

# The Legend of Zelda: Twilight Princess FAQ/Walkthrough

by MrShotgun

Updated to v1.31 on Mar 15, 2007

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The Legend of Zelda: Twilight Princess

FAQ/Walkthrough

By MrShotgun of GameFAQs

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Author's Pledge

When Richard Taylor of New Zealand's Weta Workshop undertook the monumental task of the production design for the Lord of the Rings films, he gave this speech to his employees. Recognizing the significance of this speech, I have adopted it as my own pledge to the quality of my guides. God, I'm a nerd.

"If you can't rise to the highest level of enthusiasm, passion, and professionalism, and grasp this task as if it is the most important thing that you have ever taken on in your life, you aren't worthy of the task. We have been blessed with this opportunity." - Richard Taylor, Weta Workshop

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Version Information

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FAQ/Walkthrough v1.0  
December 12th - 18th, 2006

Main Walkthrough finished! Other chapters coming in future updates, which should arrive on a daily basis.

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FAQ/Walkthrough v1.1  
December 19th, 2006

Work begins on supplemental chapters today. Game Basics; Items and Equipment; Pieces of Heart; Golden Bugs; Poe Souls; Howling Stone and Special Attacks; Miniboss and Boss Appendix Chapters completed.

A fishing guide will follow soon.

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FAQ/Walkthrough v1.2  
February 18th, 2007

First, let me apologize for the long wait between updates. My internet access has been sketchy of late, and though the guide is functionally accurate throughout, there are still some things which needed to be refined. Which is what this update is for. Haha.

Guide ran through a spellchecker. All instances of Moblin in guide have been changed to Bokoblin. Removed a leftover bit of text in the Lakebed Temple subchapter which mentioned a non-existent Piece of Heart. Added the name of the one Howling Stone whose song I didn't know (big thanks to those who identified it for me). Fixed the name of another song (I said it was the Nocturne of Shadow, when it was actually the Requiem of Spirit).

Fixed a numerical error in the Walkthrough chapter's find codes. Minor revisions to guide to improve appearance. Removed "and Sidequests" from the Chapter Zero-Three Hundred title, since there are no Sidequests.

Perhaps the biggest addition to the guide is the new Wii Version Walkthrough. Okay, so it's just the Gamecube version of the guide, cut and pasted and changing L-Target, east/west and left/right directions with Microsoft Word's Find/Replace feature. But whatever.

I'll be up front with my readers on this: it ain't perfect, as it's a converted Gamecube walkthrough, not a whole new Wii walkthrough (sorry people, I just don't have another eighty hours to write another walkthrough). I'll do my best to continually update it, and will rely on my readers to fix any errors which may be in it, especially those which relate specifically to the Gamecube controls. The supplemental chapters remain Gamecube exclusive, for the moment.

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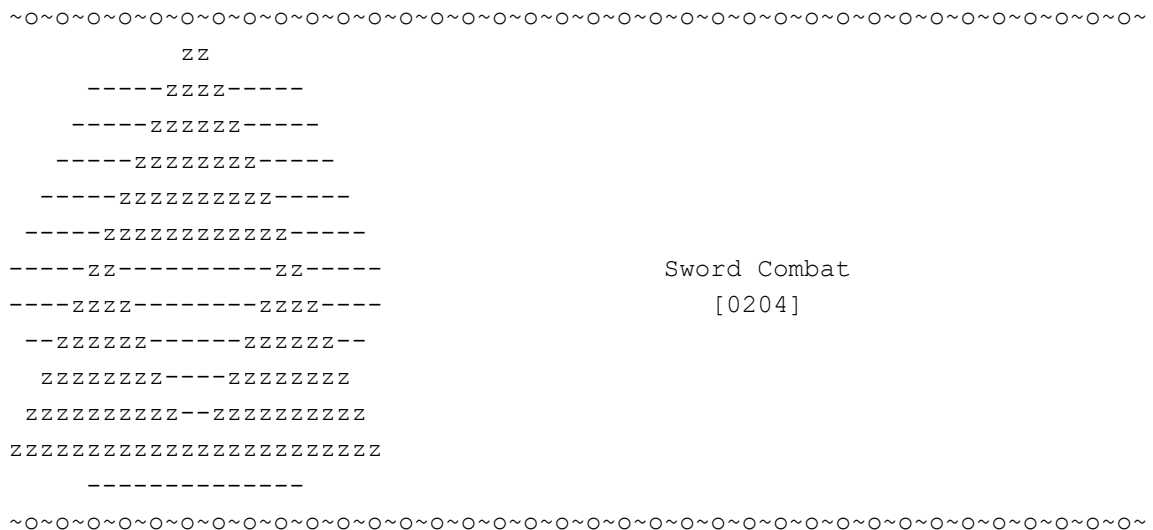




the Light Spirits transforms him back into a Hylian. However, after an encounter with the King of Twilight, Link is permanently cursed with the Wolf's form. But all is not lost, however. After a quest to remove the Shadow Crystal from his body, he regains his Hylian Form. He also gets the ability to become a Wolf whenever he likes.

While in Wolf Form, Link's movements and attack patterns significantly change. He loses access to all of his items, but gains two new abilities: Dig and Sense. Using the Wolf's enhanced Senses, Link can "see" hidden enemies, find buried objects, and follow the gaseous scent trails of certain objects and characters. By Digging, Link can uncover hidden objects, and enter underground caverns.

Wolf Link's attack repertoire also changes significantly. Though he can dodge and attack in much the same way that Hylian Link does, Wolf Link has no shield. He is left completely defenseless. Link can also bite at enemies with his powerful jaws, and in certain cases can even pounce on enemies and chew on their jugular veins. Which is about as much fun as it sounds. Wolf Link's last attack actually belongs to Midna, who will charge up a black sphere, which destroys all enemies caught in it's influence.



Twilight Princess utilizes a heavily modified version of the Wind Waker game engine, which was based heavily on the Ocarina of Time game engine. So if you've ever played Ocarina of Time, Majora's Mask, or The Wind Waker, then you'll already be pretty familiar with Link's sword abilities.

By moving near an enemy, you can hold down the L-Button. This will focus Link's attention on that target as long as the L-Button is held, and changes his movement and attack commands significantly. While L-Targeted, Link can dodge backwards or to the left and right. He also automatically holds up his shield while L-Targeted, automatically blocking attacks which come his way so long as you are not using a weapon.

L-Targeting also gives Link significantly enhanced fighting skills. By pushing forward on the joystick and tapping the attack button, Link will stab with his sword. Simply pressing the Attack button will cause Link to swing his sword to the left and right. Pressing the Action button will force Link to do his most powerful basic attack, the Jump Attack.

The system is almost completely unchanged from Ocarina of Time, and for good















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Ordona Province - Ordon Village: Outside Link's House

After the game's opening sequence, Fado will arrive out front of Link's House, asking for help with his goats. Epona has also wandered off, as horses are apt to do. Run towards Fado, and speak with him. He'll insist that you find Epona. Epona has headed off down a path to the west, so head that way first. After you run down the path a bit, you'll enter a new area.

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Ordona Province - North Road  
New Quest Item: Epona

Head to your left as you enter the area, and look for a small hole in the wall. Stand in front of the hole and Enter it using the correct button (check the command bar to see the correct command). Crawl down this tunnel, taking one right along the way. On the other side, you'll emerge into a small pond. Epona waits here, being tended to by a young woman (her name is Ilia). Run towards them.

After the cutscene which follows, speak with Ilia again. She'll ask you to play "that song" by using a piece of grass. The grass in question is just to your left as the cutscene ends; stand near it and pick it up. Blow into the grass reed, and the familiar Epona's Song from Ocarina of Time will ring out. Epona will run towards you. This is how you will have to summon Epona for a good chunk of the game, until you get a special item which removes the need for grass.

Hop on Epona, and ride her east through an open gate, where you will emerge back onto the road. Head south and return to Link's House.

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Ordona Province - Ordon Village: Outside Link's House

Head south, passing into Ordon Village proper.

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Ordona Province - Ordon Village

Explore the town if you like, but there isn't much to do for the moment. Once your appetite is quenched, head for the south end of the village and ride through the opening there to Ordon Ranch.

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Ordona Province - Ordon Village: Ranch

This is the area where you'll help Fado (the man you met earlier) herd his goats (in actuality, this area is to train you in riding Epona). Head through the gate in front of you as you enter, and you'll see him standing in the middle of the pasture. Fado will automatically speak to you when you draw near. He'll ask you to help herd the goats into the barn; agree.

You'll now enter a mini-game, of sorts, where you must herd the goats into the open barn door (if anyone has played the game Gun then you shouldn't have any problem with this). Run near the goats, moving towards them at angle which will drive them towards the barn door. If you press the A Button, Link will "Whoop," driving the Goats faster. Drive all ten goats into the barn to complete the minigame.

Once you've finished the game, you'll be tasked with jumping over some fences.

All in a day's work, I guess. Two fences will have now appeared in the pasture; run around the dirt track, pressing the Dash button just before you hit the fences to make Epona leap over them. Do this a few times until you've got the hang of it, and then jump the fence blocking the north gate. Once over the fence, you'll automatically return to Link's House.

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Ordona Province - Ordon Village: Inside Link's House

You'll be prompted to Save at this point. Do so.

It's now the following day. Three little hobgoblins... I mean, uh, children, will appear outside of Link's House and hail him. The game will automatically cut to the interior of Link's House. Take a look around inside if you like. Link apparently has something interesting in his basement, but you won't be able to see anything down there until you get the Lamp.

Once you're done exploring, head for the main floor of Link's House and go out the door.

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Ordona Province - Ordon Village: Outside Link's House

Drop down from the ledge that holds Link's House, and speak with the children. Talo, Malo and Beth will go on at length about a Slingshot which has become available in the Ordon Village Store. Though the children clearly want it, Link's going to need it for important hero-type stuff, so that's too bad for them.

Head south, back to Ordon Village (you'll meet back up with Epona later, so you'll have to go on foot for the time being).

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Ordona Province - Ordon Village  
New Item: Fishing Rod

If you like, you can head for the Ordon Village Shop (Sera's Sundries) now. It's the pink-roofed building to your left as you enter from Link's House, on the west shore of the Village pond. But the owner is depressed because her cat has gone missing, and won't sell anything. The cat in question is actually out by the dock on the pond's eastern shore, near the waterwheel. But you won't actually be able to get the cat for a little while.

First, head for Mayor Bo's house. It's the building on the south side of town, close to the entrance to Fado's Ranch. The mayor himself is standing outside (he's the rather corpulent man with no hair... but hey, he's the mayor). Speak with him, and suddenly a runaway Goat will charge out of Fado's Ranch.

Line yourself up with the goat (Link is automatically stuck in strafe mode during this event), and wait until just before it hits you. Press and hold the action button, and Link will root his feet into the ground while grabbing it's horns, bringing the Goat to a stop (this is actually training for something which you'll be doing a lot later, when you get your partner Midna).

If you fail, speak with Mayor Bo again, and the event will repeat itself. Keep repeating the event until you succeed. If you speak with Mayor Bo again, he'll warn you about monkeys which have been causing trouble in town.

Head back to Sera's Sundries, and go south. You'll find a tall cliff near a pumpkin patch. A man on top of the cliff will yell down at you, explaining how

to L-Target. Follow his instructions. After you've learned that, climb up the ivy on the cliff and speak with the man on top. He'll point out Sera's cat to you, but you still can't do anything about it for the moment. The man will also point out some more Grass (like the kind you used to call Epona, but a different shape). It's on a cliff opposite. Run towards the cliff, and when Link reaches the edge, he'll automatically jump over.

Pick a piece of grass, and blow into it. A hawk will appear from the sky, and land on Link's arm. You can now aim the hawk and set it free in any direction you like. The direction you want is towards a beehive; it's high on a tree, just to the left of Sera's Sundries. Aim the crosshair at the hive, and then release the bird. The bird will fly right at it, knocking it to the ground.

You can head for the wreckage of the bee hive now, but you can't do much with it without an Empty Bottle (you can capture the chunks of the hive to use for Fishing Bait at a later point in the game). Back on the cliff where you first released the bird, jump over to the roof of Sera's Sundries. From here, you can jump along two more cliffs.

On the last cliff in the series, you'll find more Hawk Grass. Pick some of it, and blow it. Now, look downstream, and you'll see a weird dancing object holding something (it's actually a monkey holding a cradle). Release the Hawk at this monkey, and it will claim the cradle, flying back and dropping it Link's arms before flying away. Jump back along the cliffs to the roof of Sera's Sundries, and then drop back down to the ground.

The owner of the cradle, Uli, is standing near the bridge which extends over the stream (just follow the road as though you were going to Ordon Ranch, and you'll run right into her). She'll automatically talk to you as you draw near her. Follow her back to her house, and when you get near enough, she'll thank you and give you a Fishing Rod.

Now that you have the Fishing Rod, you can finally do something about Sera's pouting puddy tat. Head for the Dock on the east shore of the pond. It's behind the waterwheel building. Stand on the dock, assign the Fishing Rod to one of your action buttons, and pull it out.

Fishing in Twilight Princess is quite different that it has been in any other Zelda game, but it's still not difficult. Cast your rod by pressing it's action button, where upon a bobber will land in the water. Wait for the bobber to begin to sink into the water, indicating that a fish is on the line. Pull back on the C-Stick (flick back with the Wiimote for Wii readers), and Link will begin to pull the fish in.

After you have caught one fish, you will catch the attention of Sera's cat (notice it's head is now just visible in camera range). Catch another fish, and the cat will steal it. Now happy with it's dinner, it will return to Sera's Sundries. There's no real point in you going there until you have the thirty rupees for the Slingshot, so...

Ordon Village is crawling with rupees, you just have to know where to find them. Two green rupees can be found on a ledge near where the bee's nest fell to the ground earlier. A blue and a yellow rupee can be found at the top of the tree which the bee's nest once clung to (climb the ivy; the rupees are on the branches). Two more greens are stashed in the far west corner of the area, near Uli's (the pregnant lady) house.

Once you've got all these, head for the Waterwheel Building and go inside.

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Ordona Province - Ordon Village: Jaggle & Pergie's House

Let me just take this opportunity to state that the dog who lives in this building is freaking awesome. I've got a soft spot for dogs, sue me.

Once inside, look for the two pots (they're both to the left and right of the woman who is cooking some kind of soup). Smash each pot by picking it up and throwing it against the wall, revealing more rupees. Also, smash the pumpkins in the room also, which also contain rupees.

Once you've pillaged the house, head outside, then re-enter, where the pots and pumpkins will have regenerated. Keep smashing the pots and pumpkins until you have thirty rupees, then head to Sera's Sundries (remember, pink-roofed building on west shore of the pond).

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Ordona Province - Ordon Village: Sera's Sundries

New Items: First Bottle, Slingshot

Speak with Sera, and she'll give you your first Bottle (which comes with one drink of milk). Now that Sera's out of her funk, she will sell you items. The thing in particular that you want is the Slingshot, which costs thirty rupees. Pay the price for it, then head back to Link's House (use the north exit in Ordon Village).

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Ordona Province - Ordon Village: Outside Link's House

As you return to Link's House, you'll meet up with Rusl (the man from the game's introductory sequence). He'll note that he left something for you inside your house. Ignore the house for now; speak with the children.

The minigame which follows will train you in the use of the Slingshot (and, ostensibly, the Bow & Arrows). Nail all of the targets to finish the minigame. You can L-Target the scarecrows, but the circular targets have to be hit with manual targeting. When aiming manually, ready your Slingshot by holding down it's action button, and lining up the target just to the left of the center of the slingshot. Guaranteed bullseye every time, if you practice.

Now, head for the ladder which leads up to Link's House. There is a Skullwalltula patrolling the wall around the ladder, which will attack you if you try to climb up. L-Target it and nail it with your Slingshot to defeat it (note that the Slingshot is far too weak to defeat most enemies in the game). Once it's out of the way, climb up the ladder and go back inside Link's House.

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Ordona Province - Ordon Village: Inside Link's House

New Equipment: Wooden Sword

Notice that there is now a chest in the middle of the room. How Rusl got that big huge chest through the door, let alone up the ladder, is anyone's guess. Open it, and you'll get the Wooden Sword. You'll automatically equip it once you have it.

Head back outside.

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Ordona Province - Ordon Village: Outside Link's House

Drop back down off the ledge, and speak with the children again. They'll be



dark. The sign also reveals that Coro, who lives to the right, has a way to light up darkness. So head to the right. You'll arrive almost immediately at Coro's House.

Coro himself is sitting out front of the house, near an unlit campfire. He'll give you the Lantern, which you can use to light up dark places. Assign the Lantern to an action button, and then whip it out. Use it to light the campfire near Coro. "Put Away" the lantern (stand still and then press the Action button) afterwards to save Oil (if you run out of Oil, you can return to Coro to buy more).

Now that the fire is lit, you can now capture some of the soup in the pot in a bottle (but you probably still have your bottle half-filled with Milk). I don't recommend it though; Coro's "Nasty Soup" usually does more harm than good.

Now that you have the Lantern, you can light up darkened places. If you want, you can return to Link's House, and use the Lantern to light up his basement. Down there, you'll find Link's stash of fifty rupees in a chest. Whether you decide to get these or not, head for the Forest Temple Path afterwards (it's the left path back at the crossroads).

Epona is too large to enter the Forest Temple Path, so dismount her when you near it's gate. Blocking the gate is a Deku Baba, the first real enemy you'll encounter in the game. This one isn't terribly hostile, however. L-Target it and use Jump Attacks to stun it. Use a single horizontal strike on it's stem to defeat it permanently, if it isn't dead already. The Deku Baba will drop a Deku Nut when it's dead; smashing it will sometimes yield items (most notably, Slingshot ammo).

Head a short ways down the tunnel, and you'll come across Talo's play wooden sword. You're definitely on the right track. Keep heading down the tunnel.

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Faron Province - Faron Woods: Forest Temple Path

Use your lantern sparingly in this next area; you need that Oil to last. If you do run out, return to Coro and get more from him. A short ways into this area, you'll find a small round pillar built into the ground. This is actually a torch; use your Lantern to light it, illuminating the area. Remember to put your Lantern away immediately after lighting the torch.

Keep heading northwest up the tunnel, and a Keese will appear in the air. L-Target it and use the Slingshot to shoot it down (light the torch here if you're having difficulty seeing it). A short way past that, you'll find a Deku Baba. Defeat it, and keep following the winding tunnel path. You'll eventually come to a dead end, with the passage apparently blocked by spider webs. Use your Lantern to burn them away.

Keep following the winding path, watching out for Rats that populate the area. Burn through more spider-webs that block your path. After the second spider-web, you'll see the light at the end of the tunnel. Go into the light.

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Faron Province - Faron Woods

Run forward, jumping down into what appears to be a dried-up lakebed. Watch out for the Deku Babas and Bokoblins who guard the area; the Bokoblins fight in a style similar to your own, but are vulnerable to rapid attacks. Show no regard for your own safety while battling them, and you'll be perfectly safe.

Note that there are two red circles on your map; these denote points of interest. Head for the one on the northeast edge of the map first. When you reach the area, you'll find a small tunnel whose mouth is guarded by Keese. Use your Slingshot or several rapid spin attacks (rotate the joystick and tap B) to defeat them, then run into the tunnel.

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Faron Province - Faron Woods: Key Cavern  
New Overworld Item: Small Key x1  
New Upgrade: Piece of Heart x1 [PHGCN01]

This small, dark cave is guarded by a pair of Keese and a Bokoblin. Defeat them all, and then open the small chest against the wall to find a... small key? Yes, the developers at Nintendo have grown so evil, that they have even included locked doors in the game's overworld. Ain't they the swellest?

Once you have the Small Key, light both of the torches near it's chest with your Lantern. Doing so will cause a larger chest to appear on the upper ledge, which contains the game's first Piece of Heart. Open this chest to get 1/5 of your first Piece (yes, the evil Nintendo developers now require five fragments for a new container).

Small Key and Piece of Heart in hand, head back out of the cavern.

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Faron Province - Faron Woods

Now, head for the second point of interest, on the west side of the area. The entrance to that section of the Woods is in the southwest corner of your current area. Head there now; remember to watch out for Deku Babas, Bokoblins, and even a few Keese on the way. When you reach the southwest corner, you'll find a locked gate, guarded by three Bokoblins (two on one side, one on the other). Defeat the pair, then open the gate, then kill the single. Head down the tunnel on the other side of the gate to continue to the next point of interest.

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Faron Province - Faron Woods: North

Run forward into a large clearing, guarded by two more Bokoblins. These guys will try to gang up on you, but don't let that change your strategy. Just go ape-fecal material-crazy on them. You can even hit both of them with a single sword stroke if you don't bother to L-Target.

Head north from there, passing through a narrow opening. Defeat another Bokoblin on the right, and then look to the left. Here, you'll see Trill's Shop. This is a strange shop; you can buy whatever you want here, and you only have to pay what you want. You can even pay nothing, if you want, (but if you do, the bird who "operates" the shop will attack you). The shop contains nothing of great interest (Lantern Oil and Red Potion). You should still have your bottle of Milk from Sera, but even if you don't, you probably won't need it.

Keep heading north from Trill's Shop, where you'll eventually reach the entrance to the Forest Temple. When you near the winding path that leads to it's doorstep, you'll see one of the children locked in a cage with that pesky monkey. Run towards them, defeating the two Bokoblins who guard them. After that, smash the flimsy cage holding the prisoners with your Wooden Sword.





your companion, and her portrait will flash on the action menu. Press the Z-Button, and she'll instruct you on how to open the door. L-Target the lever, and press the Bite button to open the grating.

Go through the grating and follow the tunnel south.

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Hyrule Castle - Sewers

Follow the tunnel to it's end, then jump out into the wider tunnel. When you land, your companion will point out the glowing wisps in the area. Press the Sense action button, and you'll see a ghost. Speak with it to get a good idea of how he died. Turn your Senses off afterwards (you're just asking for trouble if you keep it on all the time, as it severely limits your field of vision).

Head north, up the tunnel, and then go to the west when you reach the crossroads. Defeat the Shadows in the water (combat with Wolf Link is identical to combat with Hylian Link), then climb up onto the ledge. Another lever hangs from the ceiling; activate it to open the grating beneath it. Go through this grating and down the tunnel. Smash the box at the end to get some items.

Return to the main area of the sewers, and head to the east. Pass through a small doorway in the bars that block the tunnel. On the other side is another lever; activate it to open the grating. Smash the box on the other side of the grating to get it's reward.

Back out in the tunnel, keep going east until you reach another split. Go south from here. At the end of the tunnel, you'll find another lever. Activate it, and the sluice in the tunnel will open, refilled the sewer with water.

You can now swim north, passing over the deadly spikes built into the floor. Keep heading north, speaking with another Spirit who you pass at the next crossroads. Keep going north from here, defeating two more Spirits (use the shallow water on the ledge to let you attack). On the far north end of the tunnel, you'll find yet another lever. Activate it, opening the grating. Watch out for more Shadows that emerge from the tunnel. Go to the end of the tunnel, smashing the box to get some items.

Back at the crossroads where you met the second Spirit, go to the west end of the next tunnel. Ignore the first lever you come to; the second one activates another sluice gate. This gate will open, draining the water from the sewer once more. Head back to the crossroads, and go to the east end of the hall.

Your companion will leave you again at this point, taunting your inability to pass through bars, and your following of the rules of physics. Face the bars, and look to the right. There is a narrow tunnel here; crawl into it. In the area that you enter, smash the skulls to get their contents, then speak with the Spirit. Head for the east end of the room, then go north to reunite with your companion.

Run to the east, where you'll reach a tall tower with a broken spiral staircase climbing around it in a counter-clockwise fashion. Start heading up the stairs, jumping over the first gap (remember that Link jumps automatically when you run at a gap). Unfortunately, as soon as you land, the step will collapse, dropping you down below.

Watch out for Shadows in the water when you land. Head back up the stairs to

the first gap. Your companion will offer her assistance this time. Press Z when her portrait appears. L-Target her, then press the Jump button to jump over to her. Do it again as soon as you land to jump again (keep the L-Button held down to maintain your lock on her). If you do it too slowly, you'll fall. Once on firm ground, start climbing again.

Keep going up the stairs, using the Companion Jumping technique where prompted. Part of the way up the tower, you'll find a tightrope suspended over the middle of the area. Ignore it, and keep climbing. When you reach the top of the steps, however, you'll find a second tightrope suspended over the middle of the area. Follow along this one (just walk onto it and hold forward to progress safely and quickly). On the other side of the rope, keep climbing, doing Companion Jumping where needed.

When you reach the top of the staircase, you'll be ambushed by three Keese. These are easy enough; simply L-Target one of them, and use repeated spin attacks to defeat them (rotate the control stick and tap B while L-Targeted to use a spin attack). Once the Keese are out of the way, go and stand on the wreckage in the northwest corner of the room. Your companion's portrait will appear again; press Z to talk to her, and she'll taunt you again. You can now do the Companion Jump four times in a row to climb to the top of the broken stairs.

At the top of the series of jumps, you'll be in a small tunnel with light on the other side. Go down this tunnel.

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Hyrule Castle - Rooftops

After a brief cutscene, jump out of the tunnel, landing on the ledge below. Run north along the broken path, watching out for the gaps so you don't fall. At the far north end of this path, you'll find another Spirit. Activate your Senses and speak with it.

To the right of this latest spirit, there is a tall ledge with is just out of Link's reach. There is a crate positioned conveniently close to the ledge, however; go to the west side of the crate, and Push it into place using the appropriate action button. Once it's close enough to the ledge, hop onto the crate, then hop from there to the top of the ledge.

Jump down from the ledge, and run forward to a wide turret. A Shadow Bird will appear at this point to assault you; L-Target it, and press the Jump button when it gets close enough to damage it. Repeat this twice to defeat it (note that you must re-establish your L-Target each time you damage it). There is a far ledge to the south here; ignore it. Head north, closer to the tallest tower.

A second Shadow Bird will appear soon to attack you. Ignore it at first (where it first appears is a very narrow area which is difficult to fight on). Keep running north, jumping over another gap. This larger area is much better suited for combat.

Run to the far north until you reach a jump which you clearly can't make. Look to the left here, and you'll see a wooden platform suspended off the edge of the battlement. Stand on this, and your companion will talk again. Listen to her, and she'll jump over to a broken pillar. Use the Companion Jumping technique (L-Target, then A) to jump along three times. Remember to hold down the L-Target and press A as soon as you land, otherwise you'll fall.

You'll land on a large roof. Run along the top of the roof (where the points





and go south into Ordon Village.

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Ordona Province - Ordon Village

The presence of Bokoblins in the city, plus the kidnapping of Ilia and Colin, have put the townspeople on alert. So, they won't take kindly to a ravenous wolf suddenly appearing, looking to barter for a Sword and Shield. You'll have to reduce yourself to thievery to obtain the items.

First, let's get that Shield. On your previous escapades in Ordon Village, you may have discovered that there is a Shield stashed away in the Waterwheel House. Head around towards the building's door (it's on the east side of the building). Out front, you'll find Mayor Bo in discussion with one of the townspeople about the Shield inside. Sneak in close by walking in the tall grass, and moving forward very slowly. When you think you're close enough, press the Listen button to eavesdrop on their conversation.

After the conversation, which reveals the location of the Sword and Shield, Mayor Bo will spot you, and run away. Midna will point out an open window on top of the building, and then advises you to jump onto the waterwheel.

Head for Sera's Sundries, the Ordon Village Shop. Go to it's north side, and you'll find a place where you can activate a Midna Jump sequence. Jump up to Midna's first location, then second. From here, you can jump from the roof of Sera's Sundries to the first cliff. Now, you can jump over to the ledge that one of the townsfolk is standing on (if you approach him from below, he'll send a Hawk after you).

Jump out to the ledge, and you will end up behind the man with the Hawk. Your presence will scare him away. Now, go to the edge of the cliff closest to the Waterwheel. Another Midna Jump sequence takes place here; remember to press the Jump button quickly to keep from falling. After two jumps, you'll be on the roof of the Waterwheel Building. Go through the open window.

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Ordona Province - Ordon Village: Jaggle and Pergie's House  
New Equipment: Ordon Shield

Now that you're inside, you can get the Shield. You'll come out onto one of the children's bunkbeds. The house is empty, so don't worry about being spotted. Jump down from the bed, then climb onto the table in the middle of the room. From here, you can summon Midna for another Midna Jump sequence. Midna Jump up to the loft. The Ordon Shield is attached to the wall here, resting between two curtains. Dash into the wall twice to knock it down and claim it.

Use the window to the right of where the Shield once hung to go back outside.

-----  
Ordona Province - Ordon Village

Your noisy escape from Jaggle and Pergie's House will attract the attention of the injured Rusl.

Now, let's get the Sword. Head for Rusl's house - it's the house on the west side of the area, where you delivered the Cradle in the game's opening sequence. You'll have to dodge Rusl on the way; you can hide under the bridge until he passes, or else just swim up the stream, hugging the wall. Don't enter the range of Rusl's lantern, and you should be alright.





into the building. Go through the window.

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Faron Province - Faron Woods: Inside Coro's House

Drop into the room, activate your senses, and look for Coro in the corner (he's been turned into a Spirit). Speak with him, and two more Bugs will appear. Defeat them both and take their Light Essences (4 & 5). Ignore Coro, who will continue to cower in his corner. Climb back up to the top of the room, and go back out the window.

-----  
Faron Province - Faron Woods: South

Head to the west, back to the crossroads to the Forest Temple Path. Go to the locked gate that blocks entrance, and look on the left side of the gate with your Senses activated. You'll find a place where you can dig under the wall. Do so.

On the other side, defeat two more Bugs (6 & 7). Now, head down the tunnel into the Forest Temple Path.

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Faron Province - Faron Woods: Forest Temple Path

Note that as Wolf Link this area doesn't seem so dark. There are no Bugs in the tunnel, so just run to it's opposite end. Watch out for Keese and Twilit Deku Babas on the way. Go down the tunnel on the other end to enter Faron Woods.

-----  
Faron Province - Faron Woods

The largest concentration of the Bugs is in this area. The dried up lakebed which stood here before has also been filled with purple fog. And, when it comes to Zelda, anything purple isn't anything good. So avoid it.

Activate your senses as you enter, and head to the right. There are two more Bugs on the wall here; dash into the wall to knock them off the wall. They'll start flying around. L-Target them, and use Wolf Link's Dash Attack to kill them. Take their Light Essences (8 & 9), then look for a tree trunk that sticks out of the ground, close to where the bugs used to sit.

Stand on the Trunk, and you'll find a spot where you can perform a Midna Jump. Perform a four-part Midna Jump to move to an island in the northeast corner of the fog. Here, run up the ramp on the right side of the island, and at the top you'll find another Midna Jump (just ignore the Keese). After a three-part jump, you'll end up on another island in the middle of the Fog.

There are three more bugs hidden on this island; activate your Senses to see them, and then use Wolf Link's Charge Attack to kill them all. Take their Light Essences (10 - 12), then go to the west side of the island. There, you'll find an eight-step Midna Jump (go quickly, otherwise Deku Babas on the way will knock you into the Fog).

At the end of the Midna Jump, you'll find yourself positioned directly where you need to be for the next Midna Jump. Send out Midna, then start jumping after her. Again, go quickly; more Deku Babas guard the way. After a three-step Midna Jump, you'll land on another island. Go forward, where there is a gap with a swinging tree branch. Midna Jump across, timing it so that you

don't run into the tree branch. Another Midna Jump waits on the other side, this one a seven-part. Again, just ignore the Keese.

When you land after this latest Midna Jump, you'll be on the far side of the Fog. Two more Bugs hide here; use your Senses to spot them. You'll have to Dig them out to actually beat them, however. Kill them both and take their Light Essences (13 & 14). Now, go through the passage to the west, entering the Forest Temple entrance.

