is what they need right now, then she blows him a kiss and winks at him. Huh? Is Telma flirting with Link?

Ride Epona up ahead along the path, which is smooth until you reach the bridge, where King Bulbin is sporting some fancy side armor so you can't hit him from the side again. But, like an idiot, he left his front side completely open.

So this time, when you face off against King Bulbin, hit him with your bow and arrow twice in order to defeat him. Other than that, your fight against him is just the same as it was before you went to the Goron Mines.

King Bulbin leaves you his keys, which open the two gates that you'll run into. From now on, defending Ilia and Co. is tougher, because enemies will shoot the wagon with flaming arrows. If the wagon catches fire, L-target it and throw your boomerang at it to set it out before the fire meter burns up.

When you reach the gate, get off Epona and open it with the keys. Then keep protecting the wagon from the birds in the sky (shoot them with arrows and throw the boomerang at them) and the enemies riding on boars. If the wagon gets knocked off course, it circles around and you have to work to protect it even longer.

Once you reach the village gates, get off your horse and open the gate and go in.

Prince Ralis is now saved, or as good as saved because Renado's here. Plus, Colin's going to help. I guess that means Ralis will be dead by next Tuesday...no! Wait! I mean, with Colin on the job, Ralis will be better in no time!

Colin isn't happy that Ilia lost her memory, but Renado is sure she'll get it back eventually, somewhere in the "City in the Sky" part of the game. Renado tells Colin that everyone will have to stay in Kakariko Village even longer.

Telma notes that it's nice to see that there's still hope in Kakariko Village. She recruits Link for the group that is working to save Hyrule, then runs off to talk with Renado after telling Link you can get to Hyrule Castle through her bar.

Rutela shows up and leads you to the graveyard. Follow her to the back of the graveyard, and she gets rid of a stone to reveal a hidden passageway. Crawl through it to reach a hidden Zora gravesite.

Swim to Rutela, and she opens her husband's grave to give you the Zora Armor, which lets you swim like a Zora. And now that Ralis is no longer dying, Rutela's soul can finally take rest. She tells you to tell Ralis of her death, and that she loves him very much, and she dies.

004dc. Lakebed Temple - East Side

There's a lot of stuff that you can collect right now, all over Hyrule. Get heart pieces 15-18, golden bugs 11-18, water bombs, bomb bags two and three, and the third empty bottle.

By the way, because you can't warp as a human, you should know that one way to get to Zora's Domain as a human is by going to the northernmost tip of Hyrule, bombing the rocks in the way, and going through the tunnel to end up in Zora's Domain. Also, use Fyer and Falbi's attractions to get in and out of Lake Hylia.

Collect whatever you want to (you don't have to get everything), and then it's time to continue on with the game. If you haven't already, go to Barnes' Bomb Shop in Kakariko Village. He sent you a letter about his new type of bomb, the water bomb, which is a bomb that works underwater. Since we're going into a water temple, you will need this kind of bomb. Trade in all your bombs from a bomb bag and refill it with water bombs.

Then, head to Lake Hylia, and you'll see a purple target on the map where the temple is. Swim to that area, then put on the Zora Armor and the Iron Boots to sink down to the front of the temple, which is in the northern part of the area under the water.

The temple entrance is, as the Zora tells you, blocked. On the ground in front of the entrance is a small circle of rock with a few bubbles floating out. Bomb it to reveal that the few bubbles are actually a jet stream.

Place a bomb on the jet stream, which shoots the bomb up where it can blow up the rock blocking the temple entrance.

Great! Now you can go inside!

First Room

Swim north through the tunnel, at first swimming down and then swimming up. Avoid the enemies, such as the shell creature and the jellyfish, because you can't attack them at all yet.

Second Room

Climb up into the room, which has a bunch of Chus and a treasure chest with 10 water bombs to the south. Get the treasure chest and kill the Chus if you want, then go up the stairs to the north, to the door.

Hey, there's a gate in the way! Turn around and look south. See the yellow thing hanging down from the ceiling? Jump to it, and Link pulls it down. The gate opens, allowing you to go through the door.

Third Room

Walk forward, and a stalactite falls from the ceiling. Midna tells you to knock down all the other stalactites from the ceiling, just to be safe. Use bomb arrows to smash the four stalactites in this room, which makes them fall and create convenient platforms for you to climb up.

Your goal here is to climb up to the door on the north side of the room, by climbing on top of the stalactites to get higher. Once you reach the door, you can climb up higher, using the fourth stalactite, to find a treasure chest with bombs to refill the bombs you used on the stalactites.

The enemies here are hard to kill, so I'd ignore them. They are squealing green things that hide under iron masks for protection, so the only way to kill them (for now) is to hit them from behind. Like I said, this is tough.

Room Four, Floor Two, Northern Passage

Go south and kill the Lizalfoes if you want, then go through the double doors, the only doors in this dungeon which have handles.

Floor Two, Biggest Room

NOTE TO WII USERS: Remember, west in this guide is east for you, and east in this guide is west for you. Don't let this mix you up in this dungeon, which is tricky enough.

Okay, so this is the biggest room in the dungeon, and you have to go through it a lot.

For reference, on floor two, there are exits to the east and the west. They are connected, so if you reach one, you can reach the other. On floor one, there are exits to the east and to the west, but they are not connected. So if you can reach one, you cannot reach the other, unless you use the Clawshot or move the big staircase.

Right now, you want to explore the eastern side of the dungeon, which I figured out through the process of elimination. Go down the stairs to reach floor one.

The only door you can reach here is the door to the west, but that leads to an impassable tunnel. So instead of going through that door, go to the south of this area, where you can find a treasure chest with arrows. Then, look at the center of the room.

See the yellow thing you can pull down? Run and grab it, and it makes the staircase shift to a new location, beneath you. Drop down, then go up the staircase.

You now have access to the east and west exits on floor two. The eastern exit is locked, and the western exit leads to an impassable tunnel, just like it did on the first floor. This means, by the process of elimination, the door that you want to go through is the door on the eastern side of floor one.

So, go to floor two, on the west side. Look at the center of the room to find another yellow thing you can pull down. Do so, then go down the stairs. Finally, you're done with the puzzle of the main room. Open the treasure chest here for the Dungeon Map, then go through the door.

Floor One, East Passage

There's that enemy with the iron helmet again. It's called a helmasaur, in case you were curious. You can't kill it yet, so ignore it and go through the door.

Floor One, Main Eastern Room

This room has grooves for water on the floor, and a non-operational spinning carousel. Also, it has two stalactites on the ceiling. Break them both with bomb arrows.

Go down to the floor of this room by going through the tunnel. You come to a pathway of rock, which you can cross only if you've hit the stalactite above (so it blocks the water that would block your way).

Walk to the central platform, and move to the other side of the platform by climbing up the ivy, and climbing across. Here, look at the outer wall of the room, where you can see a treasure chest, as well as a fountain of water that bubbles up and down every few seconds.

If you have hit the stalactite above the fountain, you can

jump across the stone platform (while the fountain is at its highest) to reach the treasure chest, where you can get a key. All right! Now, leave the room, through the tunnel you used to get to the floor of the room.

Floor One, East Passage

Go back to the main room.

Floor One, Main Room

You have a small key, so your destination is Floor Two, Eastern Exit. No staircase moving this time: just go up the stairs and walk to the eastern exit. And while you're at the eastern part of floor two, you can break a jar to find your buddy Ooccoo.

Floor Two, East Passage

Another helmasaur here. Ignore it and go through the door.

Floor Two, Eastern Side, Northern Side Passage

Go south in this little area to find a treasure chest with five bombs. Then go north to find some stalactites on the ceiling. Bomb them with bomb arrows, and one will land near the wall. Climb up it, and climb up the vines on the wall.

Then move left along the vines, and drop off when you're on top of the little wall here. From this wall, jump to one of the yellow things, which opens the door, making it so you don't have to climb along these dumb vines again. Nice.

Keep going along, and you see a door leading off of this tunnel. Go through it.

Floor Two, Eastern Side, Middle Room

You're on top of the non-operational spinning carousel. A Dinolfoes is here. Kill it if you want, but in the end, go across the top of the carousel and through the door on the other side of the room.

Floor Two, Eastern Side, Southern Side Passage

Head west, and you see a treasure chest. Open it for a small key. Time to go back through the middle room.

Floor Two, Eastern Side, Middle Room

There's that carousel again. Go through the door on the other side of the room.

Floor Two, Eastern Side, Northern Side Passage

Bomb the rock to your east, and continue through the passage until you reach a door.

Floor Two, Eastern Side, Water Source

Okay, now we're getting somewhere! A frog enemy hides inside a bubble for protection. You can bomb-arrow it to get rid of the bubble, but otherwise, you can't hurt it.

Open the locked door, which leads to the bigger part of the room. Drop to the floor here, then climb up the vines to the north, close to the door you unlocked. Climb up them, then climb over the blue ledge to the east.

You're on a pathway that winds up and around the room. Follow it, keeping inside the ledges. You go up, up, up, and at the top, there's a platform with a treasure chest with ten rupees.

There's an arch here, with two ladders going up it. Climb one ladder to be on top of the arch, then jump to the yellow thing hanging from the ceiling to pull it down and release the water.

Then, slide down the pathway you just went up, and you end up in a big pool of water. Swim to the platform in the middle of the water, which you could not reach before. Jump and pull the yellow thing hanging off this platform to open a door and start the carousel moving again. Yay!

Now it's time to get to the carousel. Leave this room by one of its two exits.

Floor Two, Eastern Side, Northern/Southern Side Passage

Go through the doorway that leads to the middle room.

Floor Two, Eastern Side, Middle Room

Drop down to the floor below, and climb up the area near the exit. From here, you can jump to one of the rotation platforms of the carousel, and ride them to two different exits. Ride the carousel to the north exit.

Floor One, East Side, A Room

Open the treasure chest for a small key. Then leave.

Floor One, Main Eastern Room

Ride the carousel to the eastern exit, and go through it.

Floor One, East Side, Another Room

Go through the locked door.

Floor One, East Side, Water Tunnel

This tunnel is full of water, so swim through it. Although you don't have to, you can use your iron boots to walk into the alcoves made by the two jet streams in this room to get water bombs and 40 rupees.

At the end of the tunnel, there's a spiderweb and a big rock. Use water bombs to blow up the rock, and continue on through the tunnel.

Floor One, East Side, Giant Frog Room

Odd, this room appears to have no escape. Look up and, oh my gosh! Giant frog enemy! Kill it!

Mini-boss: Giant Frog

The giant frog shakes off several fish enemies at you. Kill them all, and collect the hearts they leave if you're low. Spin attacks work well on these little buggers.

Then, the giant frog will jump to the ceiling. At this point, it will attempt to fall down to the ground and land on you. You can tell where it will land by its shadow, so run away from the shadow so it does not land on you.

The giant frog is momentarily dazed. Run up to it and start attacking its tongue like it's going out of style. The frog will wake up and then croak/burp at you. When it does this, its tongue is exposed, so L-target the jerk and shoot a bomb arrow at its tongue when it burps.

The frog, if you hit its tongue with the bomb arrow, will fall down and let you hit its tongue a few more times. Then, it shakes off several fish enemies at you.

Repeat the strategy from the top of this section until the frog is dead and leaves you...the Clawshot! It's a chain-loaded device that drags you towards things, or things towards you. This little baby will make things much easier for you! Use it to exit to the south of this room, by clawshooting to the yellow thing which has a Clawshot target on it, which pulls it down and opens the gates.

Floor One, East Side, A Room

Go through the exit to the south.

Floor One, Main Eastern Room

Exit this room by the main exit, the one leading to the biggest room in the dungeon. Your Clawshot helps you do this quickly, because it can attach to some well-placed vines.

Floor One, Eastern Passage

Now that you have the Clawshot, you can take care of Helmasaurs. Clawshot the Helmasaur to take away its helmet and leave it unprotected. All right! Now we're done with the east side of the temple, save for a minor visit to this area in order to get a piece of heart.

004dd. Lakebed Temple - West Side

Okay, now that you've cleaned out the east side of the temple, it's time to clean out the west side. I hope you Wii users remembered that east in this guide is west for you, and didn't end up getting confused.

Floor One, Biggest Room

The water pours into the main room, making the water level here rise. That's fine and dandy, but what's even cooler is that your Clawshot lets you travel anywhere you want to in this room, so you won't need to bother with moving the staircase a few times before you can reach your destination.

Go up the stairs to the top. Here, you can Clawshot to the Clawshot targets above the chandelier on the ceiling of this room, and drop to the chandelier so you can open a treasure chest and get...A PIECE OF HEART! Woot! There it is! Woot! There is is!

Now get to the east side of the second floor, using the conveniently-placed ivy on the walls to help you get there. Once you reach it, look towards the center of the room. Clawshot the target here, which pulls it down and rotates the staircase towards you, making it so the water from the east side of the temple flows into the west side.

Swim down the staircase, and go through the door.

Floor One, Western Passage

Go through the now-moving waterwheel, and through the door.

Floor One, Western Side, Carousel Room

This room is really empty, except for another one of those non-operational carousels. Jump to the carousel-platform that's closest to you and the door, and examine the rest of the carousel. See how there's a Clawshot target above you?

Clawshot to this target, and hold down on the Clawshot to slide down on it. Hey, that's a cool feature! Slide down to the platform, and open the treasure chest for ten water bombs.

Look north and up, and you can see ivy/vines that you can Clawshot to. Climb around the vines until you're over a ledge you can climb down to. Get to this ledge, then look up and south, where there are more vines. Clawshot to them and move along to the side, onto the ledge that sticks out.

There's a treasure chest you can Clawshot to from here (and Clawshot immediately back) for 20 rupees if you want. If you don't want, look north and you see ivy on the north wall of the room. Clawshot to it, then move over to the platform, which has a door. Go through it.

Floor Two, Western Side, North Side Passage

Near the door are two water fountains, more properly called geysers. Above one is a stalactites. Hit it with a bomb arrows, then ride the stalactite up so you can get through the gap in the wall.

Here, smash the tektites to pieces, and then use the Clawshot to reach the door to the west.

Floor Two, Western Side, Water Source Room

Two of the water bubble frogs are here, and you can use the Clawshot to take them out of their bubbles so you can kill them, or you can use bomb arrows like before.

Once they're dead, look at the ceiling where there is some more conveniently-placed ivy. Clawshot to it to get over the small wall here.

Okay, you've done this before. Head to the large ramp and go up it to the top of the room. Use your Clawshot to get through gaps in the ramp, and at the top you can find a treasure chest with bombs.

Climb up the archway here, and jump to the yellow thing to pull it down, thus making all the water start flowing. You can also Clawshot to the target behind the waterfall in order to get the Compass, if you want. You can go back to the Water Source Room on the east and get the treasure chest in the location there for 50 rupees (you have to use the Iron Boots to get up the ramp, though).

Now, slide down the ramp to reach the water area in this room, and swim to the platform in the middle of the water. Pull down on the yellow thing to the east, which opens the gates and starts the carousel moving.

Now, use the Clawshot to get over the wall that leads to the two exit doors, and go through the southern door.

Floor Two, Western Side, South Side Passage

Swim across the pool of water (go into the water and open the treasure chest for 20 rupees if you want), then go through the waterwheel by rolling under its spokes when there's room. Then, go through the door here.

Floor Two, Western Side, Carousel Room

You want to get through the western exit on floor one, and to do that, you have to get to the eastern side of the room. So go across the top of the carousel wheels and drop down to the floor on the east side of the room.

Here, jump to a spinning carousel ledge and ride it towards the second carousel. This one has no ledges, but it has Clawshot targets, so Clawshot to a target on the western carousel. I found this tricky, but it can be done. Once you do it, slide down on the Clawshot, and when you're above the exit door, drop down and go through the door.

Floor One, Western Side, Water Maze

You've got a bit of a maze to go through before you can find the big key. Dive into the water here, and put on your Iron Boots.

You drop to the floor, but, wait, it's not the floor! Look south, and you see that there's a level below you. Go south and put the iron boots on to drop to the floor, then go north.

Turn left and swim to the surface. Now swim south, and you reach a dead end. Put on the iron boots, and you find a rock on the wall that can be bombed. Blow it up with a bomb or one of those fish enemies, and then swim through the hole it creates.

Here, use the iron boots to drop to the ground, and further south, you see another bombable wall. Use a water bomb to blow it up, then go through the hole it creates and surface to find the exit door.

Floor B-1, Western Side, Small Room

Kill the water bug, then clawshot to the target on the ceiling. This opens up a hole in the floor. Slide down the hole and open the treasure chest for the big key.

Now, drop to the water below, put on your iron boots, and go through the door to the west.

Floor One, Western Side, Water Maze

Swim through the tunnel, and then through the hole in the wall ahead of you. Swim north all the way, use the iron boots to reach the floor, then swim east all the way, south, and surface to reach the area near the exit door.

Floor One, Western Side, Carousel Room

Time to get back to the main room. Clawshot to a target on the carousel, then slide down to one of the platforms near the other carousel.

You're too far away to jump to the platforms on the next carousel, so Clawshot to the Clawshot target on the next carousel instead. Slide down to a platform below, and then Clawshot to the ivy near the exit door. Climb up the ivy, then exit.

Floor One, Western Passageway

Go through the waterwheel to reach the main room.

Floor One, Biggest Room

You're all set to visit the boss, but you might want to get the last piece of heart in the dungeon first. If you don't want to get it, skip ahead a bit. If you want to get it, use the Clawshot to get to the east side of the room and grab onto the yellow thing to move the staircase so water fills the east side of the dungeon.

Now go through the east door.

Floor One, Eastern Passageway

Go through the door.

Floor One, Eastern Side, Main Room

The water has raised a bridge. Reach the bridge and go across it, where you find a switch the opens some gates. Stand on the switch, then Clawshot to the treasure chest on the other side of the gates. Open it for the piece of heart. SCOOOOORE!

Now leave the room, using the Clawshot to do so.

Floor One, Eastern Passageway

Go through the door.

Floor One, Biggest Room

Okay, NOW it's time to face the boss. Swim through the

water to reach the platform in the middle of the room, the one the staircase stands on. Open the big door to reveal a pit of water. Use your iron boots to sink down into the pit.

Boss Fight: Morpheel

Sink all the way to the bottom here, which takes a while. In the middle of the arena is the boss, which looks like an eyeball protected by a series of tentacles, just like Morpha in Ocarina of Time. Then it's revealed to be part of a monster fish, not like Morpha in Ocarina of Time.

The way to beat Morpheel is to Clawshot its eye that hides in the tentacles, using L-targeting to do so. When you do this, you pull the eyeball out, allowing you to hit it with your sword.

Morpheel will attack you the whole time, by releasing fish to hurt you, and grabbing you with his tentacles. Stay far away enough from it so you can't get grabbed, obviously, and if he grabs you, swim away as soon as you can.

Once you hit the eye enough times, Morpheel once again reveals more of its body to show that it is really a giant eel. The eye is now located on its back, near its head.

Swim towards Morpheel (don't get swallowed by it!), and when you're close enough to its eye, you can L-target it. Do this, then hit the eye four times. Repeat the process three times to beat Morpheel, and its eye turns into a heart container.

Midna picks up the last Fused Shadow, and tells you not to be resentful at the fact that you've had to do a lot of running around and fighting monsters, just to get the Fused Shadows for her.

Midna says she'll use the Fused Shadows to take care of Zant, the false Twilight King. She apologizes for what she's made you do, then gets ready to leave. Pick up the heart container, then leave the dungeon.

004e. Arbiter's Grounds - Getting to the Mirror of Twilight

004ea. Finding the Master Sword

Showdown with Zant

So in case you didn't guess, it's time for some more cutscene fun! Specifically, you see a cutscene in which Midna takes the Fused Shadows and uses them against Zant.

Link gets warped to Lanayru's Cave, and turns around and almost walks right into Zant. He freezes, while Lanayru appears behind Link and assumes an attack position. Zant

shows no reaction to this because that's not really his face; that's just a large face-shaped metallic helmet that he's wearing. His real face is underneath the helmet, so you can't see it.

Zant, not moving, shoots out wind or something like it, which throws Link and Lanayru backwards. He lowers his hand, although I don't know how he did that because he never raised his hand to begin with, and Lanayru drops back into the water.

With Lanayru gone, everything turns back into twilight, and Link turns into Wolf Link, and Link's shadow turns into Midna. She cries, "Zant!"

Zant, without moving, picks up Midna and suspends her in midair. He then steps forward and takes the Fused Shadows from her. "Did you honestly mean to take an ancient and withered power like this and turn it against me?" he asks.

"You are a foolish traitor, Midna. Why do you defy your king?"

"My KING? You, who do nothing but abuse the magic of your tribe? You must be joking!"

"How dare you?! Are you implying that my power is...our old magic? Now THAT is a joke!"

Zant flings Midna forward, and down to the ground. He turns towards her and says, "This power is granted to me by my god! It is the magic of the King of Twilight, and you WILL respect it!"

Zant conjures a pink-colored energy ball, which he is apparently intending to shoot at Midna. Wolf Link jumps in the way to save Midna, and gets Zanted. A piece of something sinks into Link's skull, and Link doesn't move.

Zant flings Midna against himself, and she clearly does not enjoy being so close to him. "My Midna...Did you forget? That beast is one of the light dwellers who oppressed our people. No matter how much you may desire otherwise, you will never be more than a shadow in their world. You cannot consort with their kind! But if we make their world ours, Midna...light and darkness will meet at last. Our tribe will take back their realm...and sweet darkness will blot out this harsh light! And that, Midna, is why..."

There's a zoom in on Midna and Zant, and the mouth of his helmet retracts, revealing his real mouth as he whispers in her ear, "I need you. Not just for me, but for all of our people...Lend me your power."

Midna struggles and jumps down to walk over to Wolf Link's inert body. Zant says, "So be it...I will return you to the light world you covet!"

Zant, again without moving, flings Midna in the air and backwards. He raises his arm and Lanayru pops up from the

water. As Zant holds Midna in place, he makes Lanayru attack Midna...and they disappear.

Zant turns around...and Link is gone, too.

The scene shifts to North Hyrule Field, where Lanayru has taken Midna and Link. They float to the ground, and Wolf Link wakes up. At first he is dazed, then he looks around and notices that Midna is on his back.

But Midna is not looking very well. She's white and dark blue, rather than black and light blue. Lanayru says, "Link, hero chosen by the goddesses...Go to the princess locked away in the castle. That princess holds the key that can unlock you from your shadow form..."

Off to Zelda

So, to recap the previous cutscene, Zant has the Fused Shadows, he hurt Midna, and he stuck something in Link's forehead that keeps Link in Wolf Form. Now we're off to find Zelda.

Well, Zelda's in Hyrule Castle, so run all the way to Hyrule Castle Town. Needless to say, the people there are freaked out to see a giant wolf beast in their town, but there's nothing you can do about that.

Head to Telma's Bar and go inside. Telma will help you, right? Um...wrong. She kicks you out. Turn around and leave, and Telma's cat Louise comes out to talk to you.

Louise tells you that Telma's attic is connected to the castle's waterway. So...go next to the box on the ground here and push it against the wall. Climb onto the box, then onto a row of boxes, and go in the window that Louise came out of.

Go across all the ropes to get to the other side of the room, listening in on the various conversations if you want to. Then climb up and go into the tunnel to the attic.

The attic leads to Jovani's House, which is a place in Hyrule Castle Town that you were unable to enter if you tried to. There's a lantern floating around. Odd...use your senses to see what it is.

Augh! A ghost! More specifically, a Poe. Kill it! Kill it! Bite it twice and perform a finishing move on it to rip out its soul, which seems a little violent to me. After all, you don't expect to be forcibly ripping out something's soul, but that's how it goes.

Talk to Jovani, the golden man who sits on a throne. He thanks you for helping him and implores you to kill twenty Poes so he can move again.

He then opens the passage to the underground waterway, although I haven't the slightest clue how he does this if

he can't move. Either way, drop into the now-open treasure chest to reach the underground waterways.

Link slides down a while, then lands in a rat-infested room. Ew, I wonder if the Hylians know their water supply is rat-infested? Anyway, to the north is a chain that you can L-target and pull down.

This opens a grate. Drop down and swim north to go further. Climb up out of the water at the end and kill the two skulltulas. Nasty creatures.

There are pieces of wood near the two torches in this room, which presumably are replacement torches when these torches run out. Pick up a piece of wood, light it with a torch, and use it to burn the web to the north.

Run north, where there are three torches to light. Light a torch, and head to the east end of this area (west for you Wii users), where you can climb up to where another web is. Relight your piece of wood by using a torch, then use it to burn this web.

That's the last webbing you have to burn. Now head north through this area and you end up in a small empty room. Turn on your senses to see you can dig through the dirt on the floor, then do so.

Hey, you're back in the sewer area where you first met Midna! Go north and to the big circular staircase area where Midna taught you how to Z-jump.

But instead of Z-jumping, you have to walk across some ropes, which is no problem because Wolf Link is an accomplished tightrope walker. Climb every rope on your way up to the top of the room (you can skip three ropes, but that's optional).

At the top of the room, someone left the door open. Go through it to be outside again.

In case you don't remember what to do, run north all the way, then east all the way (west for you Wii users) by climbing on the box, then north all the way again. Here, things are different from last time, because there's a bridge that flaps in the air when the wind is strong, so jump to that bridge when it's in the air, and go north across it.

Look at the rooftops to your side, which are far below you. Jump down to them, then go across the rooftops and into the building where Zelda is. Climb up the stairs to Zelda and it's time for more fun with cutscenes.

Zelda Cutscene

Link goes in and looks around for Zelda, when Midna falls off his back. He looks at her, and Zelda places her hand on Midna.

Midna asks Zelda, "Please...Please tell me...How do we break...the curse on this one?" She turns and holds her weak arm up, and Zelda encloses Midna's hand in her two hands.

Link bows his head. Midna says, "This...is the one...You need him...to save your world! That's why...Princess... Please...You must help Link..."

Zelda attempts to use her Triforce power on Link, to no avail. She says, "What binds him is a different magic than what transformed him when he first passed through the curtain of twilight. It is an evil power. Our world is one of balance... Just as there is light to drive away darkness, so, too, is there benevolence to banish evil." Head for the sacred grove that lies deep within the lands guarded by the spirit Faron. There you will find the blade of evil's bane that was crafted by the wisdom of the ancient sages...the Master Sword. The Master Sword is a sacred blade that evil can never touch. Evil cloaks you like a dark veil...and that blade is the only thing that can cleave it. Link...Hero sent by the goddesses..."

Zelda holds up her hand to show off the Triforce that is tattooed there. "Like you, I have been granted special powers by the goddesses..."

Midna says, "Fine...Link...You can...You can get to the woods...on your own, right? Princess...I have one last request...Can you tell him...where to find the Mirror of Twilight?"

Zelda gasps when she hears this, and pauses before saying, "Midna... I believe I understand now just who and what you are...Despite your mortal injuries, you act in our stead... These dark times are the result of our deeds, yet it is you who have reaped the penalty. Accept this now, Midna. I pass it to you..."

Light flows from Zelda's hands to Midna. Midna gasps and cries, "No! Link! STOP HER!" as she is lifted up into the air. Zelda disappears the moment Midna's hand leaves hers for reasons I don't wholly understand, and Midna lands on the ground, back to normal.

Midna is silent for a moment, then says, "We go back, Link! Back to Faron Woods!" She backflips onto Link's back, then turns slightly and says, "Zelda...I've taken all that you had to give...though I did not want it."

Link and Midna then warp outside of town, and suddenly, a big yellow barrier appears and ensnares Hyrule Castle so no one can get in or out. Grrr...this is surely Zant's work... Midna and Link growl, then you gain control of Link again.

The Master Sword

So it's off to find the Master Sword! Warp to North Faron

Woods and head to the Forest Temple again!

Oh no! Link's monkey girlfriend is being tortured by monster creatures! Kill them and save her for the third time. In thanks, she indicates the ramp that leads to the Sacred Grove.

Go up the ramp, and Z-jump three times to reach a very small platform. Go to the other end of the platform, which is about three steps away, and Z-jump three more times.

Go south, and you'll see some bridges. You don't have your boomerang, so you have to wait for the wind to spin the bridges so they face north/south, so you can walk south along them. Then, while you're on the second bridge, wait for it to turn east/west, and walk onto the ground.

Head south along the ropes, making sure the swinging pendulums don't hit you. Not that though...and you end up in an area with another Howling Stone. Howl the Prelude of Light at it!

```
oo | oo | oooo|  
| | | |ooo| |  
| oooooo| ooo | |
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When you're done howling, enter the tree that houses the Sacred Grove. There's a howling stone in here, with a Triforce detailed on it, and it plays the song that plays when you meet Zelda, Zelda's Lullaby.

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| oo | | oo | |  
oooo| | oooo| | |  
| | oooooo| | ooooooo
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This causes the Skull Kid to appear. He blows on his horn and makes four of those puppet-like enemies appear. Giggling, he runs into the sacred grove.

You now get to play a game of hide and seek, and all throughout the game, the puppet enemies appear in groups of four and attempt to kill you. Kill them whenever they appear.

Head through the doorway the Skull Kid went through and follow the path here through another doorway. Keep going on the path and you reach a dead end. Nearby here is the Skull Kid, you can hear him playing the pipes. He's on a raised platform next to the path. Climb up and hit him.

The Skull Kid reappears in front of the exit to the room, so get back on the path and leave the room. But this time, once you go through the doorway, go straight ahead to reach another doorway (instead of following the path) and another path, between the waterfalls.

Follow this path, which turns into another doorway that leads to a room with water and the Skull Kid. Swim through the water, going towards the waterfall. At the back of the waterfall, climb up the platforms to reach the Skull Kid,

then let him have it.

The Skull Kid runs away again, through a now-open doorway leading to the room where you first hurt him. Go through the doorway and along the path to its end, which is the Sacred Grove Entrance, which is shut.

There's a door that's newly opened in this area, so go through it (note that it is NOT the one you just came out of, nor the one between the waterfalls).

He's here, but out of reach. Go through the other doorway in this room, and in the next room, go straight from the doorway to find platforms. Climb up them all the way to find the Skull Kid. Hit him again.

Skull Kid opens a big stone doorway. Drop to the ground and follow him, and you reach a circular area with no exits! That means it's miniboss fight time!

What you want to do here is attack the Skull Kid, but the problem with this is that he disappears when you get too close, unless he's blowing on his pipes. So kill the enemies he summons so he'll blow his pipes, then attack him. Each time you hurt him, he summons more and more enemies to fight you. Fortunately, Midna's charge attack (ie. the spin attack) takes care of them all.

Hurt Skull Kid three times, and he gives up. He disappears and opens the passageway to the inner part of the Sacred Grove. Enter it.

In the middle of the floor here is a Triforce symbol. Howl Zelda's Lullaby at it (which is highlighted for you, so I don't have to repeat it here) and the statues come to life.

Thus begins a really difficult puzzle. I'm not sure how to explain it, so I'm not going to try. Just go left, down, right, right, up, left, up, up, left, down, down, right, and up to solve the puzzle.

This opens the doorway. Run ahead and through the doorway to find the Master Sword. Get close to it, and examine it to have it cleave the evil surrounding Link, thus turning him back into normal Link again. Yay!

Midna holds onto the whatever it is that Zant implanted in your skull, as it'll be a handy tool with its power to turn Link into a wolf anytime.

Midna asks Link if he can come with her to the Mirror of Twilight, which is her last link to Zant. Basically, it's a mirror that serves as a portal to the Twilight Realm where Zant is busy sitting on his throne.

So it's a quest she wants! Aye, a quest! Be of stout heart, the worst is yet to come!

004eb. Reaching Arbiter's Grounds

Now you can turn into a wolf or a human whenever you want, by talking to Midna with Z. You can also warp whenever you want, which is a real timesaver.

Don't warp away yet, 'cause there's Poes #2 and #3 and Piece of Heart #21 to be found in this area. Go back to the area where you fought Skull Kid, and bomb the rock in the center of the room to find a poe. Turn into Wolf Link and kill it, then dig where the rock used to be to reach a hidden room with a bunch of Deku Babas. Kill them all for a piece of heart.

Poe #3 is where the Master Sword Pedestal is. You have to wait until night for it to appear.

Okay, now you can feel free to warp away and start working on more item collection! You can get Poes 2-30, Piece of Hearts 19-25, Golden Bugs 19-20, Howling Stone 4 and 5, Magic Armor, Bottle #4, the Big Quiver, and Bomblings. And, of course, everything that you could have gotten before is now available.

Telma sent you a letter telling you that there are some allies for you in your quest to save Hyrule. You might have overheard them while you crawled around Telma's ceiling.

Go to Telma's, and meet the gang, which is a group of four people (one of them is not here). There's Shad with the glasses, Ashei in the snow-gear, and Rusl in the helmet. Check the map to learn that Auru, the fourth member of the group, is at Lake Hylia, studying the desert.

Warp to Lake Hylia, and go up the bridge that leads up from this platform. Turn into a human and climb the ladder. Follow along this area, going up and you reach a little tower where the map says Auru is. Climb up the ladder to the top, where he tells you a little bit of the history of the area you're about to reach.

It's a desert that served as a prison, and bad guys were transported through a mirror (to the Twilight Realm) when they were sentenced to death.

Tell Auru that you plan on visiting this area, and he'll help you out. See, Fyer can shoot someone to the desert, but that offer is not available to the general public. Auru gives you a memo, so head to Fyer and show him the memo.

Fyer agrees to shoot you to the desert for free, this time only. Do this, and when you land, Midna talks to you. If you remember the freaky cutscene, there were bad guys who tried to take the Triforce and got banished by the goddesses. Well...this is the place where bad guys got transported to another realm...so connect the dots to realize that the people who tried to take the Triforce got banished to the Twilight Realm, through the Mirror of Twilight that's here.

At least, that's what Midna's ancestors say. She's one of

the descendants of the bad guys who tried to steal the Triforce and were banished to the Twilight Realm.

The Twilight Realm was peaceful until Zant showed up with some sort of evil power, which let him take over, turn the Twili into shadow beasts, and kicked Midna out.

So now Midna and you are off to find the Mirror of Twilight so you can get into the Twilight Realm and defeat Zant. Sounds like a plan to me. Let's go!

Gerudo Mesa

Hey, what happened to all the Gerudos? They apparently all disappeared.

They left behind a big open desert, with various things inside. Feel free to explore if you want, but make sure to head to the western end of the mesa. Do NOT drop down to the lower level to the north, which your map marks off with a solid line.

Your destination is the big gray tower thing sticking out of the sand. Run towards it, then Clawshot up to the plant, and Clawshot up to a floating plant (?) and head over to the tower.

Shadow beasts show up. See why I wanted you to go here? You need to activate the warp point in Gerudo Mesa so you don't have to pay Fyer to get here if you ever want to go back.

So go ahead and kill the Shadow Beasts, and they die faster than before, now that you've got the Master Sword. Then examine the tower to find out that, hey! It's not a tower at all! It's the Eldin Bridge! Warp it back to its proper place, then warp back to the Gerudo Mesa.

You should know that you can go into the hole where the bridge was to enter the Chamber of Ordeals. Fifty levels of tough fights, and every tenth level, there's a great fairy with a prize for you.

Go in the Chamber of Ordeals if you want to (you can only get to level ten as of now), then head back to the Mesa. Now, head for the northern exit of the area.

Uh oh, an enemy camp! They attack on board and with arrows! Shoot arrows at the enemies, then jump on top of one of the boars.

You can ride the boar to destroy the fences and towers here, revealing treasure chests and the like. You have to dash with A to destroy those things, but it's hard to hold onto the beasts while they're dashing.

Run around with the boar, destroying things at your whim, and then use it to destroy the fences blocking the northern exit. The path splits up here, and one of the western paths (eastern for you Wii users) leads to a new area.

Oh no! A bigger enemy camp! You'll want to use your bow and arrow with your Hawkeye in order to kill all the enemies in the camp before they see you. To do this, you have to sneak through the camp carefully, peeking around every corner to see if there are enemies to kill.

Alternately, turn into a wolf and run through the camp. The enemies aren't fast enough to keep up with a running Wolf Link.

The way to get through camp is to go straight, up to the gate, then head west (east for you Wii users) to the end. Then head all the way north, going past a wall. Then you go south through the small pathway adjacent to this area (it's on your east (west for you Wii users)). Once you go south, head east (west for you Wii users) past two sets of gates, and then north to reach the end of the camp.

At the end of the camp, near where the enemies are roasting a boar, is an enemy with a sparkly key. Kill him and take the key. While you're here, you might as well get Heart Piece #26. Just hit the boar that's roasting over the fire a bunch of times, and it reveals a Piece of Heart.

Now you want to use the key to open a gate here. See the blank spot in the middle of your map? That's where you want to go. So go south to the spot north of the blank spot, then use the key to open the gate. Push the door open and head in.

The doors close behind you. Head to the boar that's in this area and...huh? Is that King Bulbin? How is he still alive?

Mini-Boss: King Bulbin

Okay, so you're fighting King Bulbin AGAIN. You killed him twice before, but he's back. This time, he's stopped trying to fight on horseback and started to fight on foot.

Bad decision on his part, because he's super easy to beat. Hit him with your sword to momentarily stun him. While he's stunned, hit him. Try it out, and you'll see what I mean. It's ridiculously easy to get a ton of hits off of him without being hurt at all.

Once you take him down, he limps away. Then he sets the whole building on fire. Woah! Isn't that a little intense? Quick, jump on the boar and ride it north through the fences out of the burning building and to the Arbiter's Grounds.

004ec. Arbiter's Grounds - Poe Hunt

Dungeon time again! Go up the stairs and inside the building to start the dungeon.

First Room

This room is full of quicksand, and if you stand on it too long, you sink down and die. Naturally, you'll want to get to the other side of the room without touching the quicksand.

Well, on the west wall (east for you Wii users) is a Clawshot Target. Clawshot to it and drop to a platform. Now you can head north by jumping across the platforms in a > shape, if you start at the bottom of the > and go up to the top. Wii users, you'll be heading in a <.

Go quickly across the five platforms because some of them sink down into the quicksand once you stand on them. Here, you have to cross quicksand to reach the northernmost part of the room, with the exit door. Either roll across the quicksand or jump across it as Wolf Link to get across safely.

Hey, the exit door is blocked! Well, see the little fenced area to the east (west for you Wii users)? Go across the quicksand to that area and kill the enemies.

On the wall is a chain that you can pull. Use the Clawshot to bring it to you, then pull it back to open the gates to the north. Then head through the now-open gates.

The exit to the north is locked, but there are rooms to the east and west with lantern oil and a treasure chest. Refill your lantern if you want, then go open the treasure chest in the other room to find a key.

Bugs attack you and hinder your movement. Spin attack to get rid of them, then use the key to open the northern exit.

Second Room

This room is dark and full of quicksand, so use your lantern to light the way. It's also full of skeleton enemies, so make sure to kill the little buggers.

Light the two torches that flank the door to the north of the room to open the door and go north.

Poe Chamber

Four Poes show up and steal the light from the big torches in this room in order to fill their lanterns. This causes the door to the north to shut...so now you're on a quest to kill the Poes so the four torches in this room light up again, just like in the Forest Temple in Ocarina of Time.

The first Poe is in this room, so turn into Wolf Link, bite it until it gets knocked out, then rip out its soul. You can then sniff the Poe's clothes to learn the Poe Scent, which helps you find the other three Poes.

But before you find the Poes, take a quick break to Clawshot to the northeast (northwest for you Wii users) corner of the room and open the treasure chest for a PIECE OF HEART! Booyah! Clawshot away from here, then head to the northwest (northeast for you Wii users) corner of the room for the Dungeon Map. Double Booyah!

Okay, now you can find the Poes. One of the Poes disappeared through the east wall (west for you Wii users), into a patch of sand. Dig through the sand to reveal a chain. Pull it to reveal a staircase. Go down the stairs and through the door, which, according to your senses, is the Poe's location.

B-1, Spinning Room

There's a pillar in the center of the room that you can push. Do so to close off your exit and reveal a treasure chest, guarded by a monster that can momentarily freeze you by screaming. Two bomb arrows takes care of this bad guy from a distance (up-close fighting with it is tough) and nets you a red rupee.

Open the treasure chest for a key, then use your senses to see the Poe went through a hole in the ceiling. With your back to the treasure chest, look up through the hole to see a Clawshot target. Clawshot to it, then follow the Poe scent through the northern door.

Floor One, Lantern Chamber

The walls of this room are lined with lanterns. Look at them with your wolf senses to find out which lantern the Poe is carrying, then kill the Poe. Did I mention you can only attack these Poes while they're glowing blue? Um, yeah, that's the only time you can attack them. Not that big a deal, really.

Time to go back to the main room. Go south through the door.

Floor One, Spinning Room

Fall through the hole in the floor. Push the pole in the middle of the room to rotate the room back to its original position, then leave the room.

Poe Chamber

Go through the door that leads east (west for you Wii users). It's right behind the stairs you just went up.

Floor One, Spinning Room

Go straight across the room to the exit, which is locked.
Don't try to spin the room this time.

Floor One, East Chandelier Room

This room is a bit of a toughie to figure out. What you want to do is get to the other side of the room. You have get there by going across the platforms to the north, and spikes block your way so you have to take a very specific route, for some reason.

Anyway, once you get across the north part of the room, climb up and there's a big cage/box here. As normal Link, pull it south and it drops down to ground level. Then push it east all the way.

Stairs are revealed when you move the box. Go up the stairs then walk to the area where you'd be on top of the box. A morbid spike pole is against the wall for some reason. See the chain here? Pull on it to pull a chandelier up to the ceiling. You have to pull on it all the way, and to do so, you have to go backwards across the top of the box.

Once the chandelier is all the way up, quickly run across the platform that it's above, before it falls down and blocks your way to the exit to the south.

So head south, up the ramp, and open the treasure chest in the small alcove to the south to get the Compass!

Spin the statue in this room to change the walls, so you can go west and east. One direction has a locked door, so go in the other direction. Break the boarded wall that's in the way, then kill the screaming enemy and open the treasure chest for a key.

Then turn around and leave through the locked door to the west (east for you Wii users).

Floor Two, East Hallways

You enter a hallway with three corners you have to turn around. The hallway is full of mini-skeletons and two of the screaming enemies around the last corner. Kill them all, then turn on your senses.

The Poe went into one of the sand pits. Dig there to find a chain, and pull the chain to reveal the Poe. Kill it.

Then go through the door to the north.

Floor Two, Rat Room

The exit door is locked, so there must be a key in this room. The compass tells you it's to the south, so go there and open the treasure chest.

Rats fill the room, invisible rats. Turn on your senses to see them. You have to use a spin attack to get them off of you, but you have to be away from any other rats, or else your attempt to do a spin attack turns into Midna's charge attack.

So do spin/charge attacks for a while until the rats are off of you, then head to the exit door. To get there, you have to run along the edge of the room.

Floor Two, Poe Chamber

Go straight across the room to the door. You have to climb across the chandelier to do this. Don't fall through the middle of the chandelier!

Floor Two, West Chandelier Room

Head down the stairs to reach an area with a box/crate, just like in the last chandelier room. Push it all the way forward, then climb up on top of it.

There's a chain here, so pull on it all the way to raise the chandelier all the way. You can go to the treasure chest on the other side of the room here, but that just gets you 20 rupees. Instead, stand on the groove on the floor where the chandelier lands, so when the chandelier lands, you're in the middle of it and it doesn't land on you. Like I said, a groove indicates where you should stand.

Now you can reach the door to the west (east for you Wii users).

Floor One, Enemy Room

Break the boards to enter this room, where you encounter a new skeleton-based enemy. Fight it to break it into pieces, then use a bomb to blow up the bones, or else it regenerates.

You can also kill with a bomb while it's still alive. Bomb arrows work, too, in fact, they work ridiculously well.

So kill the enemy, then break the boards and go through the various niches in the walls for various items, then leave to the south.

Floor Two, Torch Room

To beat this room, you have to light the two correct torches. They are the torch that's not in a row with the other torches, and the torch that's farthest to the west (east for you Wii users). If you get the torches wrong, enemies attack, and you have to extinguish the torches with your Gale Boomerang to try again.

Once you light the torches, the exit door is revealed to the west, which, I suppose, is why you had to light the westernmost torch.

Floor Two, Lantern Chamber

Turn on your wolf senses and examine the lanterns to find the last Poe. It then splits into four Poes and circles around the room, and then all four Poes attack at once.

In order to tell which Poe is the real Poe, wait for the Poes to attack, and you'll see that the real Poe glows blue before attacking. Alternately, just attack the Poes at random and hope to kill the right one.

Once you kill the Poe, exit to the north.

Floor Two, West Chandelier Room

Clawshot to the exit to the east (west for you Wii users) to reach the Poe Chamber with the torches.

Poe Chamber

All four Poes are dead, and thus, all four torches are lit. Congratulations! You have reached the halfway point of the dungeon!

004ed. Arbiter's Grounds - Spinner Time

Spinner Room

If you haven't already, go north to the second part of the dungeon. Here, just like in the first part of the dungeon, you have to do a bunch of stuff just to go north once.

There's a groove in the middle of the floor here, and you can activate as soon as you get the Spinner, which is the item for this dungeon.

For now, exit to the east (west for you Wii users).

Floor One, Big Ole Spinning Room

Drop to the floor of this room. It's another spinning room, but with a twist: this time, when you spin the pole in the center of the room, it doesn't spin the walls; it spins the floor.

Spin the floor up two levels (to B1). There are two exits to this level; one of them has a treasure chest, but is blocked by spikes. Go through the other exit to reach the treasure chest. Open it for a key.

Then go back to the spinning part of the room and spin it all the way down, and exit to the south.

Floor B2, Spike Room

This room has a bunch of spikes that pop up from the ground and form a maze of sorts. You have to be Wolf Link to get across the quicksand in here, as well as to escape those nasty invisible rats. When they show up, use spin attacks to beat them.

So head for the northwest corner (northeast for you Wii users) and head south until you reach spikes. Then head east to the wall (west for you Wii users), and then all the way south.

Here you find a chain that lets you pull the wall, which is something you haven't had to do since the Goron Mines. Pull the wall all the way back.

Now go north, and turn left as soon as you can to reach the east wall. Then go south and head back west as soon as you can, then head south through the exit. Your path here is sort of shaped like a G, if you start from the top of the G. Wii users, you've got a backwards G, of course.

So once you make it south past the door, you end up in a room full of quicksand. You can see on your map that you're clearly supposed to go east (west for you Wii users). You have to dash across the area as Wolf Link, and when bugs attack you, get rid of them with normal Link's Spin Attack.

You make it to the door at the end. If you want, head north from the door and open the pot to find Ooccoo.

Floor B2, Spinning Mace Room

Go north and wait for the bugs to get on you. Use Link's spin attack to get rid of them, then go north past the spinning mace.

In the openish area here, you have three of the enemies that you have to use bombs to kill. So, go ahead and use bombs to kill them, which opens the gates to the room that runs alongside this one.

Go south to the spinning mace and exit to the east (west for you Wii users). Head north through this area, and be warned: the platforms sink and there are bugs. You'll probably want to use the Clawshot to get across this room.

At the north end of the passageway, jump across the gap to the north wall of the room (if you fall down, go back to the spinning mace area, back to the tunnel, and jump again). Then follow the pathway to the northern exit.

Floor B2, Miniboss Fight Room

There's a big sword with ropes connected to it in the middle of the room. Cut a rope to start...

Mini-Boss Fight: Ghostly Sword

Turn on your wolf senses to see the enemy. Just like the Poes, you have to wait for it to glow blue before you can attack. When it does, start attacking like mad.

Once you attack it enough, it's time for part two of the fight. The enemy becomes visible, and now you have to fight it as normal Link. Pull out your bow and arrow and shoot it while avoiding the stuff it throws at you.

It floats around the room quickly now, and tries to hit you with its sword. Dodge this, and while the sword is stuck in the ground, attack the enemy. After a while, it floats around some more, so hit it with an arrow again and repeat the process.

If you're like me, and take too long, the enemy turns invisible again, at which point repeat the process from the beginning of the fight.

Once the enemy dies, the way to the north is clear, so go north and get...the Spinner! This is a cool item that lets you float in the air and attack with A.

See the lines going around the walls? Use the Spinner and ride it at one of those lines, and you can see that it's a Spinner track. Ride it to the south end of the room, then exit.

Floor B2, Spinning Mace Room

Wonder of wonders, there's a Spinner track right next to the door here. Ride it around a corner, and then use A to jump off and reach the Spinner track that's parallel to the one you're on. Ride this track to the exit door.

Floor B2, Spinner Tracks Galore Room

Holy moly, look at all the Spinner Tracks in this room!

Well, uh, head west in this room, going along the Spinner tracks. West past the circular Spinner tracks (with Spinner spiked enemies on them) is a track that leads north and up to another level.

Get to the east end of this part of the room (west for you Wii users), where there's a treasure chest with a Piece of Heart. Excellent!

Use the Spinner tracks behind the treasure chest to head back west. Hope your timing is good and that the spinning

mace doesn't hurt you. If your timing is badly, simply get back up and try again. Near the end, the track breaks up and you have to jump back and forth between the two tracks to continue along the track, which dumps you into the circular area in the corner of the room.

Here, you have to change your direction so the Spinner track takes you up, so get off the Spinner and back on again, heading in the opposite direction. The track takes you to the upper level of the room then dumps you in the northernmost part of the room.

Ride the track to the western end (eastern for you Wii users), which is higher up than the rest of the track. Here, get off the Spinner and look east. See how there's a track in the middle of this area that leads to the exit?

Go on the Spinner track towards the exit, jumping back and forth between the two tracks as necessary to avoid the Spinner spiked enemies. This'll probably take a few tries, but you can do it. I know you can!*

*Note to people who can't: Use somebody else's guide.

Floor One, Spinner Room

Open the treasure chest for the Big Key, and ride the Spinner tracks forward. You're in the room with the Spinner groove in the middle of the floor, remember it? Use the Spinner in the middle of the floor and spin spin spin until the door to the north opens.

Boy, you sure have to do a lot of work in order to go north in this dungeon, huh? Head north and ride the Spinner track up around this room. As you do so, it becomes apparent that the platform in the middle of this room has Spinner clockworks on it.

Jump to the platform in the middle of the room, and you can jump farther if you run before jumping, if you dash as Wolf Link, or if you perform a jump attack in mid-jump. Once you accomplish the jump, use the Spinner in the groove in the middle of this platform and spin for a long time until a new Spinner track appears.

Ride up this new track to the exit door, which is the door with the dungeon boss behind it.

Boss Fight: Stallord

Head down to the middle of the area here, and Zant appears. Zant, being the idiot that he is, says that this is the last time he'll see you alive, then he takes off. Zant, did that work the LAST TIME you tried to kill Link?

But he left a little parting gift: he made the giant skeleton in this room come alive, by means of a sword. Hey, this boss looks like Skull Keeta from Majora's Mask.

Remember, the big skeleton you had to fight in order to get the Captain's Hat? Kinda?

Anyway, the way to beat this guy is to use the Spinner to get close to him, then use the Spinner's A attack to smash his spine. Ride the Spinner track around the room to build up speed before you jump off and attack Stallord, 'cause you can't start the Spinner anywhere else besides the track.

Stallord shoots fire breath at you and summons skeletons to protect him. You have to dodge these skeletons in order to reach his spine. Pretty tough, I know. Fortunately, you only have to hurt him three times.

Did I mention there are the spike enemies on the Spinner track? Yeah, there's a few of those. They move faster than you do so if one comes at you, look out!

When Stallord dies, he takes the sand with him. Spin in the groove in the center of the room and woah! Look out! He's not dead! Zant's magic sword is still on Stallord's skull, so he's still alive! You've got to do something about that sword!

Ride the Spinner track in the center of the room and when you get high up, Stallord shows up and starts shooting fire balls at you. Jump to avoid them, but learn how to time it so you jump at the last possible second, when his lower jaw opens.

After you avoid his fire attacks for a while, you ride next to him, at which point jump to smash the sword in its head.

Stallord falls to the ground. Quick, fall down next to it and smash the sword in its head as much as possible!

You have to repeat the process, only now there are spinning spikes which get in the way. You have to jump to avoid them in order to reach Stallord. Here, the ability to jump at the last possible second really comes in handy.

The sword becomes a heart container, and the path to the exit pops up. Get the heart container and leave to the north.

Twilight Mirror

All right, Twilight Mirror time! Time to use the mirror to get to the Twilight Realm and kick Zant's butt!

Well, circle around this area to reach the roof where the mirror is. Head towards the statue in the middle of this area and...shadow beasts come.

Well, of course you need a warp point here, so that's why the shadow beasts come. Boy, for an evil bad guy, Zant sure is nice when it comes to creating portals right where you need them, isn't he?

This time, there's five enemies, so kill three of them and kill the last two at the same time. Not too difficult by now. Then, ride the Spinner track up to the top of the statue where there's a Spinner clockwork groove.

Use the Spinner in the groove and Spin until the Twilight Mirror pops up. Only...well, a big chained rock appears, but the mirror is broken. OH NOOOOOO!!!!

Far above you, ghostly beings appear. They say, "A dark entity lurks in the twilight...It houses an evil power... You who are guided by fate... You who possess the crest of the goddesses...Hear us. At the command of the goddesses, we sages have guarded the Mirror of Twilight since ancient times. You seek it...but the Mirror of Twilight has been fragmented by mighty magic. That magic is a dark power that only he possesses...His name is...Ganondorf."

DUN DUN DUN!!!

Flashback time as we see Ganondorf riding his horse amid a flaming area, in a fashion similar to how he appeared when the Deku Tree told Link about him in Ocarina of Time. "He was the leader of a band of thieves who invaded Hyrule in the hopes of establishing dominion over the Sacred Realm. He was known as a demon thief, an evil-magic wielder renowned for his ruthlessness..."

"But he was blind..."

The scene switches to the area you're in now, with Ganondorf chained to a big rock, presumably the big one you just found. The sages surround Ganondorf.

"In all of his fury and might, he was blind to any danger, and thus was exposed, subdued, and brought to justice."

The sage in front of Ganondorf causes a sword to levitate, then he or she smashes it through Ganondorf's belly. He stops moving.

Close up on Ganondorf's hand. "Yet..." The hand starts to twitch, as the Triforce on Ganondorf's hand glows. He is revitalized and rips the chains off of himself, although not without difficulty. The sages are scared.

"By some divine prank, he, too, had been blessed with the chosen power of the gods."

Ganondorf breaks free and kills a sage. He rips out the sword and, now looking quite animal-like, laughs madly. The sages look at the Mirror of Twilight, and, by raising their hands, cause it to project the portal onto the big rock. Ganondorf struggles, but is sucked into the portal, and therefore, sucked into the Twilight Realm.

The sages seem to mourn their dead companion for a moment, then it cuts to the present day. "His abiding hatred and lust for power turned to purest malice...Perhaps that evil

power has been passed on to Zant..."

Midna, who is sitting on the fragment of the mirror of twilight and looking rather bored, says, "You're just now figuring out where Zant got his power? It's far too late..."

The sages say, "Only the true leader of the Twili can utterly destroy the Mirror of Twilight...so Zant could merely break it into pieces. Once broken by magic, the Mirror of Twilight became fragments, which even now lie hidden across the land of Hyrule. One is in the snowy mountain heights...One is in an ancient grove...And one is in the heavens...You who have been sent by the goddesses... You should be able to gather the three pieces...But you must be prepared, for a dangerous power resides in those fragments..."

Midna and Link are ready. They nod at each other, and now it's off to find the three mirror shards!

004f. Snowpeak Ruins - Getting the Second Mirror Shard

004fa. What's that Smell?

So now that you have the Spinner, you can reach the treasure chest in South Hyrule Field, outside of town, contained within the stairs. Behind the chest is a track running between two turrets. Clawshot to one the turrets, drop down, then move along the track with the Spinner to reach the treasure chest. That took FOREVER to figure out, by the way.

Oh, and you can get Poes 31-43, Heart Pieces 26-30, and Golden Bugs 21-22. All the other various items that were available before are still available now, with the stuff in the Sacred Grove being the only exceptions.

So go collecting stuff if you want to before continuing on with the game. Then, it's back to Hyrule Castle Town to speak with your buddies in the Adventurer's Guild, in Telma's Bar.

Auru is back here, but now Ashei is gone. The map tells you where she is, which is at Snowpeak, not far from Zora's Domain. Head to Zora's Domain and exit to the west (east for you Wii users) to get there.

Ashei tells you about a monster that's been hanging around here, who steals fish from Zora's Domain every now and then. She gives you a sketch of the monster.

Now it's scavenger hunt time to find someone who can help you! You can show the sketch to the various Zoras here... or just warp to Kakariko Village and visit Prince Ralis in the graveyard, at his parents' grave at the northernmost part of the graveyard.

Ralis is glad to see you, seeing as you saved his life and you're the person who's going to save the world. Show him the sketch and he notes that the monster is eating a reekfish, which is called a "reekfish" because it's a fish that reeks (ie. smells bad).

Smell, huh? Wolf Link is good at smelling...

Ralis gives you his earring, which can be used to catch reekfish. They're red, and hang out near the Mother and Child rocks in Zora's Domain.

Go back to Zora's Domain, and you find the Mother and Child rocks on the east side (west for you Wii users). Climb up here and start fishing. Catch a reekfish, then turn into Wolf Link and smell it.

Whew! That smells awful! Head back to Snowpeak, then turn on your wolf senses and follow the scent!

You might want to do this at night, as there are three Poes in this area.

Go past the iceberg area follow along the snow, where Wolfos attack you. Keep following the scent, and you reach an area where the scent goes up a cliff, where you can't follow. There, you have to follow the path up, then turn back on the path, and then climb up the rocks to keep following the scent.

Once again, when the scent goes up a cliff, follow along the path, and you can circle around to rejoin the scent. The next time this happens, near some Ice Keese, smash into the cliff, causing snow to fall, and letting you climb up.

The scent then takes you STRAIGHT to a Howling Stone, so sit and howl the Ballad of Gales from Wind Waker right at it.