-----  
Faron Province - Faron Woods: North

Three more Shadow Beings lurk here. Defeat them the same way you beat the last trio; kill one conventionally, then use the Charge Attack to kill the remaining two. Once they're out of the way, head north up the path towards the Forest Temple, passing Trill's Shop on the left.

When you reach the front gate of the Forest Temple, activate your Senses to find two Bugs terrorizing a Monkey. Kill the Bugs and take their Light Essences (15 & 16). Once you have all sixteen Light Essences, you will automatically warp back to the Faron Light Spirit.

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Faron Province - Faron Woods: South

New Item: Second Bottle

New Overworld Item: Small Key x1

Faron the Light Spirit will make good on his promise to restore you to your Hylian form. As a bonus, you'll also get Link's signature tunic - the Hero's Clothes. With your destiny revealed and restored to Hylian form, you can now also use the Sword and Shield which you stole from your innocent hometown. Faron will then send you BACK to the Forest Temple. Again. By my count, that's three times.

Head back for Coro's Shop. With the Twilight removed from this area, the Deku Babas in the area have returned to normal. Take this opportunity to practice real sword combat. Unlike in Ocarina of Time, you don't have to activate your Shield to block - Link does it automatically, as long as you're not attacking (just like in classic Zelda of old). Try it out on the Deku Babas, then slash them away while they're stunned.

As Wolf Link, you could dig under the gate that blocks entrance to the Forest Temple Path. Now, however, you can't dig as easily. Head back to Coro's Shop, and speak with him out front. He'll give you a Small Key which you can use to open the gate to the Forest Temple Path. He'll also offer to sell you a second bottle of Lantern Oil, which he adamantly thinks you'll need in Faron Woods. Go ahead and buy it for 100 rupees - the Oil is nice, but the real prize is the Bottle. If you don't have the cash, you'll have to come back later.

Now, return to the Forest Temple Path and unlock the gate blocking it. Enter the tunnel.

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Faron Province - Faron Woods: Forest Temple Path

Run to the north end of the tunnel, defeating the Keese, Rats and Deku Babas who appear on the way. Try to use your Lantern sparingly. When you reach the north end of the tunnel, leave it to enter Faron Woods.

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properly, you'll land safely on the far east side of the room. Go through the door located there.

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The Forest Temple - Water Chamber

New Dungeon Item: Ooccoo

Head to the north as you enter, where you'll find an odd spider-like creature. This creature is actually a Spider Bomb, which will explode when you hit it (alternatively, you can also just let it touch your Shield). Knock the Spider Bomb out, then pick it up and toss it towards the boulders in the north end of the room. The boulders will be destroyed (watch out for the Spider Bombs which regenerate from the hole in the floor).

Smash the pots in the room which is revealed on the other side of the boulders. Inside one of them, you'll find Ooccoo. This uh... bird-man thing will let you leave a dungeon at any time you like. Which is handy. Now that you have Ooccoo, head for the opposite end of the tunnel. You'll find your passage blocked by a spider web at the end of the tunnel. Use your Lantern to burn it away.

Enter the larger part of the room, and kill the Deku Baba who blocks your way. The Monkey will begin to run along the platforms in the room; follow it along the platforms to the north side of the room. When you reach another earthy-platform, the Monkey will stop and begin to cower. Ignore it's actions for the moment, and go through the door to the north.

-----  
The Forest Temple - Wind Chamber

You're now on the east end of the Wind Chamber (the place where you first encountered the menacing Baboon). The wind in this area will blow periodically, moving around a series of rotating bridges. Wait for the bridge in this area to move align with the platform you are standing on, then run north along it to it's other side. Watch out for the Keese who guard the bridge.

Once on the other side of the bridge, go north through the door.

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The Forest Temple - Rotating Bridge Room

New Dungeon Item: Small Key x1

Open the chest to the left of the door, and you'll get a Small Key. Now, return to your Monkey companion back in the Water Chamber.

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The Forest Temple - Water Chamber

Now, it's time to turn your attention to the Monkey's terrified predicament. A Big Skulltula hangs on the gap between this platform and the east platform. Use the Slingshot to shoot it down, where it will fall into the water and perish. The Monkey will jump over to the east platform. You should follow suit.

Once there, the Monkey will vapidly indicate a locked door. Go through it.

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The Forest Temple - Second Monkey Chamber

A second monkey is locked in a cage in this room. Run to the left, passing over a wooden plank bridge below. The bridge will snap in half after you cross it, preventing you from using it again.

Keep following the ramp down to the bottom floor, and "speak" with the Monkey. She'll roll into it, which will do nothing to the pillar. Roll into it yourself three times in rapid succession to knock the Monkey down. Once he's freed, a pair of Bokoblins will appear. No great threat there.

Now with two monkeys in tow, climb back up to the snapped bridge. The pair of Monkeys will help you cross the bridge in the same way you crossed the gap back in the central chamber. Once you're back on the other side of the snapped bridge, go back through the door. Make your way back to the Central Chamber (the room where you got the Dungeon Map and first encountered the Big Skulltula).

-----  
The Forest Temple - Central Chamber

Let the First Monkey assist you in return to the Altar, then use the Second Monkey to cross the gap on the west side of the room. Once there, burn away the webbing blocking the door with your Lantern, and go through the door.

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The Forest Temple - Wooden Ramp Room

You'll leave your Monkey companions behind when you enter this room; this is normal. Jump down into the main chamber, where you'll encounter an orange variety of Deku Babas. These guys are a little tougher than normal, and also don't die when you cut their stems; don't stop attacking them until they explode into dust.

Once you've beaten both of the Orange Deku Babas, look on the southeast side of the room to find a strange plant creature blocking a doorway. You'll have to get through this guy later. Climb up the large wooden ramp, which begins in the northwest corner of the room.

At the first turn of the ramp, you'll see another one of those plant creatures. Ignore it for the moment; keep going up the ramp. At the next turn, you'll see another Spider Bomb. L-Target it and let it jump into your Shield (remember, you autoblock now). This will stun it temporarily; pick it up and quickly run to the west. Toss it down into the mouth of that plant creature to destroy it.

You'll now be able to jump over the top of the plant creature, reaching a high corner of the room. Do so, and on the other side, you'll find a passage blocked by a boulder. Run back and grab a Spider Bomb, and carry it to this boulder. Chuck the Bomb and destroy the boulder before it explodes in your face.

When the boulder is destroyed, a door is revealed on the other side. Go through it.

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The Forest Temple - Third Monkey Chamber  
New Dungeon Item: Small Key x1

Head down the ramp to the left or right. At the bottom, you'll find two pillars with a pot and a chest resting on each. Roll into the pillars to knock down the objects. The chest contains a Small Key; the Pot contains some random item.

Now, head for the bridge that suspends across the water in the middle of the room. The bridge is dotted with tiles, and hidden under some of the tiles are enemies who will attack if you step on them, sending you back to the start of the bridge. Here is the bridge in ASCII (Xs are enemies, Os are safe tiles).

```
OOX
OOO
OOO
OOO
OXO
OOO
OOO
OOO
OOO
OOX
```

As you can see, you can safely run along the left tiles without any difficulties. Once on the other side of the bridge, you'll find more tiles built into the floor, this one making a pattern. In the pattern, there are two unlit torches. Light both of them to make a staircase, which leads to the trapped monkey. Again, here is the pattern in ASCII. Xs are enemies, Os are safe tiles, Ts are lit torches, Us are unlit torches.

```
OO      OO
OO      OO
  O OOOO O
OTOOOOOOTO
  XOO  OOO
  OOO  OOO
OUOXOOOOUO
  O OOOO X
```

Once you've lit the unlit torches, climb up the staircase which you created. Shoot down the Big Skulltula at the top with your Slingshot, then beat the carp out of it. Use an Ending Blow when it's stunned. With the Big Skulltula out of the way, open the Monkey's cell door with your Small Key. Now that you've saved the third monkey, head back to the previous room.

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The Forest Temple - Wooden Ramp Room

Head south as you leave the Third Monkey Chamber, where you'll find an ivy wall guarded by Skullwalltulas. Defeat the Skullwalltulas with your Slingshot, then jump out to the ivy. Climb to the top of it, and go through the door on the ledge.

-----  
The Forest Temple - Fourth Monkey Chamber

New Dungeon Item: Small Key x1

As you enter, a Small Key will be snatched up by an unusually large Deku Baba. L-Target the Big Deku Baba, and stand just outside of it's range (blocks its attack with your Shield until you find the right range). After it lunges, use a Jump Attack to damage it. Three Jump Attacks will defeat the creature.

The plant isn't dead yet, however. Go to the southwest corner of the room, where you'll find more Spider Bombs. Stun one with your Shield, and then carry it to the remains of the plant. Throw it into the "mouth" of the bud to kill it permanently, revealing the Small Key.

Take the Key, then open the cell on the south end of the room to free the Fourth Monkey. Monkey in tow, return to the previous room.

-----  
The Forest Temple - Wooden Ramp Room

New Upgrade: Piece of Heart x1 [PHGCN02]

Yes, Nintendo is so evil that they put Keys in the Overworld. Just to prove their point, they also put Heart Pieces in Dungeons.

Head to the right as you come out of the Big Deku Baba's room, where you'll see a Spider Bomb. Stun it, pick up it's torso, then run to the east, where there is a sharp drop to the floor below. Drop the bomb off this ledge, destroying a Man-Eater Plant below. Drop down, and enter the tunnel which was opened by the Man-Eater Plant's death.

Open the chest in this small area to get your second Piece of Heart. Now, head back to the Central Chamber, where you left the previous two Monkeys.

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The Forest Temple - Central Chamber

Let your Monkey Assistants aid you in returning to the central chamber. Now, head through the door north of the altar.

-----  
The Forest Temple - Wind Chamber

With four Monkey Assistants, you can now cross the suspension bridge which the Baboon cut down earlier. Run forward towards the broken bridge, and the Monkeys will position themselves on the ropes of the bridge. Cross the Monkey Bridge by letting them toss you from Monkey to Monkey; only press the Jump button when it appears at the bottom of the screen.

Once on the other side of the span, run north towards the door. Destroy the Deku Baba corpses around the doors to get some recovery items, then go through the door.

-----  
The Forest Temple - Baboon's Room

New Item: Gale Boomerang

-M-I-N-I--B-O-S-S-

Baboon

The Baboon will attempt to damage you using his Gale Boomerang, and he'll also use it to knock down Orange Deku Babas from the ceiling. There's no great rush to get the Baboon, and the Deku Babas can be dangerous if left unattended, so eliminate them quickly. To damage the Baboon, you must wait for him to throw the Gale Boomerang, then roll into the pillar that he is standing on (run towards the pillar and press the Action button). The Baboon will lose his balance, and the Gale Boomerang will nail him in the head on it's return trip.

Once the Baboon has been knocked to the ground, quickly L-Target it and use a Jump Attack on it's glowing red behind. After the Jump Attack, proceed with using rapid sword attacks. After a few solid hits, the Baboon will be defeated, then run away. He'll leave behind the Gale Boomerang, which is now yours to use as you see fit.

The Gale Boomerang can do all sorts of neat tricks, most of which you'll use in

the completion of this dungeon. So I won't bother explaining them until the proper time. The first trick is it's ability to use the power of the wind to activate wind-based switches. Turn your attention to the door you came through, which sealed behind you as you enter.

Above the door, there is a spinning panel, similar to the one you saw on the spinning bridges earlier. Whip out your Gale Boomerang, point it at the Spinner, and press the Lock button five times to lock onto the Spinner, then release the button assigned to the Boomerang. The Gale Boomerang will then unleash, hitting the Spinner with five gusts of wind. If the door still isn't opened, then hit it five more times. Repeat until the door is unsealed. Go back to the previous room.

-----  
The Forest Temple - Wind Chamber

Your Monkey Assistants have gone MIA, so you won't be able to take the same route back that you did before. Head to the west as you come out of the Baboon's chamber, where you'll encounter more of the spinning bridges. Wait for the first bridge to align, and then quickly cross it.

Once on the other end of the bridge, you'll see another spinning bridge, which is out of alignment with the one you are presently standing on. Lock onto this bridge's spinner with your Gale Boomerang, then unleash it to properly align the bridge. Cross this bridge as well.

On the other side of the pair of spinning bridges, you'll encounter another Monkey trapped in a cage, guarded by a Bokoblin. Defeat the Bokoblin, then use your Gale Boomerang on the bit of spider webbing used to suspend the Monkey's cage. The Boomerang will cut down the cage, freeing the Monkey, who will go to join his companions elsewhere in the dungeon.

Head south from there, where you'll encounter two more spinning bridges. As with before, use your Gale Boomerang on one of them to move them into the proper alignment, and then cross when they form a straight line. Go through the door on the other side of the bridges.

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The Forest Temple - Wooden Ramp Room

If this area seems familiar, that's because you've been here before, stupid. Your next goal is back on the east wing of the dungeon, but if you stay in the west wing for a few more minutes you'll get a Piece of Heart for your trouble.

Drop down off the ledge, and head for the far west side of the room. Go through the door located in the northwest corner (the same door, in fact, which you used the Spider Bombs to reveal).

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The Forest Temple - Third Monkey Chamber  
New Upgrade: Piece of Heart x1 [PHGCN03]

Head back to the middle of the room, where you found the four torches. Before, you used the Lantern to light the two unlit torches. Now, you're going to use the Gale Boomerang to extinguish the two lit torches. Once you've done that, two parts of the wooden stairset on the west side of the room will be gone. Open the chest which is revealed behind the second piece of stairset to get another Piece of Heart.

Now that you have both of the dungeon's Pieces of Heart, you can focus entirely

on finishing it. Head back to the Central Chamber (the room where you first picked up the Dungeon Map).

-----  
The Forest Temple - Central Chamber

New Dungeon Item: Compass

Your faithful Monkeys return here to help you cross the gaps. Return to the Altar in the middle of the room, and look up to see a chest suspended by a piece of webbing. Use the Gale Boomerang to cut the webbing, bringing the chest crashing down. Open it to get the Compass, which reveals the location of the dungeon's Chests and Boss (and also Monkeys, but only for the Forest Temple). With Compass in hand, you may also want to take this opportunity to go and open all of the chests dotted around the dungeon (I've been skipping the ones which just contain rupees, since you don't really need them).

Once you have the Compass, get a helping hand from a Monkey to reach the east side of the room, and go through the door on the east ledge.

-----  
The Forest Temple - Water Chamber

New Dungeon Item: Big Key

Head into the main part of the room, and go to the southeast corner. Here, there is a large grating blocking a chest, and four pillars in a square pattern in front of the grating. If you look on top of the four pillars, you'll see Spinners. Now, if you'll look at the floor, you'll see a Z-shaped pattern connecting the pillars. Beginning on the lower-right tip of the Z, lock onto each of the Spinners. If you hit them in the right order, then the grating will open, letting you access the chest. Open it to get the Big Key, which you'll need to access the Boss Chamber.

Big Key in hand, head for the north side of the room, and go through the door there.

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The Forest Temple - Wind Chamber

Wait for the bridge to properly align itself, then run across. On the other side, you'll find one of the Monkeys beckoning towards you. Follow it north, and through the door on the far side of the bridge.

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The Forest Temple - Rotating Bridge Room

On your last visit here, you couldn't do much. But now with the Gale Boomerang, things are a little different. Lock onto the Spinner on top of the bridge, and nail it with your Gale Boomerang. The bridge will rotate into place. Now, cross the bridge, and keep following the beckoning Monkey through the door on the north side of the room.

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The Forest Temple - Monkey Counting Room

You can clearly see in this room that there are eight Monkeys in the dungeon, five of which you have freed. Head to the left as you enter, passing onto a long wooden platform. This is actually another rotating bridge; nail the Spinner of the bridge while standing on it, and it will rotate around. You can now head north onto a second rotating bridge. Standing on this one, hit the Spinner of the second bridge, rotating it around as well.

You can now move west onto a broad platform. Defeat the Bokoblin who guards the are, then use your Gale Boomerang to defeat the Skullwalltulas who patrol the ivy wall. Climb up onto the ivy wall, climbing to it's highest point, then to the left. Hop off it when you're suspended over the wooden platform. To the left as you land is another ivy wall, guarded by another Skullwalltula (unless you killed it). Climb up the ivy after the Skullwalltula is out of the way.

Go to the right at the top of the ivy, killing a Bokoblin who guards the door. Go through the door.

-----  
The Forest Temple - Sixth Monkey Chamber  
New Dungeon Item: Small Key x1

Defeat the Orange Deku Baba which lurks in the center of the room. Now, whip out your Gale Boomerang and lock onto the Spider Bomb on the north side of the room. Release the Gale Boomerang, which will stun the Spider and bring it back to you. With your projectile explosive now in hand, throw it towards the Man-Eater Plant in the south side of the room. With the Plant out of the way, you can jump to the south end of the room, opening a chest to get a Small Key.

Head for the west end of the room, killing another Orange Deku Baba. Now, this next part is kind tricky, so read carefully. Look towards the boulder which blocks the top of an ivy wall. Notice the large gap to the left of the boulder. Now, use the Gale Boomerang to Lock onto the Spider Bomb, and Lock again on the gap next to the boulder (yes, you can Lock thin air). If you do it properly, then the Spider Bomb will strike the boulder, destroying it.

Climb up the ivy wall, and defeat the Bokoblin who guards a boulder-blocked doorway. Get the pair of Orange Deku Babas hanging from the ceiling as well (use the Gale Boomerang to cut them down). Once the enemies are defeated, go and stand on the edge of the ledge. Use the Gale Boomerang to pull a Spider Bomb to you, then chuck the Spider Bomb at the boulder that the Bokoblin was guarding. The Bomb will free the Sixth monkey.

Now, head back to the previous room.

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The Forest Temple - Monkey Counting Room

You're still two Monkeys short. Using the Small Key that you got from the Sixth Monkey's room, you can now get them. Before you can get back to the start of the room, you first have to hit the east-most bridge's Spinner with the Gale Boomerang. It's self-explanatory from there.

Go through the south door back to the rotating bridge's room.

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The Forest Temple - Rotating Bridge Room

Hit the bridge's spinner with the Gale Boomerang to rotate it into a new configuration. Jump down and stand on the bridge; while you're standing on it, hit the Spinner again with the Gale Boomerang to rotate the bridge back to it's default configuration.

There are two doors now open to you, one on the east and one on the west side of the room. Go to the west door first.

-----  
The Forest Temple - Seventh Monkey Chamber

If you look up, you'll see Big Skulltulas hanging from the ceiling. Knock them down ONE AT A TIME with the Slingshot or Gale Boomerang, and defeat them in the usual way (attack until they're stunned, then use Ending Blow). Once they're both dead, whip out your Lantern and go to the north side of the room. There is a spider web on the floor here; while standing on the spider web, press the Lantern's assigned hotkey to burn away the webbing. You'll fall through the floor, landing next to a Monkey.

Bash the Monkey's cage to pieces, then hop off the large trunk to the floor. There is another Big Skulltula here; kill it. You can also use Spider Bombs to destroy another Man-Eater Plant, which guards a red rupee. Once you've cleared the area of enemies, go to the west side of the area, climbing up ivy to return to the main floor.

Monkey in tow, go back to the previous room.

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The Forest Temple - Rotating Bridge Room

Cross the bridge to the east side of the room, passing through a locked door.

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The Forest Temple - Eighth Monkey Chamber

This room contains more of the enemies which lurk beneath tiles, which you can now actually kill with the Gale Boomerang. Just ignore them, however; there's no reason to pay any amount of attention to them. Head for the northeast corner of the room, where you'll find a tunnel cut into the wall. Go down it.

At the other end of the tunnel, drop out and defeat the Big Skulltula in the large room located there. Now, look up the ivy wall and kill the Skullwalltullas with your Gale Boomerang. Climb to the top of the ivy. At the top of the ivy, you'll find the last Monkey trapped in a cell. Use the Gale Boomerang on the two Spinners that flank the cell to open it.

Now, head back to the room where the Monkeys have been congregating.

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The Forest Temple - Monkey Counting Room

With all eight Monkeys rescued, they will now form a chain which will carry you to the Boss Door. After they have formed their chain, jump out and grab onto them, and release at the end of their arc to land on the north end of the room. Run to the end of the hall and go through the Big-Key Locked Boss Door.

-----B-O-S-S-----

Twilit Parasite DIABABA

New Upgrade: Heart Container x1

New Quest Item: Fused Shadow

The first phase of this boss fight is incredibly easy. Simply Lock onto the Spider Bombs which appear near Diababa, then Lock onto one of Diababa's "heads" (although, as you'll soon discover, they're actually arms). Hold down L to raise your shield, blocking their lunging attacks. After you have force-fed Diababa two Spider Bombs, the creature's real head will appear.

At this point, the fight really begins. You can't really do much in this part





north gate to enter Hyrule Field.

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Faron Province - Hyrule Field

New Quest Items: Male Beetle, Female Beetle [GBGCN01] [GBGCN02]

New Upgrade: Piece of Heart x1 [PHGCN04]

Head north, defeating a pair of Bokoblins. Past them, you'll be given a brief introduction to Hyrule Field. Zelda veterans will have fond memories of this place being a complete waste of time in Ocarina of Time. Whether it gets the same treatment here, you'll just have to wait and see.

A little ways north from where you enter, you'll spot some Horse Grass. Don't get any bright ideas; Epona is still MIA. You're going to have to on-foot it for just a little while longer.

Start heading north, following the dirt path. After a short ways of running along the path, you can look to the left to see a sharp cliff. At the bottom of this cliff, there is a tree, which has an odd golden glow on it. This is actually one of the game's hidden Golden Bugs. Drop down to the Bug, and roll into the tree to get it's attention. It will now begin floating around. Watch it's shadow on the ground, and catch it by standing in it's shadow and pressing the Capture button when it floats low.

You'll be able to cash these Bugs in later for some Rupees, as well as for Wallet upgrades (your current wallet of 300 maximum rupees is rather lacking). Bug in hand, climb back up to the dirt path, and keep following it north. It will eventually split off to the east. A tree sits in between the north and east splits on the path. Look in it's branches to spot a Piece of Heart. Lock onto it with the Gale Boomerang to claim it. Now, start following the path east towards Eldin Province.

After you run along the road a short ways, the Postman (who for some reason carries a Samurai banner) will appear. He'll warn you about a black wall (twilight) which has appeared in Eldin Province. He'll then give you a piece of mail. Read it if you like (it's contents are essentially obvious and irrelevant), then keep going east along the road.

If you look to the left, you'll see another road that splits off to the north, leading along the eastern shore of a small pond. Follow this road a short ways, watching out for flying enemies who may waylay you (use the Gale Boomerang followed by a Jump Attack to defeat them). Watch the cliff to the east of the pond; on one of the northern trees of the cliff, you'll see a faint gold sparkle which indicates the presence of another Golden Bug. Once you've spotted it (it's easier to see at night), move around to the north side of the tree, lock onto the Bug with the Gale Boomerang, and pull it towards you. Capture it the same way you caught the Male Beetle.

Two bugs of twenty-four now captured, head back south to where you first detoured off the east road. Keep following the road east, where you will eventually hit a wall of Twilight. Run up to the wall, and Midna will help you enter.

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Eldin Province - Hyrule Field: Kakariko Gorge

You're now back as Wolf Link for the next few hours, so get used to his controls. Be especially wary to remember that Wolf Link can't block the way Hylian Link can. Head north along the road, and you'll come across the Wooden Sword that you gave to Talo. Run up to it, and Sniff it. You'll now have

gained another of Wolf Link's; you can memorize the scent of a certain person, and follow that scent wherever it goes as a visible gas cloud while your Senses are activated.

Toggle your Senses on and off occasionally while you follow the scent; this will keep you from getting surprised by enemies. Follow the scent far enough, and then you'll encounter three more Shadow Beings. You know the drill by now; defeat one of them with your Jump Attack, while killing the remaining two with the Charge Attack.

When the Shadow Beings are defeated, Midna will notice that the bridge is gone. Remember the Bridge that you found near the Forest Temple which looked like it had no business being there? You get the idea by now, I trust. Midna will now teach you how to Warp. Select the N. Faron Woods warp point.

-----  
Faron Province - Faron Woods

You'll appear right next to the missing bridge. Run over to it (if you can't see it, then I demand that you submit yourself to an eye exam immediately), and talk to Midna while standing near it. Tell her to Warp the bridge to the Kakariko Gorge warp point (you'll first have to zoom in on the Eldin Province portion of the map). You'll immediately follow suit.

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Eldin Province - Hyrule Field: Kakariko Gorge

With the bridge back in place, you can continue following Talo's scent east and slightly north. You'll run right up to the gates of Kakariko Village (watch out for Twilight Bokoblins on the way). Unfortunately, the Gates are closed. Look on the right side of the gate, and you'll spot an obvious point where you can dig inside. Do so, defeating another pair of Twilit Bokoblins on the other side.

Keep following Talo's scent east, remembering to toggle your Senses on and off to keep enemies from ambushing you. You'll eventually pass into Kakariko Village.

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Eldin Province - Kakariko Village

More Twilight Beings await you here; defeat them (which will also create a new Warp Point, by the way), and the Light Spirit Eldin will awake. Run over to him and speak with him; like Faron, his Light Essences have been stolen by evil insects. It's so good to know that you can have the powers of a god, but be susceptible to insects. Eldin will give you another Vessel of Light, just like the one you got from Faron. Also just like before, there are sixteen insects to be tracked down and killed. Most of them are hidden in Kakariko Village, but a small number have also been inconveniently stashed away on Death Mountain.

Once you're done speaking with Eldin, you can activate your Senses to renew the hunt for Talo. You'll see the Scent leading straight into the building closest to Eldin's Spring. If you listen at the window, you'll get a vague idea of how Talo and the other children are doing.

Head around to the north side of the building that Talo is in. There is a dead tree here, which you can Midna Jump onto. After a three-step Midna Jump, you'll arrive on the roof of the building. Stand on the wreckage in the center of the roof, and you'll fall through into the building itself.

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Eldin Province - Kakariko Village: Renado's House

Activate your Senses as you land, and a cutscene will show the Spirit versions of Talo, his friends, and the couple who are protecting them (they can't see you, as you're invisible while in the Twilight Realm).

Even though Renaldo makes it quite clear in the cutscene that he would rather not have the cellar be opened, that's just too bad for him. Go towards the pot that Barnes ignited during the cutscene, and look for a piece of wood lying on the floor near it. Pick it up, and then light both edges of it by brushing them against the flame.

Now, make your way clock-wise or counter-clockwise around the perimeter of the room, lighting the candles you come to along the way. There are four candles in all. Lighting them all will open the passage to the basement. Drop down inside.

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Eldin Province - Kakariko Village: Renado's Basement

Head north into the basement until the room widens out. Activate your Senses to spot three Bugs; use Jump or Charge Attacks to kill them all and claim their Light Essences (1 - 3). Watch out for patches where you can dig, as well. Once you're done, head towards the far north end of the basement, where you'll find a shaft where you can perform a three-step Midna Jump to escape the basement.

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Eldin Province - Kakariko Village: Graveyard

Kill the Keese which populate the Graveyard, then activate your Senses and look for a the shadow of a Bug in the ground. Dig it out and kill it (4). Head to the west end of the Graveyard, passing through the opening to return to Kakariko Village.

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Eldin Province - Kakariko Village

Head to the west from Kakariko Graveyard, going straight across the path. There is a ramp here, with a sign in front of it which reads "Dead End." Ignore this ramp for the moment, but going into the small paddock to it's right. Watch out for a Shadow Bird that floats around above you. Look for a small opening in the side of the building. Go through this opening.

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Eldin Province - Kakariko Village: General Store

On later visits to this building, it will become Malo Mart. But for now, it's just an abandoned General Store.

Run forward, climbing out of the pit where you will appear behind the store's counter. Start climbing up the shelves in the room until you reach the corner, where a white dot indicates the presence of a Bug. Use your Senses to find and kill it, and take the Light Essence it leaves behind (5).

Return through the small opening to Kakariko Village.  
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Eldin Province - Kakariko Village

Now, climb the ramp which is marked by the Dead End side. All the way at the top of the ramp, you'll find a wide gap marked by a second sign. The sign warns you not to jump; ignore it. Give yourself a good running start, and just before you hit the edge, press the Dash button to give yourself the needed speed boost to make it to the balcony of the Hotel. Enter the door on the balcony.

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Eldin Province - Kakariko Village: Hotel

Drop down off the ledge, landing on the bottom floor of the Hotel. You can see a Bug's white dot on the map. It's actually hiding inside an oven. Grab a piece of wood from the oven, and light it on the torch on the east side of the room (jump off the table to reach the torch). Use the lit piece of wood to light the oven, forcing the bug out of it's hiding place. Defeat it and take it's Light Essence (6).

Now, go through the doorway on the east end of the room. You'll appear behind the Bar of the hotel. The tavern is being patrolled by two Twilit Bokoblins. Kill them both, then smash the contents of the room to get some rupees. The chest contains a red rupee. Climb the staircase in the room to the second floor of the Hotel. Kill another Twilit Bokoblin who hangs around the balcony, then go through the door to the north. The Hotel's second bug lurks in here; use your Senses to spot it on the wall. Climb onto the bed beneath it and dash into the wall to arouse it's attention. Defeat it and take it's Light Essence (7), then head back outside using your entrance as an exit.

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Eldin Province - Kakariko Village

Drop off the Hotel Balcony, and head for the east side of town. Go to the south end of the cluster of buildings, where a small cucco coop can be climbed onto, and from there you can climb to the lowest building in the cluster. Now, start jumping north along the buildings. When you reach the third building, you'll find some wreckage similar to the wreckage which was on the roof of Renaldo's house. Stand on it to collapse the roof, landing inside the building.

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Eldin Province - Kakariko Village: Single Bedroom House

You'll land on a bed. Hop off it, and look for the crate which sits in front of the bed, in a small indentation. Start pushing the block along the track built into the ground, and a Bug will appear. Kill it and take it's Light Essence with your Senses activated (8).

Once you have the bug, head for the wardrobe opposite the bed. You can perform a two-step Midna Jump here to escape the building. Do so.

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Eldin Province - Kakariko Village

Head north to the next building in the east cluster, which is Barnes' Bomb Shop. The shop is pretty well protected, but it has one fatal weakness (namely, a window). There is a small shack on the north side of the building. Climb up onto the dumpsters near the shack, then onto the shack itself. From here, you can Dash into a window on the north side of Barnes' Bomb Shop. You'll crash through the glass, but land safely inside.

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Eldin Province - Kakariko Village: Barnes' Bomb Shop

Climb up the staircase to the second level of the room. Up here, you'll see that one of the wardrobes wobbles every so often. Dash into the wardrobe to knock it over, revealing a Bug. Use your Senses to track it and kill it, claiming it's Light Essence (9). Now, climb up onto the back of the wardrobe, and then climb up a series of ledges to the second-story window. Go out this window.

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Eldin Province - Kakariko Village

Head up the ramp and to the right, activating your Senses to spot a bug who will run into a small opening in the side of a shack. Follow it inside.

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Eldin Province - Kakariko Village: Barnes' Storehouse

Just like in the Hotel, this bug has taken refuge inside an oven. Pick up a piece of firewood from the front of the oven, and light it on the flame in the corner. Then, light the oven. Since the building is full of explosives, well... you get the idea. Midna will run for it; go ahead and follow suit.

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Eldin Province - Kakariko Village

The shack will explode just as you leave, leaving behind three Light Essences. Take them all (10 - 12). Start climbing up the winding path which starts near the wreckage of Barnes' Storehouse. At the top of the path, you'll find a building. Look on the corner of the building with your Senses activated to find a place where you can dig inside. Do so.