```
oo |   |   |   | oooo |   |  
| ooo  ooooooooo|   | oo|   |  
|  |ooo|   | oo |   oooo|
```

Then the scent takes you to a cliff. Dig here to go inside the mountain. Here, go through the path and climb up the ladder. Your exit is to the west (east for you Wii users), clearly marked. Go there, climbing up the platforms, and climbing up the vines, then go through the exit door.

Head forward and Shadow Beasts arrive. Kill the one that's by itself first, then kill the two that are close together at the same time.

The blizzard disappears, and you can clearly see the monster by a tree. Go up to the monster and...hey, it's not a monster! It's just a nice guy who was getting reekfish for his sick wife!

Yeti, that's the Yeti's name, offers to give you his mirror shard. How nice! But first, do like he does and smash into

the tree so you can snowboard there.

Hey, this is kind of fun! Snowboard down the path, and press A to jump when you want to. Try not to hit stuff or fall off the trail, and you end up at Yeto's home. Link jumps over the gaps when he has to, so you don't even need to worry about jumping!

When you reach Yeto's House, go on inside!

004fb. Snowpeak Ruins Part One - Finding the Pumpkin

Well, it turns out that Yeto's House is a dungeon. Huh, I didn't think we'd see another dungeon so soon...well, time to go through a dungeon!

Note: This dungeon is tough because there are NO recovery hearts in it. None at all. So if you're low on hearts at any time, leave, warp to Kakariko Village and heal at the spring, then warp back and re-enter the dungeon. Ooccoo is EXTREMELY useful here if you ever want to do this.

Note #2: Wii users, don't forget that you're playing a mirrored version of this game, so left/west in this guide is right/east for you. North/south are the same for you, though.

Floor One, Southernmost Room

Head straight north, to the door.

Yeta's Room

In this room, you can see Yeta, who is Yeto's wife. She's sick at the moment, all because of the mirror, so she's all too happy to let you take the mirror. But first, you need the key, which she marks on your map. All right, you got the dungeon map, and you didn't have to do anything!

Yeta tells you to head through a door. Do so.

Yeto's Room

Yeto is busy making soup for his wife. Um...the soup isn't very good, but the thought is nice. Smash the jars in here to find Ooccoo, then exit the room to the north.

Floor One, Middle Easternmost Room

There are two blocks to slide in this room, and a switch to slide them onto. Go to the block that's closer to the switch, and push it east (west for you Wii users).

Then, push the other block west, south, east and south, in that order, to cover the switch and open the exit door to

the west (east for you Wii users).

Floor One, Eastern Thin Hallway

Turn into Wolf Link and dig through the snow here to enter the main room of the dungeon. Kill the enemies who appear here, then go to the northern part of this area, where you can find a treasure chest buried in the snow. Dig it out to get a key, then go through the doors here to reenter the thin hallway. Once there, head north through the locked door.

Floor One, Northern Small Room

Three ice enemies are here in this room. You'll be seeing these spinning ice monsters a few times in here. Hit them twice to kill them.

Killing them opens the door to the room with the big key.

Floor One, Northeastern Room

Head to the treasure chest and the door shuts. Two ice soldiers appear. They throw ice spears at you. Kill them like any other enemy to open the door. Then open the treasure chest and...a PUMPKIN?? That's not the big key!

Head south two rooms and give the pumpkin to Yeto, who uses it to improve his soup. Then go to Yeta and ask her where the key is. Hopefully, her sickness won't cause her to screw up again.

004fc. Snowpeak Ruins Part Two - Finding the Cheese

Note to Wii users: Don't forget that you're playing a mirrored version of this game, so left/west in this guide is right/east for you. North/south are the same for you, though.

Yeta marks your next target, and opens a door for you. Obviously, you have to go through the door. Do so, and you're back in the big main room of the dungeon, with the wild wolves.

Floor One, Central Room

Link can't run through the thick snow very well, so turn into a wolf to kill the wolves. Then look around. There's an interesting cannon here, which won't work because you don't have a cannon ball, and there's also some dragon monster ice thing that shoots ice at you if you get too close.

Well, the ice is blocking your way to the north and east doors of this room, and the west door is locked. You'll

have to go through the remaining door, the northwest one. Go to that area, climb up onto the windowsill, then go inside and through the door.

Floor One, Northwest Room

Great, we're in a room with more of those spinning things on the ice. The first two spinning things are pretty close by, so just L-target them and hit them with the Clawshot. As long as you stay by the door and don't go on the ice, the spinning things won't be able to hurt you.

Once those two spinning things are taken care of, walk onto the ice to find, could it be? Yes! A cannon ball! But wouldn't you know it? There's no cannon near here! Let's see if we can find one.

The ice borders pretty much dictate where you have to go. Walk from the door to the cannon ball, turn right, go forward, then turn right again. There's a narrow hallway with two more spinning things. Hit them at a distance with the Clawshot, and if they come near you, use the L button to protect yourself with your shield.

Once the hallway is clear, go down to the end of it and turn around the bend to the next hall. Dang, more spinning things. Fortunately, if you look at the wall, there's a tiny ledge you can stand on so the spinning things can't hurt you. Stand on the ledge, kill them all, and then go down the hall.

Score! You just found the cannon! Go back and pick up the cannon ball, then put it in the cannon. The cannon is facing a wall of ice that leads to a treasure chest with bombs in it, but that's not worth our time. Instead, move the cannon clockwise so it's pointing at the wall of ice closest to the cannon. Then stick a bomb in the end of the cannon (the same end you put the cannon ball in) and boom!

We just opened the way to an exit door! Great! Go through it.

Floor One, Middle Westernmost Room

Humph, this room looks bad. There's no floor, more of those spinning things, and thin wooden beams that serve as platforms. Obviously, the challenge here is going to be getting around the room without falling down.

Use your Clawshot to kill the Ice Keese and the spinning things. Walk to the corner of the room by the door, and look at the beams leading to the other corner of the room. Walk slowly across these beams, and more Ice Keese will attack you, so Clawshot them when they come near.

Wait a second! See how there are white parts to some of the beams? They're slippery! Walk on the first white part that leads to the corner of the room to see Link slip.

Now that there's slippery stuff, we have to change our plan. Instead of reaching this corner of the room like we originally thought we'd do, turn and look at another corner. Hey, there's a blue treasure chest! Score! Face that treasure chest and jump to the next beam. Do that again, and you reach a beam with a small treasure chest.

Open the small treasure chest to get a red rupee. Then walk to the corner of the room with the blue treasure chest, by going across the beam right next to the small treasure chest. Open the blue treasure chest to find...the compass!

Okay, I guess the compass is useful, but it's not exactly going to help us out, because what we need is a key. So walk back towards the entrance to this room, and use the conveniently-placed Clawshot target to skip across the beams and get straight to the exit.

Floor One, Northwest Room

The compass tells us there's a treasure chest in this room which MIGHT hold a key, but we can't reach it. Darn. Go through the exit, back to the central room.

Floor One, Central Room

Aha! The compass says there's a treasure chest, apparently in the middle of the open, hidden under the snow. Kill the snow wolves (how did they come back to life?), then use the compass to stand right in front of the treasure chest. Turn into Wolf Link, and dig out the treasure chest. Then open it to find...the key!

I was really low on HP at this point in the game, so I used Ooccoo to warp out of the dungeon, then I used Midna to warp to Ordon Spring to heal myself all the way, then I used Ooccoo Jr. to get back into the dungeon. Don't forget to do that if you need to, folks.

Anyway, now that you have the key, you can open the locked door that leads west off of this room.

Floor One, Thin Western Room

Well, there's not much to this room besides a ladder you can't climb to the top of, and some cannon balls. Cannon balls? Let's use them to shoot the cannon in the central room! Great idea, but how do we get the cannon balls to the cannon? After all, Link can't open the door while holding a cannon ball.

Wait, what? Link can't get a cannon ball through the door by opening the door, pushing the cannon ball through the door, and then shutting the door behind him? Jeez, what a goon! Okay, looks like we'll have to do this the hard way.

Right next to the door, set in the wall, is a metallic contraption, with a thin lever you can pull. Pull down the lever, and a nice cannon ball space appears. Put a cannon ball in the space, then go through the door.

Floor One, Central Room

There's an identical metallic contraption on this side of the wall. Pull down on the lever here, and the cannon ball appears. Great! Put the cannon ball in the cannon. You can leave it where it is and blow up the ice there for some bombs if you want to. There's no real reason NOT to do it, so do it. Then pick up the bombs and the cannon ball and reload the cannon.

Turn the cannon towards the snow dragon monster thing, then fire the cannon ball at it. Ha ha! It's dead now! And it...turned into the spinning things. Dang, I hate those things. Kill them, and head through the door the snow dragon was guarding.

Floor One, Northern Circular Room (MINI BOSS FIGHT)

All right! We're one room away from the key that we're looking for! Unfortunately, we have to get through a mini boss fight first.

Go to the door, and the boss fight starts. You're fighting a soldier with a really nasty ball and chain that takes away a whole heart if it hits you.

Fortunately, the ceiling of this room is built for Clawshots. To avoid being hit by the ball and chain, Clawshot over the boss' head to the other side of the room.

The boss will throw his ball and chain at you if you're all the way across the room from him, sometimes. The way I got him to throw the ball and chain was to Clawshot over his head, and then he'd throw the ball and chain even if I was pretty close to him.

Right after the boss throws the ball and chain, he rests for a brief moment. When this happens, run towards the boss and hit him from behind, aiming for the tail that sticks out of his armor. You CAN use the Clawshot to get behind him more quickly, if it'd be quicker to Clawshot than run, but that depends on how close you are, and how good you are at the Clawshot. I'm not good at the Clawshot, so it was always quicker for me just to run behind the boss than to use to the Clawshot to get behind the boss.

You can't get more than four hits off of this boss at one time.

Once the boss is dead, he explodes and leaves the ball and chain behind. A new weapon! Rock on! Pick it up and go on to the next room.

Floor One, Northernmost Room

Ice blocks your way forward, but never fear, you've got the ball and chain. Use it to smash all the ice, and the armor statues while you're at it. One contains a monster worth an orange rupee! Great! Then open the treasure chest to get...Ordon goat cheese? Not great!

Looks like we'll have to go back to Yeta AGAIN. At this point in the game, you can go back to the northwestern room of this floor and break the ice with the ball and chain to get a treasure chest, but it's only worth a red rupee, which isn't really worth the bother.

Go back to Yeta, who sends Link to Yeto. Yeto smashes Link to the ground, takes the cheese, and puts it in his soup. At this point in the game, you can go to the southernmost room on the first floor and smash the statues to get two treasure chests containing thirty rupees total, a Poe, and an enemy worth an orange rupee.

Go back to Yeta, who thinks she's finally got the key this time. She opens the third door leading off of this room. Go through it.

004fd. Snowpeak Ruins Part Three - Finding the Key

Note to Wii users: Don't forget that you're playing a mirrored version of this game, so left/west in this guide is right/east for you. North/south are the same for you, though.

Floor One, Southwest Room

Hmmm, there is ice and a snow dragon monster in this room. Obviously, you have to use the ball and chain to destroy them, but first, notice that there's a door near the one you just went through. This door has the thing on the wall for transporting cannon balls. Interesting. Go through this door.

Floor One, Thin Western Room

There's a big block in front of you. Grab it and push it forward. It falls down to give you access to the rest of the room. Hey, we've been in here before! This is the room where you first learned how to get cannon balls into other rooms.

You don't have to be a genius to figure out what to do now that you're in the cannon ball room. Grab a cannon ball and take it to the door that leads to the southwest room, ie. the door you entered this room from. Pull down the lever and place the cannon ball inside. Then go through the door.

Floor One, Southwest Room

Pull down the lever to make the cannon ball appear. There's no place to put it yet, so let's leave it there.

Now break the ice blocking the pathway. The snow dragon thing is trapped in a cage, blowing its ice breath back and forth. Lucky for you, there's a break in the cage bars around here, so all you have to do is go up, turn towards the break in the bars, and then throw the ball and chain at the snow dragon to kill it. Make sure to time your attack so you don't get hit by the dragon's ice breath, obviously.

Keep going up along the path, where you meet a second snow dragon. Do the exact same thing to kill it, then go up and you're on the second floor. Here there's a door to your right, a small, ice-guarded niche containing a cannon, and a little hallway to the left with a locked door. Since you can't get the cannon to do anything, you must need to go through the unlocked door, so do so.

Floor Two, Middle Westernmost Room

Huh, we're above the room with the thin beams and slippery nonsense. There's an ice monster here that throws icicle spears at you. Kill it, quick!

Once it's dead, there's nothing to do except smash the ice that reveals a Clawshot target. What do we do now? We get to find a new use for the ball and chain. L-target the chandelier thing and hit it with the ball and chain to get it to start swinging. Then jump to it, ride to the other side of the room, then jump off to reach a treasure chest with...a key!

There's nothing left in this room, so use the Clawshot target to get back to the door, then go through it.

Floor Two, Southwest Room

Time to use our key to enter the locked door. Go straight forward, past the wall. Then turn left to see the hallway.

Heart Piece Time! If you look at the wall here, there's a Clawshot target. Huh? Why is there a Clawshot target there? Let's find out. Use the ball and chain on the floor beneath the target to smash it to pieces. Fall through the hole to find a treasure chest with a heart piece! YES!

Use the Clawshot on the target to get out of the hole. Then go to the door in this small hallway and open it.

Floor Two, Southernmost Room

Break the ice right by you to reveal a Clawshot target. Directly across the room from you is another one of those snow monster things guarding the exit. There's a chandelier

between you and the exit, so you'll have to do what you did last time: use the ball and chain to swing the chandelier, then ride it to reach the other side of the room.

The snow monster will probably knock you down, the jerk. If so, climb up the left staircase and use the Clawshot target to get you back on the second floor to try again.

Here, you can destroy the statues in the first floor for some prizes, in case you haven't already done so. You can also collect the ultimate prize, a piece of heart, by going onto the chandelier, then waiting until the chandelier stops. Then turn to see two chandeliers in a row. Get across both of them to reach the piece of heart. To do this, you must time it so you hit the second chandelier when you're farthest away from it.

Get the piece of heart if you want to. Either way, when you're done, go through the exit.

Floor Two, Southeast Room

Oh darn, those spinning things are back, and the floor is made entirely of ice so there's no place to stand in safety. Wait a minute...Link has the ball and chain now! Pull it out and swing it around your head to kill all the spinning monsters. Break the ice to reveal a Poe and kill it. Now that there's nothing else to do, go through the unlocked door.

Floor Two, Middle Easternmost Room

The exit door is right by us, and wouldn't you know it? Locked. Follow the platform around to find a block you can grab, and push it forward, giving you access to the room below.

Oh, great, THIS puzzle again. Smash the ice in the center of the room to reveal the switch that opens the exit door. Now we just need to get a block ontop of that switch.

Diagram time!

```

      North
      XXXXXA
West  XXXXXXB   East
      CXXXXX
      South
```

Here's a diagram, with compass directions that I arbitrarily imposed. To figure it out, C is the block that's covered in ice. B is the block that's on the part that sticks out slightly. That should help you figure out what I'm talking about.

So here's what to do:

Push B west.

Push C east, north and west.

Push B south, east, north and west.

Yay! The switch is pushed, and the puzzle is solved! Be glad you have this guide and you didn't have to bash your brains in trying to figure out how to solve the problem on your own.

Now that the switch is pushed, the door is open. Climb up to the second floor and go through the now-open door.

Floor One, Central Room

Hey, we're in the central room again. Look at the corners of the room, and one of them has more of those ice soldiers there. This platform you're on leads to that corner of the room, through a thin platform leading off of this one. Walk along it to the ice soldiers and kill them.

There's a big crack in the wall here, and, wonder of wonders, there's a Clawshot target. Use the Clawshot on the target, and you end up in a small room with a door. You can't get back through the crack in the wall, so go through the door.

Floor Two, Northeast Room

Huh, more chandelier things here. Use the ball and chain on the ice here to reveal a Clawshot. Then use it on the chandelier closer to you, then jump to it when it swings towards you.

Now wait for the chandelier to stop swinging, then look at the other chandelier. Set it swinging with the ball and chain, then jump to it, ride it to the other side of the room, then jump off.

There's a treasure chest here. Open it to get a key! Rock on! Time to go back to the last room where there was a locked door! Open the door right by you here.

Floor Two, Middle Easternmost Room

You're in the puzzle room again. Go through the door on the second floor that is directly opposite of the door you just went through.

Floor Two, Southeast Room

The spinning things magically reappeared somehow. Dang. Kill them with the ball and chain, then open the locked door and go through them.

Floor Two, Southern Middle Room

Awk! Two ice dragon monsters are in this room? Kill them with the ball and chain, quick! They nearly killed me when I got through with them, so don't forget you can use Ooccoo to leave the dungeon quickly if you need to.

There's a door here, but don't go through it. Instead, notice that the wall away from the door you've entered. It looks just like those pushable blocks! Push them, and, hey! They ARE the pushable blocks! Push them both to connect to the next room.

Remember this room? Go down to the bottom floor and get the cannonball that's waiting for by the door (if it's not there, go through the door, get the cannon ball, and put it through the cannon ball thing). Then take the cannon ball up to the second floor and put it in the cannon (which is behind the ice, if you haven't destroyed the ice yet). Aim the cannon towards the blocks you just pushed, and FIRE!

The cannon ball is now in the room that had those ice dragons. Go pick up the cannon ball, and put it in the cannon ball thing by the door. Then go through the door.

Second Floor, Central Room

Pull the lever to get the cannon ball. Put the cannon ball in the conveniently-placed cannon. Push the cannon twice in the same direction, so it is facing an ice monster off in the distance that guards the final boss room. Fire the cannon to kill the ice monster.

Ha ha! This dungeon should be over soon. Get to where the ice dragon was by going to the corner, jumping to the room below, and climbing up the ladder. Then go through the door to find the room marked by Yeta on your map.

Second Floor, Northwest Room

Weird, this room looks slightly like a church. And it's populated by the ice soldiers. Okay...so kill all the ice soldiers and the door to the room with the treasure chest opens. Go inside to get the Big, I mean, Bedroom Key. Finally! Found it! Go back to the central room.

Second Floor, Central Room

Yeta's not sick anymore, and she's ready to take you to the mirror shard. Follow her (or go on ahead if you're impatient) to the third floor, and open the door to the bedroom. Boss fight time!

Boss Fight - Blizzeta

Yeta heads over to the mirror and looks at it. What a

pretty mirror...soon, evil forces take over Yeta and turn her into the monster Blizzeta.

The first half of the fight is pretty easy, if I do say so myself. A huge ice monster spins around the room like a top. All you have to do is hit the ice monster with your ball and chain several times. So L target the monster and constantly throw the ball and chain at it. If you're a cautious fellow, you can just swing the ball and chain over your head constantly, which takes longer but works just as well.

Once you break her to pieces, Blizzeta tries a new strategy that involves dropping icicles at you from the ceiling. Here's how it goes: she will drop eight or so icicles at you, all in a row. Run around to avoid these. Then she will drop the icicles around you, so that they form a circle around Link. She then drops from the ceiling and lands on Link.

What you have to do is get out of the circle before Blizzeta lands. You can do this by pulling out the ball and chain as soon as you see the circle of icicles above you, so that you destroy some icicles the second they fall down. Then go through the gap you made in the icicles, wait for Blizzeta to fall down, then smash her to pieces with the ball and chain. You can also try to break the icicles when they fall on you consecutively, but that's harder.

Anyhoo, that's what you need to do to defeat Blizzeta. Not too easy to do, but pretty easy conceptually.

Once you beat Blizzeta, Midna waxes philosophical about how all worlds are cruel, seeing as evil powers (like the Mirror of Twilight) can control good, innocent people like Yeta. Food for thought, I guess.

Midna also says she's sorry you had to beat up Yeta, who seems like a nice person. Yeto comes in, and he is freaked out by the fact that Link has beaten up his wife. She seems upset that she went evil and tried to kill Link, but Yeto consoles her saying that she doesn't need a mirror...all she needs to do is look into the reflection of his eyes to see true beauty. Awwwwwwww...Yeti love. They say it's the purest love there is!

Pick up the heart container that comes from Yeto and Yeta, then go through the portal to get back to Snowpeak.

004g. Temple of Time - Getting the Third Mirror Shard

004ga. Not the Sacred Grove Again!

Now that you're gotten the second mirror shard, it's time to get the third mirror shard!

Here, you can use your Ball and Chain and knowledge of Snowpeak to get Poes 44-51 and Heart Pieces 31-4, and all

the various items that you could have gotten before. Get the ones you want, then head back to Telma's bar to find out where to go next!

Rusl's gone, and he's apparently visiting the Sacred Grove. Hey, we've been there before! Warp to the North Faron Woods and head to the target to see Rusl hanging out in the area near where you found the child and the monkey, kidnapped and locked in the same cage. Hey...who did that, anyway? We never found out who did that at the beginning of the game! Loose plot lines!

Speaking of the beginning of the game, Rusl seems inclined to wax poetic about the good old days when he and Link sat down together, and he talked about how lovely the twilight is.

Fortunately, Rusl turns his attention to the ancient temple thing on the other side of the gorge...which we've already been to. Looks like Rusl wants us to visit that area again. He gives you a golden Cucco to help you out.

Glide to the little niche in the tree that Rusl is looking at. Glide towards the tree roots (the bigger one, the one you can land on), then glide onto the platform right near the one you're standing on.

Go through the minor cave to the other side. Use your boomerang on the bridge so it faces you, then glide onto it. Use the boomerang on the bridge again, then walk across the bridge to normal ground.

See the swinging pendulums? There's a small ledge between them. Glide to the ledge past the first pendulum when it's not in your way, then do the same for the next pendulum. Then enter the cave to reach the sacred grove again.

Ah, no, not again! That stupid scarecrow kid is torturing us again! And his bad friends are more powerful than before!

Fortunately, it's easier to find the scarecrow kid this time. If you look through a cave entrance, the other end will glow if that's the cave the scarecrow kid went through. This has something to do with the lantern it carries around. Anyway, use this to follow the scarecrow kid, and when you find him, smash him with your sword. Chase him again, and this time, use an arrow to hurt him.

Chase him again, and you find him hiding on top of a tree, once you climb up to the highest part of the room. Use another arrow to hit him, then chase to reach another mini-boss fight with him.

This fight is just like the last time, except now the platforms are raised, so you can't climb/jump on them to hurt the scarecrow kid (which you had to do last time, because you were stuck as a wolf). So this time, just use your bow and arrow to kill the scarecrow kid. Hit him three times, and he lets you into the "secret place", which

is the same place you got the Master Sword.

004gb. Flashbacks to Ocarina of Time

Okay, the place is a little different this time. Push the block that's here forward. This connects the upper and the lower parts of this area, so climb down to the lower part and get the golden bug (a snail) and the treasure chest if you haven't already. Then head to the Master Sword Pedestal and put your sword back in.

Putting your sword back in causes Link to travel back in time seven years and become a Kokiri kid again...no, wait, wrong game. Here, putting your sword back into the pedestal causes a statue in the upper area to move.

Head back to the upper area to run into...Twilight Monsters! Kill all five of them with the holding-B power, and now there's a nice portal leading to the Sacred Grove. Yay! We don't have to chase Scarecrow Kid ever again! YES!

That's all to do here, so now you can go back to the statue that you moved by putting your sword in the Master Sword Pedestal a little while ago.

The statue is gone, so open the doorway it blocked to find that it's a magic doorway that leads to...the Temple of Time! Woah! Go down the stairs, get the golden bug that's hiding on a pillar at the backside of the stairs, then go through the open doorway to reach...

Aha, THIS must be the Pedestal of Time. Put your sword back in to make Link travel back in time seven years and...what? That doesn't happen? Aw, darn it! I totally thought that was going to happen!

Instead, putting your sword in the Pedestal of Time makes a magical set of blue stairs appear. Oocoo and Ooccoo Jr. appear from out of NOWHERE to climb up the stairs into the fake stain glass window to enter the dungeon. Follow them in.

004gc. Temple of Time, Part One - Bop to the Top

This dungeon has an interesting enough set-up: All you have to do is get to the top floor, then go down to the bottom floor again.

Floor One

Go to the door directly across from the entrance. Midna tells you to turn into a wolf and sense the area to find out that there's a missing statue we need to find.

Near the missing statue area is a switch on the white area next to the stairs. Step on it to make a platform rise. Put one of those pots on the switch, the climb up the

platform to reach a large set of stairs.

Go up the stairs to reunite with Ooccoo, who says that she's nearly home, because this dungeon contains her race's ancient technology. Good news for her, I guess...

Go down the stairs on the other side of the room to find two torches. Light them with the lantern to get a small key. Now go up the stairs to the door, and open it with the key.

Floor Two

This room has a new enemy, which is probably called the hairy Tektite. Anyway, it's just as easy to kill as the other spider creatures. Kill it, then put one of the pots in the corner of the room on the switch on the floor in the middle of the room to open some gates.

One open gate leads to a treasure chest with arrows in it, and the other leads to stairs. Get the arrows, then go up the stairs. Hey, your way is blocked! No problem. Just pull out the bow and arrow and shoot the pot that's on the switch. Smash! The path opens before you.

Floor Three

Kill the Lizalfos who get in your way (four in all), and kill the Armos statue by circling around it and hitting it from behind. For doing this, you get the Dungeon Map. YAY!

There are two switches on the floor near the blocked exit. It's not hard to figure out what to do here. Just put a pot on each switch (you can also use the stone weights in the corner of the room as well), and the way opens. Go up the stairs and through the door to the circular room.

Ugh, there are enemies abound in this room, lots of them behind an electrical barrier that prevents you from killing them. Go around this room, killing the Lizalfos (I recommend using the Mortal Draw to get rid of them quickly), and going up the stairs when you find them.

Floor Four

There's a break in the stairs, but you can use your spinner to get past it and continue going up to the fifth floor.

Floor Five

In the center of this room is a complicated-looking structure. You can't activate the far side of the structure yet, as that would require two weights, so instead, go to the middle of the structure. Push this puppy counter-clockwise to reach the area in floor three that was closed off by the electric field.

Floor Three

Hey, there's the weight that we're missing! Pick up the weight and put in near the device that you push. You can kill all the enemies here, but it's not necessary, so I say skip it. Instead, just push your device clockwise to get back to floor five.

Floor Five

Pick up your weight and carry it to the far side of the room, that is, to the side of the room opposite of the locked door at the top of the stairs (the south side of the room). Make sure the spinning spikes don't get you, though.

On the east (west for you Wii users) side of the room is a small area with a weight. Pick it up and bring it to the far side of the room. Now you have two weights here, and two switches. Put a weight on each switch, and the white platform pops up.

Hey, you can't climb on the white platform! Pick up a weight, stand on the white platform, THEN put the weight on the switch. This way, Link rides up the platform straight towards a door. Go through the door.

I bet this room contains a small key, because it'd be impossible to beat the dungeon if it didn't. Kill the two Armos statues here by hitting them from behind like last time, and you get a small key. I knew it!

There's nothing else to do in this room for now, so leave the room and use the key on the locked door on the north part of circular middle room.

This next room is pretty straightforward. There are gates here, controlled by the pretty crystal. There are also Beamos enemies, which you kill by hitting them in the eye.

Hit the crystal and go through the open gate. Your way is blocked, so turn around and shoot an arrow through the convenient circular hole to open the gate in your way. Now keep going to find an alcove with the Compass inside. Cool!

But now you're stuck, because the way is blocked. Or IS it? Shoot an arrow through the two circular holes, which line up perfectly, to hit the crystal to open the way ahead.

You have a mini-room here, full of Lizalfos. Getting through this room is easy; whenever a gate is in your way, hit the crystal at the top of the room. Get across the room and go up the stairs.

Floor Six

More Tektites here. Kill them all to get a chest with a

purple rupee, then go up the stairs to see some...scales.

Floor Seven

The scales are weighted down. Step onto the first scale, and it sinks. Pick up the weight here, and throw it onto the other scale to bring Link up. Huh, looks like Link weighs exactly twice as much as a weight. Anyway, now that the scales are balanced (Link on one side, two weights on the other), go across the scales to the door on the south part of the room.

Go through the door to see a beamos and many spinning things. Kill the beamos, then avoid the spinning things while getting to the rest of the room, namely, the longish hallway that's part of this room (there's only one way to go, to be honest).

There are some more Lizalfos here, so kill them. This room must be the clockwork room, as there's a pendulum of doom, and spinning spiked logs rolling across the floor. Reminds me of the Prince of Persia games. The pendulum and spiked logs move according to a fixed pattern, so watch them for a while to understand the pattern, then move past them when they're not in the way. Behind the pendulum is a treasure chest with a key in it, and behind the second spiked log is a switch and a weight. As you can guess, you have to put the weight on the switch to reach the stairs before you.

Floor Eight

More enemies to kill here. Kill them all to get a treasure chest with a purple rupee, and to open the gate that leads to the mini-boss fight. Then go through the gate and open the locked door to reach the fight.

Mini Boss: Iron Knuckle

I wonder if mini bosses ever get low self esteem because they're not full-blown bosses. I mean, think about it. Maybe when Iron Knuckle was a kid, all he ever wanted to do was grow up to be a boss, but the best he could get was mini boss status. I kinda feel sorry for the guy...

Well, don't feel TOO sorry for him, cause he's big, nasty, and ready to kill you. Plus, he's not slow like the Iron Knuckles in previous Zelda games.

Fortunately, you kill him in the same way as the Iron Knuckles in other games. When the Iron Knuckle attacks Link, it likes to swing its sword over its head in a straight line, just like Link when he does a jump attack. If it performs this move and misses you, the Iron Knuckle gets its sword stuck in the ground for a half-moment. Use this moment to hit the Iron Knuckle and knock some of its armor off.

Repeat this process again and again and again until all the armor is missing. The Iron Knuckle gets mad and throws away its shield and sword, then pulls out a new sword that doubles as a shield.

Engage the Iron Knuckle in swordfight. Just keep swinging your sword at this baddie until it is dead. Doing the back slice (rolling to the side, then pulling out your sword while coming out of the roll) helps throw it off-balance, allowing you to get multiple hits in.

Once you get in enough hits, the Iron Knuckle screams in frustration, because he's probably going to get fired from his job as mini boss for losing to you. Poor fella...

A treasure chest is then available. Open it to get the Dominion Rod, which lets you control statues. Control statues? That's kinda cool...I guess.

Use it on the big statue in this room (marked on the map with a red dot), which is the statue Midna fussed over at the beginning of the dungeon. Lead the statue to the doorway of the room, where there is a glowing pad you should lead the statue onto.

A giant bell thing comes and makes the statue disappear. Okay, that's just weird. Go through the door to find the statue again.

004gd. Temple of Time, Part Two - Getting Down and Funky

Floor Eight

Use the Dominion Rod on the statue again. Swing the Dominion Rod to make the statue swing its sword and destroy the gates.

Now lead the statue to the middle part of the room. Step on the switch in the middle of the room to see a white platform lower and rise. Lead the statue onto the white platform while it's lowered (you can do this by either putting a pot on the switch, or by timing carefully), then rise the platform and get on, next to the statue.

Now lead the statue down the stairs.

Floor Seven

The electrical barrier is back again, just like the gates were. Move Statue Buddy through the barrier and onto the switch to get rid of the barrier. Now use Statue Buddy to get to the other side of the room, which is easy because Statue Buddy blocks the spinning logs. Then go to the part of the room with the Beamos in it, and then use Statue Buddy's axe to destroy the Beamos. Cool! Oh, Statue Buddy, is there nothing you can't do?

Stepping on the switch makes a white platform rise up. Lead Statue Buddy onto the white platform. Now use the Dominion Rod on one of the weights on the tiny elevated platforms in this room to move the weight onto the floor. Then pick up the weight, put it on the switch, then move Statue Buddy to the glowing area so it goes inside another bell. Hmmm. That bell thing is still weird.

Go through the door to reach the room with scales. Statue Buddy is here, and we'll have to lead it across the scales. Lead it onto the first scale, then pick up the weight on the scale and throw it onto the other one. Now one scale has two weights, and one has statue buddy. They're not even quite yet.

Now, you CAN use the Clawshot target here to find a third weight, but there's an easier way. Fall down to the ground, then go up the stairs to reach the scales. Look at the wall near the first scale. It's got weights on it! Move the weights down using the Dominion Rod, then toss them on the scale. When you have four weights on the scale, the scales balance out, letting you move Statue Buddy onto the next scale.

When you move Statue Buddy onto the next scale, the scales unbalance again. Throw all the weights onto the now-empty scale to balance things again, then lead Statue Buddy down the stairs and to the bell area.

Before we leave this area, let's get the big key. Climb onto the scale which is up in the sky, and Clawshot to the target at the center of the ceiling. Fall down, then walk to the wall where there's a Spinner track. Ride on the track to the other side of the room.

Kill the Poe here, and open the door. Kill the enemies in here, which include those annoying slug things with iron masks. Then Clawshot to the upper level of this room to find four switches. Put weights on all the switches, using one or two of the iron masks left over from the enemies as weights. This opens the gate, which lets you get the Big Key. Yes!

Leave the room, and drop to the floor of this room.

Floor Six

Go through the door, and down the stairs.

Floor Five

Wow, Floor Six was done really quickly, wasn't it? Keep going down the stairs to end up in the crystal switch room again, with Statue Buddy on the other side of the divide.

This looks kind of tough, but it isn't. Take control of Statue Buddy, and use him to destroy all three of the walls that you move by hitting the crystal switch. I will say it

again: Statue Buddy is awesome.

Put Statue Buddy on the switch on the floor in this room, right across from the electrical bars. When Statue Buddy is on the switch, the electricity goes away, allowing you to reach a treasure chest and get...a piece of heart! OH YEAH!

Now leave the room with Statue Buddy to reach the other room with a crystal switch puzzle. Use Statue Buddy to destroy the walls and the Beamos enemies, then lead Statue Buddy onto the glowing platform to have it go into another bell. Then leave the room through the door.

Floor Four

Hey, we're back here again. Go to the thing in the middle of the room, and push it clockwise to reach Statue Buddy. Bring Statue Buddy onto this thing in the middle of the room, and push it counter-clockwise twice to bring you and Statue Buddy to the ground.

Note: You can get a piece of heart here by reentering the room where you got a small key. Simply put two weights on the switches on the south side of the room, one weight being on the east side of the room (west for the Wii users) and the other being on the bottom level with the spiders (which you get to by pushing the thing in the middle of the room counter-clockwise). This makes the white platform rise, giving you access to a room.

You'll notice that next to the stairs on the opposite side of the room are some areas blocked off by a rail, and that there are two switches in the blocked-off area, both switches near the foot of the stairs. Throw a weight behind the rail, lead it onto the switch with the Dominion Rod, then do the same for the other weight. This makes a treasure chest appear, which gives you a Piece of Heart! Yes! Now go back to where you were before this note.

Floor Three

The baby spiders are back, but they're no match for Link and Statue Buddy. Link can use his Clawshot to kill them quickly, and Statue Buddy can kill about six at a time with each swing of his axe.

Killing the spiders gets rid of the electrical field, so you can lead Statue Buddy to the rest of the room. Take Statue Buddy to the north part of the room, where a bell is waiting for him. Get Statue Buddy under the bell, then leave the room through the door to the east (west for you Wii users).

Go down the stairs, and your way is blocked. Clawshot over the closed gate to find Statue Buddy. Use Statue Buddy to destroy the gates here, and lead him down the stairs.

Floor Two

Again, use Statue Buddy to destroy the gates here, and then lead him onto the bell area. Then leave through the door and go down the stairs to the main room.

Floor One

Finally, we're finished with Statue Buddy! Wait, we're finished with him? Aw, no, I liked him! He was...my friend.

Move Statue Buddy onto his pedestal next to the big door. The door opens, leading to a trap-filled room which DEFINITELY reminds me of the Prince of Persia games.

Pull out your bow and arrow, and kill the Armos statues (the statues with rotating red eyes that shoot lasers). Then, move past the first spinning top, timing it so you aren't hit, and jump over the gap.

Move past the second spinning top, then a spinning log. Then go right against one of the walls of the room and walk past the swinging pendulums, which is much easier to do against a wall than in the middle of the room. Then jump over the gap to the end of the traps.

Huh, your way is blocked by a gate. If only Statue Buddy was here...pick up one of the weights, throw it across the gap, then use the Dominion Rod to move the weight onto the switch, which opens the gate.

Go through the gate, then move the weight off the switch. Go down the stairs to find some spiders. Kill the spiders, then open the big door to reach...

Boss Fight - Armogohma

Oh no, Gohma has somehow morphed with an Armos statue to form a super-killer boss! I guess that means the spider enemies in this dungeon were Gohmas, not Tektites. Stupid Zelda games, having two different kinds of spider enemies.

Anyway, Link enters the room to find that there are some giant Armos statues here, as well as the boss, who is walking around on the ceiling. You can tell where the boss is by looking at the ceiling, and noticing that it often walks over the light emanating from the ceiling, so when one of the four light sources disappears, you know that Armogohma is directly above the missing light.

Take out your bow and arrow and aim it at Armogohma. Armogohma wanders around, but eventually stops and opens the eye on the middle of its back. Hit the eye when it does, and the beast falls to the floor.

When it does, use the Dominion Rod on the Armos statue closest to Armogohma. Swing the Dominion Rod to make the statue smack Armogohma with its fist and do major damage.

After this, Armogohma pulls a old trick: it shoots out a horde of baby Tektites to attack you. Kill all of them. Then Armogohma pulls a new trick, learned from the Beamos statues: it shoots a laser out of the eye on its back. This means that once Armogohma opens its eye, you have only two or so seconds to hit it with an arrow before you get hit with the laser.

Three hits kills Armogohma, and...wait, huh? It's not dead? Woah, that's some freaky music! The spiders wander around the room now, but killing them isn't hard. Just take out your bow and arrow and shoot the large eyeball, which is an easy target because it's large. Hit it three times to THEN kill Armogohma.

You get a Heart Container and the third mirror shard. Midna worries that since the mirror shards can make huge, evil monsters, it might not be such a good idea to collect all the mirror shards. Gee, you think?

But we have to ignore that, anyhow, and continue our quest to get the mirror shards.

004h. Island in the Sky - Getting the Fourth Mirror Shard

Before leaving the Temple of Time, you should use the Dominion Rod on the two statues near the base of the stairs to let you find a Piece of Heart and a Poe. Might as well go back into the dungeon and get the pieces of heart there if you haven't already. Then you can leave the Temple of Time and go back to the Sacred Grove.

You meet Ooccoo here. She says the Dominion Rod is what she was looking for all along. She says the magic has all gone out of the Dominion Rod, though, and sure enough, the Dominion Rod has stopped working. Darn.

Right now, the only new items you can get are Golden Bugs #23 and #24, which should net you the Giant Wallet from Agitha. Cool!

004ha. Some Rather Boring Adventures

But before you can fix the Dominion Rod, you have to go to Kakariko Village, because Shad, the member of the group in Telma's Bar, is there, researching the Dominion Rod. Also, Renado says he needs to talk to you about Ilia's memory. Sounds like Kakariko is the place to go!

Renado tells Link that he had a great idea: Maybe if he knew where Ilia lost her memory, it could help. Wait, it took him THIS LONG to think up that idea? What a goon! Anyway, he gives you a letter for Telma, who first found Ilia, and therefore can tell you where she lost her memory. I don't know why Renado wants Link to deliver the letter, instead of using the postman like everyone else.

Go to Telma's Bar in Hyrule Town, L-target her, then take out the letter. She's miffed that Renado didn't mention her in his letter, and she tells you that the doctor on the east side of town (the west side for you Wii players) was first to find Ilia.

Telma gives you an invoice for the doctor. Great, now Link's a delivery boy. Head over to the Doctor's house, right near the exit to the town. Show him the invoice, and he tells you that Ilia had some sort of statue that he spilled medicine over. Then he retreats into his little mini-room.

Go into the other mini-room, which has a box in it. Turn into a wolf and push the box aside to find the medicine. Sniff it to learn the medicine scent, then go outside and chase the scent all the way back to Telma's bar.

Telma's cat, Louise, tells you the statue was stolen by nocturnal dog beasts outside the town's southern gate. So now you have to go outside the southern gate, wait for nightfall, and kill the dog beasts that appear.

Once they're all dead, pick up the statue, then head back to Kakariko to see if it makes Ilia get her memory back. It reminds her of where she was found, a hidden village in the northern part of this area, above the Eldin Bridge. It gets marked on your map, so warp to that area and head for the mark. If the bridge is missing, warp it to that spot from its place in Gerudo Mesa.

Your Goron buddy helps you get inside the hidden village, and warns you that there are twenty enemies here which you must kill, and he recommends that you use the Hawkeye to kill them from far-off. Do so. The enemies are all over the town, hidden in buildings and such, but it's not too hard to find them, seeing as they're shooting arrows at you the whole time. You can break glass windows to get into buildings and find more enemies, too.

In this village, there's a Howling Stone, but don't use it before you kill all the enemies, or else they magically regenerate.

Once the enemies are dead, a short old woman named Impaz comes out and gives you Ilia's Charm. Aw, she's kind of a sweet old lady...Now go to the howling stone, and howl at it.

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| | | oooo| | oo oo |
oo | oooo| | | | oo| ooo
| oooooo| | oooooooo| | |
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Then leave the hidden village and go back to Kakariko.

Show the charm to Ilia, and she...she...gets her memory back! YAY! She remembers the romantic moments she spent with Link in the fountain! Gee, I wonder why she remembers that before anything else...

Ilia lets you keep her charm, which is a disguised horse call that lets you call Epona from anywhere. She also tells you that Impaz is in the hidden village, waiting for the messenger from the gods. No, not Hermes, she's talking about someone with a magic rod. Something like...the Dominion Rod?

That has to be it! Now go BACK to the hidden village (poor Link is really being forced to trek all over Hyrule in this part of the game, isn't he?) and show Impaz the Dominion Rod.

She gives you a book written in the ancient sky people language. Ooccoo isn't here to translate, so you'll have to go back to Kakariko and visit Shad, who's hiding Renado's basement for some reason. He recites the words in the book to try to get a statue to move...but to no effect.

Well, not to NO effect, as it restores life to your dead Dominion Rod. But Shad must be missing a crucial word somewhere, so he goes off to examine the other Owl Statues in Hyrule. He marks their locations on your map for you, as well.

It doesn't take Midna long to figure out what to do next. You have to visit all the Owl Statues and move them with the Dominion Rod. See, there are Ancient Sky letters hidden on the Owl Statue pedestals, and you have to collect all the letters to spell the word that Shad is missing.

BORING!

Anyway, check your map and go to all the Owl Statues. Sure enough, hidden under each statue is a letter. Move each statue, then read what is written on the pedestal under the statue. Do this for all the statues to get the entire word.

Statue 1: North part of Kakariko Gorge. Move the statue, then climb onto the pedestal.

Statue 2: North end of Eldin Bridge. Move the statue, then climb onto the pedestal. If the bridge is missing, just transport it there from Gerudo Mesa. Also, while you're here, you might as well lead the statue to the south end of bridge and drop it into the gully leading to a ladder. Jump from the bridge to the statue, to the ladder, then climb up the ladder and open the treasure chest to get a piece of heart!

Statue 3: East of Castle Town, in an amphitheater. Move the statue near some stairs, then jump from the stairs to the top of the statue, and jump from the top of the statue to the pedestal.

Statue 4: North of Great Bridge of Hylia. Move the statue so it's under the hanging vines. Clawshot onto the vines and drop onto the statue. Then jump to the pedestal.

Statue 5: Gerudo Mesa. There are pillars near the statue.

Jump from a pillar onto the statue, then from the statue onto the pedestal.

Statue 6: Faron Woods. North of the lantern salesman's house is a rock that can be bombed. This leads to a small area with a statue. While you're here, you might as well move the statue into the nearby hole in the ground, creating a series of places for Wolf Link to jump to in order to get a piece of heart.

Now that you have all six letters, go back to Kakariko village and go into Renado's basement to see Shad again. Show him the book, and Shad is amazed to see that you found the missing word. He then tries the magic spell again, with the result that a hole appears in the statue.

NOTE: DO NOT SAVE DURING THIS PART OF THE GAME, OR IT WILL SCREW UP! YOU WILL END UP HAVING TO RESTART THE GAME!

Shad leaves. Move the statue and enter the now-open room to find a giant cannon. Woah! Shad comes back in now. Go up to the cannon and have Midna look at it. She says you should warp, but you can't do it with Shad around.

Talk to Shad and he leaves quite quickly. Midna wonders if she creeped Shad out or something like that. Well, it IS kind of creepy for Link to have a three-dimensional, talking shadow that moves out of its own free will, so I guess, yes, maybe she did creep Shad out a bit.

Warp the cannon to Lake Hylia. Go to the cannon man, who agrees to fix the cannon for 300 rupees. A few days later, he finishes it, and now all you have to do is Clawshot into the cannon to reach the land of the Oocca.

NOTE: IT IS NOW SAFE TO SAVE THE GAME AGAIN.

But before you Clawshot to the City in the Sky, you might want to collect some items which are available, now that your Dominion Rod is working again. Specifically, you can get Poes 52-7 and Heart Pieces 35-40, as well as all the howling stones and all the golden bugs, if you haven't already. Of course, all the things you could have gotten earlier are still available.

004hb. Dungeon and Dragon - East Tower

Poor Shad...he spent his whole life studying the Oocca, and Link doesn't take him to the City in the Sky...his whole life was a waste, just a footnote in Link's story...

Ooccoo and Ooccoo Jr. jump in the cannon with you, so they can go to the city in the sky, too. Once you get there, it turns out there's a big dragon haunting the city. Oooo, scary!

This certainly is a strange area. Follow Ooccoo to the shop on the east (west for you Wii users). Talk to Ooccoo, and she says she can warp you to this shop anytime you want.

Oh, so this is a dungeon and not an actual city! I didn't know that!

Floor One, Southernmost Room

Well, now that we know it's a dungeon, that makes things slightly easier. Move around this area, but be careful the high winds don't throw you off the platforms. Let's see... the west path leads nowhere, the east path leads to the shop, and the south path leads to a cannon that takes you back to Hyrule...I bet we have to go on the northern path!

But first open the chests in the water in the center of this area for some water bombs and a red rupee. Then go north, using the Iron Boots to prevent the occasional wind from throwing you backwards. Use the Clawshot on the blue crystal high above the locked door (the camera shifts focus to bring your attention to this), which unlocks the door. Then go through the door.

Floor One, Second Southernmost Room

There are blue tiles on the floor here, which are actually timed tiles (stand on them, and after a short time, they fall and disappear, getting rid of Link if he's still standing on the tiles). There are also some Oocca, which Link can pick up and use for gliding. Pick up an Oocca and glide to the platform in the middle of this room, landing on the non-blue tiles, of course.

Close by you are some raised platforms, which you can't reach because they're surrounded by blue tiles. What you have to do is Clawshot onto the ivy-coated pillar to reach the raised platform.

Now we have to get to the third platform in this room, on northern side of the room. Clawshot a nearby Oocca to pick it up, then glide to the platform. Climb up to the door on this platform and go through. Dang, that room was kind of complicated, wasn't it? I hope the others aren't like that.

Central Room

You end up in a big main room, which I'm going to call "Central Room". There are three doors leading off of this room. The north door leads nowhere, and the west door (east for you Wii users) leads to a key and a cutscene, so let's go there first.

But there's kind of a gap in the floor between you and the door. Look at the window on the south side of the room, near the door. There's a hole in it! Clawshot to the window (you can Clawshot onto the lattice in this dungeon)

Floor One, West Side

Drop to the ground here to find an area you can use your Spinner in. Pull out the Spinner and spin like a crazy man until a bridge forms somewhere. All right!

Move towards the bridge, and use the Clawshot on the vines on the other side of the gap to cross the gap. Then climb up and go across the bridge, which is really windy, so you should DEFINITELY use the iron boots.

Going across the bridge leads you to a door, which leads to a small room. Go to the other side of the room, where the floor magically disappears. How the heck does this room stay supported without a floor? Anyway, look at the ceiling.

There are two Clawshot targets on the ceiling at this end of the room (the end opposite of the door). Clawshot to the one which is above a platform, then drop down to the platform. Open the treasure chest to get a key. All right! A key!

You can't do anything else in here, so Clawshot to the lattice on the wall, then exit and head back towards the central room. As you reach the door leading to the central room, the dragon appears and destroys the bridge you made. That bum! I'm gonna get him for that.

Central Room

Now that we're on the other side of the gap leading to this door, things are slightly easier. Walk onto the blue tiles, then quickly Clawshot to an ivy-coated pillar. Move to the other side of the pillar, where there is ground below, then drop down.

Now we'll go through the east door, which is the west one for you Wii users. In both games, it's the door that has a bridge of blue tiles in front of it, so walk across the tiles to the door.

Floor One, East Side

You can't go forward, so turn to the side to see some Deku Babas and a Spinner place. Kill the enemies, then spin like there's no tomorrow until a bridge appears again! Go across the bridge to a locked door, and open the locked door, and go inside.

Floor One, East Fan Room

Wow, check out those big fans! Go along the north side of the room, the side without fans on the wall. Go to the end of the platform here, then look at the fans to find...a hidden crystal switch! Hit it with your Clawshot to stop one of the fans from moving.

No go along the side of the room with the fans on the wall,

using the Iron Boots to get past the first fan. You can't use Iron Boots to get past the second fan, thanks to some blue tiles, so Clawshot to the ivy-coated pillar (how many times am I going to say that in this dungeon?), move to the side of the pillar where there's ground below, then drop down.

Go through the door here.

Floor One, East Circular Room

Open the treasure chest here for a Dungeon Map! Yes, now we can see what the dungeon looks like! Hmmm...okay, it looks like it's made up of four towers that we have to climb. Okay, we can do that. Go back through the door.

Floor One, East Fan Room

The third fan is not working, thanks to that hidden crystal switch you hit earlier, so go towards the fan, across the blue tiles, and then through the door.

Floor One, East Draft Room

There are big drafts of wind flowing through this room. Near this door is a platform with a treasure chest on it, but it's too far away to jump to. Instead, head to the side of the room opposite of the door, and turn left, walking on the "bridge" formed by tiles, and jumping off of the "bridge" onto some tiles towards the middle of the room.

You want to jump to the next group of tiles, but there's a draft of wind in the way, so wait for the wind to stop blowing, then make the jump. Head onto the "bridge" here, which leads in the same direction that you've been going in (that is, away from the door you entered from).

Notice that there's some sort of monster waiting for you on the other part of the room. It's the tile monster from the first dungeon! Gosh, we haven't seen him in a LONG time! Use the Clawshot on the Clawshot target on the wall to bypass the tile monster.

Rather than head to the corner of this room (where there's a door), you have to travel to the side of the room directly opposite of the wall you're close to. There's another "bridge" extending from that side of the room to your platform, so jump to it.

Use your magic boomerang over the tiles here to kill a hidden monster, then go to where the tile monster was. Look towards the side of the room which is opposite of the entrance door, and jump to the next platform of tiles here. You can turn around and get the small treasure chest, but it only has a yellow rupee, and who needs that?

There's another "bridge" here, with a tile monster waiting

for you on the other side of the bridge. Use the magic boomerang on the tile monster, and then, when the draft is gone, jump over the gap to be where the tile monster was.

It's easy from here on out, folks! See the door? Jump to the blue tile, then jump from it to the platform the door is on. We're done with this room now! Phew! That took WAY longer to describe than I thought it would!

Floor One, Lizalfos Room

You've got some Lizalfos to fight in this room, and they're wearing armor, so it's a tough fight ahead...unless, of course, you cheat like I did, and just pushed the Lizalfos off of the platforms to their deaths by shield attacking them when they were near the edge of a platform.

Either way, kill the Lizalfos, and a door opens somewhere near some ivy. Pull out the Clawshot and look for the ivy, which is on the floor above, opposite of the door. Clawshot to it, and climb up into the small alcove with Oocca inside.

Link's attention is drawn to a weird thing on the ceiling above him. I'm going to call this thing a "Clawshot Pod". Clawshot to it, which pulls it down and makes a draft appear in the room. Grab an Oocca, and float towards the doorway of this room, timing your jump so the draft blows you up to the door on the second floor. Then go through the door.