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Eldin Province - Kakariko Village: Highest Building

Smash the pots in the corner of the room, revealing the last bug in Kakariko Village (all others are found on Death Mountain). Kill it and take it's Light Essence (13), then head back out the way you came in.

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Eldin Province - Kakariko Village

Jump down from the highest building, and start heading for the north end of the village. You'll come to a tunnel on the east side of the road, which is marked by a sign. Go up this tunnel, passing into the next area.

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Eldin Province - Death Mountain

New Quest Item: Howling Stone [HSGCN01]

There is a small ramp on the right side of this area; run up and speak with Midna to begin a two-step Midna Jump. Start climbing up the path, stopping briefly to listen to a Goron Spirit. Keep heading north, killing Keese and Shadow Spiders as they appear. When you reach the halfway point of the path, you'll reach another wall. Climb up the crates on the left side of the wall to reach it's top.

At the top of the mountain path, you'll enter an uneven area filled with

several steam geysers. A single Bug wanders around this area; draw close, and it'll burrow into the ground. Use Wolf Link's Dig ability to force it to the surface, and kill it to get it's Light Essence (14).

Once it's out of the way, head for the bright-yellow stone near the northeast corner of the area. This is actually the first of six Howling Stones, which you can use to gain additional Hidden Skills. Stand near the Stone to hear it's sequence, which ranges from a high note, to a middle note, to a low note. This is the sequence for the Death Mountain Howling Stone:

	0	.5	1	.5	2	.5	3	.5	4	.5	5	.5
H	1	>	-	-	-	-	4	>	-	-	-	-
M	-	-	2	>	-	-	-	-	5	>	-	-
L	-	-	-	-	3	>	-	-	-	-	6	>

Once you're confident that you've learned the sequence, you can begin howling along with the Stone. Howling is relatively simple, but can be tricky to learn. Once you start Howling, you can't stop. Hold down the Howl button to begin, and keep it held down through the whole sequence. Hold Up when it's time for a High note, hold Down for a low note, and don't press on the joystick at all for a middle note.

Successfully complete the sequence, and you'll appear on a cliff with the Golden Wolf. Repeat the sequence again (if this song sounds familiar, it's actually the Song of Healing from Majora's Mask). The Golden Wolf will now appear near Ordon's Spring in Ordon Province. Once you've regained Hylian form, return there to learn your second Hidden Ability.

Okay, now that bit of excitement is over, it's time to go back to the Bug Hunt. Keep heading north from the Howling Stone, passing through a winding canyon. The steam geysers in this area can stun you temporarily, but are otherwise harmless.

When you reach the large area at the top of Death Mountain, you'll find no less than four Shadow Beings guarding the area. Jump down and begin the fight, and Twilight Barriers will appear. Note the unique configuration, which isolates one of the four from the others. Use this to your advantage; kill one of the trio with Jump Attacks, then go and fight the single one who is trapped in the corner. Now, go back and defeat the remaining two with a Charge Attack.

Once you've killed the Shadow Beings (and also netted yourself a new Warp Point), head for the north of the area. There is a Bug attached to the gate here; activate your Senses to see it, and Dash into the wall to coax it down. Defeat it and take it's Essence (15).

Stand near the gate where the fifteenth Bug stood, and look to the right to see a small ledge. Stand on this ledge, and you'll find a Midna Jump starting point. Wait for the steam geyser to stop erupting, then jump up to Midna. Start heading south along the cliff face, watching out for flaming boulders that fall from above, as well as the steam geysers. Defeat a Shadow Bird who appears above you. When you reach the edge of the cliff, you'll find a shattered wall climbing up on the left side of the cliff. Start moving up this wall, and you'll reach another Midna Jump point.

Wait for the steam geyser to stop erupting, then jump up to Midna. Run forward from where you land, dropping off a cliff into a small hot spring. Activate your Senses to spot the last Bug running around in here. Kill it and take it's Essence (16), but watch out for falling boulders and Shadow Spider. Once you have the last Essence, you'll automatically warp back to Eldin the Light Spirit.

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Eldin Province - Kakariko Village

With the Vessel of Light completed and Light restored to Eldin Province, you'll once again resume Hylian Form. Eldin will appear tell you that the second Fused Shadow is held by the Gorons. You'll also be reunited with Colin, Talo and the other children.

Ignore Renado's pleas that you return to the children to Ordon Village. Head back to Death Mountain.

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Eldin Province - Death Mountain

Head north, climbing up the rope wall that covers the apparently "impassable" cliff face. At the top, you'll be ambushed by a Goron who will roll your way. This is identical to when you stopped the Goat earlier in Ordon Village; line yourself up with the Goron, and press the Action button to plant your feet in the ground just before the Goron hits you. It won't be enough, however.

Now that you've failed to meet the Gorons, return to the Children in Kakariko Village.

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Eldin Province - Kakariko Village

When you return to Kakariko Village, you'll meet up with Renado again. He'll admit that he knows only one person who had earned the Gorons trust and respect: Mayor Bo of Ordon Village. The children are stranded in Kakariko Village for the moment, but that shouldn't stop Link from going there.

Head south, back towards the center of town. As you do, who but Epona should suddenly appear, ramming right into you. In the scene that follows, you'll attempt to regain control of Epona but following the onscreen prompts which appear at the bottom of the screen. You'll start by holding left and right, which changes more rapidly as you progress. When Epona finally comes to a stop, you have to Seize her before she knocks you off. Being thrown causes you damage; if you fall low on health, stand in Eldin's Spring to recover.

It's now time to return to Ordon Province. Unfortunately, you can't Warp as Hylian Link, but your renewed use of Epona simplifies matters slightly. Ride her back to Ordon Village. You'll have to pass through Faron Province on the way. Use your map if you get lost. We'll be making a brief stop on the way in the Hyrule Field area of Eldin Province to get some more of those lucrative Golden Bugs.

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Eldin Province - Hyrule Field: Kakariko Gorge  
New Quest Items: Male Pill Bug, Female Pill Bug [GBGCN03] [GBGCN04]  
New Upgrade: Piece of Heart [PHGCN05]

This is the area of Hyrule Field immediately surrounding Kakariko Village (it's also sometimes referred to as Kakariko Gorge, but the map refers to it as Hyrule Field, so I do as well to avoid confusion). Make sure you're in Eldin Province, not Faron Province, otherwise things will get confusing.

Hyrule Field is now positively swarming with baddies, which makes your bug hunting exploits slightly tricky. Kill all of the enemies in the vicinity of the bug before you attempt to claim it.



The first, the Male Pill Bug, can be found on the south side of the Bridge (the same bridge you teleported in with Midna). It's lying right in plain sight in the middle of the grass, and shouldn't be difficult to find. It's female counterpart is a little more cunningly hidden, however.

If you head east from the north side of the bridge, you'll come to a small cluster of trees on the far east border of the zone. The Female Pill Bug is sequestered here, lurking near the base of a tree near some flowers.

With both Bugs in hand, it's time to use Hylian Link's Gale Boomerang to claim a Piece of Heart in the area. Head for the southwest corner of the area, defeating the Bokoblins and Buzzards that patrol the area. Once they're out of the way, look towards the jagged rock formations that stick out of the canyon. On top of the tallest rock, you can see a Piece of Heart. Use the Gale Boomerang to lock onto it and pull towards you. This should be your fifth Piece of Heart, completing a new Heart Container.

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Ordona Province - North Road

New Ability: Shield Attack

This is the first area you come to when you arrive in Ordona Province from Faron Province. If you finished the Howling Stone activity from Death Mountain as Wolf Link, then the Golden Wolf should be waiting for you near Ordona's Pond. Move near the Wolf, and it will attack you, warping you to another encounter with the Warrior.

This should be your second encounter with the Warrior. Say that you feel ready to learn your new skill. First, he will test you in the use of the Ending Blow. You should be pretty good at that by now. Remember, to use it, knock the enemy to the ground, then press the Action button when prompted while L-Targeted.

Once you've proven your competence, the Warrior will teach you the next ability: the Shield Attack. Frankly, this is probably the best Ability you'll learn the game, as it's ability to stun enemies and reflect projectiles is downright useful. Now, finish the lesson for the Shield Attack, and you'll be warped back to Ordona's Pond.

Hop back on Epona, and continue your journey back to Mayor Bo in Ordon Village.

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Ordona Province - Ordon Village

Head for Mayor Bo's house, which is in the south end of the village. Mayor Bo will meet you outside, and take you in.

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Ordona Province - Ordon Village: Mayor Bo's House

New Item: Iron Boots

After he is reassured about the safety of the children (but not his own, Ilia), Bo will agree to teach you how to earn the respect of the Gorons. He'll now train you in the time-honored tradition of Sumo Wrestling.

After Bo has taught you about Sumo, you'll enter a fight with him where you can utilize what you've learned. Press B to slap (which momentarily stuns your opponent), move the joystick left and right to sidestep, and press and hold A to charge at your opponent, pushing them towards the edge of the ring. Tap A

while pushing or being pushed to resist or increase pressure. This first fight is just practice; the second time is for keeps.

Mayor Bo isn't too difficult; you should beat him without difficulties. Try and sidestep his Slaps, and try to slap him before he can Slam into you. With persistence, you'll get it.

After you've beaten Bo, he'll allow you to open his chest, which contains the Iron Boots. These will help you withstand the power of Gorons, plus a whole slue of other nifty tricks which you'll discover as you play through the game (here's a hint: iron is magnetic). Iron Boots in hand, head back outside.

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Ordon Province - Ordon Village

There's a Piece of Heart yet to be earned at Fado's Ranch, south from Mayor Bo's house. Get on Epona and ride south from Mayor Bo's house to Ordon Ranch.

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Ordon Province - Ordon Village: Ranch  
New Upgrade: Piece of Heart x1 [PHGCN06]

Speak with Fado TWICE to begin the minigame. This is the same goat-herding game you've done twice before. Herd all twenty goats into the Barn in under three minutes, and Fado will reward you with a Piece of Heart.

With the Iron Boots, a Piece of Heart, and the unendingly useful Shield Attack under your belt, this has been a rewarding detour to Ordon Province. Now, return to Kakariko Village in Eldin Province once more.

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Eldin Province - Kakariko Village

As you re-enter town, you'll see a cutscene of that same Bokoblin who kidnapped Ilia and Colin riding through Kakariko. Colin will rescue Beth, but ends up getting captured himself. They will be interrupted by the timely arrival of the Lone Ranger and his horse Silver, I mean, uh... Link and Epona.

Run to the north end of town, leaping over the gate there and entering the Hyrule Field portion of Eldin Province.

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Eldin Province - Hyrule Field: The Bridge of Eldin

---M-I-N-I--B-O-S-S---  
King Bulblin, Round I

Now it's time for you first real taste of horseback action. The Bokoblin (whose name is King Bulblin) will summon a few of his pals to join the fight; kill them if you get the chance, but focus on Bulblin. You'll have to push Epona to her max to catch up with the Boar that Bulblin rides. Use the time that you're charging towards him to charge up your sword's Spin Attack, and unleash it when you get in range. Follow up with various sword attacks.

You WILL use all of your Dashes to catch up with Bulblin, so after you've damaged him a few times, fall back and wait for the Dashes to regenerate. Defeat his cohorts while you wait, if you get the opportunity. Once your Dashes have recovered, charge up another Spin Attack and make for Bulblin again. Repeat until Bulblin rides towards the Bridge of Eldin in the northeast area of the zone.

This next part is basically just a jousting contest. This is actually pretty much the same as before, the only difference being that Bulblin will ride towards you, and doesn't have any annoying enemies to knock you around. When you are given control of Link again, charge up a Spin Attack and begin using all of your Dashes in rapid succession as you charge down the bridge. Just before you and Bulblin collide, veer slightly to the left or right, and unleash your Spin Attack. After a few rounds, you'll knock Bulblin off his mount and off the cliff beneath (you haven't seen the last of him, by a long shot, though).

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Eldin Province - Kakariko Village

After the fight, you'll automatically return to Kakariko Village. Following another cutscene, the children will once again be in the safe care of Renado. There's a few last things to be done before you return to Death Mountain to give the Gorons what for. Hop on Epona and head for the first building on the west side of the village. You'll recognize it immediately, as it is plastered with pictures of Malo, the youngest child. Go inside.

-----  
Eldin Province - Kakariko Village: Malo Mart  
New Equipment: Hylian Shield

Malo has opened his own shop. And as well he should, as he offers the Hylian Shield for the rock-bottom price of 200 rupees. This is THE best Shield in the game (which is kind of disappointing, really), so buy it first chance you get. Check the Wooden Shield lying on the table to speak with Malo (who is so short he can't see over the counter).

Go to your Collection menu (pause the game) and select the Hylian Shield to equip it. Now, head back outside.

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Eldin Province - Kakariko Village

There's still a few more things to be done in Kakariko Village. First, head for Kakariko Graveyard. It's east, down the passage behind Renado's House. Don't bother with Epona; she won't fit through the gate.

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Eldin Province - Kakariko Village: Graveyard  
New Quest Item: Male Ant [GBGCN05]

The Male Ant can be found in the northeast corner of the Graveyard, at the base of a tree. Just look for the bright gold glow; you can't miss it. Once you have it, head back to Kakariko Village.

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Eldin Province - Kakariko Village

You've found the Male Ant. Now it's time to find his sexual counterpart. Head for the east row of buildings in town, and go to the third one (counting from the south, going north, not including Renado's House). Enter this building, which is the only one in the row which isn't boarded up.

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Eldin Province - Kakariko Village: Single Bedroom House  
New Quest Item: Female Ant [GBGCN06]

The Female Ant can be found in this small building, crawling around on the side of the bed. Just look for the signature golden glow. Take it, then head back outside.

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Eldin Province - Kakariko Village

With all of your super-fantastic new stuff, it's time to return to Death Mountain and climb it as Hylian Link. Head for the tunnel that leads to Death Mountain on the north end of the Village, and go up it on foot.

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Eldin Province - Death Mountain

Run back towards the rope wall that covers the cliff face, and climb back to the top. When you reach the top, that pesky rolling Goron will attempt to knock you down again. Equip the Iron Boots, and intercept the Goron, pressing the Action button just before it hits you. After an amusing moment, remove your Iron Boots and keep pressing north up the mountain.

You'll run into more rolling Gorons on your progress up the mountain; equip the Iron Boots and toss them aside the same way you did previously to avoid them. If they hit you, it only causes minor damage.

When you reach the area where you encountered the first Howling Stone, you'll find your progress impeded by archers with flaming arrows. Note the piece of Hawk Grass growing near a ledge; pick it, and use the Hawk to knock down the archers. Be careful you don't send the hawk into a steam geyser; it won't like that. If you press start twice during the Hawk's flying sequence, you'll skip it (thanks, Nintendo).

Once you've eliminated all or most of the archers, keep heading north up the path. Use repeated Rolling maneuvers to avoid the arrows of any Archers you couldn't eliminate.

When you reach the large area at the top of the Mountain where you fought the Shadow Beings as Wolf Link, you'll see a cutscene of the Gorons doing some pretty odd things that you should definitely pay attention to. Hop down into the clearing, and pick a fight with one of the Gorons. After a few moments, a truly colossal molten rock will fall from the sky. Keep it in mind; you'll need it later.

You're going to need to stun one of the Gorons. This is easier said than done, as the Gorons are nigh invulnerable. Use your Shield to block one of the Gorons attacks, and then immediately strike afterwards. The Goron will roll backwards and into a ball; climb onto it's back when it does this, and face towards the cliff wall. When the Goron recovers, it will launch you up to the next cliff level.

Head to the south from this new level of the cliff, where you'll find another Goron. Repeat the process to reach the next cliff level. Another Goron stands here. You get the idea. Now on the fourth level of the area, equip your Iron Boots and use them to walk safely along the cliff, passing harmlessly through the steam geysers. Keep climbing up the cliff, going in a clockwise circle for several seconds. Watch out for Rolling Gorons in this area, as well.

After several spins around the mountain, you'll reach another Goron. Stun him, hop on his back, and launch yourself up to the next level. ANOTHER Goron. Stun, launch, yeah. There is a doorway here. Smash the barrels near it, then



apparent dead end where a wire-mesh tunnel has been boarded up. Smash the boards with your Sword.

Run forward, and around the next corner you'll find an oddly-shaped tile in the floor. This is actually a switch; equip the Iron Boots and stand on it to press down the switch, which will temporarily deactivate a pillar of fire blocking the next passage. Remove the Iron Boots, smash through the boarded up opening, and quickly run past the fire pillar before it reactivates.

Around the next corner, you'll reach another switch in the ground. Activate it to deactivate another fire pillar further north. Quickly run north, jumping past the fire pillar on the right. This is the tricky part; turn around and run back south, towards a narrow ledge on the right. Go quickly so as to avoid the reactivation of the fire pillar. It's possible to roll under the pillar, but not easy or recommended.

Jump across the ledge to the south, and climb up the ladder there. At the top, look to the right to see a high ledge suspended above the lava. Jump across this ledge to the west end of the room, then turn back south once more. On the south end of the west ledge, you'll find another switch guarded by a Fire Slug. These guys are no sweat; just slash them once to kill them. Activate the switch, and a fire pillar on the north end of the ledge will deactivate. Quickly run to the north end of the ledge, running around the corner that the pillar guards before it can reactivate.

Run around the corner, where you will reach the north end of the room. Hop off the ledge to the ground below, defeating some Fire Slugs that drop down from above. Look towards the sealed door on the north end of the room. There is a tall platform on the left side of the door. Climb up onto this platform (jump from the opposite ledge), and equip the Iron Boots. The platform will lower, unsealing the door. Go through it.

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Goron Mines - Crane Chamber  
New Dungeon Item: Small Key x1

Run north as you enter, where you will reach a large circular platform with catwalks leading west and east. Go east first, defeating several Bokoblins who guard a chest at the bottom of the catwalk. Open the chest to get a Small Key, then return to the circular platform and take the west catwalk.

At the end of the west catwalk, you'll come to a series of rotating platforms. Wait for the first platform to steady itself. It will grow parallel with the platform you are standing on, and hold still for several seconds. This is your chance to jump across. Repeat again on the next rotating platform.

Once on the other side of the platforms, run to the end of the catwalk and go through a locked door located there.

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Goron Mines - Sliding Wall Room

Head to the left as you enter the room, going down a catwalk to a series of platforms below. At the bottom, you'll encounter a lone Dodongo. These guys will try to spit fire at you; move around to their backsides and slash their tails to damage them.

Head for the south end of the area, and look east. A number of platforms pass over the pool of lava here; jump across them, going to the east end of the room, then looping around back to the west. Time your jumps so that you don't

leap straight into a lava geyser. On the third platform, look south. Note that you can jump from here to the inside of the crumbling stone structure. Also note the glowing wall which blocks the hallway of the building. Continue running along the platforms. When you jump back off the platforms, you'll be behind the stone structure.

Kill the Dodongo here, then look for a handle built into the stone wall to the north. Pull it backwards until it stops, but keep your grip on it until you're ready to make a run for it. You'll have to run back around to the third platform in the lava pool (it's the third counting both ways), and jump from there to the inside of the structure. Run down a passage which cuts off to the west before the stone wall slides back into place, blocking the passage. Once you've successfully entered the passage, go through the door.

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Goron Mines - Lower Water Room

This room contains a pool of water (if you know anything about mining, this actually makes perfect sense). Equip your Iron Boots while swimming on the surface of the water, and you'll sink to the bottom. Keep an eye on your oxygen meter while you're down here. Walk through the opening in the mesh cage, and step on the switch at the bottom of the pool. The switch will activate a magnetic platform above you, attracting your Iron Boots and letting Link climb on the ceiling. Nifty.

Keeping your Iron Boots equipped, start trudging along the rounded edge of the platform until you're facing the right-side up again. Go through the door located here.

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Goron Mines - Gor Amoto's Room  
New Dungeon Items: Dungeon Map, Key Shard #1, Ooccoo

One of the Goron Elders lives in this room. Run up into his ring and speak with him. He'll give you the first shard of the dungeon's Big Key (you'll need to track down the other two elders to get the other two fragments). Open the chest behind Gor Amoto to get the Dungeon Map. Open the smaller chest behind the Dungeon Map chest to get a Red Rupee.

Now, look on the left side of the large statue in the room. There is a ladder here. Climb up it. At the top, you'll reach a ledge which edges around the southern corner of the room, leading to a door on the upper-east side of the chamber. Go along the platform, and you'll come across some Pots. One of them wobbles; pick it up, and you'll discover Ooccoo. You can now escape the Goron Mines if you need to. Go through the east door.

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Goron Mines - Lower Water Room

Go to the left or right, and you'll find more magnetic platforms, like the one you encountered before. Equip your Iron Boots and start walking along the walls, heading back to the east end of the room. Kill any Fire Slugs who get in your way on the way. Go through the door on the upper east end of the room, just past the magnetic walls.

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Goron Mines - Sliding Wall Room  
New Upgrade: Piece of Heart x1 [PHGCN07]

Now you're on top of that crumbling stone structure you entered earlier. Run

to the end of the structure, and stand on the switch with the Iron Boots equipped. The switch will activate a magnetic platform on the ceiling. Start walking along the ceiling to the northeast corner of the room, killing the Fire Slugs who appear on the way. In the northeast corner, you'll find a chest. Unequip your Iron Boots to drop off the ceiling, and open the chest, which contains a Piece of Heart.

Use the magnetic wall near the Piece of Heart's chest to return to the magnetic ceiling. Now, make your way to the southwest corner, where you can then head to the east-center of the room. There, you'll find a high ledge with a door on it. Drop off the ceiling by removing your Iron Boots, then go through the door.

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Goron Mines - Crane Chamber

As you enter the chamber, the camera will focus on a group of Bokoblins guarding a switch at the end of the catwalk. Run over and pick a fight with them. Also, watch out for the Fire Keese who populate the area. Use the Gale Boomerang to defeat them quickly; if you happen to be using the Ordon or Wooden Shield instead of the Hylian Shield, the Fire Keese will burn it away if they hit you.

Activate the switch once it's guards are defeated, and a magnetic crane will activate. Run to the east end of the catwalk, where there is a circular platform. Stand here while wearing the Iron Boots, and the crane will catch you as it circles around. Ride the crane around to a similar ledge to the north. Remove the Iron Boots to drop off the crane, landing safely on the north ledge.

Start climbing up the catwalk, defeating two Bokoblins and a Fire Keese who guard another switch. Activate the switch, and a second magnetic crane will activate. Just wait by the switch while wearing the Iron Boots, and the crane will catch you. Ride this crane to a far north ledge in the room, dropping down to kill two more Bokoblins. Go through the door located here.

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Goron Mines - Upper Water Room  
New Dungeon Item: Small Key x1  
New Upgrade: Piece of Heart x1 [PHGCN08]

Four Tektites hop along the water in this room. Attract their attention with the Gale Boomerang, then dispatch them using sword attacks. They can take some punishment, but don't deal much damage. Once they're out of the way, jump into the water and swim to the northeast corner of the pool.

Now swimming in the northeast corner of the pool, you can equip the Iron Boots and drop down to a chest. Open it to get a Small Key. Remove the Iron Boots to return to the surface before you drown, and swim to the southwest corner of the pool. There is a cage here, but if you look down, you can see an opening in the cage which is blocked by a metal block.

Equip the Iron Boots to drop down to the block, grab a hold of it, and push it deeper into the cage to create a wider opening. Now inside the cage, remove the Iron Boots and return to the surface of the water before you drown. Climb out of the water to a small ledge, then climb up to another ledge to the north. There is a switch here; step on it with the Iron Boots on to activate it, creating a beam of magnetism near the switch. Enter the beam while wearing the Iron Boots to pull yourself up to the ceiling.



Head north along the magnetic ceiling until it stops, and remove the Iron Boots to land safely on a catwalk just below you. Run east along the catwalk, at whose end you will find a wire-mesh platform and another switch. Activate the switch, and a beam of magnetism will activate on the east wall. Stand on the wire-mesh platform while wearing the Iron Boots, and drop off it's east edge, passing through the beam of magnetism on the way. You'll be pulled right onto the east wall.

Start heading north along the wall until you run out of magnetic platform, and then remove the Iron Boots. Open the chest on this small ledge to get a Red Rupee. Now, turn your attention to the blue diamond on the platform. Slash it with your sword to activate it, where it will turn yellow. A gate on the platform below will be removed temporarily. Drop west down to this platform, and run through the bars of the gate before it closes again.

Defeat both of the Bokoblins who will attack you when you pass through the gate, then head for the west end of the room. There is a magnetic strip climb up the wall here; climb up it to the top, where the strip branches north and south. Go south first, dropping onto a platform to open a chest and get a Piece of Heart. Drop back down to the floor, and climb the magnetic strip again, this time taking the north branch.

Once at the catwalk on the north edge of the room, run along it until you see a rope coming out of the ground. Cut this rope with your sword, which will open a gate below. Drop down off the ledge, entering the opening which the gate has created. Go through the door inside.

-----  
Goron Mines - Catwalks

New Dungeon Item: Small Key x1

Run forward, smashing your way through some planks which block the entrance to the rest of the area. Run forward, keeping your shield held up to block to the incoming projectiles of the Bokoblin Archers (there's not much you can do to kill them just yet). Keep heading north along the catwalks (there's water below, so don't be afraid of falling down). When you reach the northern-most catwalk, head to the west.

In this small enclosed area, you'll encounter a Beamos Statue (you saw these in the previous room, but shouldn't have gone anywhere near them). These statues rotate steadily on their axis, with one side of the statue having a red "eye" which fires an energy beam at you when it sees you. You can't kill the Beamos yet, so just dodge it. Look in the corner of the area that the Beamos occupies, and you'll find a chest which contains a Small Key.

Small Key in hand, run to the east end of the northern-most catwalk, where there is a locked door. Go through it.

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Goron Mines - Spinning Ledge Room

Run forward, waiting for the spinning platform to steady itself before jumping across to the next, more stable ledge. Look to the left from here, and you'll see a long platform which is dotted with magnetic strips. This platform spins steadily. One side of the platform has three magnetic strips, the other side has one single magnetic strip.

Wait for the side with three to be facing up, and quickly run forward and equip the Iron Boots while standing on the magnetic strip. You'll cling to the strip while the platform spins around. After it has steadied itself, remove the Iron

Boots, run to the next strip, and wait again. Repeat with the third strip, and then jump to the ledge on the east end of the room. Go through the door there.

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Goron Mines - Gor Ebizo's Chamber

New Dungeon Item: Key Shard #2

You've found the second Goron Elder. Speak with him to get the second Key Shard. Ebizo will also mention a useful weapon which is nearby. Look to the right of Ebizo to see a chest; open it to get a Yellow Rupee. Now, climb the ladder to the left of Ebizo. At the top of the ladder, head west along the ledge, going through the door on the upper-west side of the room.

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Goron Mines - Spinning Ledge Room

Look to the south as you come out of Ebizo's room, and you'll see a magnetic strip on the wall. Climb onto the magnetic strip using the Iron Boots, and head south along the wall, continuing to follow it when it bends to the west. At the end of the platform, MOVE TO THE BOTTOM OF THE MAGNETIC STRIP (this is very important), then take off your Iron Boots to drop to the ledge below.

Run to the east end of the ledge, opening the chest there to get a Yellow Rupee. Return to the west end of the ledge, and go through the door there.

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Goron Mines - Biggoron's Chamber

The door will seal behind you as you enter. Run forward along the catwalk, jumping out onto a large disc that is suspended over the lava. The Goron who calls this home, the Biggoron, will come to life.

-M-I-N-I--B-O-S-S-

The Biggoron

The Biggoron missed the memo that you're helping the Gorons, so you're going to have to fight him to get what he guards. The whole fight takes place on a giant disc in the lava, and the Biggoron's colossal weight will make the disc dip into the lava if he stands on the edge. In the first phase of the fight, you must strike the Biggoron on his unguarded belly. The only time he is vulnerable is when he is preparing to swing at you.

Stand in front of him to make him start swinging, and then start attacking his belly with sword strikes. His swing takes a while to charge up, but is too powerful to block, so jump out of range after two or three hits. If the Biggoron draws too close to the edge of the disc, then it will become dangerously close to the lava. If this happens, release your L-Lock on Biggoron, and run to the opposite end of the disc. The Biggoron will be forced to move closer to you, steadying the disc.

After you've hit the Biggoron a few times, he'll roll up into a ball and begin charging up, Sonic-style. Backflip towards the edge of the disc, giving yourself plenty of room. Equip your Iron Boots, and face the Biggoron. When he charges at you, press the Action button just before he hits you. If you time it properly, Link will grab a hold of the Biggoron. Now, press left or right on the joystick to toss the Biggoron into the lava. Repeat until he is defeated.

After the Biggoron surrenders, the disc will rise back to the top of the room, the doors will unseal, and Biggoron will allow you to take the Hero's weapon.

Go to the south end of the room and through the door located there.

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Goron Mines - Dead Beamos Room

New Item: Hero's Bow

New Equipment: Smallest Quiver (x30)

New Dungeon Item: Compass

Run forward and open the chest to get the Hero's Bow. Kill the Fire Slug to the left, then turn your attention to the large stone slab on the wall behind the chest. Two ropes support the top of the slab. Use an arrow from the bow to cut the ropes, dropping the stone slab down, creating a doorway and a bridge.

Run across the new bridge and into the room on the other side. Watch out for a Fire Slug that hangs from the ceiling. Run to the south end of the room, where an inactive Beamos statue blocks a doorway. When you draw near it, the Beamos will come to life along with the ones in the rest of the room. Back up out of the range of the Beamos, and destroy it's red eye with a manually-aimed arrow. Repeat this against all of the Beamos statues in the room.

With the statues dead, you can now pull them aside. Start with the one on the west side of the room. Pull it away from the doorway, and go through to find a small space with a chest. Open the chest to get the Compass (finally). Now, pull aside the statue on the east end of the room. You'll find a door on the other side. Go through it.

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Goron Mines - Last Elder's Room

Run into the room and speak with the last Elder, who will give you the final fragment of the Big Key. Open the chest behind him to get a Purple Rupee. Return to the previous room.

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Goron Mines - Dead Beamos Room

Head for the south end of the room, pulling aside the dead Beamos to reveal another door. Go through it.

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Goron Mines - Lava Cavern

Run forward, using the Hero's Bow to kill the Fire Keese who will flutter down. At the end of the passage, you'll find a dented fence. Roll into it to remove it. Look west from here to see a ledge suspended over the lava. Jump over to it, killing the Fire Slugs that drop down from the ceiling. Run to the west end of the ledge, and jump north to a round platform in the middle of the room.

Kill the Dodongos that calls this platform home. Now, look north, where you can see Fire Slugs attached to the ceiling. Use your Hero's Bow to shoot them down (if you try to jump over without killing them, they'll knock you into the lava). Jump over to this ledge, and kill more Fire Slugs with the Bow before jumping to the next ledge. Now, head to the west end of the room, being wary of more Fire Slugs that hang from the ceiling (these have no danger of knocking you into the lava, though).

Once on the west end of the room, you'll find a door locked behind a gate. Look on the ceiling to see another magnetic strip, which has a Dodongo patrolling it. Trust me, you don't want to be fighting a Dodongo while wearing

the Iron Boots, so kill the Dodongo from afar with your bow. Then, head for the southwest corner of the room, and step on the switch there to pull yourself to the ceiling with the Iron Boots.

Head north along the magnetic strip, until you are suspended above the locked gate below. On the west wall here, there is a hole in the wall. Look into the hole to see a blue Crystal Switch, like the one you encountered earlier. Nail it with the Hero's Bow to unlock the gate below. Drop down from the ceiling, going through the door behind the gate.

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Goron Mines - Crane Chamber

Head south from the door, jumping to another ledge. Open the chest here to get a Purple Rupee. Jump back to the previous ledge, and go to it's north edge. There are several bridges here, which are being held up by ropes. Use the Hero's Bow to cut the ropes. Once the bridge has fallen, run across it to find a switch. Stand on the switch while wearing the Iron Boots, and a crane will come around to pick you up. Ride it to the north end of the room, and go through the north door (yes, you've been here before).

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Goron Mines - Upper Water Room

The Tektites in this room have been replaced by Pollywogs, who will spit projectiles at you from the water. Defeat them with the Hero's Bow, and then jump to the locked gate on the north end of the room. Before, you had to climb around the entire room, using the Iron Boots and the magnetic strips to hit the Crystal Switch on the east end of the room. But now, with the Hero's Bow, you can simply hit the Switch with an arrow. Do so, and the gate will open temporarily.

Run through the gate, and kill the Bokoblins on the other side. Use the Hero's Bow to kill the Beamos statues, then run to the north end of the room and through the door.

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Goron Mines - Catwalks

On your last visit here, you were forced to tolerate a trio of pesky Bokoblin Archers. They're still here, but they've changed positions, and are joined by numerous other Bokoblins. Move slowly but confidently through the area, killing melee Bokoblins with your Ordon Sword, and Bokoblin Archers with your Hero's Bow.

Return to where you picked up the Small Key earlier (on the west-center of the area), and kill the Beamos statue with an arrow. Once it's dead, you can grab onto it and pull it aside. Doing so will reveal a tunnel behind it, which leads up to the upper areas of the Catwalks.

Run up the ramp, and turn to face north. A pair of Bokoblin Archers will pelt you with fire arrows from their vantage point. Shoot the large barrel that they're standing near, which will explode, killing them both. Be careful that they don't do the same to you. Head to the right from there, where you'll find a switch near the base of a crane. Activate the switch, which will turn on the crane.

Drop off the ledge to the right of the switch, and you'll be standing in the path of the crane. Let it grab you while wearing the Iron Boots. Let the Crane carry you around to the northwest corner of the area, where there is

another stone slab suspended by a rope. WITHOUT RELEASING FROM THE CRANE, shoot the rope holding up the slab with an arrow. You'll be upside-down while doing this, which is disorientating, but also hilarious.

Once the stone slab has fallen, you can now safely drop off the crane. Check out the area to the east of the Crane to find some much-needed recovery items, including Arrows and a Fairy (capture the Fairy in a Bottle). Once you're all stocked up, go through the door to the west of the stone slab.

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Goron Mines - Outside Darbus' Chamber

This room is essentially a gauntlet, pitting you against an army of melee Bokoblins and Bokoblin Archers. Kill the Archers from a far with the Hero Bow, then go mono-e-mono with the Bokoblins. Once they're all out of the way, head for the south end of the room. A truly colossal stone slab is being held up by another rope. Cut the rope with an arrow, dropping the slab down.

An army of Bokoblins emerges. It's tempting to snipe them as they charge at you, but save your Arrows; you'll need them for the boss. Charge up a Spin Attack while they head towards you, unleash it as they surround you, then mop up the leftovers. Run to the south end of the room, and go through the Boss Door.

-----B-O-S-S-----

Twilit Igniter FYRUS

New Upgrade: Heart Container x1

New Quest Item: Fused Shadow

Darbus, the Patriarch of the Goron Tribe, sort of went insane when he was consumed by the powers of a Fused Shadow. Oops. You'll have to administer his medicine, in arrow-and-sword-beating form.

Unlike the previous boss, Diababa, who had several distinct phases, Fyrus is relatively basic. In fact, he's probably the easiest boss in the game. His weak spot is the shiny red "eye" on his forehead. Hit it with an arrow using manual aiming (you can't L-Target Fyrus, which is really the only hard part of him). The arrow will stun Fyrus temporarily. Run around to the chains attached to his shackles, and equip the Iron Boots before grabbing hold of the chains. Pull backwards on the chains until they tighten, and Fyrus will be knocked to the ground. Now's your chance to run in and beat the carp out of his Eye (remove the Iron Boots first). You can L-Target him at this point, but you'll lose that ability once Fyrus recovers. As always, open with a Jump Attack, then proceed to use regular rapid swings. Rinse, repeat, dead.

Fyrus' attacks are about as tricky as he is to damage. Just keep your distance to avoid the majority of them, which is pretty easy since the room is quite large. Mostly, he'll swing his shackles at you, but occasionally he'll charge up an area-of-effect fire attack. The best way to avoid Fyrus' attacks is not let him use them; concentrate on stunning his eye. Don't give him the chance to attack, and he won't. If you do happen to be hurting for some hearts, more can be found in the pots around the perimeter of the room.

When you defeat Fyrus, Darbus will be freed from his curse. You'll get a second Fused Shadow, and a new Heart Container for your trouble. Take the Heart Container, then speak with Darbus. Now, enter the portal that Midna has created for you.



afterwards.

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Eldin Province - Kakariko Village: Malo Mart  
New Item: Hawkeye

Malo is now carrying the ultra-cool Hawkeye item, but only if you participated in his Archery Minigame (whether you win or not doesn't matter, you just have to attempt it). This item works like a scope for your Bow, giving you the telescopic vision of a Hawk. Don't get any ideas about completing Malo's Archery Minigame with this; you'll be disqualified if you use it.

With the Hawkeye purchased, go back out to Kakariko Village.

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Eldin Province - Kakariko Village

Play around with your Hawkeye for a while if you want, but save your arrows (assuming you didn't waste them all, in which case you'll need to scrounge some up from the enemies in Hyrule Field). Once you're comfortable with it, head to the north end of town and go inside Barnes' Bomb Shop.

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Eldin Province - Kakariko Village: Barnes' Bombs Shop  
New Item: Bombs  
New Equipment: Smallest Bomb Bag (x30)

Speak with Barnes behind the counter, and try to buy some Bombs. But you need a Bomb Bag to carry them in. He'll give you a special deal: he'll give you a Bomb Bag which holds thirty Bombs, as well as thirty Bombs, for 120 rupees. Go all over this deal (if you can't afford it, go slaughter monsters in Hyrule Field, or return to Goron Mines and open the Rupee Chests you skipped).

Once you have the Bombs, return to Kakariko Village.

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Eldin Province - Kakariko Village  
New Upgrades: Piece of Heart x2 [PHGCN10] [PHGCN11]

Now fortified with some new toys, it's time to re-fortify yourself with some new Pieces of Heart. You're going to need Bombs as well as Arrows to get both of the Heart Pieces stashed in the village. Both of them are found near Eldin's Spring in the south end of town, so go there now.

On the west side of the spring, near the road which leads back to Hyrule Field, there is a boulder which is lodged in a large crack in the wall. Detonate a Bomb near the boulder to destroy it, then enter the crack which is revealed behind it.

You'll find yourself in a large cave, which is populated by a pair of Cuccos. Ignore them, and head for the tunnel in the back of the cave. Climb it all the way to the top, and you'll come out on a high ledge above Eldin's Spring. Jump down into the water of Eldin's Spring (you'll actually land on a higher, inaccessible ledge), and look for a deep part of the pool. Equip your Iron Boots to drop to the bottom of this pool, and open the chest found there to get a Piece of Heart.

Return to the south end of Kakariko Village, and go to the crack which you just blew open. Combine the Bombs and the Hero's Bow (equip the Hero's Bow, then highlight the Bombs and press the Combine button). You'll need this explosive

combination to get the next Piece of Heart.

Above the crack, and slightly to the left, there is a large boulder sitting on top of a mesa. Fire a Bomb Arrow at this boulder, and it will explode, revealing a Piece of Heart. Claim it with the Gale Boomerang.

Now, we'll take Eldin's advice and head for Lanayru Province. Find Epona (use the Horse Grass near Eldin's Spring if you can't find here), hop on her back, and ride over the north gate of Kakariko Village to head for the North Hyrule Field portion of Eldin Province.

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Eldin Province - Hyrule Field: The Bridge of Eldin

New Quest Items: Male Phasmid, Female Phasmid, Male Grasshopper,

Female Grasshopper [GBGCN07] [GBGCN08] [GBGCN09] [GBGCN10]

New Upgrade: Piece of Heart x1 [PHGCN12]

You've been here before; this is where you fought King Bulblin and his entourage when he kidnapped Colin. You actually missed a lot of the area on your last visit, though, so take this opportunity to look around.

Ride north out of Kakariko Village, watching the right side of the road until you see two large boulders standing in front of a ramp. Hop off Epona and destroy these boulders with a Bomb. Leave Epona where she is, and start climbing the ramp.

Run all the way to the top of the ramp, jumping over a narrow gap in the path. Ivy climbs the wall here; climb to the top of the ivy. At the top of the ivy, jump out onto a ledge which sticks out over the road below. Run to the edge of this ledge, looking across the gap to see a boulder blocking a wall of ivy. Use a Bomb Arrow to destroy the boulder, then jump out to the ivy and climb up it. Once on top of the ivy, look down and to the north to see a chest sitting on a cliff. Jump down to the chest and open it to get the Piece of Heart. Jump off the cliff to return to the road.

Back on Epona, keep heading north into Hyrule Field. This place is kind of barren, since this part of Hyrule Field is reserved mostly for a number of horseback fights. As you ride off of the mesa which leads from Kakariko Village, you'll begin to see Leever's coming out of the ground. Start moving to the east when this happens, and where the dirt on the ground becomes grass, you should see the golden glow of a bug. Capture it to get the Male Grasshopper. You'll have to walk slowly up to it; if you run, you'll spook it.

Bug in pocket, get back on Epona and start heading for the northwest corner of the Field. Near the northwest edge of the area, sitting literally in the middle of nowhere with no discernible landmarks, is the Female Grasshopper. Look for her glow (it's easier to spot at night). She appears in an area with Leever's, so kill them before trying to capture her. Remember, tiptoe up to her, don't run.

Now that you have the complete Grasshopper set, head for the northeast corner of the field. Here, you'll find the bridge where you jousting with King Bulblin. On the south end of the bridge, you'll see the golden glow of the Male Phasmid on the east side of the arch. Use the Gale Boomerang to knock it from its perch, and pick it up from the ground.

There's still one more bug hidden in the area. Head north across the bridge. To the east of the north edge of the bridge, there is a boulder. Use a Bomb to destroy it, which will yield Rupees. Stand in the wreckage of the boulder, and look to the east on the cliff wall. You'll see the glow of the Female Phasmid





get ambushed by enemies. After a short time of following Ilia's scent, you'll come into view of Hyrule Castle. Midna will point it out to you. Keep following Ilia's scent after this exchange.

You'll eventually follow Ilia's scent southwest, into a new area of Hyrule Field.

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Lanayru Province - Hyrule Field: West

It's a new area, but your goal is the same. Keep following Ilia's scent. You'll eventually follow the scent right into Hyrule Castle Town.

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Lanayru Province - Hyrule Castle Town: West Road

This area is positively crawling with Spirits. Listen to them if you like, but it's not necessary. Keep following Ilia's scent east and under an arch.

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Lanayru Province - Hyrule Castle Town: Central Square

More Spirits congregate around town here. Few of them have anything to say. Keep following Ilia's scent east, and through another arch.

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Lanayru Province - Hyrule Castle Town: East Road

Keep following Ilia's Scent in this area. You'll eventually see it lead into, then out of the doors of a building. The sign on the building reads "Medical Center." You won't be able to go inside, so start following the Scent that leads out of the building.

The Scent will eventually lead you around a corner and into a new area of town.

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Lanayru Province - Hyrule Castle Town: South Road

Still following Ilia's Scent. It'll eventually lead you down an alley, down some stairs, under an arch, and to a door. The door is ajar. Wedge your nose into the crack to push the door open and go inside.

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Lanayru Province - Hyrule Castle Town: Telma's Bar

If you're getting sick of following Ilia's Scent, then fear not. You've almost found her. Activate your Senses to let you see the Spirits in the room. Ilia is on the other side of the room as you enter, sitting next to a Zora Child (if you eavesdropped on the right people, you would've heard about the Child already). Listen in on their conversation.

Now, head for the back of the bar, where four Soldiers are in conversation. Eavesdrop on their conversation with your Senses on. They'll mention the Light Spirit who lives in Lake Hylia. Check their map on the table to find the Spirit's location.

Ilia will be fine in the Bar for the meantime (not that you're much good to her when she can't see you), so let's turn our attention to the Light Spirit. Head back out of the bar and leave town through it's west exit (the south exit, which provides the most direct route to Lake Hylia, is currently blocked by

Spirits).

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Lanayru Province - Hyrule Field: West

You should be back where you first entered Castle Town. Head west, back across the large wooden bridge. Go for the west area of the Field, where there is a passage leading to the next area. Go there and go west, down the passage.

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Lanayru Province - Hyrule Field: West Road

Run down the road, defeating or dodging the Twilit Bokoblins who patrol the area. The path splits to the north and south. Go south to reach Lake Hylia.

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Lanayru Province - Lake Hylia

As you enter the Lake Hylia area, you'll be following a road which stretches to the left and right. Go left first (you can't do much on the right path just yet). You'll come to the Great Bridge of Hylia, which extends over "Lake" Hylia - which is now a dried up pond.

According to the soldier's map, Lanayru is in the south end of the zone. Start heading south along the bridge. Halfway across, you'll be ambushed by a Twilit Bokoblin Archer, who will ignite the oil on the bridge using a Fire Arrow. You'll have only a short time to escape the bridge. When you regain control, two crates will appear next to you. Push one of them towards the flat edge of the bridge. Climb onto the box, then climb onto the edge of the bridge. Now, jump off the bridge into the puddle below.

Swim to the west shore of the "puddle," where you will find several Zora investigating the water. One of them will reveal that the Lake's watersource, Zora River, is being blocked somehow. Keep heading west, and you'll come across a Clown named Fyer out front of his house. Listen in on his thoughts, and he'll spot that Twilit Bokoblin Archer on the north side of the lakebed. Run over to it, and a cutscene will take place.

-M-I-N-I--B-O-S-S-  
Shadow Bird Rider

The Archer will float around on the back of a Shadow Bird, launching Fire Arrows at you. Keep the Rider L-Targeted, and sidejump or sidestep the Rider's arrows to avoid them. When the Rider swoops low, this is your chance to attack. Perform a Jump Attack to spring onto the Bird, and proceed to tap the Attack button to continue taking chomps out of the bird. Do this a few times, and the Rider will fall to the ground. Just beat the carp out of him to end the fight.

After you beaten the Shadow Bird Rider, Midna will take control of the Shadow Bird and use it to carry you to Lake Hylia's watersource in Zora's River.

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Lanayru Province - Zora's River

You'll now be in control of the Shadow Bird. You can make it fly in any direction you like, and tapping the A button will make it Dash, just like with Wolf Link. Watch out for falling rocks and flaming arrows on the way; getting hit will make the bird drop you to a deadly death. Crashing into a wall or structure will have an identical effect.

Fly as high as you can during the course, which will make sure that you don't accidentally get stuck in an area where you can only crash into walls. After a short ways, you'll enter the area where rocks will begin crashing down. Hold to the left or right, and absolutely never fly directly at these boulders to keep them from crushing you. Near the end of the course, you'll find a large sun-lit hole near the ceiling. Fly through this, and you'll reach...

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Lanayru Province - Upper Zora's River

Head south from where you land, and you'll find a path which leads down into the riverbed. Head west, where the riverbed will become full of snow. Follow this path west, into the next area.

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Lanayru Province - Zora's Domain: Sleeping Waterfall

Run north into the zone, and you'll find the entrance to Zora's Domain, which has been completely frozen over (and no, I know what you're thinking... it's still frozen over from Ocarina of Time... it isn't... it has just frozen over again). Head north towards the frozen waterfall, killing the Keese on the way, if you like. When you reach the waterfall, look for a small pillar of ice, and stand on the snowdrift in front of it.

From here, you can begin a six-step Midna Jump. You'll end up on a small ledge on the lower half of the waterfall. Run along the ledge behind it, watching the ceiling above for ice stalactites which will plummet down and impale you. When you reach the far west end of the ledge, you'll find another point where you can begin a nine-step Midna Jump. On your way up, watch out for more ice stalactites. Take a break in your leaps if you see one crashing down (you can also go very fast to avoid them, but there's a chance you'll lose your footing on the way).

When you reach the top of the waterfall, head north and through the gates to enter the interior of Zora's Domain.

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Lanayru Province - Zora's Domain: Waterfall Cavern

If you turn on your senses, then you can see a deep pool beneath you, which is frozen over, trapping the Zora beneath. Defeat the Shadow Beings who stalk around on top of the pool (remember, to kill one of the trio, then use Midna's Charge Attack to defeat the other two). The barrier which is created when you begin the fight has another unique configuration, similar to the one you encountered earlier in Eldin Province. This configuration will, once more, isolate one of the Shadow Beings from the other two. Kill this one before using the Charge Attack on the other two.

Once you have defeated the Shadow Beings, a new Warp Point will be made available to you. Which is good; you'll need to warp to an old area if you want to unfreeze Zora's Domain. Speak to Midna and tell her you want to Warp. Travel to the Death Mountain warp point in Eldin Province.

-----  
Eldin Province - Death Mountain

On your last visit here when Eldin Province was covered by Twilight, a Shadow Being attempted to crush you with a gigantic piece of volcanic rock. Stand near it, and speak with Midna. Tell her to Warp the rock to Zora's Domain.

You'll follow right behind it.

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Lanayru Province - Zora's Domain: Waterfall Cavern

The blazing rock will melt the waters in Zora's Domain, refilling Lake Hylia and freeing the frozen Zora from their icy tomb. Dive into the waters of the river, and swim back towards the waterfall entrance. When you're almost out, you'll be stopped by the voice of Rutela, a deceased Zora Queen.

Rutela will ask you to help her son (the Zora Child that Ilia is with in Hyrule Castle Town), and in exchange she'll teach you how to live underwater like a Zora (it's actually a new suit of armor). You'll need this ability in the next dungeon. To help Rutela's son, we're going to need regain Hylian form first. Which means, saving the Light Spirit Lanayru.

Head back out of the cave.

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Lanayru Province - Zora's Domain: Sleeping Waterfall

Zora's Domain is now once again filled with water. Take Midna's advice: jump off the waterfall into the river, and allow it to carry you back to Lake Hylia.

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Lanayru Province - Lake Hylia

The current of the Lake will carry you right to the doorstep of Lanayru's Spring. Head south into the cavern's mouth.

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Lanayru Province - Lake Hylia: Lanayru's Spring

Run forward to the ledge that juts out over the water, and speak with the remnants of Lanayru. You've done this twice before, so you know the deal by now: track down sixteen bugs to reclaim sixteen Light Essences. Of course, you'll be given a Vessel of Light to carry the Essences.

If you take a look at your map, you'll get an idea of how far spread the Bugs are this time around. Don't sweat it; this isn't as bad as it looks. Head back out of the cave.

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Lanayru Province - Lake Hylia

As soon as you emerge from the cave, a Bug will appear and move up a bridge to the left. Ignore it for the moment. If you check the map, you'll see a Bug on an island to the northeast. Swim up to the island, where you'll find the Bug floating around near a dock. Kill it and take it's Light Essence (1).

At the top of the bridge, you'll reach a small plateau. The bug hides out here. Kill it and take it's Light Essence (2). Head west across the bridge, where there is another small plateau.

When you step onto this plateau, Shadow Beings will appear from the sky, and a Twilight Barrier will surround you. This newest battlefield is extremely large, which makes killing the trio of Shadows who occupy it problematic. Kill one of them, then slowly attract the other two together. Defeat them using the Charge Attack. Defeat both of them, and Midna will have access to a new portal.

Go to the southeast end of the plateau. There is a natural stone bridge here (all the other bridges on the plateau are made of wood, which makes this one easy to spot). Run to the southwest, jumping over a short gap and onto a platform. If you fall in the water, then swim back around to the entrance to Lanayru's Spring and try again.

From the platform over the water, press the Dash button and run further southwest, jumping onto a ledge across a wide gap (if you don't Dash, you won't make it). From here, face east to find another wide gap. Dash, then jump across this gap as well. Head south up to the top of a hill, where you'll find another Bug, who may burrow into the ground. Dig him out if he does, and kill him. Take his Light Essence (3). Now, make your way back to the Warp Portal you unlocked a few minutes ago.

Head for the northwest end of the plateau, where there is another bridge which leads out to Fyer's colorful floating shop. On the way to the building, you'll pass some yellow grass which Midna tells you can be used to summon the Shadow Bird you rode to Zora's Domain. Ignore it for now; we'll get to it in a moment.

Head around to the back of Fyer's shop, and activate your Senses to spot the bug floating around in the air. Kill it and take it's Essence (4), then return to the yellow grass. Howl near it using this sequence:

```
    0 .5  1 .5  2 .5  3 .5
H   1 >  -  -  3 >  -  -
M   -  -  -  -  -  -  -  -
L   -  -  2 >  -  -  4 >
```

The song will summon the Shadow Bird, who will carry you up Zora's River.

-----  
Lanayru Province - Zora's River

You'll now repeat the Shadow Bird sequence which you used to reach Zora's Domain earlier. The difference is, this time, there are four Bugs hidden on the route. You can activate your Senses to spot them while flying. Dash into the Bugs to kill them and get their Light (you don't have to retrieve the Light, it is added to your Vessel automatically). None of the Bugs are hidden; they appear in the middle of the course, usually near the river's surface. You should have no problem seeing them if you keep your Senses activated the majority of the time.

Don't fret if you don't get all of the Bugs on your first run. When you make it to Upper Zora's River, warp back to Lake Hylia and try again. Once you have all four bugs (5 - 8), stay in Upper Zora's River.

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Lanayru Province - Upper Zora's River  
New Quest Item: Howling Stone [HSGCN02]

As soon as you enter the area, activate your Senses and Listen to the spirit of the Woman sitting on the steps. A Bug will appear; kill it and take it's Essence (9).

With the water in this area refilled, you can now reach the northern bank. Cross there using the floating bridge near the Boat Rental Shop. There is a Howling Stone in plain sight on the northern bank. Go up to the stone, and two Spirits will appear on the shore. We'll get to them in a minute; listen to the

melody of the stone.

	0	.5	1	.5	2	.5	3	.5	4	.5
H	-	-	-	-	4	>	-	-	-	-
M	-	-	2	-	-	-	5	>	-	-
L	1	>	-	3	-	-	-	-	6	>

This stone's melody (the Requiem of Spirit from Ocarina of Time) is quite different from the Howling songs which you have encountered thus far. It uses some half-second notes. You have to change the second and third notes every half bar, instead of every full bar.

Once you're confident you've learned the song, attempt to Howl along with it. Successfully duplicating the song will start a duet with the Golden Wolf. Sing the song once more, and the Golden Wolf will appear near Hyrule Castle Town. We'll get to him after we're done capturing all the Bugs. Let's get back to them.

Head west from the Howling Stone to the two spirits that you passed earlier. Eavesdrop on them, and you'll find they're looking for Prince Ralis. They're dive into the river and head down a tunnel, stating that it leads to Hyrule Castle. Swim after them.

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Lanayru Province - Hyrule Field: North

Follow the current downstream, swimming towards the right bank. You'll eventually coming to a stairset that leads out of the water. Climb up it, and start running west into the next area of Hyrule Field.

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Lanayru Province - Hyrule Field: West

Head back towards Hyrule Castle Town (the Golden Wolf sits in this area, but you can't interact with him until you retain Hylian form). When you near the bridge that leads into town, a trio of Shadow Beings will appear. You know how to beat these guys by now.

Once they're dead, a new Portal will be yours to use. Head into town.

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Lanayru Province - Hyrule Castle Town: West Road

There is a single Bug hidden in Castle Town, in the South Road. Go there.

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Lanayru Province - Hyrule Castle Town: South Road

Head for the entrance to Telma's Bar. In the alley that the bar rests in, you'll find the bug hiding in some crates in the southeast corner. Smash the crates to reveal the Bug. Kill it and take it's Light Essence (10). Now, talk to Midna and have her Warp you to Zora's Fountain.

-----  
Lanayru Province - Zora's Domain: Waterfall Cavern

Climb onto the ledge that circles the water in the cavern, and head for it's southeast corner. Another of the Bugs is hiding here, clinging high on the wall. Dash into the wall to knock it down, then kill it with a Jump Attack when it swoops low. Take it's Essence (11), then leave the cavern.

-----  
Lanayru Province - Zora's Domain: Sleeping Waterfall

Swim off the edge of the Waterfall, landing in the pool below. In the middle of the pool, there is a series of lily pads. Two bugs are hiding on these pads; climb up onto one of them, and spot the Bugs with your Senses. Kill them using Midna's Charge Attack, then take their Light Essences (12 & 13).

Swim over to the east end of the pond, climbing out of the pool and onto a low ledge. Move south along the ledge, where you'll find another Bug at the top of a ramp. It may burrow into the game; dig it up if it does, then kill it. Take it's Light Essence (14). Climb all the way up the ramp, and open the chest at the top to get a Yellow Rupee. Jump back down into the pool of water and swim to the northwest end of the pool.

There is a frozen tunnel here, which we'll use later in the game to reach Snowpeak. Look north from there, where there's a short ledge. Stand near it to find a place where you can perform a Midna Jump. Do so, and run north a short ways and perform another Midna Jump.

Start running along the ledge, which circles around behind the waterfall. Behind the waterfall, there is a short ramp which rises up into the air. Stand on it, and perform another Midna Jump. Run forward a short ways, where you can do another Midna Jump, this one a two-step.

You should now be standing beneath a circular-shaped waterfall which erupts from the side of the wall. Head down to the south end of this ledge, and open the chest there to get a Red Rupee. Head back to the circular waterfall, and start climbing up a short ramp which is just beneath it. At the top, you can do another two-step Midna Jump. Run forward a short ways, and you'll reach a point where you can start a four-step Midna Jump.

Keep running forward from here, doing one final Midna Jump to reach an upper ledge. Move slowly along the ledge and around the corner, where you'll find yourself adjacent to a cave on the upper levels of the area. Jump out into the cave, and run south into it. Activate your Senses on the way to spot a Bug. Kill it and take it's Essence (15).

According to your map, you've now exhausted all of the Bugs in Lanayru province, but you're still one short. This is normal. Warp back to Lake Hylia.

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Lanayru Province - Lake Hylia

As soon as you enter the area, a disturbance will occur out in the middle of the lake. Swim out to this point, and a truly massive Dark Insect will appear.

-M-I-N-I--B-O-S-S-  
Dark Insect Queen

Try to stay on the four little rafts which float around the area that the Miniboss appears in; if you fall in the water, you're highly vulnerable to it's attacks. Activate your Senses to see the Bug. Like it's smaller children, the Queen will charge itself with electricity and attempt to hurl itself at you. Unlike it's children, however, the Queen is huge, so this isn't quite so easy to dodge.

Wait for the Bug to charge at you, and doge out of the way of it's attack.



When the electrical energy subsides, use a Jump Attack to leap onto the Queen, and mash the Attack button to start chewing the hell out of it. After you do this, the Queen will submerge itself in the lake and attempt to ram you. Stay on the rafts to avoid it. When it's done swimming around like an idiot, it will charge out of the water, usually trying to swipe you as it does. This is kind of hard to dodge; you'll probably end up diving into the water if you want to clear it entirely. At this point, the fight resets.

After you've chewed on the Bug for a while, it will land on the water with it's weak underside exposed. When this happens, jump out onto the Queen's belly, and use your Charge Attack to strike all six of the Queen's legs at the same time. This will kill the Queen, releasing the last Light Essence (16).

With all sixteen of the Light Essences placed in the Vessel of Light, you'll automatically warp to Lanayru's Spring.

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Lanayru Province - Lake Hylia: Lanayru's Spring

After a truly disturbing cutscene, you'll find out that the next temple is at the bottom of Lake Hylia. Rutela's offer to teach you how to be like a Zora is suddenly sounding pretty sweet. Head back outside.

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Lanayru Province - Lake Hylia

New Upgrade: Piece of Heart x1 [PHGCN13]

New Quest Items: Male Mantis, Female Mantis [GBGCN11] [GBGCN12]

Head around the Fyer the Clown's floating shop, to the northwest of Lanayru's Spring. Speak with Fyer, and pay him Ten Rupees. Afterwards, enter his building. You'll now be launched back to the upper level of Lake Hylia.

You'll land on a target, behind a shack. Enter the door of the shack, and climb down the ladder inside. You're now inside Falbi's Flight-By-Fowl minigame building. Speak with Falbi in the large room in the building, and agree to play his minigame. Grab one of the Cuccos in the room, then step onto Falbi's vacated ledge. SAVE YOUR GAME HERE. This is important.

In this minigame, you'll jump out off the ledge, floating slowly down towards the surface of Lake Hylia thanks to the frantically flapping Cucco in your arms. If you hold forward as you're floating, you'll speed up. If you hold back, you'll slow down, eventually coming to a stop. You can earn a Piece of Heart in this minigame, but it's rather difficult to find.

Look directly down from the starting ledge, and you'll spot a new platform in the middle of the Lake. This platform has several tiers, which a chest on each tier. The top tier is a spinning platform with a chest; this is NOT the one you're trying to land on. The tier beneath that is the one you're aiming for. Open the chest on this tier to get the Piece of Heart.

To reach the Heart Piece, leap off the ledge with a Cucco held proudly over your head. Immediately pull back on the Joystick until you have to come a relative stop in forward momentum, then start tapping slowly forward until you are floating forward only a tiny bit. Float forward a few yards, then stop again. Then float forward a few meters. Repeat this slow process until are lined up perfectly with the correct chest beneath you (pull back on the Camera to increase your field of vision).

The bonus Rupees that float around the area are tempting, but they will interfere in your ability to aim. So ignore them. Because you have to pay a

twenty-rupee price tag every time you play the game, as well as Fyer's ten-rupee fee to return to the upper level, this game can expensive pretty quick. For this reason, you should have saved your game before attempting it, as I directed you. This way, if you fail, you can just reset the game and load the old file, which will deposit you right back in Falbi's shop, with all your rupees.

Once you've got the Piece of Heart, start going down the platform. Open each chest on each tier of the platform on your way down to make up for the Rupees you spent. On the third tier, you'll encounter a mysterious lantern; this is actually a Poe Soul. You can't do anything about these until you gain the ability to independently change between Hylian and Wolf Link. Keep it in mind for now. Return to Fyer and pay for another trip back top.

Leave Falbi's shop, where you'll find yourself near the Great Bridge of Hylia (which you had to evacuate in a hurry on your last visit). Now as Hylian Link, you can snag a few bugs who hang about the area.

Go to the north end of the Bridge, defeating the Bokoblins and Undead Dogs who get in the way. Once on the bridge, to the inside of the northern arch, and look on the east side of the arch. A golden glow on the wall here indicates the presence of a Golden Bug; use your Gale Boomerang to pull it towards you. Claim the bug to get the Male Mantis.

Now, head for the south end of the Bridge. There is a gigantic tree located here, which grows right out over the road. Run underneath the tree to it's south end, defeating the Undead Dogs and Chus on the way (if you like, you can kill the Chus and capture the remnants to be used for Lantern Oil). On the south end of the tree, you can see the golden glow of the Female Mantis on the underside of one of the tree's roots. Use the Gale Boomerang to pull it towards you and capture it.

Now, head back to the north end of the bridge, and go north out of the area. There's some Horse Grass near the north end of the area which you can use to summon Epona.