Floor Two, East Rectangle Room

There's another Clawshot Pod on the ceiling here, which you can pull to reveal a treasure chest with a red rupee, if you want to.

So grab an Oocca (or Clawshot one) and use it and the drafts to get to the high platform in the middle of this room, near a crack in the wall. You can go to the far end of this side of the wall for a treasure chest with a purple rupee if you want, in which case, you must Clawshot back to the high platform in the middle of the room.

So use the draft here to go through the hole in the wall to reach the other side of the room. On one end of this room is a grate, and on the other is a Clawshot Pod. So go to the end with the Clawshot Pod, then Clawshot it, which pulls it down and gets the grate on the other side of the room working.

Go to the grate on the other side of the room, and use it and your Oocca to float up and through another crack in the wall. Drop to the floor here, and go through the door.

Floor Two, Eastern Circle Room

The cutscene lets you know that you're supposed to get to the door on the bottom of the tower.

There's a platform near you with an Oocca on it, and one of the Clawshot Pods. Clawshot to it, which causes a draft to appear. Huh? Doesn't that make it harder for us to reach the door at the bottom floor? Well, it opens a door somewhere, so Clawshot back to the first platform you were on.

Now look back at the platform with the Clawshot Pod above it. Look below it, and you see what looks like a big cage, with vertical bars surrounding an area. There's a tiny platform at the end of it, which is open now. Grab your Oocca and float towards this platform, which, by coincidence, is the platform you got the Dungeon Map from.

Right across the room from you is a platform with a Deku Baba and an Oocca on it. You can't float to that platform, but you can float to the platform right BELOW it, which looks exactly similar to it.

Kill the Deku Baba, then look at the opposite side of the room again. There appears to be an ornate door on the wall, next to a Clawshot target. Grab your Oocca and float to the small platform NEXT to the door, below the Clawshot target. This time, you have to time your jump so the winds don't knock you aside, which isn't TOO difficult.

Look at the other side of the room again, and below you, you can see the exit door. Float towards it, again timing your jump so the winds don't knock you out of the area. Then go to the door to reach...

Lowest Floor

There's a big fan here, and a Clawshot Pod on the ceiling. Clawshot to it, but it doesn't pull down, due to the fan. So pull out the Iron Boots, and wear them to pull it down and stop the fan. Then drop down to find:

Mini Boss: Dragon Thing

Yeah, I know that's probably not the name of this enemy, but so what? There's no way to tell what the enemy names are in this game.

Anyhow, the enemy looks tough, but, hey, is he using a Clawshot target for a shield? What a goon! L-target him as he floats around in the sky, and when he hovers in place, preparing to dive bomb Link, he holds out his Clawshot target in front of him. At that time, Clawshot the target to bring the dragon to the ground.

Now take out your sword and hit the dragon as much as you can. The dragon uses his shield, so bop his shield with a shield attack, then use a helm splitter, and continue bashing him.

Eventually, the dragon gets mad and flies away. The fight continues in the exact same way, except that now the dragon flies in through one of the three holes in the wall, then hovers before dive bombing you. Watch the holes in the wall for the dragon, then kick his butt like normal.

Once the dragon is dead, the exit door opens, as does one leading to a treasure chest. Use the map to see where the treasure chest room is, and Clawshot to it. Open the chest to get...another Clawshot! Now you have the Double Clawshots! Awesome!

NOTE: At this point in the guide, you have to get back to the Central Room. You can simply use Ooccoo to warp out of the dungeon and go back in to get to the Central Room, if you want to. If you do so, simply skip to the next section. You'll miss out on getting the Compass if you do this, though.

While in the treasure chest area, Clawshot to a target on the ceiling. Move down, then Clawshot to the next Clawshot target (it doesn't matter which one). Move down, then Clawshot to the hanging vines on the ceiling fan, and climb up. Go through the door.

Bottom Floor, Circular Room

How is this the bottom floor when we just came from a floor below it? Stupid lying treasure map. Anyway, there are a bunch of Clawshot targets around the walls here, so I bet you have to use the Double Clawshots to get around the room. Head upwards in a counter-clockwise (clockwise for you Wii users) manner.

Once you reach the fourth Clawshot target (the one next to the ornate-looking doors, above a small platform you can land on), look up. There's one of those Clawshot Pods hanging from the underside of a platform here. Clawshot to it, which opens the ornate doors.

Lower yourself with the Clawshot so you're level with the ornate doors, then Clawshot to a target right next to the door. You have to do this because the doors close rather quickly once the Clawshot Pod is not being pulled down. You should just barely make it to the door.

Floor B1, East Side

This room has six pillars, some of them with Clawshot targets. Getting through the room is easy, because these Clawshot targets can be L-targeted. So hold L the entire time, and simply move from pillar to pillar with the Double Clawshots. At the last pillar, drop to the group, open the chest for the Compass (YES!), and go through the door.

You end up outside, which looks impassable. Fortunately, it's not. Clawshot to the target above the doorway, then

Clawshot to the lattice (the checkered area) on the bottom of the bridge above you. Simply go through this area by Clawshoting to a lattice, going down, then Clawshoting to the next lattice. Don't forget to Clawshot the Deku Babas to death. At the last lattice, Clawshot to the nearby vines and climb up them. Then go through the door to reach the Central Room.

004hc. Dungeon and Dragon - West Tower

Central Room

Now that we've gone all the way through the eastern tower, it's time to go all the way through the western tower. Use your Double Clawshots or an Oocca to get to the door, then go through it.

Once you're outside, use the Double Clawshots to skip from floating plant to floating plant to cross the gap leading to the West Tower. Try not to let those enemies kill you in the process.

Floor One, West Tower

Aw, man, it's another one of those rooms divided into two halves, like on the East Tower. I bet I know what we have to do here...something really hard to figure out, that's what.

Go to the other side of the room, and look down. There's a Clawshot target you can L-target, so do so. Immediately L-target the next Clawshot target (on another pillar), and do the same thing. Now you're in the corner of the room, so drop down to the ground.

Look towards the wall, where there's a gap leading to the other half of the room. There's also a Clawshot target, and it's the only one you can reach right now, so Clawshot to it.

There are two Clawshot targets you can reach from here, one near the corner of the wall, and one closer to the middle of the wall, which is slightly higher. Shoot to the target that's not near the corner, and Clawshot from that to the lattice near a hole in the wall.

Go through the hole in the wall to find yet another part of this room. Jump to this platform, which has some Chus on it. Ignore the Clawshot target on the wall, which is a red herring. Instead, while at the end of the platform, look down to see some grating below. Clawshot to it, then drop to the ground.

There are Deku Babas on the ceiling here. Clawshot them to death, then Clawshot to the lattice one of the Deku Babas was hanging from. Slide down on the Clawshot until you're level with an ornate door and a crystal switch.

Hit the crystal switch with your Clawshot, which opens the ornate door. Clawshot through the door to the Clawshot target on the other side.

Now you have to Clawshot upwards to a target, a grate, a target, a grate, and a target to reach the door. Sweet niblets! FINALLY!

Floor One, West Circular Room

Uh oh, it's a giant Deku Baba! You can kill it by Clawshotting the head, then hitting it with your sword when it's woozy, or you can wait for it to smack the ground when it reaches out for you, and hit it then.

Once it's dead, use L-targeting to toss a bomb into the plant. Then clear the area of enemies.

There's nothing else for you to do here except Clawshot to something, and the only thing within reach is the target on the west (east for the Wii users) side, so Clawshot to that, then immediately Clawshot to the ivy-coated pillar (I knew I'd get a chance to say that again!) and climb down to the platform.

Go to the end of the platform, where you have to climb up and walk along the top of some narrow ledges. Enemies like Keese and a Deku Baba are here, trying to knock you off, so kill them from afar with arrows/magic boomerang.

At the end of the platform (where the Deku Baba was), Link's eye is drawn to a Clawshot target above, but ignore that for now. Instead, notice the Keese hanging upside-down on the underside of a bridge (beneath the Clawshot target). Kill them and the Deku Baba with arrows, then get to where they were by shimmying across a ledge. Then open the treasure chest to get a HEART PIECE! GREAT!

Okay, now shimmy back along the ledge to where Link notices the Clawshot target with L-targeting. Hold down L, and Clawshot to the target, then hit the Clawshot button again to Clawshot to the next target. Then stop L-targeting and Clawshot, once again, to an ivy-coated pillar, and drop down.

Gosh golly gee whiz, is that a Clawshot target on the ceiling of the room? It sure is! Clawshot to the target and drop down to be on top of a bridge.

There's an armed Lizalfos waiting for you, but you don't have to kill it. Just go across to the bridge to the door, and exit.

Floor Three, East Tower - Rectangular Room

It looks like you're stuck here, but look up. Eventually, a flying plant will appear. You can Clawshot to it to get

over the wall to the south. Then do the same thing again to get over the next wall to the south, then drop down.

Look to the west (east for you Wii users). There's a floating plant that EVENTUALLY shows up. Clawshot to it when it does. You can ride it south, where you can Clawshot to a platform with a Poe and a purple Rupee on it. Once you do that (or if you don't), ride the floating plant north.

As you can see if you look ahead, the plant goes past a thin crack in the wall. Go down on your Clawshot to slip through the crack, under the wall. Once past the wall, Clawshot to the next floating plant. Do the same trick here (going down on your Clawshot so you're level with the hole in the wall, so you pass right through it). Then ride the floating plant all the way until you reach the platform with a door on it. Drop off the plant, and go through the door.

Floor Three, East Tower - Outside

There are more flying plants here, and this time they form a nice semicircle. Go from plant to plant all the way around the semicircle (don't stop halfway, where the L-targeting system wants you to stop). Go through the door and open the Treasure Chest for a HEART PIECE! ROCK ON, BROTHERS AND SISTERS, ROCK ON!

Now go back through the door to the semicircle of floating plants, and this time, stop halfway (where the L-targeting system leads you to) and drop down to the door, which leads to the inside of the central tower.

Floor Three, Central Tower

There's a door leading to the inside of this tower (which does no good), some enemies, and some vines on the outer wall, not too far from the door leading back outside the tower. Clawshot to the vines, and climb up and over to the platform.

You have three dragon-like enemies in this area, so use the Hawkeye and bow and arrow to kill them. Then turn into Wolf Link and go across the rope.

Here, you can use the magic boomerang on the spiders on the vines, then climb the vines, and across two ropes as Wolf Link to find a Poe and get a red and purple Rupee! Get back to this area once/if you do that, though.

Go across the ropes here as Wolf Link. Wow, the lighting is really bright in this area, isn't it? Go across three ropes to reach the door.

Floor Four, Central Tower

Uh oh, lots of wind, and two giant Helmasaurs here. Put on

the Iron Boots, then travel through the rotating fan to the other side of the room (or stand in the air area and let the fan push you to the other side of the room, your choice). Once there, open the treasure chest for the Big Key!

Now, with your Iron Boots still on, Clawshot to the Clawshot Pod on the ceiling above treasure chest. This stops the fan and the wind in this room. Now leave the room, and drop down to the ground. Find the door leading into the Central Tower, and go through it.

Floor Three, Central Tower

The fan has stopped rotating. Clawshot to the ceiling above, then go down, below the fan. Go down as far as you can, and look north, where you can see a Clawshot Pod (if you can't, go up, Clawshot to a more northern part of the ceiling, and try again). Clawshot to this Pod, put on the Iron Boots, and bam! End of section!

004hd. Dungeon and Dragon - North Tower

Now that the fan is working, we can visit the North Tower! Drop down to the central room, and go through the north door.

The fan is making some floating paddles turn. Hey, those paddles have lattices/grating on them! Clawshot from paddle to paddle to reach the North Tower. This takes a while, because not every paddle has grating. At the last paddle, Clawshot to the big, not-working fan and drop down. Get the purple rupee from the chest, then drop to the ground and go through the door.

Floor One, North Tower

The cutscene shows you a general layout of the room, including the fact that above the door is a lattice, with a crystal switch above it.

But before you worry about that, you have to fight the two enemies in this room, which are...Dragon Things! Oh no! The mini-boss had children! Fortunately, the dragons act just like the mini-boss, and they die more quickly.

Once they're dead, Clawshot to the lattice above the door. Then Clawshot to the lattice on a paddle of the rotating fans (this one is not moving, however). Then use the Clawshot on the crystal switch high above the door to make the paddles start moving.

Clawshot to the paddle, but make sure to land on the outside part of the paddle, that is, the place farthest from the middle of the two paddles. Ride the paddle, and you will see another paddle. Clawshot to this paddle, which is difficult, but easier if you're on the outside part of the

paddle, and therefore, closest to this second paddle.

Now you have to do the same trick again, Clawshotting to a rotating paddle while you're on a rotating paddle. My only suggestion would be to fire the Clawshot even before the "you can Clawshot here" target appears, because the paddle can move closer in the brief second it takes to fire the Clawshot, and then you can latch onto it even though the Clawshot target hasn't appeared.

Anyway, once you do the trick, you have to do it AGAIN, only this time, make sure not to Clawshot to the paddle level with yours, but to the one higher than yours.

Then, ride the paddle and Clawshot to the paddle at the very top of the room, which is easy because it is not moving. Then, Clawshot the switch on the north wall to make the paddle move, and Clawshot to the Clawshot target on the south wall. Open the door to reach...

Boss Fight - Argorok

There's a lattice on the pillar near the door, so Clawshot to it, then Clawshot to the other pillar near the door, which has vines on it. Climb up the vines to the top of the northern tower.

Argorok appears and screams at you. Yes, you're very scary, Argorok. The big bad dragon who had nothing better to do besides destroying the bridge to the West Tower, and then waiting for Link to show up.

Anyway, there are four tall things, one on each corner of this area. Hey, they have lattices on them! Clawshot back and forth between a pair of those things until you reach the top of one, then climb up.

Argorok shows up eventually, beating its wings so strongly that you need Iron Boots to keep control. Also, it gives you access to his tail, which slightly resembles a Clawshot Pod. Your path is clear: Clawshot to his tail while wearing the Iron Boots to bring Argorok to the ground.

Argorok smashes into the ground (for some reason, it does not land on top of Link, who was right underneath it, and wearing the Iron Boots, which would prevent Link from running out of the way quickly), and thus its armor breaks into pieces.

Now do the exact same thing again (get to the top of the things in the corners, then Clawshot to Argorok's tail while wearing the Iron Boots) to destroy more of the armor. This reveals a weak spot on Argorok's back. Aha!

Argorok, now nude, flies off, angrily, and floating plants pop out of the ground for no apparent reason. Get to the top of the things on the corners of the area to see that the flying plants form a circle, allowing you to travel around the perimeter of this area.

Now what you have to do is travel from flying plant to flying plant, in an attempt to get behind Argorok, so you can Clawshot to the weak spot on its back. This does not pop up automatically on L-targeting, so you will have to Clawshot to it manually. Argorok breathes fire, which is lucky (?) for you, as it gives you more time to get behind Argorok.

Once you get behind Argorok and Clawshot to the weak spot on its back, take out the sword and hit the weak spot four times in a row. Argorok crashes to the ground again.

Now you have to repeat the process, because this is a Zelda game, and in case you haven't noticed, the way to defeat bosses is to do the same thing over and over again, but usually three times, until the boss is dead. So get back to the flying plants and repeat the process.

The third time around Argorok learns the new trick of switching directions in midair, thus making it harder for you to get around it. But get around it anyway and smash the weak spot again.

Argorok cries out in pain, and with a font of grandeur, swoops upwards and dies. Link is somehow now on the ground, instead of on Argorok's back, so he isn't hurt.

Midna picks up the mirror shard, and asks if you remember the words of the sages. Well, duh, of course not! That was several hours ago. So Midna tells you what they said: that only the true leader of the Twili can destroy the Mirror of Twilight.

Right...this is why Zant couldn't destroy the mirror, because he's not the true King of Twilight, only the usurper king. So who's the real ruler of the Twili? Well, hmmm, let's see, who else do we know that's from the Twilight Realm? Let me think...there's Midna, and then... oh, wait, it's just Midna. Are you readers thinking what I'm thinking--that Midna is the ruler of the Twilight Realm? Guess we'll find out soon...

Midna says that a fake is a fake no matter how you dress it up, and that real always trumps fake. Thanks for the info, Midna. Then she stops talking, so you can pick up the Heart Container and continue with the game.

004i. Palace of Twilight - Time to Kill Zant

The way out of the City in the Sky is to Clawshot into the cannon. Goodbye forever, Oocca...

At this point in the game, you can go to Castle Town and play the Star Game for the Giant Quiver, which is the last item you can get in this game.

You can get all of the items/equipment in this game, as well as all the Poes, the Golden Bugs, and the Howling

Stones. Pieces of Heart 1-43 are also available. Oh, and you can beat the Cave of Ordeals. Well, try it if you are feeling bold! Wah ha hah!

004ia. Midna Gets Some Backstory

So warp to the Mirror Chamber, and walk up to the platform to put all the mirror shards together to form the mirror. A big, chained rock falls down, and thus opens the doorway to the Twilight Realm...

Midna tries to make the Twilight Realm sound good, by saying it's beautiful, just like our world is at twilight. Oh great, she's been listening to Rusl at the opening cutscene of this game again...

Midna says the goodness of the Twilight Realm changed once the foul power entered, and the sages appear and apologize for sending Ganondorf into the Twilight Realm in their attempt to destroy him, seeing as Ganondorf messed up the Twilight Realm (and the rest of the world) big time.

The Sages name Midna as the Twilight Princess. Shock! Gasp! Awe! I never suspected!

Midna now tells her story...she was the princess, but she fled the Twilight Realm and its people (the Twili), once Zant cursed her and gave her the ridiculous Imp form that we've come to know and love.

Struggling in her imp form, Midna pulls out the helmet thing she wears and grins very evilly for some reason. I don't understand what's happening there...

Then it cuts to her seeing Link turn into a wolf, and then smiling evilly because she figures she can use Link to save herself, because the fabled hero of the Twilight Realm has the form of a beast. Forget about Hyrule or the World of Light, Midna only helped Link because he was the fabled Twilight Realm hero.

But seeing Link's (and Zelda's) noble, selfless sacrifices caused a change in Midna, and now she wants to save both worlds. So the plan of attack goes like this: We defeat Zant, thus saving the Twilight Realm and turning Midna back to normal and giving her her normal magical powers back, so Midna and Link can go back to Hyrule Castle and save Zelda.

Well, that's a very interesting backstory, but I still have some questions. What's this "fabled Hero of the Twilight Realm has the form of a beast" legend all about? I never heard of it before. Also, how (and more importantly, WHY) did Midna first meet Zelda? Maybe we'll learn this later...

Walk onto the glowing platform to see a staircase magically appear. Walk up it straight up to the top, and press A to enter the Twilight Realm.

004ib. The Western Sol

Oh, yeah, sure, Midna was totally right about this place being beautiful...NOT!

Midna asks if she can stay in her form as a shadow, because she doesn't want the Twili to see her. Speaking of which, walk up to the Twili, and Midna tells you that they're harmless. Oh, okay!

The only place you can go from here is to the western part of the map (eastern for you Wii users), and open the door that's there.

West Side, Room One

This is a really straightforward room. All you have to do is kill all the enemies to get a key, and use the key to open the door at the north end of the room.

I recommend turning into a wolf (the black stuff on the walls turns Link into a wolf automatically, and using the "hold B" trick to kill each enemy with one attack, because it takes multiple hits to kill each enemy as normal Link. The enemies are two bats, a floating head that looks like Zant and shoots pink energy balls at you, and three dark flowers. Kill them all, open the chest for a key, then clawshot to the door.

West Side, Room Two

There's more of the black fog that turns you into a wolf here, as well as another floating Zant heads. Kill the head to make two Treasure chests appear. One has the Compass, and the other has a key. Once again, Clawshot to the platform to the north to reach the door, then go through the door.

West Side, Room Three - MINI BOSS: PHANTOM ZANT

Walk into this room to be trapped in by the bars on the door. Walk further into the room to be trapped by an energy field. Okay, is it really necessary to trap Link in this room twice?

Phantom Zant shows up, and throws a big energy ball at the ceiling which makes a big group of enemies appear. Zant's strategy is to disappear and reappear, and every so often, throw a big energy ball at the ceiling to make more enemies appear.

The way to kill Phantom Zant is to run around this area, run at him when he appears, and hit him with your sword when he's gathering up a big energy ball (if you hit him while he's gathering the ball, he doesn't throw it at the ceiling and enemies don't appear--score!).

The problem with this strategy is that Link can't run fast enough to reach Phantom Zant every time Phantom Zant appears, especially since he disappears and reappears a lot.

The solution? Wolf Link. Wolf Link runs faster than normal Link, and he has the fancy "Dash" option to make him run faster. With the speed of Wolf Link, you can easily reach Phantom Zant and hit him before he casts his spells.

You can hit Zant four times in each go, and it takes so five goes to kill him, meaning it takes exactly twenty hits to kill him.

Once Phantom Zant is dead, go to the north end of the room, where a giant hand is holding a ball of light that Midna calls a Sol. Hit the hand to take the Sol, and pick it up and leave.

Wait! The hand wants the Sol back, so it comes to life! Oh, darn! So, until you get the Sol out of the building, here's what happens: The floating hand will slowly float high in the air, until it is directly above the Sol (you can see the hand's shadow, so you know where it is), at which point it will drop to the ground and pick up the Sol, the float slowly back to its original position.

Once the hand has the Sol, you can Clawshot the Sol to take it out of the hand's grasp. You can also Clawshot or shoot arrows at the hand three times in a row to cause the hand to temporarily stop moving.

But before we can get out of the building, we have to get out of the room. Head to the center of the room, where you see the Sol banishes the darkness. Also, see that there's a small hole in the floor, the same size as the Sol.

Put the Sol in the small hole, which makes a staircase rise up. Go up the stairs and kill the enemies there. Then, when you're safely on the platform with the door on it, Clawshot the Sol back to you, and go through the door. You shouldn't Clawshot the Sol while you're on the stairs, or else you fall to the floor.

West Side, Room Two

Great, that stupid hand is still following you.

Bring the Sol to the hole in the center of this room, and kill the enemies who are there just to annoy you. The Sol makes a larger staircase appear in this room, so climb up it to the top. You might want to try hitting the hand three times to get it to stop moving to allow yourself more time to get up the stairs.

Once you're up the stairs and onto a platform, Clawshot the Sol. Go to the other end of this platform (to do so, you have to throw the Sol over some steps that Link has to climb up), which is above the door to the south. Drop down

and go through the door.

West Side, Room One

This room is, once again, straightforward. You want to go to the south end of the room and exit, which is difficult because of the enemies.

But before you leave, notice that your map says there's a Treasure Chest hidden in this room, behind some dark fog. Go there with the Sol (which dispels the fog) and Clawshot to the Treasure Chest to get...a PIECE OF HEART!

Okay, NOW kill the enemies and go through the south door to get outside. Hey, the Sol makes the Twili turn back to normal! Turn all six of them back to normal, then take the Sol to the circular platform near the entrance/exit to the Twilight Realm.

There are two holes in the floor here, ready for you to put Sols into them. Place your Sol into one, which makes a glowing platform appear. Stand still on the glowing area, and you get taken to the Eastern Tower, where I bet we'll find another Sol.

004ic. The Eastern Sol

Eastern Side, Room One

Look out at this room to see some floating platforms, and Clawshot targets. Clawshot to the target on the ceiling, and slide down to reach a floating platform. Ride it and jump off at the end to reach a platform in the middle of the room.

What you want to do now is jump from platform to platform until you reach the southern side of the room, which is made slightly difficult by the floating Zant head. Once you reach the other side of the room, destroy the head to make a treasure chest with a key appear. Use the key to open the door.

Eastern Side, Room Two

Kill the three shadow beasts in this room, and the four Zant heads to make a Treasure Chest appear. Clawshot to the northern wall, then move along the various Clawshot targets on the ceiling and walls to reach the four treasure chests in this room, which contain the Dungeon Map, the key, and 100 rupees. Sweet!

Once you get everything, go through the north door.

Eastern Side, Room Three - MINI BOSS: PHANTOM ZANT

Okay, does Zant really think that using the same mini-boss twice is going to work? I mean, Link already defeated one Phantom Zant, so why does Zant think another Phantom Zant will stop him? Stupid...

Anyway, kill Phantom Zant just like last time, which gives you access to the Sol. You'll have to do the same thing you did last time in the Sol room, which is put the Sol in the middle of the room, go up the stairs to the platform with the door on it, then Clawshot the Sol to the platform and exit through the door.

The only difference is that this time, the stairs are different, and there are different enemies.

Eastern Side, Room Two

There's a little trick you can do in this room to make things simple. Drop to the floor, in the small area before the dark fog. Drop the Sol, and wait for the hand to appear. Hit it twice.

Now, let the hand drop down onto the Sol. Quickly, hit it a third time to freeze it for a second. Now, quickly put the Sol in the hole in the middle of the room. Tall walls pop up, and the hand will now be unable to get the Sol. Why? It can't go around the walls, and you stunned it while it was low to the ground, so it's too low to go over the walls. Ha ha!

Using that trick, you can now leisurely Clawshot to the targets on the top of the room to reach the top of the walls, then walk across them to reach the platform near the southern end of the room. Clawshot the Sol, then go through the door.

Eastern Side, Room One

This room isn't so tough. You have to jump from platform to platform again, until you reach the platform in the middle of the room, where the two black balls will glow yellow.

The ground below you turns into a floating platform, so stand still and ride it to the door. Then exit.

004id. The Northern Tower

Now we're outside, we have to get this Sol into its place. Stand on the glowing area to ride a platform to the area where the Sol goes, and put it in the hole next to the other Sol.

The Sols glow, and so does Link's sword. Now you have a light sword! Rock on! Dark fog, you no longer can plague Link!

Right now, it'd be a good idea to go back to Eastern Room

One (the room you just came from), and take out your sword. Cut through the dark fog to reveal a black ball, directly across from the door you entered by. Hit it to make a floating platform appear, and ride the platform to a treasure chest. Jump off to open the treasure chest to get the last PIECE OF HEART! OH YEAH!!!

Now head back to where the two Sols were placed and head north. You reach some enemies, as well as a wall of dark fog. Use the sword spinning technique (holding B and then letting go) to spin your sword and beat back the dark fog, for a while at least.

When the fog is gone, jump over the gap and go through the door.

Floor Two

In this room, there is a lot of dark fog, covering up two holes in the ground that Sols can fit into. And, wonder of wonders, there are two (unlit) Sols on the raised platform opposite of the door.

Take the Sols, then place them in the holes to make stairs appear. Climb up the stairs to reach a platform with a black ball on it. Hit the black ball to make a floating platform appear.

Ride the platform to an area with six floating Zant heads, all of which die after one hit from the light sword. This makes a treasure chest with a key appear. Get the key.

See the three black balls here? Do a sword spin to hit all three of them at once, and the ground below you turns into a floating platform. Ride this platform to the exit door.

Floor Three, Outside

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There are two things you have to do here: get the big key, and kill all the flying enemies.

Kill all the enemies first. There are plenty of them. To find them all, you will have to hit the two black balls in the middle of this area, and ride the flying platform to an area with more enemies (as well as floating Zant heads). Then use the two black balls here to get back to the main area.

Once all the enemies are dead, a treasure chest with a key appears, near the door you have to open with the key. That's nice, but we need the Big Key right about now.

So, in case you didn't notice, there's a wall of dark fog near the center platform of this area. Once again, use the spinning technique to dispel the fog, letting you jump across the gap.

Now, Clawshot back and forth between the targets on the two

far walls to reach the top of this area, where you can Clawshot to the ceiling and drop down to reach the Big Key chest. Now use the spinning technique to dispel the fog again, jump down to the main area, and go through the exit door.

#### Floor Three, Tall Room

-----

Walk into this room to be trapped by five Shadow Beasts, who are no match for Link and the Light Sword. Kill them, then dispel the dark fog to find four black balls. Use the spin technique to light all four of them up, making a floating platform appear below you.

The trick to this room is to know where to jump. Ride the platform up, until another platform appears (face towards the door to this room--that's the direction the platform appears in). Jump to this new platform.

This platform moves towards the door. Two more platforms appear, one to the north, and one to the south. Jump on the one to the north, which is the one farther away from the door.

This platform rises towards a platform with a Clawshot target above it. Clawshot to the target, and kill the Dark Deku Baba. Then jump to the floating platform just to the side of this platform.

Ride this platform near an area with a floating Zant head. Clawshot to where the Zant head is, and kill it.

On the ceiling near here is a Clawshot target. Clawshot to it, and slide down to reach another floating platform. Ride this platform towards the other side of the room, which has another Zant head near a Clawshot target. Clawshot to the target and destroy the head.

A treasure chest appears with a key inside. Also, a floating platform appears, next to the middle of the three platforms here. Get the key, then ride the platform all the way to the exit of this room.

#### Floor Four

-----

There's a lot of dark fog and shadow beasts here, so take out the light sword and start hacking away at both. Lucky for you, the shadow beasts come in waves, instead of attacking all at once.

Once the enemies are dead, open the door to reach the boss fight.

#### Boss Fight - Zant

-----

Before the boss fight, we get to have a cutscene. Walk towards Zant to trigger it.

Midna pops up and taunts Zant with the fact that, had Zant not placed the curse on Link that stuck Link as a wolf, Midna and Link wouldn't have been able to come here to defeat Zant.

Zant, however, tries to be intimidating and starts to tell a story. He's upset how the Twili were locked away in the Twilight Realm like insects in a cage, doomed to suffer for all eternity just because of the useless, do-nothing royal family.

Zant starts freaking out, and Link and Midna look worried. Zant, furious, complains that he had had enough, and, for some reason, he's upset that he was NOT MADE KING, even though he thought he should be.

Gee, Zant, maybe the Twili didn't make you King because you're a total freakazoid. Then, Zant remembers how he was bemoaning the fact that he wasn't King, when he met...Ganondorf.

Uh oh. Ganondorf decided to house his power in Zant, thus making Zant powerful enough to curse Midna, become King of the Twilight Realm, and start turning Hyrule into the twilight land it was at the beginning of the game.

Okay, it's totally obvious to me that Ganondorf was just using Zant, because Ganondorf wanted revenged on Hyrule. Zant doesn't quite understand that he's just Ganondorf's puppet, and, under the delusion that he is in control of the situation, begins to fight.

Zant warps Link, Midna and himself from his throne room to the forest temple, where you fought your first boss fight. Zant appears in the room randomly, and when he does, he shoots a bunch of pink balls at you, which Link can block with his sword.

Remember how you had to use the magic boomerang to beat the boss in this dungeon? I bet you have to use it again now! Take out the magic boomerang, and throw it at Zant when he appears (all other weapons don't work).

When Zant is hit, he jumps to the ground near Link. Now hit Zant as much as you can. Repeat the process until Zant warps you to another boss fight arena (it took me seven hits, in two repetitions of hurting Zant).

You're warped to the mini-boss fight in the Goron caves. Get those Iron Boots on! Zant will jump up and down for a while, then shoot pink balls at you, then rest for a while. While he rests, run up and hit him as much as you can.

Just like last time, it takes two repetitions of this to win. Zant warps to the underwater arena, so put on the Zora armor and Iron Boots.

This time, giant Zant heads pop up from the ground. The nostrils will shoot out water, and the mouths will open to

reveal Zant is inside one of them, shooting pink balls at you. Clawshot Zant to bring him to you, then hit him as much as you can.

Two repetitions of this will get Zant to take you to the mini-boss fight of the forest temple. Hey, what happened to the fight in Arbiter's Grounds? Guess Zant forgot about that dungeon.

The way to beat Zant is identical to defeating the monkey before. Wait until Zant stops jumping around to shoot pink balls at you, then roll into the platform Zant is standing on. Roll into it twice to make Zant fall, then hit him with your sword.

This time, it takes three repetitions to get Zant to take you to the next dungeon, Snowpeak Ruins. Dodge Zant when he falls from the ceiling, and then hit his foot with the ball and chain.

Zant will hop around, getting progressively smaller. Hit the smaller Zant as much as you can, and two repetitions of this causes Zant to end the fight by taking you to Hyrule Castle.

Zant pulls out swords from his hands, and begins to attack. Zant has two attacks: in the first attack, he runs at Link, swinging his swords like a madman. When he does this, roll off to the side and dodge, and hit Zant from behind.

In the second attack, Zant spins like a top. Simply dodge this, or use your shield to block. When Zant poops out from the spinning, move in and hit him as much as you can.

It takes about 25 hits to kill Zant, which takes kind of a long time. Then, with Zant temporarily down, Midna can finally use the power of the three fused shadows which Zant stopped her from using when he turned Link into a wolf.

Midna says no one respected Zant as King because he was greedy, and everyone knows greed was what caused the Twili to be stuck in the Twilight Realm to begin with.

Zant tells Midna that the curse that turned her into an imp cannot be undone, because Ganondorf cast it, so she'll never be ruler of the Twili again! In fact, as long as Ganondorf lives, Zant cannot die!

Midna then uses the fused shadows to kill Zant once and for all. Ha! So much for Zant's "I can't die" theory!

Midna is shocked at how much power she now has, thanks to the Fused Shadows, which she calls her ancestor's magic.

So now we'll have to go to Hyrule Castle, and use some of that power to save Princess Zelda. Besides, I don't like the idea of Ganondorf being reborn in Hyrule, which is obviously where he is, seeing as he's stopped residing in Zant.

So pick up the Heart Container (last one!) and head back to the normal world.

#### 004j. Hyrule Castle - Time to Kill Ganondorf

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Okay, the end of the game is nigh! Make sure to get all the Poes, Pieces of Heart, Golden Bugs, Equipment Upgrades, and Howling Stone moves if you want to, because they're all available for you to get. And you can also finish the Chamber of Ordeals at this time, if you wish.

Then, head to Hyrule Town, and head north to the castle. Midna uses the power of the fused shadows to turn into a giant, six-legged insect, and then she destroys the barrier surrounding Hyrule Castle.

Now go north, push open the door to the castle and walk in.

Wow, this is quite a big area. Head to the northwest door (northeast for you Wii users), and you get trapped in a small area that forces you to fight ten enemies before you can go through the door.

This is really annoying, and it unfortunately happens kind of often in this dungeon. Kill the enemies in any way you want, whether it's standing in place while swinging the ball and chain, turning into Wolf Link and killing a lot of enemies at once with the holding B move, or just taking out your sword and using some good, old-fashioned butt kicking.

Anyway, once the enemies are dead, go through the door.

#### Floor One, Northwest Side

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Walk out to find another horde of enemies to fight. There are twelve this time, by my count. Go through the doorway the enemies came out of (on the west side of the room, east for you Wii users). Find the doorway on this side of the room, which is closed by bars. Pull the chain next to the doorway to open it.

This area is empty, except for an area in the middle. Step in it to meet your challenger, King Bulbin, the mean green orc thing that kidnapped Ilia and Colin at the start of the game. He's got a big shiny key, which means you have to kill him to get the key.

#### Mini-Boss: King Bulbin

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This isn't a tough fight, because the enemy has no armor. He simply uses his axe as a shield. Roll around him, and start hitting the sword like mad. Also, you can jump attack him from the front, which he has trouble blocking.

The strategy here is to just beat the snot out of this guy until he gives up, which is easy to do. He doesn't attack much, I mean, AT ALL, because he's too being wounded to

fight back. It's all too easy to win this fight.

Once you win, you get the key, so head back to the castle and go through the front door. If you're low on health, you might as well leave and refill your health while you're so near the exit to the dungeon.

Note to readers: I didn't go through the eastern area here, which holds the Dungeon Map and a key, hidden behind some pretty tricky puzzles. You don't have to get them, so I decided to just leave them out of the guide. At this point, you want to win the game, rather than find the last dungeon map, right?

Floor One, Inside the Castle

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Step forward to reach, yep, another large fight. Five of the purple enemies come, then six lizalfos (I recommend using the helm splitter on these enemies, as it hits more than one enemy at once). You then get treated a view of the ceiling, and where a treasure chest appears.

Head to where the treasure chest appears, near the only stairs in this area. The stairs are quite incomplete, so you have to Clawshot to a chandelier, then go down to reach the treasure chest to get...the Compass!

Clawshot to the chandelier again, and slide down, then Clawshot to the other chandelier within Clawshot distance. Clawshot to another chandelier, then drop down and go through the door.

Floor Two, Lamp Room

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Walk forward for...

Mini Boss: Iron Knuckle

-----

Same fight as in the Temple of Time, except slightly easier. Just like before, the best way to defeat the guy is to wait for it to get its sword stuck in the ground (after you dodge its vertical slice attack). But now you can also use a shield attack and helm splitter to help knock off the enemy's armor quicker. Cool!

Knock off all the armor. The Iron Knuckle gets mad and throws its sword at you, dodge that quickly. Then it pulls out a new sword that doubles as a shield.

Engage the Iron Knuckle in swordfight. Just keep swinging your sword at this baddie until it is dead. Doing the back slice (rolling to the side, then pulling out your sword while coming out of the roll) helps throw it off-balance, allowing you to get multiple hits in.

A treasure chest appears, but notice that you can't get to the treasure chest yet. Also, notice that there are three

lamps in this area that can be lit up, one of which is already lit. Light up the other two, which makes some platforms rise.

Get to the top of the platforms. Ah, you still can't reach the treasure chest! Use your magic boomerang on the lamp you did NOT light (the one next to the oil container) to see what happens.