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Lanayru Province - Hyrule Field: West Road

There's a seamless zone change between this area and Lake Hylia, so don't be fooled. A crossroad stretches to the north and east halfway up the path. Go north first, using a Bomb to destroy the boulders in your way. Climb back on Epona and go through the passage that you've opened, all the way to the north. You'll pass all kinds of interesting things on the way, none of which you will be able to interact with yet.

At the north end of the road, you'll find another passage blocked by boulders. Bomb them away, then ride Epona through the passage to the north section of Hyrule Field in Lanayru Province.

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Lanayru Province - Hyrule Field: North

There's another seamless zone change here; try not to get confused. Run along the northern edge of the area, and you'll enter a dirt path on the far north end of the zone. Keep riding up the path, hugging the northern edge of the wall. You'll come to a new passage in the north end of the zone, blocked by more Boulders. Bomb them away, then run into the opening that is created (Epona won't be able to join you).

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Lanayru Province - Zora's Domain: Sleeping Waterfall  
New Quest Item: Male Dragonfly [GBGCN13]

Now you know how to get here on foot. Jump down out of the small cavern you're in, landing in the pool of water below. Swim to the east side of the pond, climbing out on the other side. Climb up the ramp here; at the top, you'll see the golden flutter of the Male Dragonfly. Catch it.

Head for the south end of the zone. Look for a footpath which leads south, following the path of the river. Climb out of the pond and follow this footpath through a tunnel.

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Lanayru Province - Upper Zora's River

There's a door on the north side of this area, due north of the Howling Stone. Go through this door.

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Lanayru Province - Upper Zora's River: Hena's Fishing Pond  
New Upgrade: Piece of Heart x1 [PHGCN14]  
New Item: Third Bottle

Learn to love this place; it's by far the most entertaining minigame in the game, and will keep you coming back long after you've completed everything else. You can Lure Fish here, which is the main point of this area. We'll get to that in a moment; for right now, go to the east side of the area.

There is a bridge here, with a sign which is clearly marked "Stop throwing dirty cans and empty bottles into the pond." Use your Bobber Fishing Rod (which you've had since Ordon Village but probably never used) while casting the rod into the small pool on the east side of the bridge. Keep catching fish. Eventually, you'll come up with an Empty Bottle instead of a fish.

Now, head to the shack in the southwest corner of the area. Speak with Hena at the counter, and rent a Lure Rod and a Canoe for twenty rupees. Back outside in the pond, paddle north. On the rocky outcropping due north from the dock, you'll see a Piece of Heart. Nail it with your Lure Rod, reel it in, and Hena will allow you to keep it.

You can Lure Fish to your heart's content now. I won't ever get into it in the Main Walkthrough, since you don't ever need to do it to earn anything of great consequence. Check the Fishing chapter (coming in a future update) for a more in-depth coverage of this entertaining minigame.

With a new Bottle and a Piece of Heart now in your pocket, leave the Fishing Pond.

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Lanayru Province - Upper Zora's River  
New Quest Item: Female Dragonfly [GBGCN14]

Head for the shack on the east side of the area. Look out over the water on the west side of the Hut, and you'll see a Golden Bug fluttering over the water. Pull it towards you with the Gale Boomerang, and take it to get the Female Dragonfly.

Go to the northeast corner of the area, where a Twilight Barrier will appear, and three Shadow Beings will fall from the sky. You know the drill by now:

kill one, use a Spin Attack to kill the other two at the same time. When all three are dead, you'll earn a new warp. Iza will then take you inside her shop.

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Lanayru Province - Upper Zora's River: Iza's Boat Shop  
New Equipment: Second Bomb Bag

Iza will ask you to destroy a boulder which has dammed up the sluice gate in her Boat Shop. She'll give you a Second Bomb Bag, doubling the number of bombs you can carry (you'll need it in a little while to carry a second variety of Bombs, but for now it carries standards). Fire two Bomb Arrows at the boulder to destroy it.

Once the first set of boulders is destroyed, you'll enter a boat and begin rafting down Zora's River, where you must destroy several more boulders using more Bomb Arrows. Ride down the river a ways, trying to dodge driftwood (it's harmless) and grab some bonus rupees. After you've paddled downstream for several minutes, you'll go down a sharp incline, and meet Iza's partner at the bottom: a Zora. Follow the Zora's instructions, and use Bomb Arrows to destroy the boulders blocking the river's path. Blow them up before you get too close.

Now follow the Zora down the river, trying to grab the rupees it drops. When you reach the south end of the river, you'll find yourself back in Lake Hylia.

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Lanayru Province - Lake Hylia

Iza's Zora Employee will return to Upper Zora River, taking the canoe with her. You're stuck down here in good ol' Lake Hylia once more. Head back to Fyer's shop, and pay him ten rupees to return you to the surface (he's a bloody extortionist, I know).

Once you're back up top, return to the north end of the zone and summon Epona using the Horse Grass there. Ride Epona back to the entrance to Zora's Domain, and return to Iza's Boat Shop. Yep, that's right.

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Lanayru Province - Upper Zora's River: Iza's Boat Shop  
New Upgrade: Giant Bomb Bags

SAVE YOUR GAME AT THIS POINT. That way, if you fail, you'll not only save yourself a handful of rupees, but also a lengthy trip back to Iza's Boat Shop. Simply reset the game, and load the old file.

If you successfully complete this new Boating minigame, you'll have earned yourself Doubled Bomb Bags. Meaning, your default Bomb Bag currently in your possession will suddenly have double the capacity. Speak with Iza and pay the twenty rupee fee for the game.

As you paddle down the river, you'll see lanterns hanging above you. Nail them with a Bomb Arrow to destroy it; yellow lanterns are worth one point, red lanterns are worth two. Striking a wall or other obstacle will remove a point. There are thirty points total to be shot down in the game. Earn twenty-five points or more, and you'll win the Giant Bomb Bags. Don't focus too much on steering while in the game; the current does a pretty good job of keeping you away from walls. Still, keep an eye on your progress, and if you see yourself veering towards a wall, then GENTLY push in the opposite direction. If you press to hard, you'll make your canoe spin out, just messing you up even more.

When you reach the bottom of the river, you'll emerge in Zora's River. If you've earned enough points (25 total), then you'll get the Giant Bomb Bags. This upgrade works for all of your current Bomb Bags, plus any you get in the future. It doubles your bomb capacity from 30 to 60.

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Lanayru Province - Lake Hylia

Pay that thief Fyer the fee to return to the upper area of Lake Hylia. Get Epona back using the Horse Grass in the north of the area, then head for the area of Hyrule Field to the west of Hyrule Castle Town.

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Lanayru Province - Hyrule Field: West  
New Ability: Back Slice  
New Quest Item: Male Butterfly [GBGCN15]

Head for the bridge which leads into Castle Town, and look to the are to the north. If you activated the Howling Stone in Upper Zora River during your adventures as Wolf Link, then the Golden Wolf should be waiting for you here. Interact with it to have another meeting with the Warrior, who will teach you a new skill.

Use the Shield Attack successfully against the Warrior, and he'll agree to teach you the Back Slice. Follow his instructions, use the skill successfully, and you'll have it to use whenever you want. This skill is highly useful for killing enemies who are heavily armored on the front, of which you're about to encounter several.

Now, head back to the bridge which leads into Hyrule Castle Town. A road stretches to the south from here; follow it a short ways, and near the edge of the zone you'll see some flowers beside the road. A Golden Bug flutters around this patch of flowers. Grab it to get the Male Butterfly. The Female Butterfly is, unfortunately, out of your reach for the moment.

Get on Epona, and head through the passage in the north of this area to travel to the north section of Hyrule Field in Lanayru Province.

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Lanayru Province - Hyrule Field: North  
New Quest Items: Male Stag Beetle, Female Stag Beetle [GBGCN16] [GBGCN17]

Ride east along the road, until you find a place where a splits. A rock marks the split. There is a tree very close to this rock. Look on it's south side, and you'll spot the golden glow of the Male Stag Beetle. Use the Gale Boomerang to pull it down towards you and capture it.

Now, get on Epona and head up towards the cliff on the north end of the road. The road that cuts through the cliff has two parts, one on the north and south side. Go along the south side of the road, where you'll eventually come to a large circular area. Look on the west side of this circular clearing, and you'll see a cave entrance which can be bombed open. You can go ahead and open it if you want, but you lack the tools to do much inside.

Instead, look above the door and to the right. A golden glow on the cliff face indicates the presence of the Female Stag Beetle. Use the Gale Boomerang to pull it towards you, letting you capture it.

Now, it's time to go to Hyrule Castle Town. Use the west entrance, which is the only entrance currently open to you.

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Lanayru Province - Hyrule Castle Town: West Road

As you enter town, head to the east a short ways. You'll see a man standing on the north side of the road, dressed in a colorful robe. Speak with him, and he'll ask for donations. Give him every last Rupee you own (don't worry, we're going to be unloading all of these Golden Bugs we've been accumulating for significant amounts of cash in a moment). If you can give him 1,000 rupees total, then he'll reward you with a Piece of Heart.

Once you've gone stone broke giving the priest your cash, leave through the south exit in this area.

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Lanayru Province - Hyrule Castle Town: South Road

Make your way to the south exit of Hyrule Castle Town, and go out the gate there.

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Lanayru Province - Hyrule Field: South

New Quest Items: Male Ladybug, Female Ladybug [GBGCN18] [GBGCN19]

Two more Golden Bugs are hidden here, the last two you'll be able to get for a while. The first is the Female Ladybug, who flutters around in one of the planters on the west side of the stone steps before Hyrule Castle Town. The planter has three trees and some flowers in it, and is to the west of the pool. The Ladybug is very easily startled, and may run away before you even see it. Look around the steps, and even on the ground below the railing if you can't find the bug near the planter. You may need to use the Gale Boomerang to catch the bug.

The Male Ladybug is found on the east end of the field, in a patch of flowers beneath a tall mesa. There are numerous Guays (crows) flying around the mesa; you can't miss it. Once you have both Bugs, return to Hyrule Castle Town using the entrance at the north end of the field.

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Lanayru Province - Hyrule Castle Town: South Road

Head up the west branch of the road. Just before you reach the zone barrier that leads to West Road, you'll come across a building with a large red sign that reads "Agitha's Castle." Go inside.

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Lanayru Province - Hyrule Castle Town: Agitha's Castle

New Upgrade: Big Wallet (x600)

New Upgrade: Piece of Heart x1 [PHGCN15]

Speak with Agitha in this room. She'll explain that she invited all twenty-four of the Golden Bugs in Hyrule to a ball, but none of them have showed up yet (yeah, she's bonkers, but she's also rich). Speak with her again, and give her any one of the seventeen Bugs you should have by this point in the game. She'll be so overjoyed, she'll give you the Big Wallet. This wallet has double the capacity of your old wallet.

Now, start selling Agitha your remaining Bugs. For every Bug that you give her, she'll give you fifty rupees. If you deliver her a complete pair (Both the Male and Female variety), you'll get a bonus fifty rupees. Once you've

maxed your wallet, which shouldn't take long, return to the priest in Castle Town's West Road and empty your wallet once more. Then, return to Agitha and start selling more Bugs.

If you have all nineteen Bugs available thus far, then you should make 1,400 Rupees from Agitha. This will be enough to give the Priest 1,000 rupees, earning you a Piece of Heart, and leaves 400 rupees left over. Whether you decide to get the Piece of Heart or not, sell Agitha as many Bugs as you can, but stop when your wallet is maxed (you can give her the rest later, when you have all twenty-four).

Once you've sold Agitha as many of the Bugs in your possession as is practical, earning you a new Wallet, possibly a Piece of Heart, and a whole scad of Rupees, head back outside and make your way back to Telma's Bar (the place where you found Ilia and the Zora child as Wolf Link).

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Lanayru Province - Hyrule Castle Town: Telma's Bar

After a cutscene, you'll appear in Lake Hylia.

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Lanayru Province - Lake Hylia  
New Overworld Item: Gate Keys

Another cutscene is shown here, with Telma making plans to reach Kakariko Village with a carriage. You'll then appear aboard Epona near the carriage. A red line on your map shows your route to Kakariko Village: you'll pass across the Great Bridge of Hylia in Lake Hylia, then ride through the region of Hyrule Field south of Castle Town. From there, you'll enter Faron Province, then into Eldin Province, finally to the gates of Kakariko Village.

On the entire route, you must protect the carriage from marauding Bokoblins. The first hurdle of the course comes in the form of King Bulblin, who makes his return on another long, stone bridge: The Great Bridge of Hylia. When you reach the bridge, the carriage will stop, giving you a chance to joust with Bulblin once more.

----M-I-N-I--B-O-S-S----  
King Bulblin, Round II

Bulblin has learned from his last Joust with you. Before, he was highly vulnerable to Spin Attacks from your Ordon Sword. He now carries a shield on each arm to counter that. But you've got some new equipment too, in the form of the Hero's Bow. Charge straight down the bridge as with the previous battle, and when you draw close to him, aim an arrow at the gap between his Shields and fire it right into his torso (don't use Bomb Arrows; they work, but don't help any). Use the Hawkeye combined the Hero's Bow if you're having difficulty.

After you've hit Bulblin, he'll veer off course, avoiding ramming into you. Charge to the other end of the bridge, where Epona will automatically turn around. Repeat until Bulblin is defeated once more.

When Bulblin is defeated, you'll get the Gate Keys. You'll appear at the south end of the bridge with the carriage once more. A hit point meter for the carriage will also appear at the top of the screen. You must protect the carriage from the enemies who appear on the way.

Immediately after you cross a wooden bridge, Bokoblin Archers will shoot fire

arrows at the carriage. Shoot down the Bokoblins with your own Bow, and use the Gale Boomerang to put out the fires on the carriage if the Archers score a hit. Past this area, you'll reach a locked gate. Get off Epona and unlock the gate, then climb back on Epona to continue to the journey.

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Faron Province - Hyrule Field

As you run along the road in this area, Bokoblin Riders will appear from the north. Shoot them with the Bow from afar, and use sword strikes when you get in close. Keep them away from the carriage, or they'll light it on fire. Birds will also swoop in from above, and attempt to drop bombs on the carriage. Use the Bow to defeat them before they get the chance. If a bomb does detonate near the carriage, it will spook the horse, making it run around the area in a large circle before rejoining the road.

Successfully keep the birds away from the carriage through this entire area, and you'll pass east into Eldin Province.

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Eldin Province - Hyrule Field: Kakariko Gorge

Keep protecting the carriage from Bokoblin Archers and birds who attempt to bomb the carriage. The carriage will trundle over the Eldin Bridge, and then right up to the gates of Kakariko Village. Hop off Epona and open the gate to allow the carriage in.

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Eldin Province - Kakariko Village

With the carriage brought to Kakariko Village, Renado will tend to the injuries of the Zora Prince. The Zora Queen's spirit will reappear, and begin to float away. Follow her through the Village's east exit to Kakariko Graveyard.

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Eldin Province - Kakariko Village: Graveyard  
New Equipment: Zora Armor

Keep following the ghost of the Queen to the east end of the graveyard. A gravestone here is marked with the image of the Zora Sapphire. When the Queen enters the gravestone, it will vanish, revealing a tunnel. Crawl through this tunnel.

On the other side, you'll find the grave of the Zora King. Run over to the grave, and the Queen will open it for you. Inside, you'll find the Zora Armor. Aside from making you look really badass, they'll let you breath underwater, as well as swim like a Zora. Equip the armor on the Collection menu.

Crawl back through the tunnel, and return to Kakariko Village.

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Eldin Province - Kakariko Village

Run to the north end of the village, and enter Barnes' Bomb Shop.

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Eldin Province - Kakariko Village: Barnes' Bomb Shop  
New Item: Water Bombs

Barnes has a new variety of Bomb for sale: Water Bombs. Guess what they do?





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Lakebed Temple - Entrance Hall

Swim down to the north end of the tunnel. You'll encounter Biri enemies on the way, who resemble Jellyfish. Just avoid them; you can't defeat them at the moment. If you want to smash the pots or cut the seaweed that appears in this watery tunnel, you can use your Sword underwater by equipping the Iron Boots and landing on the ground.

When you reach the far north end of the tunnel, you'll climb out of the water into a large circular cavern. Run to the south end of the cavern, killing the Red Chus here. If you capture the slime they leave behind in an Empty Bottle, you can drink it to recover eight Hearts. Open the chest on the south end of the room to get ten Water Bombs. Open another chest on the west end of the room to get twenty Arrows.

Head to the north end of the room, killing a Purple Chu who divides every time you hit it. Climb up the staircase at the north end of the room to reach a locked gate. Look south from here, and you'll spot a handle on the ceiling. Jump out to this handle, where Link will automatically grab a hold of it when you get close enough. Link's weight will unlock the gate, revealing a door. Go through this door.

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Lakebed Temple - Upper Stalactite Cavern

As you enter the room, one of the stalactites on the ceiling will crash down, impaling itself in the ground and creating a makeshift ledge. Midna will advise you to knock the remaining stalactites in the room down. Do so with Bomb Arrows. There are four total; aim for the bulbous protrusions at the bottom of the stalactites.

Run north down the ramp in front of you, climbing onto the stalactite which has impaled itself in the ground near the base of the ramp. Jump north from them to the next level of the room. Up here, you'll encounter a Helmasaur. These guys are heavily armored on the front, but are vulnerable from behind. The Backslice works okay on these guys, but you don't have much room to use it in this room. Just dodge around behind the Helmasaur and strike it more conventionally. It will occasionally try to charge at you; just let it run into your shield.

Start climbing up a series of platforms until you reach the north end of the room. When you get to the door, look to the east side of the room to see more platforms. Climb up these, and open the chest at the top to get ten Water Bombs. Return to the door and go through it.

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Lakebed Temple - Central Bridges

Run north as you enter, where a sweeping cinematic will introduce you to this large chamber. At the other end of the bridge, a Lizalfos will run forward to attack you. These are the most skilled fighters you've yet encountered, but won't pose a problem. Wait for them to attack, and block the strike with your shield. Follow up this attack with one of your own. Try using the Shield Attack or Back Slice if you're feeling creative. Once you've knocked it to the ground, use Ending Blow.

Once you've dispatched the Lizalfos, head to the north end of the bridge and go through the door.

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Lakebed Temple - Rotating Staircase Room  
New Dungeon Item: Dungeon Map, Ooccoo

You'll find all kinds of levers in this room, all of which will rotate the staircase in the middle of the tower. Run straight down the stairs to the floor below, and move counter-clockwise around the circular area below to the south end of the room. Defeat a Tektite, then open a chest in the southeast corner of the circle to get twenty Arrows. Back on the south end of the room, look north to see a handle suspended in midair. Jump out to the handle, which will rotate the staircase around when it is pulled. If you fall, there are ivy walls on the northeast and northwest corners you can use to climb back up.

Climb back up the staircase, where you'll arrive on the north end of the top level of the room. Go to the east side of the room, and smash a wobbling pot there to find Rocco. Now, head to the west side of the room. Across from the door, you'll find another handle suspended in midair. Jump out to it, rotating the staircase around once more.

Run down the staircase, where you'll arrive on the east end of the second floor. Go north from here, and open the chest there to get the Dungeon Map. Return to the door on the east end of the room, and go through it.

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Lakebed Temple - Central Bridges

Defeat a Helmasaur who guards this bridge, and run through the door on it's east end.

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Lakebed Temple - Cog Room  
New Dungeon Item: Small Key x1

Two more stalactites hang from the ceiling in this room. Shoot them down with Bomb Arrows; remember to aim for their bulbous tips. Look to your left after you have done so, and you'll see a tunnel. Run down this tunnel.

At the bottom of the tunnel, you'll come out onto a bridge. The stalactite you shot down earlier is now wedged into a crack in the bridge, blocking a water geyser beneath it. Cross over it safely, and you'll reach the spire in the middle of the room. Hop onto the ivy that covers the spire, and climb around to the left until the ivy stops. Get off at this point.

Look to the southeast, and you'll see a ledge. Jump to it. Southeast from here, you'll see that the second stalactite that you shot down is now bouncing around on top of a second water geyser. Wait for the geyser to stop erupting, then jump out to the stalactite. When the geyser erupts again, you can jump safely to a ledge on the southeast corner of the room. Open the chest there to find a Small Key.

You've done all you can do in this room for the time being. Return to the room with the rotating staircase.

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Lakebed Temple - Rotating Staircase Room

Run back up the staircase to return to the top level of the room, then work your way around to the east side of the room (go clockwise). Near where you found Rocco, you'll see a locked door. Go through it.

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Lakebed Temple - Central Bridges

This bridge is guarded by another Helmasaur. Defeat it, then go through the door on the east end of the bridge.

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Lakebed Temple - Spinny Spinny East

Head to the right, going south, as you enter the room. Defeat a Tektite around the corner, then open the chest it was guarding to find five Bombs. Now head to the north end of the room, and look on the ceiling to see two more stalactites. Shoot them down with Bomb Arrows.

The stalactite closer to the east wall will land near some ivy. Climb onto the stalactite, and climb from there onto the ivy wall. Climb to the top of the ivy, and then to the left until you are hanging above a high ledge. Drop down onto this ledge, and look for a handle that hangs from the ceiling to the north. Jump out to this handle, which will open the gate beneath you.

Drop down from the handle, and head clockwise around the circular room. Near the north end of the room, you'll find a door on the south wall. Go through it.

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Lakebed Temple - Cog Room

Be careful not to fall through the gaps in this area, or else you'll return to the room where you picked up the dungeon's first Small Key. Jump out to the giant cog in the middle of the room, and a Lizalfos will jump out to fight you. Defeat it or knock it off the edge, then jump off the south end of the cog to the southern ledge. Go through the door located here.

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Lakebed Temple - Spinny Spinny East

New Dungeon Item: Small Key x1

Head to the west as you come out of the door, defeating a pair of Keese who guards several pots and a chest. Open the chest to get a Small Key. Return to the north end of Spinny Spinny, passing through the room with the cog.

Back on the north end of Spinny Spinny, look to the right as you come out of the door. A boulder blocks your path here. Use a Bomb to blow it away. Once the boulder is out of the way, a tunnel guarded by two Helmasaurs will appear. Kill them, then run to the east end of the hall and through the door located there.

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Lakebed Temple - Water Source East

As soon as you enter the room, you'll encounter a new kind of enemy: Bubble Bugs. This guy will jump into a bubble, which will protect him from your sword attacks. Destroy the bubble by shooting a Bomb Arrow at it, then dispatch the Bug with your Ordon Sword.

Once he's out of the way, go to the east end of the room, where there is a locked door. Open the door, which will open up the rest of the room to you. Jump off the ledge to the left on the other side of the door, and climb up the ivy on the opposite wall. Once there, start moving clockwise around the perimeter of the room. Watch out for Tektites that guard the path.

At the top of the spiral ramp, you'll find a chest near a bridge. Open the chest to get ten Bombs, then look at the arch that goes over the bridge. There are two ladders on either side of the arch; climb up one of them. At the top of the arch, you'll find another handle hanging from the ceiling. Grab onto it, which will open the sluice gates in the room, restoring water to lower half of the dungeon.

You'll see a chest behind the waterfall you just created. It contains fifty rupees, but you'll have to return later with the Clawshot to get it. Head back down the ramp in the room (the new current of water will give you a boost). When you land at the bottom, swim to the island in the middle of the room and climb onto it. From here, you can jump to another handle suspended from the ceiling.

This handle will open up another sluice gate, sending the water to the rest of the dungeon. Return to the area where you fought the Bubble Bug, and follow the flow of the water through a door.

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Lakebed Temple - Spinny Spinny East

Keep following the source of the water, until you come to the door on the southeast end of the room (if you pass the waterwheel, you've gone too far). Enter this door.

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Lakebed Temple - Cog Room

The waterwheel you activated in the adjacent room is now powering the cog in this room. Drop through one of the gaps in the floor to the room below, to see the fruits of your labors.

The suspended discs you saw earlier are now slowly rotating around the room. Use the ivy on the southeast wall to climb up to a central ledge in the room, and from here you can jump to one of the discs. Ride one of the discs around to the north end of the room, jumping out to a ledge located there. Go through the door.

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Lakebed Temple - Watery Hallway  
New Dungeon Item: Small Key x1

Run around the corner to the right, where you'll find a Small Key in a chest at the end of the hall. Beware of the Chus who will appear after you take it. Now that you've got the key, head back to the previous room.

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Lakebed Temple - Cog Room

Ride one of the rotating discs to the east end of the room, where there is another door on a ledge. Go through this door.

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Lakebed Temple - Watery Hallway

A locked door is directly in front of you as you enter. Open it up, revealing another area of the room. Run down the ramp into the room, where you'll find an area of water. Equip the Iron Boots and head into the water, watching out for more Biri (you still lack the ability to kill them).

Head down along the surface of the water, where you'll come across two tunnels on the left and right. A strong current would normally force you away from the tunnels, but the Iron Boots change the circumstances slightly. Check out the left tunnel to find a Red Rupee in a chest. The right tunnel contains five Bombs.

Back in the main area of the submerged tunnel, keeping head west. At the west end of the tunnel, you'll find a boulder under the water. Use a Water Bomb to destroy it, creating an opening. Go through the opening, where you'll encounter a Shell Blade. These clam-like enemies are only vulnerable when they open their mouths, revealing their tongue. Their charging attacks can be blocked.

At the end of the tunnel, you'll enter a new room.

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Lakebed Temple - Giant Frog's Chamber  
New Item: Clawshot

Remove your Iron Boots and swim to the end of the tunnel, eventually climbing out of the tunnel and into a shallow pool of water. As you do, the opening into the tunnel will close behind you. Three Tadpoles will drop down from the ceiling. Kill them with non-L-Targeted Spin Attacks, then look at the ceiling to meet the next Miniboss.

-M-I-N-I--B-O-S-S-  
Giant Frog

At the start of the fight, the Giant Frog will unleash an army of Tadpoles at you. Make them your primary concern; use non-L-Targeted Spin Attacks to defeat them all quickly. Once they're disposed of, turn your attention to the Giant Frog.

The Frog will begin its attack phase after you've dispatched the Tadpoles. He'll begin by jumping into the air and trying to land on you; successfully evade this attack by rolling out of the vicinity of the Frog's shadow. If the Frog misses, it will be stunned temporarily. Move around to the front of the Frog, where you can now L-Target his tongue and proceed to attack it. As always, open with a Jump Attack, then proceed with rapid sword swings.

After the Frog recovers, it will croak loudly. Fire a Bomb Arrow into its mouth when it does this to stun it again, allowing you to damage its exposed tongue a few more times. After the Croak, it will shake, releasing more Tadpoles at you. The fight resets at this point. Keep killing its offspring and damaging its tongue until the Frog is defeated.

After the fight, the Giant Frog will explode, revealing a chest. Open it to get the Clawshot. Head for the south end of the room, and look on the ceiling. You'll see a yellow disc with a red eye attached to the ceiling; fire the Clawshot at this disc to pull yourself up to it. The gate blocking the south door will open. Drop down to the door and go through it.

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Lakebed Temple - Watery Hallway

You can use your new Clawshot to steal the armor from the Helmasaur in this room, making it a relatively harmless enemy. Do so, then return to the room with the rotating staircase.

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Lakebed Temple - Rotating Staircase Room  
New Upgrade: Piece of Heart x1 [PHGCN16]

Your new Clawshot gives you free reign of this room. Head up the staircase to the top of the room. At the top, look on the ceiling to see a chandelier. There are four Clawshot Targets on the ceiling above the chandelier. Pull yourself up to one of them, and you'll land on top of the chandelier. Open the chest here to get a Piece of Heart.

There are patches of ivy growing all over the walls and ceiling of this room. You can use these ivy patches as grapple points for the Clawshot, bypassing the various barriers around the room which you could only pass with the rotating staircase before. Use this ability to reach the upper-east or lower-west ends of the room, and look on the ceiling. At both of these points, there is a Clawshot Target on the ceiling. Pull yourself up to either one of them, and the rotating staircase will enter a new alignment, creating a bridge over the room which will carry the water to the west end of the dungeon.

Follow the flow of the water through the door in the lower-west end of the chamber.

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Lakebed Temple - Central Bridges

Kill the Tektite who guards this bridge, then slip underneath the waterwheel when a gap appears in it's teeth. On the other side, go through the door on the west end of the bridge.

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Lakebed Temple - Double Cog Room

Head west, looking on the ceiling above to see a large cog with several Clawshot Targets set into it. One of the Clawshot Targets is set directly above a chest; latch onto it, and hold down on the Joystick to lower yourself safely next to the chest. Open it to get ten Water Bombs.

Look back to the east north of the room, and you'll see some ivy near a ledge. Grapple onto the ivy, then climb to the left, dropping onto the ledge. From this ledge, look south to see a stone column. High on this column is another patch of ivy. Grapple onto it. Climb up the ivy, then to the right, where you'll reach a safe ledge.

Look back east from here, and you'll see a higher ledge in the room with several Clawshot Targets on it. Pull yourself over to one of these, and open the chest near them. The chest contains a Red Rupee. Pull yourself back to the previous ledge, and look north to see another patch of ivy. Grapple to this patch, and climb along it to the left to a new ledge.

Go through the door on this ledge.

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Lakebed Temple - Spinny Spinny West

Head to the right as you enter, where you'll find another Bubble Bug. Pop it's bubble with a Bomb Arrow, then dispatch the Bug with your Ordon Sword. Once he's gone, head around to the west end of the room, and look on the ceiling to see a stalactite. Shoot it down with a Bomb Arrow, where it will land on a water geyser. Get on the stalactite while the geyser is not bursting, and ride it up when the geyser begins.

At the top of the geyser's path, jump south over a high wall. Kill the Tektites who guard this area, then pull yourself up to the west door using the Clawshot Target above the door. Go through the door.

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Lakebed Temple - Water Source West  
New Dungeon Item: Compass

Defeat two Bubble Bugs in this small area, then look on the ceiling to see a patch of ivy. Grapple up to the ivy, and start climbing west along the ivy. When you pass over the fence below, drop down.

You'll land in a pool of water. Climb up the ivy wall to the south, and start heading clockwise up the ramp which begins on the west end of the room. You'll reach several points along the way up where you must fight Helmasaurs and use the Clawshot to cross large gaps. Open a chest at the top of the ramp to find some Bombs.

Turn your attention to the bridge that spans over the center of the room. Kill the Helmasaur that guards it, then climb up one of the ladders on the arch that extends over the bridge. Jump out from the arch to the handle that hangs above the bridge. The sluice gates in this area will open, releasing water into the west wing of the dungeon.

Drop down, and use one of the Clawshot Targets on the other side of the waterfall to pull yourself through it. Open the chest on the other side to get the Compass. Ride the current of the water back to the bottom of the room, landing in a pool of water. Swim to the island in the middle of the pool, and jump from the island to a handle above the water. Another sluice gate in the room will open, releasing the water.

Return to the east end of the room using the ivy on the ceiling, and leave through the southeast door.

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Lakebed Temple - Spinny Spinny West

Jump off the ledge, landing in a pool of water. Equip the Iron Boots and open the chest in the pool to get a Red Rupee. You can now kill the Biri in this pool with the Clawshot, as well; hit them with it when they are not generating electricity.

Climb out of the east end of the pool, and slip under the waterwheel when a gap appears in it's teeth. Go through the door on the other side of the waterwheel.

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Lakebed Temple - Double Cog Room

With the waterwheels in Spinny Spinny West activated, the cogs in this room are now spinning. Jump along the cogs to the southeast end of the room, going through the door located there.

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Lakebed Temple - Spinny Spinny West

Open the chest to your right to get a Red Rupee, and kill the Chus that appear. Return to the previous room.



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Lakebed Temple - Double Cog Room

Drop off the right side of the ledge, where you'll land safely on a ledge below on the east end of the room. You'll now need to head back to the west end of the room, using the rotating discs suspended from the cogs. Watch out for Keese who appear on the way.

When you reach the western cog in the room, you'll find that it doesn't have any discs on it to stand on. Use the Clawshot Targets attached to the underside of the cog to reach the west end of the room; grapple onto one of them, lowering the Clawshot's chain a few feet (press down on the Joystick), and ride the cog safely around to the door on the west end of the room. Go through this door.

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Lakebed Temple - Submerged Labyrinth

Jump into the water to the left of the door, and equip your Iron Boots to sink to the bottom of the pool of water. Head off to the right, where you'll find a cave mouth behind some seaweed. Watch out for a Shell Blade who guards this entrance. Enter the cave mouth.

On the other side of the cave, look up and to the south, where there is a ledge halfway between the surface and the floor of the pool. Remove the Iron Boots and swim up to this ledge. A cave mouth on this ledge is blocked by a boulder; use a Water Bomb to destroy the boulder. The fish-like enemy here can also be used to destroy the boulder. Grapple it with the Clawshot, and it will become a Water Bomb.

Enter the cave mouth that you have opened. On the other side of the cave, use the Iron Boots to sink to the bottom of this newest pool. A tunnel is found on the south end of this pool, blocked by a boulder. Use a Water Bomb to destroy it, and pass through the revealed opening.

Swim to the surface on the other side, and climb out of the water onto a small ledge. Go through the door here.

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Lakebed Temple - Skullfish Pool

New Dungeon Item: Big Key

Defeat the Bubble Bug in this small room, then look on the ceiling to see a Clawshot Target. Pull yourself up to it, which will open a hole beneath you. Lower the chain of the Clawshot to descend through the hole, and you'll land next to a chest. If you try to drop down, the grating will close before you can make it down. Open the chest to get the Big Key.

Equip the Iron Boots and drop down into the pool of water. Dodge the Skullfish in the water, and head west through the door.

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Lakebed Temple - Submerged Labyrinth

Swim to the end of the tunnel, dodging Biri who appear on the way. On the other end of the tunnel, you'll emerge in the area of the water maze just after the first boulder you destroyed. Retrace your steps through the maze to return to the Double Cog room.

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Lakebed Temple - Double Cog Room

Getting back to the east end of the room is a little more complicated than it was to reach the west end. You'll have to grapple to the Clawshot Targets attached to the western cog. Ride this cog to one of the suspended platforms near the eastern cog. The discs on this cog are too far away to jump to, so you'll have to grapple to Clawshot Targets on the eastern cog as well. Ride the east cog to one of the ledges near the east door. Land on these islands, then grapple to the ivy beneath the east door. Climb up this ivy to the door above. Head through this door, and make your way back to the room with the rotating staircase.

-----  
Lakebed Temple - Rotating Staircase Room

With the water source in the west wing of the dungeon also activated, the pool at the bottom of this area will rise once more. The pool will rise high enough, that you can reach the Boss Door on the central island in the room.

Before you go there, there's a single Piece of Heart left in the dungeon which you can now get. There's still one more step you must complete first, however. Go to the lower-east side of the room, using the Clawshot to grapple over the barriers in the room. Grab onto the handle which hangs from the ceiling here, which will rotate the staircase around. The water coming from the west wing of the dungeon will now be directed into the east wing.

Follow the new flow of water through the lower-east door.

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Lakebed Temple - Central Bridges

Keep following the water, east across the bridge, through another door.

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Lakebed Temple - Cog Room

New Upgrade: Piece of Heart x1 [PHGCN17]

The redirected water will flood this room, forcing a wooden bridge to float up on the south end of the room. Once there, stand on a switch on the floor, which will open the gates on the south end of the room. A Lizalfos will emerge and attack you; step off the switch and kill him.

Go and stand back on the switch, waiting for the gates to open all the way. Now, grapple onto the Clawshot Target behind the gates. Open the chest on the other side to get the dungeon's second Piece of Heart. Pull yourself back over the gates using the Clawshot Target on the ceiling, then return to the room with the rotating staircase.

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Lakebed Temple - Rotating Staircase Room

Dive into the pool at the bottom of the room, and climb onto the island that the rotating staircase rests on. The Boss Door is found on this island. Open it to reveal a pit. Drop down this pit.

-----B-O-S-S-----

Twilit Aquatic MORPHEEL

New Upgrade: Heart Container x1

New Quest Item: Fused Shadow



Poe Souls : 00/60      Poe Souls : 01  
Abilities : 03/07      Abilities : 00

Much excitement follows your departure from Lakebed Temple. After the cutscene, Midna will be grievously injured, and you'll be permanently stuck as Wolf Link outside of the Twilight Realm. Not even the aid of the Light Spirits will return you to your true form. The only person who can help you now is Princess Zelda. To add insult to injury, Zant is now in possession of your hard earned Fused Shadows, whose function still remains a mystery. Just before Zant is able to kill Midna, Lanayru will rescue the pair of you and transport you to the safety of...

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Lanayru Province - Hyrule Field: North

If you recall, Telma mentioned that her bar had a secret entrance into Hyrule Castle. Head southwest, leaving through the passage there to Hyrule Field: West.

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Lanayru Province - Hyrule Field: West

Head for the bridge that leads into Castle Town, and go inside.

-----  
Lanayru Province - Hyrule Castle Town: West Road

You're a wolf, but you're also not in the Twilight Realm, so you're not invisible to the denizens of Hyrule Castle Town this time around. Expect a similar treatment from the citizens as when you visited Ordon Village in a similar state earlier in the game.

Head for Telma's Bar in the South Road area.

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Lanayru Province - Hyrule Castle Town: South Road

Try to enter Telma's Bar, and you'll be kicked out the door. Head back down the alley, and as you emerge into the rain, Telma's cat Louise will appear. Louise will help you to enter the Bar through it's upper window. There's an old crate on the east side of the alley. Push it up near the crates stacked beneath the windows. Climb onto the single crate, then onto the stack of crates, then into the window of Telma's Bar.

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Lanayru Province - Hyrule Castle Town: Telma's Bar

You'll now be in the rafters above Telma's Bar. There are three tightropes extending over the area below, and a ton of pots are dotted around the area. Avoid the pots, as if you accidentally knock them over the edge, the patrons of the Bar will be alerted to your presence. Move across the tightropes slowly, and you can eavesdrop on the customers in the bar.

The hardest bit is between the second and third ropes, when you reach a ledge which is covered with pots. You simply can't avoid them. Hug the right wall, moving very slowly along the wall so that you only nudge the pots out of your way. When you get near the rope, you'll see an obvious gap in the pots which leads right to the rope. Slip into this gap, and start across the rope.

Once you're past the third rope, you'll reach an opening at the top of the bar.

Climb into this opening.

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Lanayru Province - Hyrule Castle Town: Jovani's House  
New Quest Item: Poe Soul x1 [PSGCN01]

You'll emerge into a house that neighbors Telma's Bar. The man who lives here, Jovani, was once a greedy citizen of the town. His greed caused him to lose his soul, which now wanders Hyrule in the form Poes. One of the Poes is visible in this room, appearing as a floating Lantern. Activate your Senses near the Lantern, and you'll spot the Poe. Knock it to the ground, then perform an Ending Blow on it to claim a fragment of Jovani's soul.

Speak with Jovani, who sits in a doll-like state on his mountain of gold after you have killed the Poe and gotten the fragment. Jovani will open the entrance to the Underground Waterway that Louise mentioned, and begs you to find twenty Poe Souls (counting the one you just got). He will then tell you how to return to his house without going through Telma's Bar. Drop down into the opening that Jovani created for you.

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Hyrule Castle - Waterway

After you slide a ways down a ramp, you'll land in a pool of water. Quickly climb out, and either ignore or kill the Sewer Rats (Midna's Charge Attack is unavailable in her current state, as is her Midna Jump power). Go to the north end of the area, where there is a handle hanging from the ceiling. L-Target it, then press the Bite button to jump up and grab it.

The handle will open the gate in front of you, and the water will sweep you to the far north end of the room. Two Big Skulltulas have set up a nest here; kill them both. Now, look for a piece of timber near the torches on the east and west side of the room. Grab the timber, light it on one of the torches, then use it to burn the webbing on the north end of the room.

Enter the area behind the webbing. This small room has three torches in it; use your flaming bit of wood to light each of them. Now, let your wood burn itself out, then relight it. Head for the east end of the room, where there is a spider web visible on the wall. Climb onto the ledge beneath the web, and burn through it with your branch. Jump down into the area behind the web.

Head for the north end of this room, killing Bokoblins and Keese who may attack you. Head up a tunnel to the north, which deadends in a small room. Kill the Bokoblin in here, then activate your Senses. There is a place where you can dig in the center of the room. Do so.

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Hyrule Castle - Sewers

You'll land in the small cavern you found on your first visit here. Head northeast out of the cave, then go east to the end of the hall. You'll come to the spiral staircase that Midna helped you claim on your previous visit. But with Midna seriously injured from her encounter with Zant, that's not an option. Luckily, someone has thoughtfully added new ropes to the staircase which you can use to cross the gaps.

Climb up the staircase, taking detours along every rope that you come to, even the ropes which don't seem to be any faster. Kill or run around the Bokoblins that you come across along the way (Wolf Link's slightly manic attack style makes fighting the Bokoblins and staying on the stairs slightly problematic).





which is inscribed with the Triforce; it's actually a Howling Stone. Listen to it's melody and learn it (Zelda's Lullaby from Ocarina of Time)

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0 .5 1 .5 2 .5 3 .5 4 .5 5
H - - 2 - - - - 5 - - -
M 1 > - - - - 4 - - - -
L - - - 3 > > - - 6 > >
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Successfully Howl along with the song, and an old friend will appear. Except, he's no friend of yours.

-M-I-N-I--B-O-S-S-  
Skull Kid

The Skull Kid will blow on his flute, and more Deku Golems will appear. Defeat them, but be wary; they'll continually spawn in groups of four through this whole fight, which will take you all over the Sacred Grove. Follow the Skull Kid through the opening that he created, then look to the left from the entrance. A small tunnel leads up here; climb up it.

Follow the road through this area, and you'll begin to hear the Skull Kid playing the local theme (Saria's Song) on his flute (which for some reason sounds exactly the same as the Deku Pipes from Majora's Mask). Climb up onto the ledge to the left, and you'll find the Skull Kid. Attack him before he can summon more of his pals, and he'll run away again. Chase after him.

The Skull Kid has run back to the small pool. Return there, watching out for Deku Golems who will appear on the way. When you reach the pool, look between the waterfalls to see a new tunnel. Run up it. Follow the path in this area around the corner and through a tunnel, where you'll reach another small pool. The Skull Kid's music is audible in this area; jump into the water, and swim towards the waterfall in the back of the area. There is a tunnel behind the waterfall. Go through this tunnel, and climb up the platforms that appear behind the waterfall. At the top, you'll find the Skull Kid. Attack him, and he'll run away again.

Return to the first pool of water you found, and look for a new tunnel which has appeared on the right side of the area (the right side, as though you were entering from the Sacred Grove entrance). Run up the tunnel to find an overgrown stone building, with the Skull Kid visible on a high tree branch. He's significantly out of your reach for the time being, so head through the tunnel to the left behind him.

There's a series of ledges in the back of this new area. Jump up them, then start running along a path which is really an extra-wide tree branch. Follow the path along, and through a tunnel which leads back to the Skull Kid. Attack him, and he'll drop down below. The stone wall blocking the door of the overgrown structure will vanish; follow him down this tunnel. Around another corner, you'll run through another tunnel, then drop into a deep area, where you'll have the Skull Kid cornered.

The Skull Kid will now begin to teleport randomly around this small area, summoning in progressively larger packs of Deku Golems. The Skull Kid has now gotten significantly smarter; if you try to attack him, he'll teleport away faster than you can hit him. The only time his vulnerable is when he is blowing on his horn. The only times he does this is to either summon new Deku Golems, or to occasionally blow gusts of wind at you. Wipe out all of the Skull Kid's Deku Golems with Midna's Charge Attacks, then attack the Skull Kid while he is summoning more. Three hits will end the fight.







Head for the cave entrance that leads to Lanayru's Spring, and go inside.

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Lanayru Province - Lake Hylia: Lanayru's Spring  
New Upgrade: Piece of Heart x1 [PHGCN18]

Head around to the west end of the cavern, staying on the ledge on the perimeter of the room. At the end of the ledge, look south to see ivy climbing up the opposite wall. Use the Clawshot to pull yourself onto this ivy, and climb to the top. On the north end of this ledge is a door. Go through it.

Open the chests in this small space to get miscellaneous junk, then light the two torches with your Lantern. A larger chest will appear. Open it to get a Piece of Heart, then return to Lake Hylia.

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Lanayru Province - Lake Hylia  
New Quest Item: Howling Stone [HSGCN04]

Head back to the Lake Hylia Warp Point. Go to the southwest end of the island that the Warp Point appears on, and cross a wooden bridge there. On the other side of the bridge is a ladder; climb up it. To the north at the top of the ladder, there is a new Howling Stone. Go up to it as Wolf Link and listen to it's tune (it's the main title theme from Oracle of Seasons/Oracle of the Ages for Gameboy Color).

	0	.5	1	.5	2	.5	3	.5	4	.5	5	.5	6
H	-	-	-	-	3	>	-	-	-	-	-	7	>
M	-	-	2	>	-	-	-	-	-	5	-	-	-
L	1	>	-	-	-	-	4	>	>	-	6	-	-

Complete the song once, then complete the duet with the Golden Wolf. The Golden Wolf will then appear in an area far to the west (a region called Gerudo Desert.) We won't be getting there for a while, but we were in the neighborhood, so what the hell.

South of the Howling Stone, there is a cave entrance which has been sealed shut by several boulders. Blow it open with a Bomb, and go inside.

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Lanayru Province - Lake Hylia: Darkened Cavern  
New Upgrade: Piece of Heart x1 [PHGCN19]  
New Quest Item: Poe Soul x3 [PSGCN02] [PSGCN03] [PSGCN04]

You're going to use a lot of Lantern Oil and Bombs in this area; I strongly recommend that you bring a spare bottle of Lantern Oil, and a full bag of Bombs before heading inside.

Save your Lantern Oil in this incredibly dark cavern; use your map to guide you. Run forward up a ramp, where you'll eventually come across an unlit torch. Light it with your Lantern, and put it away quickly. There are three boulders in this area; Bomb away the northern boulder to find a chest guarded by two Keese. Open the chest for a Yellow Rupee. Now, Bomb the west boulder, and open the chest on the other side to get five more Bombs.

Bomb the east boulder to reveal a tunnel. Run down it, using your map to guide you instead of relying on your Lantern. After you go around a corner, you'll find another torch at the top of a ramp. Light the torch with your Lantern. Kill the two Yellow Chus in this area, and sweep up the slime they leave behind

in Empty Bottles. You can use this Yellow Chu Jelly as Lantern Oil if you want.

Bomb the boulder to the west, revealing a chest which contains a Red Rupee. Now, Bomb away the east boulder, and use your Hero's Bow to shoot down the Fire Slugs that hang from the ceiling. At the end of this tunnel, you'll find a lantern which indicates the presence of a Poe. Defeat it as Wolf Link and take it's Soul.

Bomb the boulder on the east end of the room, opening the chest on the other side to get ten arrows. Now, Bomb the boulder on the north end of the room, revealing a new opening. Keep your Lantern out as you head north up this new tunnel, where you'll find a large gap with a narrow wooden bridge. Cross the bridge, then put away your Lantern. Switch to Wolf Link and dispatch the Tektites in the area, using his Enhanced Senses to spot the Tektites in the darkness.

At the end of the tunnel is a wide room, with a Beamos statue in it. It's red eye is visible through the darkness; nail it with the Hero's Bow, then enter the room. An unlit torch is on the east side of the room. Light it with your Lantern. Bomb the boulder to the north, opening the chest inside to get a Red Rupee. Now, bomb the boulder to the west, revealing another new path.

At the next open room you come to, a Yellow Chu will drop down from the ceiling. Kill it and use it's remnants to fill your Lantern, if you're out of Oil. Light the two unlit torches in this area, and a chest will appear in the middle of the room. Open it to get an Orange Rupee.

Bomb the boulder to the north, releasing two Tektites. Kill them, and open their chest to get a Red Rupee. Bomb the west boulder, and head down the next tunnel. In the next wide open room, defeat a Dodongo (use the Back Slice, if you have it). Bomb the east wall, and you'll find a beam of light. DO NOT STEP INTO IT, or it will take you outside.

Bomb the boulder on north wall, releasing two Tektites. Open their chest to get five Bombs. Now, bomb the boulder on the west side of the room, opening a new tunnel. Run down this tunnel, using your Lantern to watch out for various pits. Kill another Beamos in the next open room you reach, and light the torches inside with your Lantern.

Bomb the boulder on the west wall, revealing a chest. Open it to get a Purple Rupee. Bomb the boulder to the south, revealing a cavern filled with Keese. Kill them and open their chest for ten arrows. Bomb the north wall, opening a new tunnel.

Head down the tunnel, killing Keese and Fire Slugs. Watch out for pits that appear in the floor halfway down the tunnel. In the next wide open room, light a torch, then switch to Wolf Link to kill another Poe and take it's Soul. Bomb the boulder to the north, revealing a chest with a purple rupee. Bombing the east boulder will release two Tektites, and a chest with ten Bombs. Bomb the south boulder to reveal the next tunnel.

In the next open room, you'll face two Dodongos. Defeat them with Back Slices and Jump Attacks. Bomb the north boulder, freeing a Yellow Chu (use it to refill your Lantern). Open the chest to get Slingshot Seeds (not that you ever use the Slingshot). Bomb the east boulder, opening the next tunnel.

In the next open room, light an unlit torch, then bomb the east boulder. Defeat the Keese on the other side, and open their chest for an Orange Rupee. Bomb the south boulder to reveal a new opening. Run down this new tunnel,

using your Lantern to watch out for gaps in the floor. Kill the Keese who swoop down before they knock you into the pits.

In the next wide open room, defeat a third Poe with Wolf Link to get it's Soul. Then, light both of the torches in the room, and a chest will appear. Open it to get a Piece of Heart. Enter the beam of light in the south end of the room to return to Lake Hylia.

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Lanayru Province - Lake Hylia

New Quest Item: Poe Soul x5 [PSGCN05][PSGCN06][PSGCN07][PSGCN08][PSGCN09]

New Upgrade: Piece of Heart x1 [PHGCN20]

It has to be nighttime for you to claim any of the Poe Souls around Lake Hylia. If it's not, then go Bobber Fishing around Hyrule to kill time. Warp back to Lake Hylia when night falls to resume your hunt.

Head west as you leave the cavern where you got the Piece of Heart. At the far west end of the cliff, you'll find a stone tower. If it's nighttime, a Poe will also appear here, clearly visible by the light of it's Lantern. Kill it with Wolf Link to get it's Soul. If it's not nighttime, then you have no choice but to wait around until it is (this is part about Soul Hunting that really sucks).

Another Poe can be found on the south edge of the area. Return to the Lake Hylia Warp Point, and head along a land-bridge on it's southeast corner. Dash Jump as Wolf Link across a series of islands to a broad plateau on the south end of the Lake. The Poe appears here at night, floating high above some grass. Attack it with Wolf Link's Jump Attack when it swoops low to strike, killing it and taking it's Soul.

A third Poe appears on a bit of land on the far east shore of the Lake. Swim there, where the Poe appears on the south end of the ledge near some grass. Like the previous Poe, it floats high in the air, so use a Jump Attack when it swoops low. The remaining two Poes in Lake Hylia are both found in Falbi's Flight-By-Fowl minigame, so head for Fyer and pay the ten-rupee fee to be launched up top. You may run into a bird named Plumm on the way; ignore it for the moment.

Once you're back on the upper level of Lake Hylia, go to Falbi's Flight-By-Fowl shop (it's the building you land in from Fyer's Canon), and pay Falbi's twenty-rupee fee to begin the game. Grab one of the Cuccos that wanders around the shop, and step onto the ledge that Falbi has vacated.

There are two Poe Souls which can be obtained using the Cuccos from this minigame. The first is actually found beneath the shop. Jump out with a Cucco over your head, and you'll begin to float slowly down. Turn the Cucco around as fast as you can by holding to the left or right, and you'll see a ledge far down the cliff beneath the shop. Land on the ledge and kill the Poe as Wolf Link to take it's Soul.

There is a place on this small ledge where you can dig down into a cave. Defeat the Shell Blades in the cave to reveal a chest with an Orange Rupee, then return to the surface. Grab the Cucco that flutters around the ledge, and use it to float back to Fyer's shop. Pay him the fee to return to the upper area.

Pay to play Falbi's Flight-By-Fowl Minigame once more. This time, your goal is to land on the platform below. On your last attempt at this game, you earned a Piece of Heart by landing on the second-to-last tier of the platform. This

time, your aim is for the second tier of the platform, where a Poe hangs out. Kill it VERY carefully to get it's Soul.

Head for the small island south of Fyer's Shop. There is a cluster of Bird Grass here. Howl near the Grass as Wolf Link, and you'll have a song to Howl.