Another platform rises behind you. See what you have to do now? You need to get on top of the platforms, aim your magic boomerang at the lamp, then turn around and go backwards, so you're on top of the platform as it rises. So go re-light the lamp, and do so.

Open the treasure chest for a purple rupee. From here, you can go along the east or west hallways, both of which lead to the outside balcony. I'll tell you how to get through both hallways.

#### Torch Hallway -----

This hallway leads to a room with torches, and a bunch of Keese who want to kill you. Look at the wall near the torches to find a painting.

Use the bow and arrow on the rope that holds the painting up, which reveals...a hidden instruction! It tells you what order to light the torches in, starting from the lamp in the corner (marked by the flame signal). Move quickly, before the first lamp burns out, and the door opens.

You end up in a room with Lizalfos. Kill them to open the doors, then go outside. If you go inside, you can step on a switch, which lowers a chandelier, but that's it.

#### Painting Hallway -----

Kill the enemies in here, then look at the walls. There are a bunch of paintings here! Use your arrow on the middle painting on the wall without windows. Hitting the rope knocks the painting to the floor, revealing a crystal switch. Hit it to open the door.

Open the door and go to the next room, which has two Iron Knuckles in it, although they don't have axes, so I guess they're really Dark Nuts, not Iron Knuckles. Whatever. Kill them just like the previous two, which is kinda HARD, but not impossible.

Killing them opens the doors. Head outside. If you go inside, you can step on a switch to make a treasure chest with a Silver Rupee appear, but that's it.

#### Second Floor, Outside Balcony -----

As you can see, this outside balcony goes around the castle



and leads to two towers on the end. Head for the eastern tower (west for you Wii users) to reach...

#### Mini Boss: Dragon Thing

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This guy again. L-target him as he floats around in the sky, and when he hovers in place, preparing to dive bomb Link, he holds out his Clawshot target in front of him. At that time, Clawshot the target to bring the dragon to the ground.

Now take out your sword and hit the dragon as much as you can. Repeat until he is dead, then go to the eastern tower and open the treasure chest for a key.

Now head for the western tower. It looks like you'll have to fight for the Big Key, when the enemies suddenly die and... Tobias! What? Tobias is here? Yes! Link's friends, the Adventurer's Guild, are here to help save the day!

The Adventurer's Guild runs into the castle at this point, and you never see them again. It was nice of them to show up, though.

Now get the Big Key, then head to the center of the balcony. Open the locked door.

#### Floor Three, Falling Floors

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Turn into a wolf, and turn on your senses to see...the invisible rats. Spin around with B to kill them.

With your senses on, notice that there are ghost soldiers in this room, each soldier facing a certain direction. They let you know where to go, you need to go in the direction the ghost soldiers point towards. So go in the direction the first ghost soldier points to until you reach the next ghost soldier, then go in the direction that ghost soldier points to, and keep following their directions until you reach the wall near some stairs.

Go up the stairs, which have gaps you must jump over. At the top of the stairs, you find more stairs, and some enemies. Kill the enemies, and go to the stairs.

The gap here is too large to jump. Instead, you have to Clawshot across the room, using the grates that contain candles within as Clawshot targets. Clawshot from grate to grate (you have to Clawshot to pretty much every single grate).

At the top of the stairs are more enemies to fight, and more stairs. To get up these stairs, you must use the Spinner, jumping from wall to wall to avoid the nasty spinning enemies. Fortunately, there are only three, so it's not so tough.

At the top of the stairs is the Big Door and...

Mini Boss: Iron Knuckle

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Great, so this is the fourth Iron Knuckle in the dungeon. This one, at last, is just like the harder one you fought in the Temple of Time. Maybe they're related.

Just like before, the best way to defeat the guy is to wait for it to get its sword stuck in the ground (after you dodge its vertical slice attack). No longer can you use the shield attack and helm splitter on this guy.

Knock off all the armor. The Iron Knuckle gets mad and throws its sword at you, dodge that quickly. Then it pulls out a new sword that doubles as a shield.

Engage the Iron Knuckle in swordfight. Just keep swinging your sword at this baddie until it is dead. Doing the back slice (rolling to the side, then pulling out your sword while coming out of the roll) helps throw it off-balance, allowing you to get multiple hits in.

The locked door here leads to a small storeroom with a ton of treasure chests, which fills you up on things like bombs and rupees, none of which you need for the final fight.

Now open the big door to reach...

FINAL BOSS FIGHT: GANONDORF

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You're in a rather desolate-looking part of the tower. Go up all the stairs to reach, duh, a cutscene.

Midna and Link walk around, and find a decapitated statue. They also find an unconscious Zelda, floating in the air above Ganondorf. What, again? Didn't I see this exact same thing in Ocarina of Time?

Ganondorf welcomes you to his castle. Midna asks if he's Ganondorf, and Ganondorf stands up. Link and Midna tense for a fight, and Midna says she's been dying to meet Ganondorf.

We get a shot of the back of Ganondorf's head, which... looks like it's in rollers. Guess Ganondorf's hair isn't naturally curly...

Anyway, Ganondorf says, "Your people have long amused me, Midna. To defy the gods with such petty magic, only to be cast aside...How very pathetic. Pathetic as they were, though, they served me well. Their anguish was my nourishment. Their hatred bled across the void and awakened me. I drew deep of it and grew strong again. Your people had some skill, to be sure...but they lacked true power. The kind of absolute power that those chosen by the gods wield. He who wields such power would make a suitable king for this world, don't you think?"

Ganondorf shows off his fancy Triforce of Power while he talks about this absolute power. Midna says, "Ha! Such conceit! But if you are one of the chose wielders of power, as you claim...I will risk everything to deny you!"

Ganondorf seems interested to learn that the Twilight People are no longer on his side, and muses, "Shadow has been moved by light, it seems...How amusing. Very well... Deny me, then! Yes, try to deny me...You and your little friend..."

Ganondorf then motions towards Zelda. Midna moves to protect Zelda, but cannot stop Ganondorf from possessing Zelda's body. Midna is then knocked out of the area. Wow, way to totally mess up, Midna.

Ganondorf/Zelda pulls out a sword and says, "Both of you, faithless fools who would dare to take up arms against the king of light and shadow...So you choose. And so you shall feel my wrath!"

Now starts Part One of the big fight, with Zelda, Ganon's Puppet. This fight works like Phantom Ganon in past Zelda games...the enemy will summon a ball of energy and throw it at you. Hit the ball of energy with your sword (or an empty bottle) to send it back at the enemy, who sends it back at you.

Keep sending the ball of energy back at Zelda until Ganondorf messes up and is hurt. The fight then continues as before, except now Zelda will sometimes make a triangle appear on the floor, rather than a ball of energy. When this happens, get out of the triangle QUICKLY, or else you get hurt.

When Zelda is hurt a second time, the fight continues as before, except now Zelda will dive-bomb you as well as summon triangles. Just jump to the side or roll out of the way quickly when she flies towards you. Hit her for a third time to kill her.

Midna now wakes up, and uses the magic of the Fused Shadows to save Zelda. Why didn't she do that in the first place? Midna rests on Link's shoulder, giving him a "Oh yeah, we rule" look.

Ganondorf forms behind Link, taking the distinctly porcine animal form of the Dark Beast Ganon. He charges at Link, then runs around a while, and disappears.

Ganon will then reappear by going through a portal, many of which appear and disappear. The one he'll come out of turns bluish before he appears. Take out your bow and arrow, aim it at the portal Ganon is coming out of, and try to hit it on the forehead (where there's a crystal) to stun the beast.

When stunned, Ganon lies on his side. Hit him on his stomach with your sword as many times as you can (four).

The fight resumes, only now, Ganon can jump from the ceiling onto you, so look out for that. Hit him with the arrow when he charges you again, and hit his belly another four times.

Now, Ganon knows what you're up to, so whenever you shoot an arrow at him, he disintegrates. Guess you can't hurt him as Link anymore. So...turn into Wolf Link.

Remember how to throw goats and Gorons aside? Now it's time to throw Ganon aside. I wonder why you can only throw things that start with the letter G...anyway, when Ganon charges, hold down on A to grab hold of it, then press left or right to throw the beast aside. Then attack the beast's belly four times.

You can, technically, do the entire fight this way, as Wolf Link, for those of you who are having trouble hitting Ganon with an arrow the first two times you need to hit him.

Repeat this process until Ganon is dead. It takes fifteen hits to slay the beast.

Cutscene time again. Ganon starts to burn up, turning back into Ganondorf. Minda now starts glowing, and the glow moves from her to Zelda. I guess the power Zelda used to save Midna in the middle of the game just flew back into Zelda, 'cause Zelda now awakens.

Midna says, "Pr-Princess...I...I..."

Zelda says, "Say nothing, Midna...Your heart and mine were as one, however briefly...Such suffering you have endured..."

Zelda heads towards Link and Midna, when Ganondorf interrupts the tender moment. Midna pulls out the Fused Shadows. Link, gasping for some reason, moves to intervene, and Midna, smiling, warps him and Zelda away to a field. Then, we see Midna turn into her powerful form and stab Ganondorf with a lance that she made appear magically.

Zelda and Link appear on Hyrule Field, oddly enough, not underneath one of the proper warp locations. Things seem good for about two seconds, when the castle explodes and Ganondorf appears on horseback, holding Midna's helmet.

Zelda beseeches the light spirits to help her, and Zelda and Link avoid Ganondorf's attack by appearing on another plain of existence. The light spirits come together to give Zelda the power to banish evil, that is, the Light Arrows.

Zelda and Link are now riding on Epona. Zelda tells you to chase Ganondorf, getting close enough to L-target him so she can hit him with her Light Arrows, so you can ride close enough to hit him with your sword.

Wow, don't you love it when the game tells you what to do, so you don't have to consult my guide? Do exactly what Zelda just told you to do.

Ganondorf will try to hit Link with his sword, and summon some dead enemies to appear. Simply dodge these attacks.

Hit Ganondorf four times, and he and his horse collapse. He gets up and starts laughing, then pulls out his sword and goes to fight with Link, one on one.

All right, last fight of the game! Ganondorf is a tough swordfighter, like Link. Unlike Link, he can kick, and jump out of sight to land soon after, immediately doing a spin technique or a stab when he lands (so when he jumps, get out of the way).

Sometimes, Ganondorf runs at Link, initiating a "Chance" sequence, as indicated by the big old "Chance" button that appears. When this happens, hit the A button like crazy. Link and Ganondorf will smash swords together. Keep hitting the A button, and if you do it fast enough, Link knocks him over and hits him. I recommend switching your grip on the controller to make it easier to hit the A button quickly when this happens.

Forty hits later, Ganondorf falls on the ground, so it's time to execute a finishing blow before he gets back up. Link stabs Ganondorf, and the fight ends, but Ganondorf still manages to get up, threaten that this is not the end, that the history of light and shadow will be written in blood, and then he...dies? Wait, Zant appears? Huh? What is going on here?

The sun seems to set, and Zelda and Link stand there, looking at the stabbed Ganondorf. The light spirits appear, and face Link, then disappear. On the ground, between all of them is...Midna?

Link leaves Zelda, running to Midna, who is...no longer in her Imp form! All right! She taunts Link for his silence, hinting that he thinks she's so beautiful that he's speechless (as if Link EVER says anything).

The credits roll, while showing you various locations in the game, and what various characters are doing, but I'm not going to spoil the ending by giving that information away, seeing as I've said enough about the ending cutscene as it is.

After the credits, you see another cutscene, which involves Midna, Link and Zelda, all at the mirror to the Twilight Realm, when Midna is leaving to go back to her kingdom...forever. Ooo...touching.

Then there's more credits and scenery, and the game ends focused on a statue in the throne room of Hyrule, which we never got to see normally. Then the game ends.

Hope you enjoyed the game, the ending, and my walkthrough!

005. Bosses

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This section contains information on all the bosses and minibosses in this game. Basically, all you'll get here is a duplication of the boss strategies I wrote above.

Ook: Monkey Boss

-----

Uh oh, the monkey boss has a big red butt, mean-looking mask, and boomerang. A fearsome combination to be sure, but you can still bring him down.

You'll notice that the monkey boss likes to jump around on top of the totem poles here, stopping every once in a while to throw the boomerang at Link. When he stops, it's your chance to hurt him. Roll into the totem pole he's on.

You throw the monkey off-balance, so instead of catching the boomerang, the boomerang hits him, and he falls to the ground. Hit him with your sword as many times as you can when he's on the ground, aiming for his big red buttocks.

You have to repeat this process over and over again until the monkey has had enough.

Forest Temple Boss: Diababa

-----

Boy, that thing looks nasty. Fortunately for you, there are some bug bombs nearby. You can figure out what to do without my help, right? Target the bug bomb and one of the Diababa heads in the same throw, which sends the bomb at the head and makes it explode.

The good news is that this isn't hard, and Diababa has no attacks, other than flinging out its heads at you (on rare occasion), just like the Deku Babas you've seen in this temple.

When you blow up both heads, Diababa reveals a third, even nastier-looking head in the middle. Run to the back of the room, out of range of the heads, and start boomeranging them, which does no good, until...

It's the monkey boss! Since he's no longer evil, he's happy to help Link out by supplying him with bug bombs. Great!

So now you want to target both the bug bomb in the monkey's paws and then one of Diababa's heads in the same throw to make that head explode. It's not hard to do, because the bug bombs and the heads are all L-targetable.

You might think that you have to bomb the two smaller heads and then the larger head in the middle, but not so. You can just go right ahead and bomb the larger head in the middle with no problem whatsoever. Bombing the middle head causes it to lie on the ground in front of Link for a brief time.

Attack the tongue-like thing sticking out of the head as much as you can, until the head retreats. The middle head

then shoots purple gunk out at you, so run away to avoid it.

The fight resumes, just like before. Monkey boss swings through this area, holding the bug bomb, and you want to L-target the bomb, then the middle head, targeting both in the same throw, so you can hurt the middle head. Bomb the two smaller heads only if you want to.

Now all you have to do is repeat the process a few times until Diababa is dead, at which point, it withers and gives up a heart container for Link, and a Fused Shadow for Midna.

#### King Bulbin (Fight #1)

-----

What you're supposed to do here is ride on Epona, and when you're close to Bulbin, swing your sword and hope to hit him. This is made difficult by the fact that several of Bulbin's bad buddies are riding around in the area, trying to hit Link with arrows.

Well, it's tough, but try to ignore the bad guys and ride up to Bulbin, who you can recognize by his blue boar (the other enemies have brown boars) and his large flag with Colin on it.

A good strategy is to use spin attacks at this part of the game. Remember how to do that? Hold down B for a while, and let go. This lets you attack enemies on all sides, which is very helpful because you'll be attacked on all sides. Also, it can hit enemies when they're farther away. Nice! Plus, you can get two hits off of Bulbin in one swing! Spin technique, I love you!

So keep trying to hit Bulbin, and after eight hits, you defeat him.

#### King Bulbin (Fight #2)

-----

Bulbin and Link both head to the bridge to the north, and bad guys set the gates on fire to lock you in. Looks like it's a one-on-one fight against King Bulbin.

Ride towards King Bulbin. What you want to do is get past him, so press left or right when you're close to him to move past him on the left or the right. He tries to hit you head-on every time.

When you pass him, swing your sword to hit him. Again, the spin technique is helpful here because it has a long range. Once you ride past him, turn around by pressing Down, and ride at King Bulbin again.

After two hits, Link knocks King Bulbin into the chasm below, which is impossible to escape from. All right! Link just killed King Bulbin!

## Goron Guard

-----

You're on top of a wobbling platform which is magnetic, so if you ever get too close to the end of the platform, slip on your iron boots to avoid falling off.

The Goron Guard is big and bad, but his stomach is completely unprotected. Walk up to him, and wait for him to pull his arm back in preparation for punching you. When he does this, hit his stomach as quickly as you can, and if you hit him four times in a row, he drops down into a ball.

But that's not all! He tries to roll at you when he's in a ball. Put on your iron boots, and hold A to throw him behind you, hopefully off the platform and into the lava, where he gets hurt.

Throw him into the lava three times, and he gives up, and lets you go to retrieve the weapon to the south.

## Goron Mines Boss: Fyrus

-----

Woah, the Fused Shadow has turned Darbus into a monstrous beast! A beast with an obvious weak spot on its forehead! Shoot an arrow at Fyrus' shining forehead to hurt it.

Once you hit Fyrus' forehead, run behind him and grab one of the chains on his feet. Put on the iron boots and pull backwards as hard as you can (it helps that the floor is magnetic) to make Fyrus fall flat on his face.

Quickly, while he's vulnerable, run to his forehead and hit it as much as you can. Then repeat the entire process three times, and he dies.

## Monster Bird

-----

Now you have to fight this monster bird. What'll happen is that the enemy shoots some arrows at you, which you have to dodge by running around, then the bird will circle around and descend close to you, resting in an upright position in an attempt to smack you with its tail. When it descends, you have to L-target it to jump on it and attack. The L-targeting controls are not very good here, but just keep trying and eventually the bird has enough and flies away.

## Monster Bug

-----

The monster bug attacks just like the monster bird earlier. It flies at you in an upright position, hoping to smack you with its tail. When this happens, dodge, then L-target it and bite it as much as you can while it's in range.

The bug then swims around for a while, and all you have to worry about is dodging if it swims near you.



Once you bite it three times, the monster bug floats on its back for a while. Jump on its stomach, and use a spin technique (press and hold B) to hit all its legs at the same time and kill it.

### King Bulbin (Fight #3)

-----

Ride Epona up ahead along the path, which is smooth until you reach the bridge, where King Bulbin is sporting some fancy side armor so you can't hit him from the side again. But, like an idiot, he left his front side completely open.

So this time, when you face off against King Bulbin, hit him with your bow and arrow twice in order to defeat him. Other than that, your fight against him is just the same as it was before you went to the Goron Mines.

### Giant Frog

-----

The giant frog shakes off several fish enemies at you. Kill them all, and collect the hearts they leave if you're low. Spin attacks work well on these little buggers.

Then, the giant frog will jump to the ceiling. At this point, it will attempt to fall down to the ground and land on you. You can tell where it will land by its shadow, so run away from the shadow so it does not land on you.

The giant frog is momentarily dazed. Run up to it and start attacking its tongue like it's going out of style. The frog will wake up and then croak/burp at you. When it does this, its tongue is exposed, so L-target the jerk and shoot a bomb arrow at its tongue when it burps.

The frog, if you hit its tongue with the bomb arrow, will fall down and let you hit its tongue a few more times. Then, it shakes off several fish enemies at you.

Repeat the strategy from the top of this section until the frog is dead.

### Lakebed Temple Boss: Morpheel

-----

Sink all the way to the bottom here, which takes a while. In the middle of the arena is the boss, which looks like an eyeball protected by a series of tentacles, just like Morpha in Ocarina of Time. Then it's revealed to be part of a monster fish, not like Morpha in Ocarina of Time.

The way to beat Morpheel is to Clawshot its eye that hides in the tentacles, using L-targeting to do so. When you do this, you pull the eyeball out, allowing you to hit it with your sword.

Morpheel will attack you the whole time, by releasing fish to hurt you, and grabbing you with his tentacles. Stay far away enough from it so you can't get grabbed, obviously,

and if he grabs you, swim away as soon as you can.

Once you hit the eye enough times, Morpheel once again reveals more of its body to show that it is really a giant eel. The eye is now located on its back, near its head.

Swim towards Morpheel (don't get swallowed by it!), and when you're close enough to its eye, you can L-target it. Do this, then hit the eye four times. Repeat the process three times to beat Morpheel, and its eye turns into a heart container.

Skull Kid (Fight #1)

-----

What you want to do here is attack the Skull Kid, but the problem with this is that he disappears when you get too close, unless he's blowing on his pipes. So kill the enemies he summons so he'll blow his pipes, then attack him. Each time you hurt him, he summons more and more enemies to fight you. Fortunately, Midna's charge attack (ie. the spin attack) takes care of them all.

Hurt Skull Kid three times, and he gives up.

King Bulbin (Fight #4)

-----

Okay, so you're fighting King Bulbin AGAIN. This time, he's stopped trying to fight on horseback and started to fight on foot.

Bad decision on his part, because he's super easy to beat. Hit him with your sword to momentarily stun him. While he's stunned, hit him. Try it out, and you'll see what I mean. It's ridiculously easy to get a ton of hits off of him without being hurt at all.

Ghostly Sword

-----

Turn on your wolf senses to see the enemy. Just like the Poes, you have to wait for it to glow blue before you can attack. When it does, start attacking like mad.

Once you attack it enough, it's time for part two of the fight. The enemy becomes visible, and now you have to fight it as normal Link. Pull out your bow and arrow and shoot it while avoiding the stuff it throws at you.

It floats around the room quickly now, and tries to hit you with its sword. Dodge this, and while the sword is stuck in the ground, attack the enemy. After a while, it floats around some more, so hit it with an arrow again and repeat the process.

If you're like me, and take too long, the enemy turns invisible again, at which point repeat the process from the beginning of the fight.

## Arbiter's Grounds Boss: Stallord

-----  
Head down to the middle of the area here, and Zant appears. Zant, being the idiot that he is, says that this is the last time he'll see you alive, then he takes off. Zant, did that work the LAST TIME you tried to kill Link?

But he left a little parting gift: he made the giant skeleton in this room come alive, by means of a sword. Hey, this boss looks like Skull Keeta from Majora's Mask. Remember, the big skeleton you had to fight in order to get the Captain's Hat? Kinda?

Anyway, the way to beat this guy is to use the Spinner to get close to him, then use the Spinner's A attack to smash his spine. Ride the Spinner track around the room to build up speed before you jump off and attack Stallord, 'cause you can't start the Spinner anywhere else besides the track.

Stallord shoots fire breath at you and summons skeletons to protect him. You have to dodge these skeletons in order to reach his spine. Pretty tough, I know. Fortunately, you only have to hurt him three times.

Did I mention there are the spike enemies on the Spinner track? Yeah, there's a few of those. They move faster than you do so if one comes at you, look out!

When Stallord dies, he takes the sand with him. Spin in the groove in the center of the room and woah! Look out! He's not dead! Zant's magic sword is still on Stallord's skull, so he's still alive! You've got to do something about that sword!

Ride the Spinner track in the center of the room and when you get high up, Stallord shows up and starts shooting fire balls at you. Jump to avoid them, but learn how to time it so you jump at the last possible second, when his lower jaw opens.

After you avoid his fire attacks for a while, you ride next to him, at which point jump to smash the sword in its head.

Stallord falls to the ground. Quick, fall down next to it and smash the sword in its head as much as possible!

You have to repeat the process, only now there are spinning spikes which get in the way. You have to jump to avoid them in order to reach Stallord. Here, the ability to jump at the last possible second really comes in handy.

## Ball and Chain Enemy

-----  
Go to the door, and the boss fight starts. You're fighting a soldier with a really nasty ball and chain that takes away a whole heart if it hits you.

Fortunately, the ceiling of this room is built for Clawshots. To avoid being hit by the ball and chain, Clawshot over the boss' head to the other side of the room.

The boss will throw his ball and chain at you if you're all the way across the room from him, sometimes. The way I got him to throw the ball and chain was to Clawshot over his head, and then he'd throw the ball and chain even if I was pretty close to him.

Right after the boss throws the ball and chain, he rests for a brief moment. When this happens, run towards the boss and hit him from behind, aiming for the tail that sticks out of his armor. You CAN use the Clawshot to get behind him more quickly, if it'd be quicker to Clawshot than run, but that depends on how close you are, and how good you are at the Clawshot. I'm not good at the Clawshot, so it was always quicker for me just to run behind the boss than to use to the Clawshot to get behind the boss.

You can't get more than four hits off of this boss at one time.

Snowpeak Ruins Boss: Blizzeta

-----  
The first half of the fight is pretty easy, if I do say so myself. A huge ice monster spins around the room like a top. All you have to do is hit the ice monster with your ball and chain several times. So L target the monster and constantly throw the ball and chain at it. If you're a cautious fellow, you can just swing the ball and chain over your head constantly, which takes longer but works just as well.

Once you break her to pieces, Blizzeta tries a new strategy that involves dropping icicles at you from the ceiling. Here's how it goes: she will drop eight or so icicles at you, all in a row. Run around to avoid these. Then she will drop the icicles around you, so that they form a circle around Link. She then drops from the ceiling and lands on Link.

What you have to do is get out of the circle before Blizzeta lands. You can do this by pulling out the ball and chain as soon as you see the circle of icicles above you, so that you destroy some icicles the second they fall down. Then go through the gap you made in the icicles, wait for Blizzeta to fall down, then smash her to pieces with the ball and chain. You can also try to break the icicles when they fall on you consecutively, but that's harder.

Anyhoo, that's what you need to do to defeat Blizzeta. Not too easy to do, but pretty easy conceptually.

Skull Kid (Fight #2)

-----  
This fight is just like the last time, except now the platforms are raised, so you can't climb/jump on them to

hurt the scarecrow kid (which you had to do last time, because you were stuck as a wolf). So this time, just use your bow and arrow to kill the scarecrow kid. Hit him three times, and he lets you into the "secret place", which is the same place you got the Master Sword.

Iron Knuckle / Darknut  
-----

This guy is not really an Iron Knuckle; he's a Darknut. The two are pretty similar. When the Iron Knuckle attacks Link, it likes to swing its sword over its head in a straight line, just like Link when he does a jump attack. If it performs this move and misses you, the Iron Knuckle gets its sword stuck in the ground for a half-moment. Use this moment to hit the Iron Knuckle and knock some of its armor off.

Repeat this process again and again and again until all the armor is missing. The Iron Knuckle gets mad and throws away its shield and sword, then pulls out a new sword that doubles as a shield.

Engage the Iron Knuckle in swordfight. Just keep swinging your sword at this baddie until it is dead. Doing the back slice (rolling to the side, then pulling out your sword while coming out of the roll) helps throw it off-balance, allowing you to get multiple hits in.

Once you get in enough hits, the Iron Knuckle screams in frustration, because he's probably going to get fired from his job as mini boss for losing to you. Poor fella...

Temple of Time Boss: Armogohma  
-----

Oh no, Gohma has somehow morphed with an Armos statue to form a super-killer boss!

Anyway, Link enters the room to find that there are some giant Armos statues here, as well as the boss, who is walking around on the ceiling. You can tell where the boss is by looking at the ceiling, and noticing that it often walks over the light emanating from the ceiling, so when one of the four light sources disappears, you know that Armogohma is directly above the missing light.

Take out your bow and arrow and aim it at Armogohma. Armogohma wanders around, but eventually stops and opens the eye on the middle of its back. Hit the eye when it does, and the beast falls to the floor.

When it does, use the Dominion Rod on the Armos statue closest to Armogohma. Swing the Dominion Rod to make the statue smack Armogohma with its fist and do major damage.

After this, Armogohma pulls a old trick: it shoots out a horde of baby Tektites to attack you. Kill all of them. Then Armogohma pulls a new trick, learned from the Beamos statues: it shoots a laser out of the eye on its back.

This means that once Armogohma opens its eye, you have only two or so seconds to hit it with an arrow before you get hit with the laser.

Three hits kills Armogohma, and...wait, huh? It's not dead? Woah, that's some freaky music! The spiders wander around the room now, but killing them isn't hard. Just take out your bow and arrow and shoot the large eyeball, which is an easy target because it's large. Hit it three times to THEN kill Armogohma.

Dragon Thing

-----

Yeah, I know that's probably not the name of this enemy, but so what? There's no way to tell what the enemy names are in this game.

Anyhow, the enemy looks tough, but, hey, is he using a Clawshot target for a shield? What a goon! L-target him as he floats around in the sky, and when he hovers in place, preparing to dive bomb Link, he holds out his Clawshot target in front of him. At that time, Clawshot the target to bring the dragon to the ground.

Now take out your sword and hit the dragon as much as you can. The dragon uses his shield, so bop his shield with a shield attack, then use a helm splitter, and continue bashing him.

Eventually, the dragon gets mad and flies away. The fight continues in the exact same way, except that now the dragon flies in through one of the three holes in the wall, then hovers before dive bombing you. Watch the holes in the wall for the dragon, then kick his butt like normal.

City in the Sky Boss: Argorok

-----

There's a lattice on the pillar near the door, so Clawshot to it, then Clawshot to the other pillar near the door, which has vines on it. Climb up the vines to the top of the northern tower.

Argorok appears and screams at you. Yes, you're very scary, Argorok. The big bad dragon who had nothing better to do besides destroying the bridge to the West Tower, and then waiting for Link to show up.

Anyway, there are four tall things, one on each corner of this area. Hey, they have lattices on them! Clawshot back and forth between a pair of those things until you reach the top of one, then climb up.

Argorok shows up eventually, beating its wings so strongly that you need Iron Boots to keep control. Also, it gives you access to his tail, which slightly resembles a Clawshot Pod. Your path is clear: Clawshot to his tail while wearing the Iron Boots to bring Argorok to the ground.

Argorok smashes into the ground (for some reason, it does not land on top of Link, who was right underneath it, and wearing the Iron Boots, which would prevent Link from running out of the way quickly), and thus its armor breaks into pieces.

Now do the exact same thing again (get to the top of the things in the corners, then Clawshot to Argorok's tail while wearing the Iron Boots) to destroy more of the armor. This reveals a weak spot on Argorok's back. Aha!

Argorok, now nude, flies off, angrily, and floating plants pop out of the ground for no apparent reason. Get to the top of the things on the corners of the area to see that the flying plants form a circle, allowing you to travel around the perimeter of this area.

Now what you have to do is travel from flying plant to flying plant, in an attempt to get behind Argorok, so you can Clawshot to the weak spot on its back. This does not pop up automatically on L-targeting, so you will have to Clawshot to it manually. Argorok breathes fire, which is lucky (?) for you, as it gives you more time to get behind Argorok.

Once you get behind Argorok and Clawshot to the weak spot on its back, take out the sword and hit the weak spot four times in a row. Argorok crashes to the ground again.

Now you have to repeat the process, because this is a Zelda game, and in case you haven't noticed, the way to defeat bosses is to do the same thing over and over again, but usually three times, until the boss is dead. So get back to the flying plants and repeat the process.

The third time around Argorok learns the new trick of switching directions in midair, thus making it harder for you to get around it. But get around it anyway and smash the weak spot again.

Argorok cries out in pain, and with a font of grandeur, swoops upwards and dies. Link is somehow now on the ground, instead of on Argorok's back, so he isn't hurt.

Phantom Zant  
-----

Phantom Zant shows up, and throws a big energy ball at the ceiling which makes a big group of enemies appear. Zant's strategy is to disappear and reappear, and every so often, throw a big energy ball at the ceiling to make more enemies appear.

The way to kill Phantom Zant is to run around this area, run at him when he appears, and hit him with your sword when he's gathering up a big energy ball (if you hit him while he's gathering the ball, he doesn't throw it at the ceiling and enemies don't appear--score!).

The problem with this strategy is that Link can't run fast

enough to reach Phantom Zant every time Phantom Zant appears, especially since he disappears and reappears a lot.

The solution? Wolf Link. Wolf Link runs faster than normal Link, and he has the fancy "Dash" option to make him run faster. With the speed of Wolf Link, you can easily reach Phantom Zant and hit him before he casts his spells.

You can hit Zant four times in each go, and it takes so five goes to kill him, meaning it takes exactly twenty hits to kill him.

Twilight Realm Boss: Zant

-----

Zant warps Link, Midna and himself from his throne room to the forest temple, where you fought your first boss fight. Zant appears in the room randomly, and when he does, he shoots a bunch of pink balls at you, which Link can block with his sword.

Remember how you had to use the magic boomerang to beat the boss in this dungeon? I bet you have to use it again now! Take out the magic boomerang, and throw it at Zant when he appears (all other weapons don't work).

When Zant is hit, he jumps to the ground near Link. Now hit Zant as much as you can. Repeat the process until Zant warps you to another boss fight arena (it took me seven hits, in two repetitions of hurting Zant).

You're warped to the mini-boss fight in the Goron caves. Get those Iron Boots on! Zant will jump up and down for a while, then shoot pink balls at you, then rest for a while. While he rests, run up and hit him as much as you can.

Just like last time, it takes two repetitions of this to win. Zant warps to the underwater arena, so put on the Zora armor and Iron Boots.

This time, giant Zant heads pop up from the ground. The nostrils will shoot out water, and the mouths will open to reveal Zant is inside one of them, shooting pink balls at you. Clawshot Zant to bring him to you, then hit him as much as you can.

Two repetitions of this will get Zant to take you to the mini-boss fight of the forest temple. Hey, what happened to the fight in Arbiter's Grounds? Guess Zant forgot about that dungeon.

The way to beat Zant is identical to defeating the monkey before. Wait until Zant stops jumping around to shoot pink balls at you, then roll into the platform Zant is standing on. Roll into it twice to make Zant fall, then hit him with your sword.

This time, it takes three repetitions to get Zant to take you to the next dungeon, Snowpeak Ruins. Dodge Zant when he



falls from the ceiling, and then hit his foot with the ball and chain.

Zant will hop around, getting progressively smaller. Hit the smaller Zant as much as you can, and two repetitions of this causes Zant to end the fight by taking you to Hyrule Castle.

Zant pulls out swords from his hands, and begins to attack. Zant has two attacks: in the first attack, he runs at Link, swinging his swords like a madman. When he does this, roll off to the side and dodge, and hit Zant from behind.

In the second attack, Zant spins like a top. Simply dodge this, or use your shield to block. When Zant poops out from the spinning, move in and hit him as much as you can.

It takes about 25 hits to kill Zant, which takes kind of a long time. Then, with Zant temporarily down, Midna can finally use the power of the three fused shadows which Zant stopped her from using when he turned Link into a wolf.

King Bulbin (Fight #5)

-----  
This isn't a tough fight, because the enemy has no armor. He simply uses his axe as a shield. Roll around him, and start hitting the sword like mad. Also, you can jump attack him from the front, which he has trouble blocking.

The strategy here is to just beat the snot out of this guy until he gives up, which is easy to do. He doesn't attack much, I mean, AT ALL, because he's too being wounded to fight back. It's all too easy to win this fight.

FINAL BOSS FIGHT: GANONDORF

-----  
Now starts Part One of the big fight, with Zelda, Ganon's Puppet. This fight works like Phantom Ganon in past Zelda games...the enemy will summon a ball of energy and throw it at you. Hit the ball of energy with your sword (or an empty bottle) to send it back at the enemy, who sends it back at you.

Keep sending the ball of energy back at Zelda until Ganondorf messes up and is hurt. The fight then continues as before, except now Zelda will sometimes make a triangle appear on the floor, rather than a ball of energy. When this happens, get out of the triangle QUICKLY, or else you get hurt.

When Zelda is hurt a second time, the fight continues as before, except now Zelda will dive-bomb you as well as summon triangles. Just jump to the side or roll out of the way quickly when she flies towards you. Hit her for a third time to kill her.

Part Two:

Ganondorf forms behind Link, taking the distinctly porcine animal form of the Dark Beast Ganon. He charges at Link, then runs around a while, and disappears.

Ganon will then reappear by going through a portal, many of which appear and disappear. The one he'll come out of turns bluish before he appears. Take out your bow and arrow, aim it at the portal Ganon is coming out of, and try to hit it on the forehead (where there's a crystal) to stun the beast.

When stunned, Ganon lies on his side. Hit him on his stomach with your sword as many times as you can (four).

The fight resumes, only now, Ganon can jump from the ceiling onto you, so look out for that. Hit him with the arrow when he charges you again, and hit his belly another four times.

Now, Ganon knows what you're up to, so whenever you shoot an arrow at him, he disintegrates. Guess you can't hurt him as Link anymore. So...turn into Wolf Link.

Remember how to throw goats and Gorons aside? Now it's time to throw Ganon aside. I wonder why you can only throw things that start with the letter G...anyway, when Ganon charges, hold down on A to grab hold of it, then press left or right to throw the beast aside. Then attack the beast's belly four times.

You can, technically, do the entire fight this way, as Wolf Link, for those of you who are having trouble hitting Ganon with an arrow the first two times you need to hit him.

Repeat this process until Ganon is dead. It takes fifteen hits to slay the beast.

Part Three:

Zelda and Link are now riding on Epona. Zelda tells you to chase Ganondorf, getting close enough to L-target him so she can hit him with her Light Arrows, so you can ride close enough to hit him with your sword.

Wow, don't you love it when the game tells you what to do, so you don't have to consult my guide? Do exactly what Zelda just told you to do.

Ganondorf will try to hit Link with his sword, and summon some dead enemies to appear. Simply dodge these attacks.

Hit Ganondorf four times, and he and his horse collapse.

Part Four:

All right, last fight of the game! Ganondorf is a tough swordfighter, like Link. Unlike Link, he can kick, and jump out of sight to land soon after, immediately doing a spin technique or a stab when he lands (so when he jumps, get out of the way).

Sometimes, Ganondorf runs at Link, initiating a "Chance" sequence, as indicated by the big old "Chance" button that appears. When this happens, hit the A button like crazy. Link and Ganondorf will smash swords together. Keep hitting the A button, and if you do it fast enough, Link knocks him over and hits him. I recommend switching your grip on the controller to make it easier to hit the A button quickly when this happens.

Forty hits later, Ganondorf falls on the ground, so it's time to execute a finishing blow before he gets back up.

#### 006. Howling Stones/Secret Moves

-----

(Listed in the order you can achieve them.)

##### #1. None. Finishing Blow.

In front of the Forest Temple, before you enter it, you run into a golden wolf who teaches you the finishing blow. When you fight enemies and knock them to the ground, use the finishing blow to kill them before they can get back up. You use L-targeting and the A button to perform this move.

##### #2. Death Mountain. Shield Attack.

When you're Wolf Link, go to Death Mountain. When you're on the road leading from Kakariko to Death Mountain, you reach an area where a lot of steam pours from the ground. In this area is a howling stone that makes you howl the Song of Healing from Majora's Mask.

Howling Pattern:

```
oooo|   |   oooo|   |   |  
|   oooo|   |   oooo|   |  
|   |   oooo|   |   oooo|
```

The golden wolf appears in Ordon Spring, which was the place you first met Ilia washing Epona. He teaches you the shield attack. When you're in a fight using L-targeting, press R to smash your shield against an enemy.

##### #3. Upper Zora's River. Back Slice.

When you're Wolf Link in Upper Zora's River, go to the little cliff near the house with a howling stone on it. The stone makes you howl the Requiem of Spirit from Ocarina of Time.

Howling Pattern:

```
|   |   oooo|   |   |  
|   oo |   oooo|   |  
oooo| oo|   |   oooo|
```

The golden wolf appears outside the western (eastern for you Wii users) entrance to Hyrule Castle Town. He teaches

you the Back Slice, which allows you to roll to the side and hit an enemy while coming out of a roll. L-target an enemy, jump to the side twice, and hit A to perform it.

#### #4. Sacred Grove. Helm Splitter

Just before you visit the Sacred Grove in order to find the Master Sword, stop outside it and howl at the stone here. It plays the Prelude of Light from Ocarina of Time.

```
oo |   oo |   oooo|
|   |   |   |ooo|   |
| oooooo| oo   |   |
```

The golden wolf appears outside of South Hyrule Town. He teaches you the Helm Splitter. Perform a shield attack on an enemy, then while the enemy is stunned, press A to jump and spin in midair over the enemy, and hit him while doing so.

#### #5. Lake Hylia. Mortal Draw.

Warp to Lake Hylia, and go across the bridge that leads up from this platform. It leads to a ladder. Climb the ladder to reach an open area where the Howling Stone is on the north side. You have to howl the Goron Lullaby from Majora's Mask.

```
|   |   oooo|   |   |   |ooo
|   oooo|   |   |ooo|   |   |
oooo|   |   ooooo |ooo   |
```

The golden wolf appears in Gerudo Mesa, in the area just before the enemy camp. He teaches you the Mortal Draw. To perform this move, put your sword away with A and don't do anything at all when an enemy approaches. Then press A to suddenly lunge and kill the enemy in one blow.

#### #6. Snowpeak Trail. Jump Strike.

When you're going up the Snowpeak Trail, following the reekfish scent, the scent takes you right to a Howling Stone. Can't miss it. Howl the Ballad of Gales from Wind Waker at it.

```
oo |   |   |   | oooo |   |
| oo  oooooooo|   | oo|   |
|   |ooo|   | oo |   oooo|
```

The golden wolf shows up in Kakariko Graveyard. He teaches you the jump strike, which is a version of the jump attack that lets you attack multiple enemies at once. When you L-target enemies, hold A for a moment to perform this move.

#### #7. Hidden Village. Great Spin.

Hidden behind a building in Hidden Village is a Howling Stone. You have to break a window to get to it. The Cucco Boss of the cats hangs out here, as well. The stone makes you howl the Twilight Princess Theme.

```
| | | oooo| | oo oo |
oo | oooo| | | | oo| ooo
| oooooo| | oooooooo| | |
```

The golden wolf shows up in front of Hyrule Castle, so go to Hyrule Castle Town and then exit to the north to find it. It teaches you the great spin, which is the same as the spin attack, but stronger. You have to be at full health in order to perform it.

## 007. Pieces of Heart

-----

(Listed in the order you can achieve them. If you can achieve multiple Pieces of Heart at once, they are all listed with no regard for order, seeing as there is no set order in which to get them.)

### #1. Faron Woods.

Items Needed: Lantern.

In the swamp at Faron Woods, at the northeastern (northwestern for you Wii users) corner is a cave. Light the two torches in the cave to reveal a treasure chest with a piece of heart.

### #2. Forest Temple.

Items Needed: None.

In the room to the west (east for you Wii users) of the main room, there are a lot of bug bombs and plant enemies. On the ground level, there's a big plant that you can't hurt with your sword. Go up the stairs and throw a bug bomb into the plant to kill it.

Go into the small alcove the plant was sitting in front of to get a treasure chest with a piece of heart.

If you didn't get this while going through the temple, you have to wait until Link gets the Clawshot in the third dungeon before you can go back and get this.

### #3. Forest Temple.

Items Needed: Boomerang.

In the westernmost (easternmost for you Wii users) room of the temple, the one with all the tile monsters, cross the tile bridge, then use the boomerang to blow out all the torches in the room, revealing a treasure chest with a piece of heart.

If you didn't get this while going through the temple, you have to wait until Link gets the Clawshot in the third dungeon before you can go back and get this.

### #4. Ordon Ranch.

Items Needed: Epona.

Once you get Epona back, ride her to Ordon Ranch and talk

to Fado twice to herd the goats. Herd all twenty of them into the barn in under three minutes for a piece of heart.

#### #5. Hyrule Field, Faron Province.

Items Needed: Boomerang.

Leave Faron Woods, and you end up in a field. Follow along the dirt path until you find a small wooden bridge.

There's a tree next to the bridge with a piece of heart on one of its branches. It's hard to see, depending on where you stand, but it's there. Once you can see it, use your boomerang to grab it.

#### #6. Hyrule Field, Kakariko Gorge.

Items Needed: Boomerang.

Go to the southern side of the gorge, in the southwest (southeast for you Wii users) area. Look across the gorge to see two rock/platforms in the middle of the gorge, one of which (the taller one) has a piece of heart on it. Use the boomerang to grab it.

#### #7. Goron Mines.

Items Needed: Iron Boots.

When you're walking along the ceiling of the Dodongo Room in your iron boots (the only room in the dungeon where you spend a lot of time walking around on the ceiling with your iron boots), head to the northeast (northwest for you Wii users) corner of the room and walk down to find a treasure chest with a piece of heart.

#### #8. Goron Mines.

Items Needed: Iron Boots.

This is in the room on floor two, with tektites, water on the ground, and a crystal switch.

Once you go through the room and hit the crystal switch, a gate opens temporarily, giving you access to a room with a lot of magnetic area.

Put on the iron boots and go all the way up the magnetic area, then go all the way south and take off the iron boots to be on a platform with a treasure chest containing a piece of heart.

#### #9. Kakariko Village.

Items Needed: Bow and Arrow.

Go to the top of the highest building in Kakariko Village, above Barnes' bomb shop. Use the Gorons to help you reach here, then talk to Talo, who wants you to show off your new bow and arrow.

You then have to hit all three targets with arrows, which is kind of tough. The last one isn't a target, but a pole on the building Talo is standing on (aim for the middle of the building from where you're standing), and you can't see

it, but fortunately, you can guess at its location from how close Talo says your shots are. Or you could get lucky like me and hit it on your first try...heh heh.

Hit all three of them, and you get a piece of heart.

#10. Kakariko Village.

Items Needed: Bow and Arrow, Bombs, Boomerang.

Combine your bow and arrow with your bombs on the item selection menu. Then look at the rocks above and near the fountain, and you see a human-sized rock sitting on top of a big rock formation, between the path leading out of town and the fountain. A little tree branch sticks out of it. Hit it with an arrow bomb to blow it up and reveal a piece of heart.

Use your boomerang to grab onto it.

#11. Kakariko Village.

Items Needed: Bombs, Iron Boots.

Near the fountain in Kakariko Village, and near the road leading out of the village, you can see a big, cracked boulder. Blow it up with a bomb, and follow along the tunnel to end up above the fountain.

Drop down into the water below (which is still above the fountain), and put on the iron boots to sink to the bottom, where you can open a treasure chest for a piece of heart.

#12. Hyrule Field, Bridge of Eldin Area.

Items Needed: Bombs, Bow and Arrow.

Leave Kakariko Village to the north, and near where the path opens into the field, you'll see two large boulders on your right-hand side (left-hand for you Wii users). Bomb the boulders and climb onto the area they were blocking.

Climb all the way up to the top of this little rocky area, going back towards Kakariko, making sure to jump over the gaps in the path and climb up the vines on the wall.

When you're at the top, look at the other side of the road, where there's a bombable boulder, just like the ones you just blew up. Combine your bow and arrow with bombs, and blow up the boulder, then jump to where it was, and climb up the vines it was above.

Get to the top of this area, then look down and back towards the field to see a treasure chest with a piece of heart inside.

#13. Hyrule Field, Kakariko Gorge.

Items Needed: Bombs, Lantern.

In the southern half of Kakariko Gorge, on the eastern wall (western for you Wii users), there's a bombable boulder. Bomb it, and it reveals an extensive cave. Explore the cave, using your lantern to burn away the spider webs, and

at the end of one of the eastern branches of the cave, you can light two torches to make a treasure chest with a piece of heart appear.

#### #14. Death Mountain Trail.

Items Needed: None.

Once you beat the Goron Mines, the Gorons will be helpful and shoot Link up high in the sky. Go from Kakariko Village to Death Mountain, and talk to the second Goron you see, who will shoot you up to the high ledge beside him.

Once you're on the ledge, head north, and near the end of this area, you see an opening in the wall. Go in it, which lets you drop down and find a treasure chest with a heart piece.

#### #15. Fishing Hole.

Items Needed: Boomerang or Fishing Pole.

Rent a canoe at the fishing hole, and go to the stone arch in the center of this area. On one of the arches is a piece of heart, which you can grab with your fishing pole or the gale boomerang.

#### #16. Castle Town

Items Needed: None.

There's an old man near the western gate in the town (eastern gate for you Wii users). Give him 1,000 rupees, and you get a piece of heart.

#### #17. Lake Hylia.

Items Needed: Bombs, Lantern Oil.

Head to the big platform in Lake Hylia that you can warp to, which is connected to Fyer's Hut. Three bridges connect to this platform, but only one of those bridges leads up from the platform (the other two lead up TO the platform). Go up this bridge, then go up the ladder to an openish grass area, and along the walls here is a bombable wall.

Bomb the wall to reveal a cave. Go through the cave, which is a really, really long cave containing lots of rupees, enemies, bombable walls, and torches you can light to mark your path. Go all the way through the cave (you'll probably have to do this in more than one trip), and at the very end light the two torches to make the treasure chest with the piece of heart appear.

#### #18. Lake Hylia.

Items Needed: None.

Head to Falbi's Flight-by-Fowl service, way above Lake Hylia. Pick a cucco and start flying! Hold back on the joystick to go forward as little as possible, which helps you land on the highest platform (not the one that spins, though). Open the treasure chest to get a piece of heart, then raid all the other treasure chests for other prizes.



### #19. Lakebed Temple.

Items Needed: Clawshot.

In the main room of the dungeon, Clawshot to the targets above the chandelier. Then drop down and grab the chest that's hidden on the chandelier for a piece of heart.

### #20. Lakebed Temple.

Items Needed: Clawshot

After you activate both water sources so that they flow into the main room of the dungeon, move the staircase so the water from the 2nd floor west side flows down the staircase into the 1st floor east side. Wii users, for you, this means you want the water to flow from 2nd floor east side to 1st floor west side.

Now go through the first-floor door the water is flowing through, and through the small room with the Helmasaur (if it's a waterwheel, you aimed the staircase at the wrong door). The water lets you cross the white bridge in this room, so cross it. Step on the switch to open the gates, and Clawshot to the target to get through the gates to the chest with the piece of heart. Clawshot out of there as well.

### #21. Sacred Grove.

Items Needed: Bombs.

Once you beat Skull Kid and turn back into normal Link, bomb the rock in the center of the area where you fought Skull Kid. Dig into the dirt here as Wolf Link to reach a hidden area with a bunch of Deku Babas. Kill them all to receive a piece of heart.

If you warped out of the area before getting this heart piece, you have to wait until Link defeats the Skull Kid again when he goes to the Temple of Time.

### #22. Kakariko Village

Items Needed: None.

After you give Malo Mart 1,000 rupees to repair the bridge to Hyrule Castle Town, speak to the Goron outside the store. He gives you a barrel of hot spring water to give to the Goron who is sleeping on the other side of the bridge. Deliver the barrel of water, and you get a heart piece. If you mess up, try again until you get it.

Also, once you do this, the Gorons start selling hot spring water in town, and they donate 1,800 rupees to Malo Mart's "buy out the store in Hyrule Castle Town" fund, meaning you have to give Malo only 200 rupees instead of 2,000!

### #23. Lake Hylia

Items Needed: Wolf Link.

As Wolf Link, visit the bird Plumm, who's on a small island connected to Fyer's hut. Howl at the hawk grass and you get to play a minigame where you fly upriver and

collect fruit. Each consecutive fruit gets you double points (up to ten times).

Score over 10,000 points to get a Piece of Heart. Naturally, the way to do this is to get a bunch of strawberries all in a row.

#### #24. Lanayru's Cave.

Items Needed: Clawshot.

Go to Lanayru's Cave in Lake Hylia, and use the Clawshot to get to the souther part of the cave. Open the door and light the torches here to get a piece of heart.

#### #25. Hyrule Field, Eldin Bridge.

Items Needed: Clawshot, Iron Boots.

North of the Eldin Bridge (if the bridge isn't in place, you'll have to use Epona to get north of it) is a cliffside with a Clawshot target. Clawshot to it, and at the south end is a cave.

Go inside the cave. In this cave, you'll reach open-ended platforms with magnets below. Run off a platform towards a magnet, and put on the Iron Boots to be attracted to it. This way, you can reach a lower level of the cave. Do this three times in the cave to reach the bottom level, with a treasure chest with a Piece of Heart.

#### #26. Gerudo Mesa, Enemy Camp.

Items needed: None.

Inside the enemy camp where you fight King Bulbin (again), you can find a boar that's being roasted over a fire. Hit it repeatedly in order to get a piece of heart. If only Link could do the same thing with the other boars in this game...

#### #27. Arbiter's Grounds.

Items Needed: Clawshot.

In the second room of the dungeon, the one where the four Poes steal the light from the torches, you can Clawshot to the platform in the northwest (northeast for you Wii users) to find the treasure chest with the piece of heart.

#### #28. Arbiter's Grounds.

Items Needed: Spinner.

Head to the room full of Spinner tracks, which is westernmost room in B2 (easternmost for you Wii users).

Once there, head west, going along the Spinner tracks (or not). West past the circular Spinner tracks (with Spinner spiked enemies on them) is a track that leads north and up to another level.

Get to the east end of this part of the room (west for you Wii users), where there's a treasure chest with a Piece of Heart.

#29. Hyrule Field, North.

Items Needed: Spinner.

There are two paths that lead from Hyrule Field north to Hyrule Castle Town, but on your first time going through here (as a wolf), you went through the southern one.

Travel through the northern one, and make sure to start on the north side to see Spinner tracks. Travel south along the Spinner tracks (you have to jump some of the time) and at the end, you reach a platform with the Piece of Heart.

#30. Hyrule Field, North.

Items Needed: Spinner.

Travel from the Bridge of Eldin to Hyrule Field North, and you cross a small wooden bridge on the way (this is near the Hidden Village). A Spinner track is on the wall here. Use it to reach an area with grass.

Dig in the middle of the grass, and you reach a room full of the enemies that you have to destroy with bombs. Kill all of them to get the treasure chest.

#31. Snowpeak Ruins.

Items Needed: Clawshot, Ball & Chain.

So head to floor two, the southwest room, which you reach by going up a circular room with cages. There's a little side room/hallway going off of this room, so go in there.

If you look at the wall here, there's a Clawshot target. Use the ball and chain on the floor beneath the target to smash it to pieces. Fall through the hole to find a treasure chest with a heart piece. Use the Clawshot to exit the hole.

#32. Snowpeak Ruins.

Items Needed: Ball & Chain.

Once you reach the second portion of the first room of the dungeon, use the ball and chain to move the chandelier that connects the two doors on the second floor. Get on it, then wait for it to stop moving.

Look south to see to see two chandeliers in a row. Get across both of them to reach the piece of heart. To do this, you must time it so you hit the second chandelier when you're farthest away from it.

#33. Snowpeak.

Items Needed: None.

When you beat the temple, you can show up on top of Snowpeak and challenge Yeto to a snowboarding race to his house. Beat him, then challenge Yeta to the same race. Beat her to get the Piece of Heart.

This is a tough race, and my suggestion is find out what

areas it's best to jump in, because there are areas where, due to the slope of the land, Link goes farther with a jump than he does by not jumping. One such place is near the start of the race, after Link makes a mandatory jump and before when the two walls close together quickly.

Yeta has a shortcut she uses to win the race, so follow her once to find out where it is. She actually goes across the tops of platforms instead of following the track. You have to go along this shortcut to beat her.

#34. North Hyrule Field.  
Items Needed: Ball & Chain.

Among the cliffs is a bombable rock against the wall, in a minor circular area. Go inside, and you have to solve some sliding block puzzles to get a piece of heart.

Puzzle #1:

The button is in the middle of the 5 by 3 area. Here's my map, with arbitrary directions.