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    0 .5  1 .5  2 .5  3 .5
H  1  >  -  -  3  >  -  -
M  -  -  -  -  -  -  -  -
L  -  -  2  >  -  -  4  >
```

A buzzard will swoop down and pick you up, and begin the journey up Zora's River. Except now, there's a minigame twist. Pieces of fruit have appeared on the course, each one worth different numbers of points. The Watermelons are worth one point each, the Oranges three points each, and the Strawberries ten points each. The more points, the smaller the target. Additionally, you can earn combo bonus points by picking up several kinds of fruit of identical variety in the same row.

You'll earn a Piece of Heart from this minigame for earning 10,000 points, which sounds ridiculous. But if you focus on only picking up Strawberries and intentionally avoid the Watermelons and Oranges, you'll accomplish it easily. Pick up every piece of Fruit at the start of the course until Strawberries start appearing after the first turn. Once this happens, focus only on gathering Strawberries.

The first time you score 10,000 points on Plumm's Zora River challenge, you'll earn a Piece of Heart. Beat your old high score on an additional run, and you'll also earn 100 rupees.

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Lanayru Province - Upper Zora's River  
New Quest Item: Poe Soul x1 [PSGCN10]

There's another Poe Soul to be found in this area. Kill time until night (going Bobber Fishing until nightfall then warping back here is your best bet). On the south bank of the river, there is a large piece of land which rises upwards. The whole hill is covered with grass. The Poe's Lantern appears here. Swim over there and kill it with Wolf Link to get the Soul Fragment.

Now, warp yourself to Zora's Domain.

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Lanayru Province - Zora's Domain: Waterfall Cavern

Follow the current downstream, out of the cavern.

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Lanayru Province - Zora's Domain: Sleeping Waterfall  
New Quest Items: Poe Soul x2 [PSGCN11] [PSGCN12]

Swim downstream, diving off the waterfall into the pool below. Climb out of the pool on it's east side, and head south up a hill. The hill bends back around to the north. At the top of the hill, you'll find the area's first Poe. Kill it to get it's Soul.

Jump back down into the pool beneath the waterfall, and climb out on it's west side. From here, you can head north, performing a series of Midna Jumps to reach a ledge behind the waterfall. The second Poe of the area is hidden back here. Kill it to get it's Soul.

Warp over to Kakariko Village.

-----  
Eldin Province - Kakariko Village

New Quest Items: Poe Soul x2 [PSGCN13] [PSGCN14]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.

There are two Poes hiding up in the area above Barnes' Bomb Shop. Go through the second-story window of the shop to reach the area. The first Poe is found in the wreckage of the building which you destroyed while searching for Eldin's Light Essence. The second is found near the Highest Building, at the top of the ramp in the northeast corner of the area.

Two more Poe Souls are yet to be claimed in the village Graveyard. Go there now through the village's east exit.

-----  
Eldin Province - Kakariko Village: Graveyard

New Quest Items: Poe Soul x2 [PSGCN15] [PSGCN16]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.

The first Poe in this area is hidden beneath one of the gravestones in the area. The first gravestone on the right as you enter the Graveyard is the correct one. Stand in front of it, and push it on with the Push button. A Lantern will emerge, indicating the presence of the Poe. Kill it to claim its Soul. The second Poe is in plain sight in the center of the Graveyard. Ditto.

Return to Kakariko Village, and head to Death Mountain using the entrance in the north end of the village. Don't use Midna's Warp.

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Eldin Province - Death Mountain

New Quest Item: Poe Soul x1 [PSGCN17]

New Upgrade: Piece of Heart x1 [PHGCN21]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.

Climb north up the path as Hylian Link. Get the assistance of several Gorons on the way to make the process faster. When you reach the second Goron, have him launch you up and to the west, where you'll land on an otherwise inaccessible ledge. Run to the south end of this ledge, where you'll find Death Mountain's only Poe.

From the Poe, start running north a ways, hugging the wall to make sure you don't fall off the ledge. Eventually, you'll see a cave opening on the left. Enter this opening, and you'll land in a small cave with a chest. Open the chest to get a Piece of Heart.

There's a Howling Stone in this area. If you haven't activated it yet, then go try it now. Otherwise, warp to North Faron Woods in Faron Province.

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Faron Province - Faron Woods: North

Head east from where you warp in.

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Faron Province - Faron Woods

New Quest Item: Poe Soul x1 [PSGCN18]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.

Run to the east, where there is a dock stretching out into the fog that consumes that the area. Don't fall into the fog, or you'll be returned to the start of the area. At the end of the dock, you can begin a Midna Jump which will take you to the south end of the area.

Once back at the south end of the area, head for the east end of the area, where you can begin another Midna Jump near the edge of the fog. You'll reach another island in the fog; climb up the ramp here, and do another Midna Jump at the top. In the giant hollowed-out tree you find here, you'll find the Poe. Kill it to get it's Soul. Warp to Kakariko Gorge in Eldin Province.

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Eldin Province - Hyrule Field: Kakariko Gorge

Run south from the warp point, where you'll find a boulder near the southern border. Bomb the boulder to destroy it, revealing a cavern mouth. Go inside.

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Eldin Province - Hyrule Field: Gorge Cavern

New Quest Item: Poe Soul x1 [PSGCN19]

New Upgrade: Piece of Heart x1 [PHGCN22]

This cavern contains a Poe Soul and a Piece of Heart, as you can clearly see. The cavern is filled with enemies and several passages that are blocked by Spider Webs. Take two rights, and two lefts when going down the tunnel to find the Poe. Kill it and take it's Soul. Take two rights, a left, then a right to find a cavern with two unlit torches. Light both of them, and a chest will appear which contains a Piece of Heart.

Once you've got the Poe Soul and the Piece of Heart, return to Hyrule Field.

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Eldin Province - Hyrule Field: Kakariko Gorge

New Quest Item: Poe Soul x1 [PSGCN20]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.

From the south end of the Kakariko Gorge bridge, head to the top of the cliff to the west. The Poe is up here, near a single tree and a fence. Kill it to get it's Soul.

Head southwest, back into Faron Province.

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Faron Province - Hyrule Field

New Quest Item: Poe Soul x1 [PSGCN21]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.



A Poe has appeared near the edge of a cliff to the north of this area's small pool. Kill it and steal it's Soul, then ride northwest towards Lake Hylia.

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Lanayru Province - Lake Hylia

New Quest Item: Poe Soul x1 [PSGCN22]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Head along the twisting path until you reach the wooden bridge near the south edge of Lake Hylia. The Poe appears in this area, but it'll take some work to get to it. Look high on the south wall to see two sets boulders on top two cliffs. Use Bomb Arrows to destroy these boulders, revealing a Clawshot Targets beneath each.

Pull yourself up to the first Clawshot Target, and then to the second. A third Clawshot target is on a cliff even further to the west. Pull yourself over to it as well. The Poe appears in this area. Kill it to get it's Soul, and open the chest located here for a Purple Rupee. You can also find an Orange Rupee in a cave on the south end of the ledge. Dig into the cave as Wolf Link and defeat all of the enemies inside to make it appear.

Once you're done in the area, warp to the Castle Town warp point in Lanayru Province.

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Lanayru Province - Hyrule Field: West

New Quest Item: Poe Soul x1 [PSGCN23]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Run southwest from where you warp in, following a rough stone road. After a short distance, you'll reach a dead in the south end of the area, which is marked by a destroyed theater. The Poe rests on the right side of the "stage." Kill it to get it's Soul.

Now run north, passing through the north exit of this area to the area of Hyrule Field north of Castle Town.

-----  
Lanayru Province - Hyrule Field: North

New Quest Item: Poe Soul x1 [PSGCN24]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Go to the stone bridge in the center of the area. A Poe hovers around in the air in the center of the bridge. Use Midna's Charge Attack to kill the Poe and both of the Lizalfos that guard the bridge, then pounce on the Poe to get it's Soul.

Head to the west end of the bridge, and start running towards the west edge of the area. In this area, you'll find two trees and an area of tall grass. Investigate the center of the grass with your Senses activated to find a place you can dig. Dig into to enter a hidden cave.

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Lanayru Province - Hyrule Field: Poe Cavern  
New Quest Items: Poe Soul x2 [PSGCN25] [PSGCN26]

Two Poes are hidden in plain sight in this cave, among an army of Deku Babas. Use Midna's Charge attack to kill the Babas, then activate your Senses and use another Charge Attack to incapacitate both of Poes. Pounce on them both before they regenerate to get their Souls, then enter the beam of light to return to the Overworld.

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Lanayru Province - Hyrule Field: North

Run to the northeast end of the field, running through a rocky pass which leads back to Eldin Province.

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Eldin Province - Hyrule Field: The Bridge of Eldin

You'll now be on the north side of the Eldin Bridge (which is still broken prior to your adventures in Twilight Lanayru Province). You couldn't warp here because of the broken bridge, if you're wondering.

Look on the east cliff wall, where there is a Clawshot Target above an upper ledge. Pull yourself up to the target, then run south along the ledge. Enter the cave to the south end of the ledge.

-----  
Eldin Province - Hyrule Field: Fiery Cavern  
New Upgrade: Piece of Heart x1 [PHGCN23]

Run south along a broken catwalk, watching out for Fire Keese. Look down below you, and you'll see a magnet attached to the wall. Get a good running jump off the edge of the platform, equipping the Iron Boots at the apex of your jump. You'll drop down into the field generated by the magnet, which will pull you safely onto the wall.

Remove the Iron Boots to drop to the platform below. Run along the catwalks, killing Bokoblins and Keese who appear in the way. At the north end of the catwalk, you'll find another edge with another magnet below. Get another running start before equipping the Iron Boots again, which the magnetic force will attract and pull you into the wall.

Remove the Iron Boots to drop down below, and run back the way you came. You'll reach another catwalk, with another magnetic strip below. Get a running jump, equip the Iron Boots while in midair, and get pulled safely onto the magnet. Remove the Iron Boots to drop to a ledge at the bottom of the cavern.

Light the two unlit torches here with your Lantern, and a chest will appear between them. Open it to find an orange rupee. Run south along the ledge, killing a Dodongo while being careful not to jump into the lava. Open the chest near the Dodongo to get a Piece of Heart. Enter the tunnel to the west of the Heart Piece to return to the surface. Once there, warp to Hyrule Castle Town, go inside, and leave through it's east gate.

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Eldin Province - Hyrule Field: The Bridge of Eldin  
New Quest Item: Poe Soul x1 [PSGCN27]

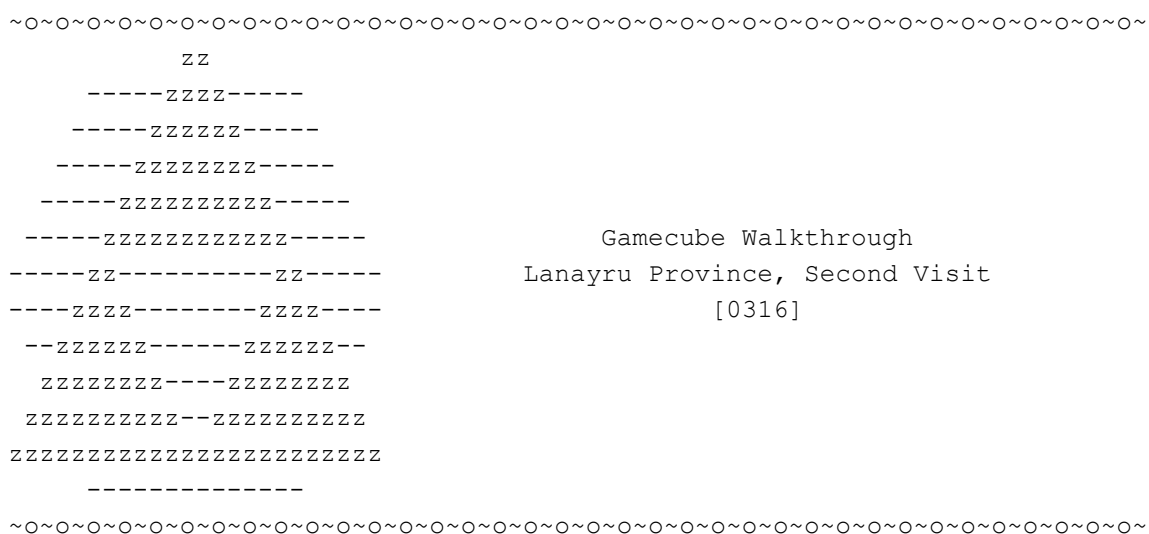
Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

A Poe Soul lurks on the drawbridge which leads into Castle Town's east gate. Kill it to get it's Soul. Head back into Castle Town, and leave through it's south gate.

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Lanayru Province - Hyrule Field: South  
New Quest Item: Poe Soul x1 [PSGCN28]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

A Poe has appeared on the west side of the stairs that lead down out of Castle Town. Kill it and snag it's Soul, then return to Castle Town.



Status Report -	New Things This Chapter -
Heart Pieces: 23/45	Heart Pieces: 00
Golden Bugs : 20/24	Golden Bugs : 00
Poe Souls : 28/60	Poe Souls : 00
Abilities : 04/07	Abilities : 00

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Lanayru Province - Hyrule Castle Town: West Road

There is a tent in the south area of Castle Town's West Road. This is the STAR Minigame. Go inside.

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Lanayru Province - Hyrule Castle Town: STAR Minigame  
New Equipment: Big Quiver (x60)

In this minigame, you enter a tall cage which is filled with glowing orbs (Stars), which you can grab by grappling onto the cage wall with the Clawshot. Try to pull yourself through as many of the Stars as possible with the Clawshot, and don't ever walk or jump to the Stars (it takes too long). Get all of the Stars in the cage in thirty seconds, and you'll earn the Big Quiver, which doubles the number of arrows you can carry.

The STAR Minigame has a second Quiver you can win in it's second round, but you won't be able to earn it until you get an item from a later dungeon in the

game.

Once you've won the Big Quiver, head outside and go to the South Road.

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Lanayru Province - Hyrule Castle Town: South Road

Jovani requested that you bring twenty Poe Souls to him when last you met him. You should now have twenty-eight total, more than meeting his quota. His house is found at the end of an alley on the east branch of the road, with a ton of cats gathered outside. Use Wolf Link's Senses to find a place where you can dig under the wall, entering Jovani's House.

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Lanayru Province - Hyrule Castle Town: Jovani's House  
New Item: Fourth Bottle

Speak with Jovani as Wolf Link, and he'll reward you with the game's last Bottle. It comes pre-filled with Great Fairy's Tears, which heals you fully and doubles your attack power until you get hit. Jovani will also mention a cavern in Gerudo Desert where you can get more - this is the Cave of Ordeals, which you will probably want to wait until the end of the game to attempt. Jovani will now ask that you bring him the remaining Poe Souls in Hyrule: sixty total (you should still need thirty-two more).

Head back outside and Warp back to Kakariko Village.

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Eldin Province - Kakariko Village

Enter Malo Mart.

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Eldin Province - Kakariko Village: Malo Mart

A Goron who has taken up residence inside Malo Mart will now be taking donations to repair the east bridge into Hyrule Castle Town. The bridge repairs will cost 1,000 rupees total. Empty your wallet. Return to Castle Town, sell any Bugs you may have to Agitha until your wallet is full once more, and return to Malo Mart to make more donations. You may not be able to make the necessary amount; it's okay. You can return over the course of the game to make more donations.

After you have donated the 1,000 rupees necessary to repair the bridge, you must now contribute another 2,000 rupees to allow Malo Mart to open a branch in Hyrule Castle Town (although you can lower it to 200 rupees by doing a job for the Elder Goron out front of Malo Mart).

Once it's there, you can purchase the Magic Armor for 598 Rupees. Again, you'll likely do this slowly over the course of the game, so don't kill yourself trying to earn all the rupees at once. If you do feel like killing yourself over it, then the cavern in south Lake Hylia is overflowing with Rupees. If you retrace your steps and retrieve all the Red, Purple and Orange Rupees you've left behind, I think you'll be pleasantly surprised how many rupees you'll earn. Having said that, there's a lot of riches to be found in the upcoming dungeons as well. So it's your choice.

Once you're done making donations, return to Castle Town and go to Telma's Bar.

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When you reach there, you'll find a three-tiered mesa with a large stone block sticking out of the top of it (it's actually the missing fragment of the Eldin Bridge). Stand on the piece of stone beneath the mesa, and use the top of the dead tree as a Clawshot Target. Now, look up, and you'll see a floating plant-thing. You can use this as a Clawshot Target as well. Use this target to reach the top of the mesa, where a battle with Shadow Beings will take place. Defeat them to earn the Gerudo Mesa Warp Point.

Climb up to the fragment of the bridge, and tell Midna to Warp it to the Bridge of Eldin in Eldin Province. Back in Gerudo Mesa, you can look where the bridge used to be to find a large hole in the ground. This hole leads to the Cave of Ordeals, a fifty-floored Battle Royale where you can compete to unlock Fairy Fountains around Hyrule. Most of the Cave is out of your league for the moment, so just ignore it.

Start heading back east from the Cave of Ordeals. There are two trenches that run through the sand here; go through the one to the north, and you'll find the Female Dayfly halfway through it. Use the Gale Boomerang to pull it down to you. Now, starting heading east from where you picked up the Female Dayfly, hugging the south wall.

You'll eventually come to a wooden gate along the south wall. Directly northeast of this point, you'll find the Male Dayfly fluttering around. Capture it as Hylia Link, then head for the northwest section of the Mesa.

When you near a Bokoblin Encampment in the northwest area of the zone, you'll be spotted by a Bokoblin Archer. Two Bokoblin Boar Riders will be sent after you; defeat their riders, then climb onto one of the vacated boards. Ride it north into the encampment, using the Boar's Dash ability to knock over the fences and towers in the area.

It's now time to track down the Poe Souls in this area. Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Head east from the Bokoblin Camp. If it's nighttime, you can clearly see a Poe floating on the cliff to the north. Use the tree to the south of the Poe to grapple up onto the cliff, then run north to fight it. After it's dead, look beneath where it floated with your Senses on to see a place where you can dig. Do so.

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Desert Province - Gerudo Mesa: Poe Cavern  
New Quest Item: Poe Soul x2 [PSGCN30] [PSGCN31]

Two Poes lurk in this cavern. Use Midna's Charge Attack to kill them both, and steal their Souls. Bomb the Boulders in the cavern to reveal goodies, including three unlit torches. Light them all to reveal a chest, which contains an Orange Rupee. Enter the beam of light to return to the surface.

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Desert Province - Gerudo Mesa  
New Quest Item: Poe Soul x3 [PSGCN32] [PSGCN33] [PSGCN34]  
New Ability: Mortal Draw

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Return to the Gerudo Mesa Warp Point. At night, you'll find another Poe near

the entrance to the Cave of Ordeals. Kill it and steal it's Soul, then return to the southeast corner of the Desert. Near the south wall in the southeast corner, a small bluff marks the home of another Poe. Kill it to steal it's Soul. The cavern hidden beneath the Poe contains an army of Big Skulltulas, who guard a hidden Orange Rupee. Return to the Bokoblin Camp in the northwest corner when you're done.

North of the Bokoblin Camp, there is a series of steps which climb up north into the cliff face. Start jumping up these steps. To the west at the top of the steps, you'll encounter the Golden Wolf (if you summoned him at Lake Hylia). Interact with him as Hylia Link, and the Warrior will appear. Successfully attack him with the previous attack you learned (which should have been the Helm Splitter), and he'll teach you the newest attack: Mortal Draw (you must "Put Away" your Master Sword before you can perform the attack).

Back in Gerudo Mesa, keep heading west from the Golden Wolf. A Poe hovers around in the air near the end of the path. Kill it and steal it's Soul with Wolf Link. Return to where you met the Golden Wolf, and go north into the next area.

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Desert Province - Bokoblin Base  
New Upgrade: Piece of Heart x1 [PHGCN24]  
New Overworld Item: Small Key x1

Run north into the camp, passing through a gate. A Bokoblin Archer will spot you, summoning his cohorts. Defeat the melee Bokoblins, then shoot down the Bokoblin Archer. A chest in the northeast of the area contains twenty extra arrows, if you need them.

Head to the west end of the area, going up a steep sand dune where you'll emerge near some Bokoblin barracks. Kill more melee Bokoblins, then shoot down another Bokoblin Archer from his tower. Head north, deeper into the camp. More Bokoblins, more Archers. Go east from there. More Bokoblins, more Archers. In the northeast corner of the fortress, you'll find that the Bokoblins are cooking one of their mounts on a spit. Bash the Boar to pieces, and you'll get a Piece of Heart. The Bokoblin near the Boar will also drop a Small Key. Pick it up.

Return to the center of the Fortress with your small key, where there is a locked gate to the south. Unlock the gate, and walk into the gate to push it open. On the other side, there is a Boar mount. Step towards it, and King Bulblin will appear for another rematch.

----M-I-N-I--B-O-S-S----  
King Bulblin, Round III

This is your first match again Bulblin on foot, and he now wields an absurdly large axe. He isn't very difficult, however. He's very easy to stun (simply striking him stuns him momentarily). He is highly vulnerable to Back Slice and Helm Splitter attacks, so use them a lot if you have them. If you don't have any of your special moves, then dodge around behind him and attack his back. Keep up a rapid salvo of attacks, and he won't even get the chance to swing.

After you've beaten away Bulblin for the third time, he'll run away, lighting the building on fire. Get on the Boar, and dash through the gate to the north. You'll automatically crash through several more gates, leaving the area.

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Desert Province - Outside the Arbiter's Grounds





can be used as a Clawshot Target.

Drop down from the grating, and start jumping along the ledges in the quicksand to a ledge in the northwest corner of the room. Go quickly; several of the ledges will sink when you stand on them. When you reach the northwest ledge, you'll have to run across the sand to the far north end of the room. Dashing with Wolf Link will cause you to travel fastest and sink the least, so try that if you have trouble.

The gate here is locked, so run east across the quicksand to another ledge in the northeast corner of the room. A handle is built into the wall here, inconveniently placed on some quicksand. Mini-Stalfos will climb out of the sand here and attack you; defeat them using basic attacks. Once you've defeat the Mini-Stalfos, use the Clawshot to drag the chain out of the quicksand and onto firmer ground, where you can then pull on it safely.

Pulling on the chain will open the gate on the north end of the room. Run back there, and go through the gate to the far north end of the hall. The door here is locked. The key lies in the room to the west. Before you go there, investigate a pot to the east, which contains Lantern Oil. Fill up your Lantern if you need to, and consider carrying a spare Bottle with you.

Now in the west room, Dash or Roll across the quicksand to reach the chest, and open it to get the Small Key. Quickly Dash or Roll back east across the quicksand. Scarabs will begin to pour out of the sand if you do. If they latch onto you, use a Spin Attack to get rid of them.

Return to the locked door at the north end of the room, and go through it.

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Arbiter's Grounds - Darkened Mini-Stalfos Chamber

This room is incredibly dark, so whip out your Lantern to light it up a bit. Run to the north end of the room, dodging the pools of quicksand. You'll attract the attention of a large group of Mini-Stalfos on the way. Light the torch to the west of the sealed door on the north end of the room, giving yourself some light, and put away your Lantern to conserve oil. Now, defeat the Mini-Stalfos with rapid Spin Attacks.

There is another torch to the right of the door. Skirt around the pools of quicksand in the room, going to the northeast corner of the room before cutting back west to reach the torch. When both of the torches in the room are lit, the north door will unseal itself. Go through it.

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Arbiter's Grounds - First Poe Chamber

New Quest Item: Poe Soul x1 [PSGCN37]  
New Upgrade: Piece of Heart x1 [PHGCN25]  
New Dungeon Item: Dungeon Map

Run north into the room, and four Poes will appear, stealing four flames from the room. The absence of the flames will seal a door on the north of the room. This seems familiar, somehow...

Three of the Poes will vanish, but a fourth remains. Use Wolf Link's enhanced Senses to spot the Poe (which looks quite different from the ones you've encountered on the Overworld). This Poe only becomes vulnerable when it glows a bright blue. Use a Jump Attack when it does this, and begin tapping the attack button to chew on the Poe a few times. Knock the Poe to the ground and perform a Finishing Blow on it, and you'll steal it's Soul and recover the

stolen flame.

As Wolf Link, press the Sniff button near the dead Poe's body. Forget Ilia's Scent, and learn the Poe's Scent. You can now track the remaining three Poes in the dungeon using Wolf Link's Senses.

One of the three Poe Scent Trails in the room leads to a patch of dirt in the east side of the room. Dig up the patch of dirt to reveal a chain, which you can pull on to force a set of stairs to appear, leading down one floor. Before you go down these stairs, head for the northeast corner of the room. A chest is visible on the other side of this quicksand pit. Pull yourself over to the chest using the Clawshot Targets, and open the chest to get a Piece of Heart.

Pull yourself back over the quicksand using the Clawshot Target which hangs near the door on the east wall, and go to the northwest corner of the room. You'll find an alcove similar to the one you just left, with another chest. Dash or Roll along the surface of the quicksand, using the islands in the quicksand as safe points. Defeat the Bubbles who guard the chest, and open it to get the Dungeon Map.

Roll or Dash back across the quicksand, and go to the stairset you opened earlier. Run down the stairs, going through the door at the bottom.

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Arbiter's Grounds - Spinning Wall Chamber  
New Dungeon Item: Small Key x1

A floating enemy called a Bubble hovers around this room. Knock it out of the sky, then attack it on the ground to kill it. Using Wolf Link's Senses, you can follow the Poe's Scent Trail through the ceiling. Go to the pillar in the middle of the room, and look for the wedge on the pillar. You can push on this wedge to make the walls in the room spin. This seems familiar too...

Push the wedge counter-clockwise, and a new opening will appear on the north end of the room. A Gibdos will appear in this opening. These mummified warriors can freeze you solid with a scream, which is annoying to say the least. Use your advanced skills, like Helm Splitter and Back Slice, to defeat them more quickly. Unfortunately, because of their scream, the Mortal Draw isn't really an option. Open the chest that the Gibdos was guarding to find a Small Key.

With the room in it's current position, the Poe's Scent Trail no longer leads through the ceiling - it now leads through a hole in the ceiling. Look up through this hole while standing near the empty Chest, and you'll see a Clawshot Target on a wall above the hole. Pull yourself through the hole using the Target as an anchor.

Defeat the Rats who guard this area, then engage Wolf Link's Senses to see the Scent which comes from the hole going through the door to the north. Another Scent Trail leads from the east wall into the west wall; we'll get to this one later. Follow the first Scent Trail north and through the door.

-----  
Arbiter's Grounds - Second Poe Chamber  
New Quest Item: Poe Soul x1 [PSGCN38]

Kill the Bubbles on the north end of the room, then look on the west end with your Senses engaged. You'll see that one of the Lanterns being hung from the wall is actually being hung by the invisible Poe. Defeat it the same way you defeated the previous one - waiting for it to glow blue, then Jump Attack and

Chew. Knock the Poe to the ground and perform an ending blow to steal it's Soul and recover the second flame.

Return to the previous room.

-----  
Arbiter's Grounds - Spinning Wall Chamber

Drop back down through the hole in the floor, landing in the room below. Grab onto the wedge attached to the central pillar, and push it clockwise to return the room to it's default position. The walls in the upper room will now be aligned, letting you follow that second Poe Scent. Unfortunately, it will also seal the hole in the ceiling.

Go back through the door to the west to return to the First Poe Chamber.

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Arbiter's Grounds - First Poe Chamber

Climb back up the stairs. At the top of the stairs, turn around and look behind you to see another door, which also leads back to the east. Go through this door.

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Arbiter's Grounds - Spinning Wall Chamber

You're now in the upper end of the Spinning Wall Chamber. Engage your Senses, and you'll see the scent of a third Poe going east through the room. Follow it to the east end of the room, passing through a locked door.

-----  
Arbiter's Grounds - East Iron Chandelier Room  
New Dungeon Item: Compass, Small Key x1

The Poe's Scent runs around through the air, cutting to the south, well out of your reach.

Go down the stairs in front of you, and look towards the south wall. There is a large pool of quicksand here, with a number of islands cutting through it. Run south and west along these islands, watching out for spike traps that pop out of the quicksand to block your progress. After the fifth island, you'll climb onto a ledge.

There is an iron cage on this platform, which doubles as a box. Grab onto it with Hylia Link, and pull it backwards, and then into a small alcove to the east which the cage fits perfectly into. A set of stairs is revealed behind the cage; climb up it, and look to the east to see a ledge. Jump across to this ledge.

To your right as you land on the ledge, there is a chain built into the wall. Grab onto it, and pull backwards, passing over the cage you pushed into place earlier along the way. The chain will begin to lift the large iron chandelier in the middle of the room into the air. Pull backwards on the chain until it stops.

Release the chain, and quickly run to the south, passing beneath the iron chandelier. Go as quickly as you can, as it won't take long for the chandelier to crash back to the ground. Climb up the stairs on the south end of the room, following the scent of the Poe as you go. Dispatch the Bubbles as they get in the way. You'll enter a small room with a statue in the middle of it.

Look behind the statue, where there is a small room with a chest in it. Open the chest to find the Compass. Return to the statue, and go to the wedge attached to it. This area has more spinning walls; push the wedge counter-clockwise, opening new passages on the east and west while closing others on the north and south.

Go east first, in the opposite direction of the Poe Scent. At the end of the hall is a boarded-up room. Smash through the boards, and defeating the Gibdos on the other side. Open the chest that the Gibdos protected. The chest contains a Small Key, which you can use to open the door on the west end of the room.

-----  
Arbiter's Grounds - Third Poe Chamber  
New Quest Item: Poe Soul x1 [PSGCN39]

Run through the room, passing around several corners. Be careful of the pits of quicksand that appear in the room. You'll encounter an army of Mini-Stalfos and two Gibdos around the third corner; this is tricky if you're not careful. Use repeated Spin Attacks to defeat the Mini-Stalfos, and either use ranged attacks or more Spin Attacks to defeat the pair of Gibdos. The Gibdos constant screaming makes this an annoying, but not necessarily difficult fight.

After you have defeated the Gibdos, use Wolf Link's Senses to spot the Poe's Scent entering the floor. Dig into the ground where the Poe's Scent travels, and you'll uncover a chain. Grab onto it and pull it backwards, opening a wall to the south. The third Poe hides behind this wall; use your Senses to see it and defeat it using the same methods used on the other two.

After you have killed the Poe, stolen it's Soul and recovered the flame, go through the door to the north.

-----  
Arbiter's Grounds - Round Room  
New Dungeon Item: Small Key x1

Run around the corner into a small, round chamber. Open the chest on the south side of the chamber to find a Small Key. Quickly activate Wolf Link's Senses to see an army of Undead Rats that have appeared in the room; use repeated Spin Attacks to defeat them all. Climb up the steps on the east side of the room, then run counter-clockwise along the north side of the room, jumping over a gap in the floor, to reach the west side of the chamber.

Go through the locked door here.

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Arbiter's Grounds - First Poe Chamber

Activate your Senses as you enter the room to see the Scent of the last Poe, winding it's way around to the upper level, and through a door on it's west side. Jump out onto the chandelier that hangs from the ceiling, and jump off it's west edge to the west balcony. Follow the Poe's Scent through the door here.

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Arbiter's Grounds - West Iron Chandelier Room

Head down the stairs to your right as you enter the room, hopping off into a small pit at the bottom of the steps. Grab onto the cage in this area, and

push it forward until it drops into a small ditch in the room. A small alcove to the right of the cage contains a chest with a red rupee.

Back at the cage, climb on top of it. To the right at the top of the cage is another chain, which controls the Iron Chandelier in this room in the exact same fashion as the last chain/chandelier combo you encountered. Grab onto the chain and pull it backwards until it stops. The chandelier now hangs directly above your head. Quickly release the chain and run south as fast as you can.

Open the chest at the south end of the room to get another Red Rupee. Look on the east wall, and you'll see a Clawshot Target hanging above a door. Pull yourself over to this target with the Clawshot. The door here only leads back to the First Poe Chamber; ignore it. Enter the small hallway on the north end of room, and go through it to find yourself back on the north end of the iron chandelier.

Grab onto the chain again, and pull it backwards until the chandelier is once again suspended near the ceiling. This next part is tricky; all three of the chandeliers that you have encountered thus far have large holes in their centers. Release the chain, and stand beneath this hole, waiting for the chandelier to crash safely to the ground around you. A small depression in the bridge indicates exactly where you need to stand.

Climb up onto the chandelier, and jump off it's west edge to land safely on the west side of the room. Go through the door here.

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Arbiter's Grounds - Stalfos Warrior Chamber

Smash through the boards in front of you, and enter the large circular chamber. A large Stalfos will come to life in the chamber. Use your Helm Splitter attack to defeat it quickly, where it will fall to the ground in a pile of bones. Drop a Bomb into this pile of bones, where the detonation will kill it permanently (A Link to the Past, anyone?). The death of the Stalfos will unseal the door on the south side of the room. Smash the pots and open the chests around the perimeter of the room before going through it.

-----  
Arbiter's Grounds - Desert Colossus Chamber

Run south into the room, where you'll find a large chamber with a large pit of quicksand before a statue. Switch to Wolf Link and Dash across the sand, reaching the platform on the south side of the room. There are a number of torches in this room; you must light the correct two in order to make a wall on the east side of the area retract, revealing a door.

The two correct torches are the one in front of the first five, and the one the west side of the line. If you light the wrong torches, then Mini-Stalfos will appear to attack you. Use your Gale Boomerang to extinguish the torches and try again. Once you've opened the wall, go through the opened door.

-----  
Arbiter's Grounds - Fourth Poe Chamber  
New Quest Item: Poe Soul x1 [PSGCN40]

Use Wolf Link's Senses to spot the Poe disguising itself as a hanging lantern in this room.

-M-I-N-I--B-O-S-S-  
The Fourth Poe

A lot about this dungeon is vaguely familiar, isn't it?

The final Poe will split into four identical versions, and begin to circle you. Three of the Poes are illusions, and the fourth is the real one. You can only damage the real one. You have two choices on identifying the real one: randomly pick one and try a Jump Attack on it, or else wait for them to quit circling you. Once they stop circling, they're preparing to attack. The real one will glow bright blue briefly just before it attacks; this is your chance to spring. Midna's Charge Attack isn't effective against this enemy.

Defeat the Poe and steal it's Soul to recover the final flame. Exit the room through the north door.

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Arbiter's Grounds - West Iron Chandelier Room

Drop down to the ledge below, and look to the east end of the room. Latch onto the Clawshot Target above the door, and go through it.

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Arbiter's Grounds - First Poe Chamber

With the four stolen Flames recovered, the door in the north end of the room will open. There is something VERY familiar about this. Go through the tunnel behind the newly-opened door.

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Arbiter's Grounds - Spinner Room

Run into the middle of this large room, defeating Bubbles who will attack you. There's a lot to do in this room, none of which you can do at the moment. There is only a single door available to you, on the east end of the room. Go there now.

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Arbiter's Grounds - Corkscrew Elevator Room

New Dungeon Item: Small Key x1

Drop down into the middle of an extremely tall room. When you land on the bottom floor, defeat any Bubbles you may have attracted, then look for the wedge attached to the central pillar. You can push this wedge one way to make the floor rise, or push it the other to make it fall (the exact direction you have to push seems to randomly change, which made this guide writer pull his hair out for about ten minutes).

Push the wedge so that the floor rises two levels. Go down the tunnel which has appeared to the west, and around several corners to find a chest. Open the chest to get a Small Key. Return to the central pillar, and make the floor drop down to it's bottom-most level. At the bottom level, a locked door has appeared to the south. Go through it.

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Arbiter's Grounds - Spike Trap Room

New Dungeon Item: Ooccoo

Run forward into the room, switching to Wolf Link before Dashing across the quicksand to the right. Now Dash south across more quicksand. If you do fall into the quicksand, Undead Rats will cling to you, slowing you down significantly. Use your Senses to spot Undead Rats, and a Spin Attack to

remove them.

A wall of spike traps appears to the south, preventing further progress. Dash across the quicksand to the east to the other side of the room, then Dash across another patch of quicksand to the south. Immediately past that, turn back west and return to the west side of the room. Start heading south from here, defeating more Undead Rats and a Gibdos. Once they're out of the way, you can go straight to the south end of the room. The passage here is blocked by a stone wall.

Work your way around to the southeast end of the room by retracing your steps to the east wall, then going due south. Here, you'll find a chain you can pull on, removing the wall temporarily. Dash back to the south end of the room as fast as you can, being careful not to enter the sand or else you'll attract more Undead Rats.

When you reach the passage at the south end of the room, the tunnel will begin to cut sharply to the west, with spikes running along tracks along both sides of the wall. Run right down the middle of the room with Wolf Link, Dashing across the stretches of quicksand. Halfway down the hall, an army of Scarabs will appear and crawl all over you. Use Hylian Link's Spin Attack to defeat them, then resume your progress down the hall as Wolf Link.

At the southwest end of the hall, you'll find Ooccoo trapped in a pot. Free her, then go through the door north of Ooccoo.

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Arbiter's Grounds - Deadly Trap Room

Use Hylian Link's Spin Attack to defeat the Scarabs that crawl towards you when you enter. Run north across the quicksand, avoiding the path of the circling spiked mace. Run north from there into a larger room, avoiding more patches of quicksand. As you enter the room, two Stalfos Warriors will appear. Defeat them with Back Slices and Helm Splitters, then Bomb their remains to defeat them. Alternatively, you can just cut out the middle-man, and defeat them with Bomb Arrows.

Go east from the pair of Stalfos Warriors, Rolling or Dashing across another patch of quicksand. Another Stalfos Warrior appears here; get to a safe distance and dispatch it with a Bomb Arrow. Defeating all three of the Stalfos Warriors will open a gate to the east of the spinning spikes in the previous room. Go there now.

Go north up this quicksand-filled tunnel, using the Clawshot Targets on the walls to reach the islands in the quicksand. Halfway up the tunnel, a truly ridiculous number of Scarabs will appear. Just ignore them (they don't affect your speed while grappling at all). After you grapple across three Clawshot Targets, you'll reach the far north end of the room. Spin Attack to remove the Scarabs attached to you when you land after the third grapple. Jump across the gap here, climb the stairs, and go through the door at the north end of the room.