```

      North
      _____
West  |   A   |
      |   B   |   East
      |   C   |
      _____
      South
```

Push the blocks so they're in that position, in a row and filling up an entire side.

Move B west.  
Move A south.  
Move A west.  
Move B north.  
Move B east.  
Move B south.  
Move B west.

Puzzle #2:

```

      North
      _____
West  | A__C |   East
      | B__  |
      |_____|
      |_____|
      South
```

Move A, B, and C into the positions indicated above.  
Move C south.  
Move A east, south, and west. A is on a switch.  
Move B north, east, south and west.  
Move C north, west, south, east and north.

Puzzle #3:

North

A\_\_\_\_

B\_\_\_\_

West C\_x\_\_ East

\_\_\_\_\_

\_\_\_\_\_

South

Push the blocks into the position indicated here.

Move A east.

Move C east.

Move C north.

Move B east.

Move A west, south and east.

Move C north, west, south, east, and north. C is now one block away from the switch.

Move B west.

Move A west, north and east.

#35. Temple of Time.

Items Needed: Dominion Rod.

On the fifth floor of the Temple of Time is a room with a crystal switch that you have to hit to make walls shift. Get Statue Buddy to this room, and move him on the switch on the other side of the room, the side near the crystal switch.

This lets you get to the other side of the room and reach the treasure chest with the piece of heart.

If the Dominion Rod isn't working, wait until Shad restores it.

#36. Temple of Time.

Items Needed: Dominion Rod.

On the fifth floor of the Temple of Time, go to the room to the south. Here, next to the stairs on the opposite side of the room are some areas blocked off by a rail, and that there are two switches in the blocked-off area, both switches near the foot of the stairs. Throw a weight behind the rail, lead it onto the switch with the Dominion Rod, then do the same for the other weight. This makes a treasure chest appear, which gives you a Piece of Heart!

If the Dominion Rod isn't working, wait until Shad restores it.

#37. Temple of Time.

Items Needed: Dominion Rod.

There's an in-between room between the Temple of Time dungeon and the Sacred Grove. Here, at the base of the steps, there are two Owl statues that you can move. One of

them hides the treasure chest with the heart piece.

If the Dominion Rod isn't working, wait until Shad restores it.

#38. Ordon Woods.

Items Needed: Dominion Rod.

Northeast (northwest for you Wii users) of the lantern oil salesman's house is a bombable rock. Blow it up and enter the area, which has an Owl Statue in it.

Use the Dominion Rod to move the Owl Statue into place, so Wolf Link can Z-jump to it. Then Z-jump through this area to reach the area with the piece of heart.

If the Dominion Rod isn't working, wait until Shad restores it.

#39. Eldin Bridge.

Items Needed: Dominion Rod.

There's an owl statue at the north end of the bridge. Move it all the way to the south end of the bridge and into the gully leading to a ladder. Jump from the bridge to the statue, to the ladder, then climb up the ladder and open the treasure chest to get a piece of heart.

If the Dominion Rod isn't working, wait until Shad restores it.

#40. Hidden Village.

Items Needed: None.

Once you get rid of the enemies in Hidden Village, go back and talk to the Cucco, who's in charge. He starts a minigame in which you have to speak to all twenty cats in the town, and then to him again to get a heart piece.

#41. City in the Sky.

Items Needed: Double Clawshot.

Head to floor one, the west circular room, the one with the big plant enemy. Clawshot to the target on the west (east for you Wii users) side, then immediately Clawshot to the ivy-coated pillar and climb down to the platform.

Here, go across the tops of the platform here to reach the area underneath the bridge, where the piece of heart is.

#42. City in the Sky.

Items Needed: Double Clawshot.

Head to the area on the outside of the east tower (west for you Wii users), where there's a series of floating plants in a C-shape. Follow the C-shape all the way through (instead of stopping halfway, like the game wants you to), then open the door to find the treasure chest.

#43. Kakariko Gorge.

Items Needed: Double Clawshots.

Go to the west part of the gorge (east for you Wii users), on the southern half of the area. Then look into the gorge to see a rock with a lot of Clawshot targets on it. Clawshot among the targets to reach the other end of the rock, where the heart piece is.

#44. Location: Twilight Temple

Items Needed: Light Sword/Sol, Clawshot

In the western Sol area (east for you Wii users), in the first room, there are waterfalls made of darkness. Use the Sol or the light sword to get rid of the darkness, and behind one of them is a treasure chest you can Clawshot to.

#45. Twilight Realm.

Items Needed: Light Sword/Sol.

In the eastern Sol area (west for you Wii users), in the first room, use the Sol or the light sword to cut through the darkness. On the northern part is a black ball that you can light up, which activates a floating platform. Ride it to a treasure chest and jump off to reach it.

008. Golden Bugs

-----

Golden Bugs can be given to Agitha, in Hyrule Castle Town, for a lot of rupees. Give one to Agitha and she gives you the big wallet. Give all of them to Agitha, and she gives you the giant wallet, which can hold 1,000 rupees.

(Listed by pairs, in the order you can get them.)

#1. Male Beetle. Hyrule Field, Eldin Province.

Items Needed: Nothing.

Leave Faron Woods to reach Hyrule Field and go down the dirt path and to the west of the path (east for you Wii users), you'll see some trees, and to reach them, you have to drop off a small cliff/ledge.

On the southern tree is a golden bug.

#2. Female Beetle. Hyrule Field, Eldin Province.

Items Needed: Boomerang.

There's a dirt path leading from Kakariko Gorge that goes through the field here. North of it is a raised area that you cannot reach, and it contains trees. On the southernmost tree is a golden bug. Use the boomerang to bring it close enough for you to grab.

#3. Male Pill Bug. Hyrule Field, Kakariko Gorge.

Items Needed: None.

South of the bridge that leads across the gorge.

#4. Female Pill Bug. Hyrule Field, Kakariko Gorge.

Items Needed: Sword.

On the north half of Kakariko Gorge, on the east end (the west end for you Wii users), you find a cluster of four trees. The golden bug is hidden in the grass/flowers at the base of a tree, so cut all the grass to find it.

#5. Male Ant. Kakariko Village Graveyard.

Items Needed: None.

Go up the stairs in the graveyard, and it's at the bottom of the tree that doesn't have a nest of bees.

#6. Female Ant. Kakariko Village.

Items Needed: None.

On the east side of town (west for you Wii users), most of the buildings are boarded up, except for one. Enter it to find the golden bug on the floor.

#7. Female Grasshopper. Hyrule Field, Bridge of Eldin.

Items Needed: None.

Leave Kakariko Village to reach the field. In the northeast part of the field (northwest for you Wii users), you find the golden bug just hanging around, near where the grass turns into dirt.

#8. Female Grasshopper. Hyrule Field, Bridge of Eldin.

Items Needed: None.

Leave Kakariko Village to reach the field. In the west part of the field (east for you Wii users), you can find the golden bug hanging around, not near anything. You'll probably have to wait until nighttime before you can see its glow.

#9. Male Phasmid. Hyrule Field, Bridge of Eldin.

Items Needed: Boomerang.

Go to the Bridge of Eldin, and it's on the south end of the bridge, on the arch. Use your boomerang to grab it.

#10. Female Phasmid. Hyrule Field, Bridge of Eldin.

Items Needed: Boomerang or Clawshot.

North of the Bridge of Eldin is a high cliff, and on the wall against the cliff is a golden bug. Use the Boomerang to bring it close to you, or wait until you get the clawshot, then clawshot up to the high cliff and get it then.

#11. Female Ladybug. Hyrule Field, South of Castle Town.

There's a big entranceway/staircase leading to the bridge to Hyrule Castle Town, and on the west half (east for you Wii users), you'll see a row of three planted trees. In the dirt by the middle tree is the bug.

#12. Male Ladybug. Hyrule Field, South of Castle Town.



In the grass area outside of South Castle Town, on the east part (west for you Wii users), you'll notice a big tower of rock that just pops out of the ground. In the flowers at the base of the rock is a golden bug.

#13. Male Dragonfly. Zora's Domain.

Go to the water area that the waterfall pours into, and head to the east side (west for you Wii users). Go up the slope and you see the golden bug against the wall, before the slope changes direction.

#14. Female Dragonfly. Upper Zora's River.

The Female Dragonfly flutters over the water outside of Iza's Hut. Use the boomerang to bring it to shore, then grab it.

#15. Male Mantis. Great Bridge of Hylia.

Go to the Great Bridge of Hylia, and it's on the northern arch of the bridge, on the inside. Use the gale boomerang to get it.

#16. Female Mantis. Great Bridge of Hylia.

South of the Great Bridge of Hylia is an area with Chus and other enemies, and you go through a tunnel-esque area where the light from above is blocked by the roots of a tree.

Go south past the tree roots, then use the boomerang to grab the golden bug, which is on the bottom of one of the southernmost roots.

#17. Male Stag Beetle. Hyrule Field, North

There are two roads that lead from the area north of Castle Town to Lake Hylia. Head to the southern of these roads, the one in the lower part of the area. On the western part of the field (east for you Wii users), you'll notice this road splits into a fork near a rock and a tree. The golden bug is on the tree, so use your boomerang to bring it to you.

#18. Female Stag Beetle. Hyrule Field, North.

If you come from the east side of the area (west for you Wii users) and head north, you'll reach the cliffs area. The road here splits into two forks, one leading to the northernmost point of the game (which contains a passageway to Zora's Domain), and the other leading west. Go down the west path, and watch the cliffside to your north. Near the clearing is a bombable wall, and a little above the wall is the golden bug. Use the boomerang to bring it towards you.

#19. Male Butterfly. Hyrule Field, West.

At the warp point right outside of Castle Town, follow the road south. There are some flowers beside the road, where

the Golden Bug lives.

#20. Female Butterfly. Hyrule Field, West.

At the warp point outside of Castle Town, head west (east for you Wii users) to the path that leads to Lake Hylia. North of it is a ledge with some Ivy growing on it. Clawshot to the ivy to climb on the ledge, then get the bug who's by the flowers here.

#21. Female Dayfly. Greudo Mesa.

From the warp point, look east (west for you Wii users). There are a few trenches here. The golden bug is in the middle trench, and you can probably see it flying around from far off. Clawshot or Boomerang it to you.

#22. Male Dayfly. Gerudo Mesa

Look at your map. See how there are two squiggly lines in the map which do NOT touch the outside wall of the map? The golden bug is floating around near the southern squiggly line. You might want to look for it at night, when it's easier to do.

#23. Male Snail. Sacred Grove.

On the ground in the sacred grove, there is the Triforce symbol and the two statues from the difficult puzzle. South of that, you'll see a broken stone doorway which leads to the upper level of the Sacred Grove.

Go through the doorway and inside there is the golden bug. Clawshot or Boomerang it down to you.

#24. Female Snail. Temple of Time.

This is only available the second time you go to the Sacred Grove. At that time, you have to go to the upper level of the Sacred Grove, do stuff with the Master Sword, yadda yadda yadda, I'm not going to spoil it for you in case you're reading ahead.

Well, there's an in-between room in the Temple of Time, before the dungeon, but after the Sacred Grove. On the side of the stairwell in that area is the golden bug. Clawshot or Boomerang it down to you.

009. Poes

-----  
Poes are monsters which hang around ONLY AT NIGHT (or any time of day inside a cave/dungeons), and if you kill twenty of them, Jovani gives you a bottle with Great Fairy's Tears. If you kill all sixty of them, he'll give you 200 rupees. At this point in the game, you can leave town and enter again for another 200 rupees as many times as you like.

These are generally listed by the order you can get them,

and further ordered by area.

#### #1. Jovani's House.

You kill this Poe as part of the game's storyline. If you don't kill it, you can't beat the game.

#### #2. Sacred Grove.

When you beat the Skull Kid and turn back into normal Link, go to the area where you fought Skull Kid. Bomb the rock in the middle of this area to reveal the Poe.

If you warped out of the area before getting this Poe, you have to wait until Link defeats the Skull Kid again when he goes to the Temple of Time.

#### #3. Sacred Grove.

Wait in the area where you get the Master Sword until it becomes nighttime and the Poe appears.

If you warped out of the area before getting this Poe, you have to wait until Link defeats the Skull Kid again when he goes to the Temple of Time.

#### #4. Faron Woods

So remember the swamp in Faron Woods? Your monkey friend stole your lantern to help you get through it. Go there, and Z-jump with Midna along the path described in the section on dispelling the twilight in Faron.

In the middle of the swamp is a big tree, and the Poe is here.

#### #5. Hyrule Field, Faron Province.

The Poe hangs out not too far from the bridge/pool of water here.

#### #6. Hyrule Field, Kakariko Gorge

On the south side of Kakariko Gorge, head to the southeast (southwest for you Wii users), where you can bomb a wall to reveal a cave. Go through it to find a Poe and Piece of Heart #13.

#### #7. Hyrule Field, Kakariko Gorge

There's a little cliff area south of the bridge, and it has a tree and fence by it. The Poe hangs out by the tree.

#### #8. Kakariko Graveyard

The Poe is in the middle of the graveyard.

#### #9. Kakariko Graveyard.

Push open one of the graves (there are only two you can

push) and the Poe is hidden in one of them.

#### #10. Kakariko Village.

The Poe hangs out in the ruins of the place where Barnes kept his bomb supplies. It's level with the top of his shop.

#### #11. Kakariko Village

The Poe hangs out at the base of the highest building in Kakariko Village.

#### #12. Death Mountain Path.

From Kakariko, go up Death Mountain. Talk to the second Goron you meet, and he can shoot you to a high ledge beside him. Do this, and you find the Poe hanging out on the south end of the ledge.

#### #13. Hyrule Castle Town, East (West for Wii users).

Leave Hyrule Castle Town through the east gate (west for you Wii users). The Poe is hanging around on the bridge here. Not the bridge that Malo Mart builds, but the other one.

#### #14. Hyrule Castle Town, South.

Leave Hyrule Castle Town to the south, and the Poe is hanging around on the stairs.

#### #15. Hyrule Field, West (East for Wii users).

Warp to the area outside of town and head south to reach an amphitheater area. The Poe hangs out there.

#### #16. Hyrule Field, North.

The Poe hangs out on the bridge here.

#### #17-18. Hyrule Field: North

In the far west end of this area (east end for you Wii users) are three trees and some grass. You can dig in the center of the grass to reach a hidden cave with two Poes inside.

#### #19-21. Lake Hylia.

Head to the big platform in Lake Hylia that you can warp to, which is connected to Fyer's Hut. Three bridges connect to this platform, but only one of those bridges leads up from the platform (the other two lead up TO the platform). Go up this bridge, then go up the ladder to an openish grass area, and along the walls here is a bombable wall.

Bomb the wall to reveal a cave. Go through the cave, which is a really, really long cave containing lots of rupees, enemies, bombable walls, and torches you can light to mark

your path. Three of the enemies are Poes, and if you go all the way through the cave, you reach Piece of Heart #17.

#### #22. Lake Hylia.

Warp to Lake Hylia, and go up the bridge that leads up from this platform. Turn into a human and climb the ladder. Follow along this area, going up and you reach a little tower that you met Auru on. At the base of the tower is a Poe.

#### #23. Lake Hylia.

The Poe hangs out on the east (west for you Wii users) shore of the lake.

#### #24. Lake Hylia.

This Poe hangs out where a bug was, in the hard-to-describe part of the Lake Hylia Tears of Light quest.

Warp to lake Hylia, and go on the path that leads to the east (west for you Wii users), which is near one of the bridges. It also goes up.

You go up this path and when you reach the wall, turn south and follow the path that way (you have to pull back on the C-stick to see where the path is). Jump to the rock, and go across and jump to another rock, all the while heading in a southernly direction.

Here, you can go west, which leads to where you fought the shadow beasts. You don't want to do that, so instead head east and jump over the gap in the rocks to the platform there, where the Poe hangs out.

#### #25. Lake Hylia.

Use Falbi's Flight-By-Foul game to get a Cucco. Hold back on the control stick to land on the area near Fyer's shop. A Poe hangs out around here, below Piece of Heart #18.

#### #26. Lake Hylia.

Use Falbi's Flight-By-Foul game to get a Cucco. Spin around in midair by holding left or right, then land on the cliffside beneath Falbi's hut, where a Poe hangs out.

#### #27. Upper Zora's River.

The Poe hangs out on the little islet of land in the south part of this area.

#### #28. Zora's Domain.

Get to the bottom of the waterfall, and head up the path to the east (west for you Wii users). Follow the path when it turns around on itself to find the Poe.

#### #29. Zora's Domain.

Get to the bottom of the waterfall, and head up the path to the west (east for you Wii users). Follow the path and the Poe is only two Z-jumps away, near the waterfall.

#### #30. Great Bridge of Hylia.

Head to the wooden bridge south of the Great Bridge of Hylia. On the south end of the bridge, you can look at the cliff to see a bunch of boulders you can use bomb arrows on. Blow them up to reveal Clawshot targets, then Clawshot to the various targets to reach the area with the Poe.

#### #31. Gerudo Mesa.

Go south from the area where Fyer shoots you to (that's on the east (west for you Wii users) end of the area, and it's marked with a brown path).

A Poe hangs out here, near the three skulls. You can also dig here to find a hidden cave with Skulltulas. Kill them to get 100 Rupees.

#### #32. Gerudo Mesa.

Go to the Gerudo Mesa Warp point and warp the Eldin Bridge back to its proper position. This reveals the Cave of Ordeals and a Poe.

#### #33. Gerudo Mesa.

Head for the fire pit in the mesa, and go east from there (west for you Wii users). There's a Poe on the Cliffside here, and you can Clawshot to a tree to reach it.

#### #34-55. Gerudo Mesa.

Poe #34 was floating over some skulls. Dig in the area between the skulls to find a hidden cave. In this cave are two Poes, along with a lot of bombable rocks.

#### #36. Gerudo Mesa.

You have to destroy some fences and climb up steps before you reach the road to the enemy camp. Go on these steps and take the western fork (eastern for you Wii users), where the Poe hangs out. It's near where the Golden Wolf shows up.

#### #37. Gerudo Mesa, Enemy Camp.

Once you fight King Bulbin and he burns his camp down in anger, a Poe appears in the camp, right where you fought King Bulbin.

#### #38. Outside Arbiter's Grounds.

The Poe hangs around outside the entrance to Arbiter's Grounds.

#### #39-42. Arbiter's Grounds.

You kill these Poes in order to beat Arbiter's Grounds.

#### #43. Cave of Ordeals

A Poe is on the seventeenth floor of the Cave of Ordeals. You have to have the Spinner in order to reach this floor.

#### #44. Snowpeak.

Follow the reekfish scent up the mountain. This one is south of the path, near the first wavy line on the map that you walk by.

#### #45. Snowpeak.

Follow the reekfish scent up the mountain, and you reach a point where the scent goes up a cliff. To rejoin the trail, you have to go forward along the path then turn around. To find the Poe, just keep going straight along the path (don't turn around), and eventually you reach a tree with the Poe nearby.

#### #46. Snowpeak.

Follow the reekfish scent up the mountain, and you reach a point where the scent goes up a cliff. The second time this happens, head west (east for you Wii users) to an area with a tree. The Poe hangs out near a tree.

#### #47. Snowpeak.

Follow the reekfish scent all the way to the cave area that takes you from the bottom of Snowpeak to the Warp Portal (or just enter the cave from the portal). At the east part of the cave (west for you Wii users), smash the ice blocks with the ball and chain to find a Poe.

#### #48. Snowpeak Ruins.

Snowboard down to Snowpeak Ruins, then head back up the area you snowboard down. The Poe is on top of a hill right near here.

#### #49. Snowpeak Ruins.

The Poe hangs out in the first room of the dungeon.

#### #50. Snowpeak Ruins.

Another Poe hangs out in the first room of the dungeon. Use the Ball and Chain on the suits of armor to destroy them, and behind one of them is a Poe.

#### #51. Snowpeak Ruins.

On the second floor, the southeast room (southwest for you Wii users) is covered with ice on the floor and the spinning ice enemies. Kill them all, then break the ice on

the wall with the ball and chain to reveal a Poe.

#### #52. Sacred Grove.

The second time you visit the Sacred Grove, you can head back into the maze area. Go to where you fought the Skull Kid and climb up the ivy to reach the maze area.

The Poe is in the water-filled room, where you can go behind a waterfall and climb up the platforms to reach the Poe. The way to get there is to take only right turns from when you go into the maze from here. Wii users, you'll get to do a little exploring to find this one.

#### #53. Temple of Time.

Head to floor seven, the floor with the big scales. This Poe is near the area with the big key. In case you forgot how to get there, use the dominion rod to get the weights that are on the wall above you, and put four of them on the second scale, which keeps the first scale up.

Climb onto this scale, and Clawshot to the target at the center of the ceiling. Fall down, then walk to the wall where there's a Spinner track. Ride on the track to the other side of the room, where the Poe is.

#### #54. Temple of Time.

Head to the second floor, and the Poe is behind the golden gate on the west (east for you Wii users). Use Statue Buddy to smash the gate.

#### #55. Temple of Time.

Go to the Temple of Time area that's in between the dungeon and the Sacred Grove. There are two statues in this room. Use the Dominion Rod to move them, and you'll find a Poe behind one of them. If the Dominion Rod isn't working, wait for Shad to fix it.

#### #56. Cave of Ordeals.

A Poe is on the thirty-third floor of the Cave of Ordeals. You have to have the Dominion Rod activated in order to reach this floor. If the Dominion Rod isn't working, wait for Shad to fix it.

#### #57. Hidden Village

A Poe hangs out in Hidden Village after you get Heart Piece #40. I don't know why you have to get the heart piece before the Poe appears.

The Poe is on the northwest (northeast for you Wii users) building, and to get there, Clawshot to the netting above the horse trough.

#### #58. City in the Sky.



Head to the eastern area that's outside, where you have to Clawshot to floating plants to get over the walls. On the south part of this area is a floating plant near a tree that has a Poe by it.

#### #59. City in the Sky.

Head to the garden area near the top of the dungeon (fourth floor, center area), where you had to walk across ropes as Wolf Link.

Just like in the dungeon, Clawshot to the ivy and go across the rope to be on the circular tower. This time, instead of heading across the ropes nearby, head the other direction down this tower, where there's a wall of ivy.

Kill the enemies on the wall with the Boomerang, then climb along the ivy, where you can cross some ropes as Wolf Link to find the area where the Poe hangs out.

#### #60. Cave of Ordeals.

A Poe is on the forty-fourth floor of the Cave of Ordeals, and you need the Double Clawshots to reach it.

#### 010. Equipment (Upgrades)

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(Listed in the order you can receive them.)

##### Fishing Rod

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Retrieve Uli's missing baby cradle, by aiming the hawk at the monkey, and she gives you this. Use it to fish, obviously.

##### Bottle #1

-----

Catch two fish in the water in Ordon, and the cat belonging to the store owner runs home. In thanks, the store owner gives you a bottle.

##### Slingshot

-----

Buy it for 40 rupees at the Ordon Store. You can use it to hit enemies with, but once you get the bow and arrow, you should use that instead of the slingshot.

##### Wooden Sword

-----

When you buy a slingshot, Rusl drops off the wooden sword at your house. It's little more than a piece of wood that you picked up off of the ground, but it works fine as a sword until you get a real sword.

##### Lantern

-----  
The Lantern Oil salesman in Faron Woods gives you a lantern for free if you talk to him. It lets you set things on fire, mostly torches.

#### Ordon Shield

-----

Midna makes you steal this shield from Talo and Malo's house. You sneak in through the open window by the water wheel, then knock it off the wall to grab it. It's a fine shield, but it burns easily.

#### Ordon Sword

-----

Midna makes you steal the sword from Rusl's house. You get it by digging through the dirt by Rusl's house and taking it from the couch. When you turn back into normal Link, you can use the sword to great effect. It's made from Ordon Goat horns, so it's quite strong.

#### Hero's Clothes

-----

When you dissolve the twilight that covers Faron Province, Link automatically gets an outfit upgrade. He now wears his signature green tunic, which is said to have belonged to the legendary hero of Hyrule himself!

#### Bottle #2

-----

When you dissolve the twilight that covers Faron Province, you can buy a bottle from the lantern oil salesman for 100 rupees. Not too shabby!

#### Boomerang

-----

In the Forest Temple, after you defeat Ook, the monkey boss, you get his boomerang. It has the power of wind, and lets you turn fans, turn off lighted lamps, and retrieve far-off items. It also lets you harm enemies from a distance. A very helpful item.

#### Iron Boots

-----

After you meet with the Gorons, you go back to Ordon Village. Talk to Bo, the mayor, and sumo wrestle with him twice to get the Iron Boots. They let you defeat the Gorons in contests of strength, sink to the bottom of pools of water, and stick to magnets.

#### Wooden Shield

-----

A replacement shield for your Ordon Shield, in case it gets

burnt by fire. You shouldn't buy this, but instead you should buy the Hylian Shield.

#### Hylian Shield

-----

You can buy this at Malo Mart before and after you enter the Goron Mines. It's the second shield of the game, and it's indestructible. It's also cooler-looking than the other shields.

#### Bow and Arrow

-----

In the Goron Mines, after you defeat the Goron Guard, you're allowed to lay hands upon their treasure: the bow and arrow. It's an incredibly useful tool that lets you hurt enemies from a distance much better than the boomerang can.

#### Bomb Bag #1

-----

Once you defeat the boss of the Goron Mines, you can buy a bomb bag from Barnes' Bombs at the north end of Kakariko Village. Use bombs to blow things up, mostly rocks.

#### Hawkeye

-----

After you play Talo's archery game in Kakariko (see the instructions on getting piece of heart #9 for more information on how to play the game), Malo Mart starts to carry the Hawkeye, which lets you see things from far away so you can shoot arrows at them more precisely.

#### Big Wallet

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Give Agitha a golden bug, and she gives you a wallet that holds 600 Rupees. Score!

#### Water Bombs

-----

Once you get rid of all the Twilight in Hyrule, Barnes makes a new type of bomb that works in water. He calls them water bombs, and for some reason, you have to keep them separate from normal bombs.

#### Bomb Bag #2

-----

A second bomb bag. You get it by heading to Upper Zora's River after you get rid of all the twilight in Hyrule. You'll run into some shadow beasts near the fishing hole and the canoe rental shop. Kill them to create a portal and gain Iza's gratitude.

Iza asks you to use your bomb and arrow combo to blow up

the rocks that are blocking the river and ruining her business. Do so, and she gives you a free river ride and a bomb bag as a reward.

### Bomb Bag #3

-----

A third bomb bag. You get it by going to Zora's Domain, in the throne room area. Put on the Zora's Armor and the Iron Boots and sink to the bottom. In the middle of the area is a big rock that you can blow up with a water bomb. Do so, and you find a Goron who gives you a bomb bag in return for freeing him. You have to have the iron boots on to get the bomb bag.

### Bottle #3

-----

Visit the fishing hole in Upper Zora's River whenever you can, and fish off the wooden bridge on the east side of the area (west for you Wii users). Fish in the little area here, and you can catch an empty bottle that some thoughtless jerk threw away.

### Clawshot

-----

A device gotten in Lakebed Temple that allows Link to bring faraway items to him, or allows him to propel himself to faraway targets.

### Master Sword

-----

Once Link beats Lakebed Temple, he is sent on a quest to get the Master Sword, which is a new, more powerful sword. Cool!

### Magic Armor

-----

Once you beat Lakebed Temple, MaloMart will work to put the store in Hyrule Town out of business. Give Malo 1,000 Rupees to rebuild the bridge to Hyrule Castle Town East Side, and give him 2,000 Rupees to buy the shop (200 Rupees if you get Heart Piece #22). Then, once the shop is an official subsidiary of Malo Mart, you can buy the magic armor there for 598 Rupees.

The Magic Armor prevents Link from being harmed, as long as Link has rupees. See, the magic armor takes away Link's rupees at a great speed.

### Bottle #4

-----

Kill twenty poes, then go see Jovani in his house in Castle Town (you have to dig to get in). In thanks for retuning the power of mobility to him, he gives you a bottle.

## Big Quiver

-----

Once you get the Clawshot, Link can win the Star mining game in Hyrule Castle Town, where you have to collect a bunch of stars. Use the Clawshot to go around the room and collect all the stars before time runs out. It's difficult, to be sure. Somehow, I did it on my first try, even though when I've played the game other times, it took me several tries.

Once you do this, you get the Big Quiver, which means you can now hold sixty arrows.

## Bomblings

-----

A bomb that's based off the bomb bugs in the forest dungeon. They are spider-like bombs that run up walls and ceilings and such. You buy them at Barnes' Bomb Shop, but you never have to use them.

## Spinner

-----

The Spinner is a floating, spinning disc that Link can ride over the ground, use to turn clockwork, and run along Spinner tracks. You get it in the Arbiter's Grounds.

## Ball and Chain

-----

Yep, Link and Ilia get married at the end of the game, and thus Link is saddled with the old ball and chain...wait a minute, no, that's wrong. The Ball and Chain is a weapon you get in Snowpeak Ruins when you beat the miniboss.

The Ball and Chain is basically a giant mace that Link can swing around his head and use to smash through ice and towers.

## Giant Wallet

-----

Once you give all twenty-four golden bugs to Agitha, she gives you the giant wallet, which holds 1,000 rupees.

## Dominion Rod

-----

You get this in the Temple of Time, and it's a rod that lets you bring statues to life. It's hardly useful outside of the Temple of Time and the quest to spell Shad's word, and it loses power in between the Temple of Time and the quest to spell Shad's word.

## Horse Call

-----

When you beat the Temple of Time, you engage in some rather

boring adventures, in which you restore Ilia's memory. She then gives Link the present she was preparing for him way back at the beginning of the game: the Horse Call.

It's a flute-like device which you can blow on to summon Epona pretty much wherever you want.

#### Double Clawshots

-----

In the City in the Sky, you get a second Clawshot. It works like the first, only now you can use both at the same time so you can travel from Clawshot target to Clawshot target without ever touching the ground.

#### Giant Quiver

-----

Once you get the Double Clawshots, you can go back to the Star Minigame in Hyrule Castle Town and play the new, more difficult second round. If you win it, you get the Giant Quiver, which holds one hundred arrows.

#### 011-Credits

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