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Arbiter's Grounds - Undead Prisoner's Chamber  
New Item: Spinner

The door seals behind you as you enter. This room contains a large sword embedded in the floor, which is held in place by lengths of rope. Cut one of the ropes, and a Miniboss will appear.

-M-I-N-I--B-O-S-S-

## Undead Prisoner

The Undead Prisoner is invisible, so activate Wolf Link's Senses to see him. L-Target him, and begin side-jumping to the right until the Prisoner attacks. His sword will be embedded in the ground, and the Prisoner will blow bright blue. This is your chance to attack; Jump Attack onto the Prisoner, then proceed to chew him to pieces.

Successfully completing this phase of the fight will cause the miniboss to enter his second phase. He is visible now, and you should fight him with Hylian Link. Shoot him down with an arrow from your Hero's Bow while dodging the projectiles the Prisoner throws at you (you can't L-Target him at the moment, unfortunately).

A successful hit will cause the Prisoner to spin rapidly around the room, eventually trying to hit you with his sword. Dodge the attack, and the sword will be stuck in the ground, leaving the Prisoner vulnerable to both your Sword and L-Targeting. Open with a Jump Attack, and proceed to use rapid swings. After a few hits, the miniboss will return to floating around the room. Shoot him down with another arrow; rinse, repeat.

After the Prisoner is defeated, the door to the south will unseal, as will a get to the north. Run through the gate to the north, dropping off a ledge and running up a staircase. At the top of the stairs, open a chest to get the Spinner. You're trapped back here now, unable to jump out. But that's what the Spinner is for.

There are two dotted-line tracks (Spinner Tracks) on the left and right sides of the room. Hop onto your Spinner, point it at one of the tracks, and launch it right at it. The Spinner will begin to follow the track, returning to the room's entrance. Jump off the Spinner when you reach the door, and go back through it.

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Arbiter's Grounds - Deadly Trap Room

There's a Spinner Track to your right as you come out of the door. Ride along it with your new Spinner, going around a corner. After you round the corner, you'll see another Spinner Track parallel to the one you're currently on. Jump off the current Spinner Track, and bounce onto this new one. If you do it correctly, you'll ride the new Spinner Track to a door on the west end of the room. Press the Spinner's button to get off it, then go through the door.

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Arbiter's Grounds - Spinner Training Ground

New Upgrade: Piece of Heart x1 [PHGCN26]

There's a Spinner Track to your right as you enter. Ride onto this Spinner Track, riding it to it's end. When you enter the quicksand at the end of the Track, start riding the Spinner to the left, straight onto another Track. Ride along this Track for a short time, jumping to a new Track to the right, then jumping left to yet another new Track, then jumping BACK to the right to a fourth Spinner Track, to the right of two circular Spinner Tracks guarded by spikes.

At the end of this Track, jump to the left to a Track which circles around, dumping you into a pit in the room. Defeat a Stalfos Knight in this area with Bomb Arrows, then climb to the top of a steep ramp at the east end of the pit. At the top of a ramp is a chest, which contains the dungeon's second Piece of



Heart.

A Spinner Track arches around the wall behind the chest. Get on the Track so that you are riding along the north edge of the pit, heading west. There is a ledge near the end of this Spinner Track; jump off the Spinner here before it dumps you off the edge of the cliff. There is a new Spinner Track south of the one you just got off. Ride onto this Spinner Track, heading west, and at it's end, jump to the right to another Track which spits you into a quicksand pit on the other end of the room.

Get off the Spinner and stand on the platform in the middle of this pit. Look at the Spinner Track which circles the pit, and ride along it so that you ride up the Track which climbs towards the top of the room. The Track will carry you up, then off an edge which will spit you into the north end of the room. Get off the Spinner here, and head to the east end of the area. Defeat a pair of Stalfos Warriors with Bomb Arrows, and open the chest to get a Yellow Rupee.

A Spinner Track cuts around the perimeter of this area. Ride the Track along the north wall, heading west, getting off the Track at the top of the ramp. Climb up to the top of a second ramp in this area, and at the top you'll find two parallel Tracks heading east, towards the door. Spikes patrol these Tracks; ride along the Tracks on the Spinner, jumping between the two Tracks to avoid the Spikes. When you reach the east end of the room, get off the Spinner and go through the door.

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Arbiter's Grounds - Spinner Room  
New Dungeon Item: Big Key

Open the chest in front of you as you enter to get the Big Key, then use one of the Spinner Tracks near the chest to cross to the east end of the room. You're now back in the large room which you couldn't really do anything in before. Go to the center of the room, where there is a large hole. Ride into this hole on the Spinner, and you can begin to rotate the wall in the room by rapidly tapping the Spin button.

Once the new area is opened, run north into it. This is a large, circular room with a tall pedestal in the middle. A Spinner Track runs counter-clockwise around the room, starting to the right. Ride around it a full 360 degrees, until are you on the east side of the room above the central pedestal. Get off the Spinner here, landing on a broken stairwell. Jump towards the central pedestal, aiming for the ledge that sticks out of it. Roll or Dash before jumping to get yourself some needed distance.

Once you're on the central pedestal, enter a Spinner Slot in the middle of it while riding the Spinner. Tap the Spin button rapidly, and a new Spin Track will appear that rises towards the top of the room. Ride it up. Go through the Boss Door at the top.

-----B-O-S-S-----  
Twilit Fossil STALLORD  
New Upgrade: Heart Container x1

Go to the bottom of the stone ramp to begin the fight. At the beginning of the fight, your goal is snap Stallord's spine, which is embedded in the sand in the middle of the room. Get on the Spinner Track that runs around the perimeter of the arena, and build up some speed on it. Watch out for the Spikes that run along the track. Once you've got some momentum going, hop off the track and make your way to the piece of Stallord's spine that sticks out of the sand. When you near it, press the Attack button (attack with the Spinner, not the

Sword) to damage the Spine. Damage the Spine three times to enter the second phase of the fight.

Stallord's attacks in the first phase are rather limited. He'll summon Skeletons from the sand, who don't actually attack, but act as obstacles for you to dodge on the Spinner (they have an annoying habit of sending you back to the Spinner Track when you bump into them). Stallord can also breathe toxic gas, which has a limited range and is really only a danger when you are going to damage his spine. If you run out of speed on your Spinner, you'll have to return to the stone perimeter of the room before you can get back on it; you can't start the Spinner on the sand.

After you have damaged Stallord's Spine three times, the sand will be drained from the arena, turning the arena into a large cylindrical chamber. Stallord is apparently defeated in this phase. Enter the Spinner Slot in the center of the arena, and Spin the Spinner rapidly to create a tall tower in the center of the arena. This truly begins the second phase.

Stallord will knock you off the tower at the beginning of the second phase. The boss will then begin circling very quickly around the perimeter of the room; you must chase after it using the Spinner Track on the inside tower. Stallord will occasionally spit volleys of fireballs at you; jump to the opposite wall just when he releases the fireball to avoid the attack. He'll always spit fireballs in clusters, and when he draws in right next to you is your time to attack.

When you grow parallel with Stallord's skull, jump out from the track to strike it. Stallord will fall to the ground and become vulnerable to Sword attacks. Beat the carp out of it until he recovers, where the phase starts over.

After you have damaged Stallord, Spikes will appear on the inside tower and perimeter wall. You get plenty of notice before the Spikes can hit you, so jump to the opposite Track before they do. Stay on the track long enough, and Stallord will return to spit fireballs at you, at which point the Spikes conveniently disappear. You can now repeat the same fireball-dodging strategy to stun and then damage Stallord.

After Stallord is defeated, you'll appear at the top of the tower, and the sword that Zant used to bring life to Stallord will appear next to you, becoming a Heart Container. Take the Heart Container, then go through the newly-opened door to find the Mirror of Twilight.

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Desert Province - Mirror Chamber  
New Quest Item: Mirror Shard

Run clockwise up the stairs, entering a tunnel that appears on the left, then heading counter-clockwise for a short distance. You'll reach a tall statue with a Spinner Track climbing around it's perimeter. Step up to the Spinner, and a fight with five Shadow Beings will take place. Take them on with Wolf Link, taking the usual strategy: defeat Shadow Beings until two remain, and defeat the last two in a single strike using Midna's Charge Attack.

Once the Shadow Beings are dead, you'll get the Mirror Chamber warp point. Ride your Spinner to the top of the statue. You'll land in a Spinner Slot; spin the Spinner rapidly, and the Mirror of Twilight will appear. Following a cutscene, you'll be presented with a new quest, and an old enemy will make a not-entirely-unexpected return (I mean, come on, you didn't see it coming?).



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Eldin Province - Hyrule Field: The Bridge of Eldin

Head for the pass north of the Eldin Bridge, which leads to Lanayru Province. Halfway down the pass, there is a wooden bridge. Defeat the Bokoblins who guard it, then look on the bridge's west side. A Spinner Track leads to a ledge to the north of the bridge. Check the grass on this ledge with Wolf Link's Senses to find a place you can dig. Dig down into a cave.

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Eldin Province - Hyrule Field: Stalfos Cave  
New Upgrade: Piece of Heart x1 [PHGCN28]

Defeat three Stalfos in this cave using Bomb Arrows, and a chest containing a Piece of Heart will appear. Open it, then leave the cave.

Now, head for Telma's Bar in Hyrule Castle Town.

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Lanayru Province - Hyrule Castle Town: Telma's Bar

Speak with Telma, who will tell you to speak to Ashei about reaching Snowpeak Mountains. Check the map on the table in the back of the bar to get Ashei's location - Zora's Domain. Head back outside, and warp to Zora's Domain.

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Lanayru Province - Zora's Domain: Waterfall Cavern

Head out of the cave to the top of the Waterfall.

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Lanayru Province - Zora's Domain: Sleeping Waterfall

You can safely turn back into a Hylian at the top of the waterfall, so do so. Jump to the bottom of the Waterfall, and climb out of the pool at it's west bank. There is a tunnel which leads west located here. Formerly, it was frozen over, but you can enter it now. Enter this tunnel.

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Peak Province - Snowpeak: Bottom  
New Item: Ashei's Sketch

Step forward, and a cutscene will take place with Ashei. She'll give you Ashei's Sketch, which you're going to need to progress. Unfortunately, you can't do anything else here for now. Return through the tunnel to Zora's Domain.

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Lanayru Province - Zora's Domain: Sleeping Waterfall

Show the Zora near the entrance to the Snowpeak Tunnel Ashei's Sketch. It will identify the fish that the Giant holds as a Reekfish. The Zora will mention that Prince Ralis is the only Zora who knows how to catch them. Warp to Kakariko Village. It's time to call in a marker from Prince Ralis.

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Eldin Province - Kakariko Village

Prince Ralis is at his father's grave in the east end of Kakariko Graveyard.

Head there now.

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Eldin Province - Kakariko Village: Graveyard

Show Ralis Ashei's Sketch, and he'll recognize the fish that the Giant carries as a Reekfish. He'll give you the Coral Earring, which doubles as a hook for your Bobber Fishing Rod. It'll automatically be attached when you get the item. He'll also tell you where and how to catch Reekfish.

You'll need a Reekfish to find your way through Snowpeak (exactly how, you'll find out), and Reekfish are native to Zora's Domain. Warp back there and go to the bottom of the waterfall.

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Lanayru Province - Zora's Domain: Sleeping Waterfall

Reekfish appear near the Mother and Child Rock Formations in the middle of the pond at the base of the waterfall. You can fish in this area by standing on the eastern shore. Catch a Reekfish, and it will be recorded in your Fish Journal. The Reekfish will then appear on the ground, with a powerful odor cloud, visible even to Hylian Link, surrounding it. Change to Wolf Link, Sniff the fish, and learn the Reekfish Scent after forgetting the Poe Scent.

With the Scent of Reekfish now learned, return to Snowpeak.

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Peak Province - Snowpeak: Bottom

New Quest Items: Howling Stone, Poe Soul x3 [HSGCN05] [PSGCN41] [PSGCN42]  
[PSGCN43]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Ashei is gone, which is just as well. Activate your Senses to see the scent of a Reekfish leading off into the distance. Start following this Scent. Don't follow the Scent religiously, however; it travels over water in several places, which will freeze you solid if you step inside.

Once you're past the icebergs in the river, you'll pass a snowfield where White Wolfos will dive-bomb you. Keep Dashing forward, ignoring them entirely. Watch the map build itself as you run through it. There are snowdrifts on the map, which are indicated by wavy vertical lines. Just after you pass west of this first wavy vertical line, start heading south. If it's nighttime, you'll clearly see a Poe's Lantern up ahead. Kill it and steal it's Soul.

Once you have the Poe, return to the Scent Trail and keep following it west. When the Scent reaches a point where it climbs a vertical cliff, run to the left a short ways to reach the top of the cliff. You can run to the right to rejoin the Scent, but first keep heading to the left. At the far end of the cliff, near a tree, you'll find another Poe. Kill it and steal it's Soul with Wolf Link.

Run to the right again, going up the cliff to rejoin the Scent, and keep following it. Not long after that, the Scent will break off up another vertical cliff face. Look to the north to see a small landing with trees on it. The area's third Poe appears near the southern tree at night. Jump down and kill it, steal it's Soul, then return to where the Scent Trail climbed up the cliff face.

Just like before, cut off to the left to reach the top of the cliff, then run back to the right to rejoin the Scent. A little further on, you'll reach an apparent dead end. Dash into the wall here, and a snowdrift above will fall down, creating a ramp. Resume following the Scent Trail. The Scent Trail ends at a Howling Stone. Listen in to it's melody and learn it (as with the Lake Hylia stone, I have no clue what this song is, therefore it must be from a Game Boy Title. Please e-mail with song title!)

	0	.5	1	.5	2	.5	3	.5	4	.5	5	.5	6	.5	7	.5	8	.5
H	1	-	-	-	-	-	-	-	-	6	-	-	-	-	-	-	-	-
M	-	2	-	-	4	>	>	>	-	-	7	-	-	-	-	-	-	-
L	-	-	3	>	-	-	-	-	5	-	-	8	>	>	>	>	>	>

Successfully singing the song solo, then again in a duet with the Golden Wolf, will cause the Golden Wolf to appear at Kakariko Graveyard. We'll visit there after we get the Snowpeak Warp Portal.

Turn around and face south of the Howling Stone, where you'll see the Scent Trail picking up again on the left. Keep following it. It ends at a wall that you can dig under. Do so.

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Peak Province - Snowpeak: Cavern

Head west into the cavern, climbing up a ladder, then a series of ledges, then an ivy wall. Watch out for Ice Keese on the ledges. At the top of the ivy, you'll find a door. Go through it.

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Peak Province - Snowpeak: Top

Your pursuit of the Reekfish Scent continues in this area. Activate Wolf Link's Senses and keep following the red Reekfish Scent Trail. After a short distance, you'll enter a battle with three Shadow Beings, who are likely to be joined by three Ice Keese. Defeat them (I really hope you know how by now), and you'll get the Snowpeak Top Warp Point.

After the fight is over, you'll see the back of a large, luminescent green creature. Pass near it as Hylia Link to meet the Yeti, Yeto. After a chat, Yeto will reveal that he knows where a piece of the Mirror of Twilight is. He'll then snowboard down the mountain on a chunk of ice.

Before you follow Yeto down the mountain, it's time to go and meet the Golden Wolf in Kakariko Graveyard (if you activated the Howling Stone in Snowpeak, that is). Warp to Kakariko Village and go the Graveyard.

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Eldin Province - Kakariko Village: Graveyard

New Ability: Jump Strike

Step in front of the Golden Wolf, who is at the east end of the Graveyard. You'll be warp to an encounter with the Warrior. Defeat the Warrior using Mortal Draw (remember to "Put Away" your sword before you can do it), and he'll teach you the next ability: Jump Strike. Defeat the Warrior again using the Jump Strike, and you'll learn the ability and be returned to Kakariko Graveyard.

Warp back to Snowpeak Mountain Top in Peak Province.

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Snowpeak Ruins - Kitchen  
New Dungeon Item: Ooccoo

Yeto waits in the Kitchen, where he is making a Soup in an effort to make Yeta feel better. You'll spend a great deal of the dungeon helping Yeto concoct his soup. You're free to help yourself to the Soup, which grows steadily more nutritious as you add ingredients. Initially, it's not really worth bothering with.

Check out a series of pots in the south side of the room to find Ooccoo. Once you've got her, head through the door in the northeast corner.

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Snowpeak Ruins - East Sitting Room

There's a classic Zelda Block Sliding Puzzle in this room. There are two blocks which you must push to solve the initial puzzle: one in the southwest of the room, and one in the northeast. Push the southwest block to the east, and leave it there. Now, push the northeast block to the west, then south, east, then south again. The block will press down on a switch, unsealing a door in the southwest. Go through it.

-----  
Snowpeak Ruins - East Hallway

Your progress to Yeta's Key in the north is blocked by a chunk of ice that takes up the entire hallway. Engage Wolf Link's senses, and look on the west side of the hall to see a place where you can dig under the wall. Do so.

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Snowpeak Ruins - Courtyard

After a panning camera introduction to the Courtyard, you'll be back in control of Link. Two White Wolfos will appear, who are soon joined by a third; fight them as Wolf Link. Though his attacks are far weaker than Hylian Link's, he is far better able to maneuver in the deep snow.

Open a chest on the south end of the area to find a Red Rupee. Check north from there, where you'll find a chest half-buried in the snow near the center of the Courtyard. Dig it up, and open the chest to find a Small Key. Go through the door to the east of the Key's chest.

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Snowpeak Ruins - East Hallway

You're now on the other side of that huge chunk of ice that blocked the hallway. Head for the north end of the hallway, where you'll encounter a pair of Freezards. These guys can freeze you solid on contact, and ricochet around the room if you touch them. Use a Jump Attack to deal as much damage as possible. A Shield Attack can bounce them away from you before they can touch you.

Once the Freezards are no longer an obstacle, go through the locked door at the north end of the room.

-----  
Snowpeak Ruins - Northeast Waiting Room



Defeat three more Freezzards in this room, which will unseal the doors. These Freezzards are a little more active than the ones you encountered before. Thankfully, this means you can use your Mortal Draw ability to defeat them in a single hit. Wait for them to drift towards you with your sword sheathed, then use Mortal Draw when prompted.

Go through the door in the northeast corner of the room.

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Snowpeak Ruins - Northeast Study

New Dungeon Item: Ordon Pumpkin

Head for the door in the south end of the room, and it will seal shut. Two Ice Warriors will drop down; they look menacing, but aren't much of a threat if you attack them aggressively. Watch out from afar, or they'll use their ice lances as javelins. Defeat them both, and the door in the south end of the room will unlock. Go through it.

You're now in the room where Yeta thinks she left the Key. Open the chest in here, and you'll get an Ordon Pumpkin. Obviously, Yeta's memory is still a little foggy. Go through the door in the southwest corner of the room.

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Snowpeak Ruins - East Sitting Room

Climb over the crates and barrels, jumping off their south end to return to the area with the block pushing puzzle. Go back to the Kitchen through the south door.

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Snowpeak Ruins - Kitchen

Speak with Yeto, and he'll add your Ordon Pumpkin to his mixture. The soup now recovers four hearts, which is slightly better than before. Return to Yeta in the Dining Hall, to the west of the Kitchen.

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Snowpeak Ruins - Dining Hall

Speak with Yeta once more, and she'll mark another room on your map where the Key might be. A door in the northwest corner of the room will open; go through it.

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Snowpeak Ruins - Courtyard

Defeat two more White Wolfos in this area, then look at the north end of the Courtyard. There is a massive Freezzard there, who will freeze you solid if you go near it. The solution to this problem is the large cannon south of the Freezzard. Look on the west wall from the cannon, where there is a mechanism built into the wall. Unfortunately, you lack the means to use the mechanism for the moment.

Go to the northwest corner of the courtyard. There's a window here you can climb through. Climb through it, and go through the door on the other side.

-----  
Snowpeak Ruins - Armory

This place is full of more Freezzards. Use Mortal Draw to kill them, just like

the ones you encountered earlier. Midway into the room, you'll find a marble orb lying on the ground. This is a cannonball; ignore it for now. Keep pressing to the north end of the room, defeat all of the Freezzards on the way. Once you've killed every Freezzard between the cannonball and the cannon in the north end of the room, then you're done.

Return to the cannonball, grab it, and take it to the cannon. Insert the cannonball into the hole in the back of the cannon, then point the cannon south by using the handles on the left and right side of the cannon. Drop a Bomb in after the cannonball, and the device will fire, destroying the ice walls to the south. This action will open access to a door at the south end of the room. Go through it.

-----  
Snowpeak Ruins - West Ballroom  
New Dungeon Item: Compass

The floor in this room is collapsed, with only the support beams beneath remaining. Move along the beams to the southwest end of the room. Use the Clawshot to knock the Freezzards off the edges and kill the Ice Keese. Avoid stepping on the white pieces of the beams; they are slippery, and you'll fall into the cliff below.

In the southwest corner of the room, start heading east. There are several parts of the support beams that are frozen, which will throw you off the cliff. Avoid these parts of the beams by jumping across a series of support beams to the east. Open the chests in the southeast corner of the room to get a Red Rupee and a Compass.

Return to the Courtyard.

-----  
Snowpeak Ruins - Courtyard  
New Dungeon Item: Small Key x1

Defeat the White Wolfos in the area once more. Activate your Senses and look for a place where you can dig in the northwest corner of the Courtyard. Dig at the spot several times, and you'll uncover a chest which contains a Small Key. Use the Key to unlock the gate on the west side of the Courtyard.

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Snowpeak Ruins - West Hallway

On the other side of the gate, you'll find three cannonballs, and another one of those mechanism. Grab onto the handle on the mechanism to pull it down, which will lower a small bowl. Place one of the cannonballs into this bowl, then go back through the gate.

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Snowpeak Ruins - Courtyard

Pull the handle on the mechanism on the east side of the gate, and the cannonball you placed in the bowl will be passed to this side of the Courtyard. Take it to the cannon in the center of the Courtyard, point it at the Freezzard in the north, and drop a bomb into the cannon. The cannon will destroy the Freezzard.

Destroy the two Freezzards that have appeared from the remnants of the larger one, and then go through the newly-revealed door in the north end of the area.

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Snowpeak Ruins - Storage Hallway

New Item: Ball and Chain

Run to the north end of the hall, and an enemy will appear behind you.

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Armored Lizard

The Armored Lizard doesn't have much health, but it is capable of taking away a significant chunk of yours with it's massive Ball and Chain weapon. It swings the wide in a wide arc, finally unleashing it at you. If it hits you when it does this, it's going to hurt. Wait for the Armored Lizard to swing the Ball and Chain, and backflip or sidejump out of the way of the ball. Now, while the Lizard is briefly stunned, run around behind it and beat on it's tail with your Sword. A few strikes is all it takes. Ignore the Clawshot Targets on the ceiling; you'll do more harm than good if you try to use them.

Pick up the Ball and Chain that the Armored Lizard leaves behind, then go through the north door.

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Snowpeak Ruins - Storage Room

New Dungeon Item: Ordon Goat Cheese

Use your new Ball and Chain to smash the ice blocks at the north end of the room, revealing a chest. Open it to get the Ordon Goat Cheese. Still no Key, thanks to Yeta's poor memory. Smash the barrels in the room with the Ball and Chain to reveal an Orange Rupee, then return to the Kitchen. If you like, you can also return to the Armory (the first room where you used a cannon), and smash more Ice with the Ball and Chain to find more riches.

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Snowpeak Ruins - Kitchen

Speak with Yeto to add the Ordon Goat Cheese to the soup. It will now recover eight hearts per flask; use it to recover from your battle with the Armored Lizard. Return to the first room of the dungeon.

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Snowpeak Ruins - Entrance Hall

New Quest Item: Poe Soul x1 [PSGCN46]

There are some suits of armor near the front door. Use the Ball and Chain to destroy them (you have to hit each suit twice to completely destroy it). Several of the Suits will reveal Rupees, and one of them has a Poe inside. Kill the Poe as Wolf Link and steal it's Soul.

Return to Yeta and speak with her once more.

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Snowpeak Ruins - Dining Hall

Yeta will attempt to remember the location of the Key once more. The door west of Yeta will open. Go through it.

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Snowpeak Ruins - Aviary

There's some interesting things in this room, but go through the door to the

north first.

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Snowpeak Ruins - West Hallway

There's a block in this small space. Push it forward, and it will create an opening you'll use in a little while. Return to the previous room.

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Snowpeak Ruins - Aviary

Use the Ball and Chain to destroy some chunks of ice in the southwest side of the room, revealing a ramp. Climb halfway up the ramp, and a Freezzard trapped in the cage near the ramp will begin breathing ice steadily. Wait for the Freezzard to blow ice at the top end of the ramp, and quickly throw the Ball and Chain into the gap. Hit him with it twice to destroy him, and then use the Ball and Chain to destroy his three offspring.

Head further up the ramp, dealing out similar treatment to another Freezzard in another cage. At the top of the ramp, you'll find several chunks of ice. Smash them to find a cannon, then go through the door to the north of the cannon.

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Snowpeak Ruins - Southwest Ballroom

New Dungeon Item: Small Key x1

Use your Ball and Chain to kill the Ice Warrior to your left with relative ease, then turn your attention to the edge of the balcony, where you'll see a chandelier. L-Target the chandelier, and nail it with the Ball and Chain to make it rock and back and forth.

Ride the rocking chandelier to the opposite end of the room, opening the chest there to get a Small Key. Get the chandelier rocking some more by hitting it with the Ball and Chain once more, and cross back over. Return to the previous room.

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Snowpeak Ruins - Aviary

New Upgrade: Piece of Heart x1 [PHGCN29]

Head to the south end of the room, passing through a broken piece of wall into an adjacent area. The floor here is cracked and broken; use a Bomb to make it disintegrate, and drop into the opening below. Open the chest to get a Piece of Heart, then use the Clawshot Target above to return to the room above.

Back in the top of the room, run to the east wall, where there is a locked door. Go through it.

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Snowpeak Ruins - Entrance Hall

New Upgrade: Piece of Heart x1 [PHGCN30]

Destroy the chunk of ice to your left as you enter the room with the Ball and Chain, revealing a Clawshot Target. You can use this to return to the second floor from the first floor, in case you fall down.

Run to the end of the ledge to the east, where you'll see another balcony. Getting it rocking with the Ball and Chain, then jump to the east end of the room. Kill an Ice Warrior with the Ball and Chain, then jump back onto the

rocking balcony.

Wait for the balcony to stop moving, then look south to see two more balconies. Nail the first one with the Ball and Chain, then jump out to it. Repeat the process with the second one. Watch out for Ice Keese who will swoop down from above. The second chandelier will carry you to a ledge in the south end of the room, which contains a Piece of Heart. Once you have it, return to the first balcony in the line, jump to the east end of the room, and go through the door there.

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Snowpeak Ruins - Upper East Bedroom

New Quest Item: Poe Soul x1 [PSGCN47]

Use your Ball and Chain to destroy an army of Freezards in this room, then smash the chunks of ice on the east wall. A Poe is revealed behind it; kill it with Wolf Link and steal it's Soul. Go through the door to the north.

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Snowpeak Ruins - East Sitting Room

Run to the right end of the balcony, where there is a block. Grab onto it and push it forward, where it will slide along a frozen platform before crashing down below. You can use the bridge which has been created to return to the upper area of the room.

Drop down below, where you'll find the area where you solved the block pushing puzzle earlier. Use the Ball and Chain to destroy the two chunks of ice in this room, freeing a new block and a new switch. This next part is complicated, so pay attention.

There are three blocks in this room. One of them is sitting on the switch in the south end of the room. We'll call this Block A. The next is the one sitting right next to Block A. We'll call this Block B. The last is the block you just removed from the ice. This is Block C.

Go to Block A, and push it north. Now, push Block C south, then east, then north, where it will collide with Block A. Return to Block A, and push it west, south, east, then north. It will come to rest on the switch in the middle of the room. A door on the west side of the upper area of the room will unseal itself. Climb up the blocks on the north end of the room, make your way back south along the bridge you opened earlier, and go through the door you have unsealed.

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Snowpeak Ruins - Courtyard

Use the Ball and Chain to destroy some Ice Warriors to the north. Run along the piece of broken wall to the northeast end of the Courtyard, and through the crack to the north to see a Clawshot Target on the high wall. Pull yourself through the crack and up to this Target, and drop down into a small room. Go through the door to the east.

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Snowpeak Ruins - Northeast Study

New Dungeon Item: Small Key x1

Smash the chunk of ice to your left as you enter, and you'll unveil a Clawshot Target. You can use this to return up top if you fall. Now, look to the east, and nail a chandelier with your Ball and Chain to get it rocking. Jump out to

it, and wait for it to stop. Look south, and hit another chandelier with the Ball and Chain. Ride this chandelier to a ledge on the south wall. Open the chest there to get a Small Key.

Small Key in hand, go through the door near the Key's chest.

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Snowpeak Ruins - East Sitting Room

You're back in the room with the block pushing puzzles. Climb up to the door on the upper-south end of the room, and go through it.

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Snowpeak Ruins - Upper East Bedroom

Kill the Freezards with your Ball and Chain, then go through the locked door on the west side of the room.

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Snowpeak Ruins - Aviary

Defeat two more giant Freezards in this room with the Ball and Chain, not forgetting to get their offspring too. Nail the giant blocks on the west side of the room with the Ball and Chain to knock them aside, creating an opening back to the room with the giant cages.

Go through the door to the north of the fireplace.

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Snowpeak Ruins - Courtyard

Smash the chunk of ice to your left to reveal a Clawshot Target, then jump over the gap near the Target. Run around the corner, heading north. Jump off the edge around the corner, landing in a new room below.

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Snowpeak Ruins - West Hallway

Grab one of the cannonballs in this room, and run to the south end of the hall with it. You'll find another Cannonball Transfer Mechanism here. Pull on the handle to activate it, and drop the Cannonball into the holder. Go through the door to the south.

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Snowpeak Ruins - Aviary

Activate the Cannonball Transfer Mechanism to the right, moving the Cannonball to this room. Grab the Cannonball, and carry it up the ramp in the room. Near the second cage, you'll find the opening you created earlier by pushing the stone blocks. Carry the cannonball all the way to the top of the ramp, where you'll find a cannon in the corner of the room. Drop the cannonball into the cannon. Point the cannon to the east, towards the opening. Drop a Bomb into the cannon to blast the cannonball through the opening.

Run east towards the opening, and lift yourself into it. There's another Cannonball Transfer Mechanism here; drop the cannonball into the mechanism, then go through the north door.

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Snowpeak Ruins - Courtyard

Activate the Cannonball Transfer Mechanism to the right of the door, then carry the cannonball to the north end of the platform. There's a cannon here; drop the cannonball inside it, then point the cannon to the northwest. Drop a bomb into the cannon, launching out the cannonball, which will shatter a giant Freezzard in the corner.

Drop down into the Courtyard, head through the gate on the west side of the area, climb up the ladder, and go through the door at the top of the ladder.

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Snowpeak Ruins - Chapel

New Dungeon Item: Bedroom Key

The doors will seal behind you as you enter. Run to the north end of the room, and an army of Ice Warriors will appear. Use the Ball and Chain to take them out in packs. The Ball and Chain will also take out the pews in the room as well, making you an easier target. It's a necessary evil.

Defeating all of the Ice Warriors will unseal the doors in the room. Go through the door at the north end of the room. Open the chest inside, and you'll find the Bedroom Key (Big Key). Head back to the Courtyard.

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Snowpeak Ruins - Courtyard

As you come out of the Chapel, you'll meet Yeta. Follow her to the left, climbing up a ramp. Go through the locked door at the top of the ramp (don't wait for Yeta - she takes forever).

-----B-O-S-S-----

Twilit Ice Mass BLIZZETA

New Upgrade: Heart Container x1

New Quest Item: Mirror Shard

After a cutscene, Yeta will be transformed by the power of the Mirror, just like Darbus was turned into Fyrus by the Fused Shadow.

In the first phase of the fight, Blizzeta will be a gigantic Ice Statue. L-Target Blizzeta, and start bombarding her with the Ball and Chain. Hitting her once will shrink her, causing her to ricochet around the room. Keep bombarding Blizzeta with the Ball and Chain to keep her from hitting you. After you've hit her a few times, she'll release an army of Freezzards. Ignore them, and keep hitting her. After you've hit Blizzeta about eight times, the next phase of the fight begins.

Blizzeta actually attacks in the second phase, so watch out. Watch Blizzeta's reflection in the ice floor to see where she is. When she hovers above you, she's about to strike with the group of ice shards that surrounds her. Roll quickly out of the way to avoid this attack. If you get the chance, smash one or two of the shards with the Ball and Chain.

Following this attack, Blizzeta will drop all of the shards in a circle, not counting gaps from shards which may be destroyed. Blizzeta herself will drop into the middle of the circle. Roll out of the way to avoid the initial ring of shards, and use the Ball and Chain while L-Targeted to hit Blizzeta when she lands in the center of the ring. Three hits in this phase will end the fight.

After Yeta recovers herself, you'll get your second Mirror Fragment. Yeto will enter the room, and after an exaggeratedly ridiculous cutscene, a Heart





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Lanayru Province - Hyrule Field: Frozen Cavern  
New Upgrade: Piece of Heart x1 [PHGCN31]

Smash through the chunk of ice blocking the arch just inside the cave with the Ball and Chain. You'll enter a large cavern, which has three rooms with three block sliding puzzles in it.

FIRST PUZZLE:

The southwest block is Block A. The southeast block is Block B. The northwest block is Block C.

Push Block C south, where it will collide with Block A. Push Block B north, where it will land in the corner. Now, push Block A east, then north, then west, then south, where it will collide with Block C's north side. Push Block C east, then Block B south. You can now push Block A east onto the switch.

SECOND PUZZLE:

The southwest block is Block A. The southeast block is Block B. The northwest block is Block C.

Push Block B north, then block C south then east. Push Block B west, then south, then east. Now, push block B north, then west, then south, then east, where it will land on one of the two switches in the puzzle. Now, go to Block A, push it north, then east, then south, where it will land on the other switch, finishing the puzzle.

THIRD PUZZLE:

The south west block is Block A. The southeast block is Block B. The northwest block is Block C.

Push Block B north, then west, where it will collide with Block C. Now, push Block A east, then north, then west, where it will collide with Block B. All three of the blocks will now be in the northwest corner of the room. Now, push Block C south, then east, then north, then west, where it will collide with Block A. All three of the blocks will now be at the north end of the room.

Block A will now be in the center of the group. Block B is now in the west side of the group, and Block C is now in the right side of the group.

Push Block C south, then push Block B south and west, where it will collide with Block C. Push Block C north from there, where it will collide with Block A. Now go to Block A, push it west, then south then east, then north, where it will land on the switch.

With all three puzzles solved, you can access the far north end of the room. Open the chest there to get a Piece of Heart.

You should have donated enough Rupees to the Malo Mart Fund by now to at least have the east bridge to Castle Town repaired. Warp to Kakariko Village.

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Eldin Province - Kakariko Village  
New Upgrade: Piece of Heart x1 [PHGCN32]

Enter Malo Mart and make any contribution you still haven't to the 1,000 rupee Bridge Fund, BUT NO MORE. Do not donate any rupees past the initial 1,000. If the bridge into East Castle Town still isn't repaired by now, then seriously

re-evaluate the expenditure of your Rupees.

Speak with the Goron Elder standing outside the shop. The Goron Elder will ask you to bring a bottle of Hot Spring Water to the "Young Goron" (he's actually a fully grown Goron) who is standing on the bridge in the west end of Hyrule Field: North in Eldin Province. Agree to the task, and you'll appear in Hyrule Field with the barrel over your head.

Carry the barrel west through Hyrule Field, straight to the bridge. Ignore any obstacles along the way; keep pressing forward. If you do get hit (probably by the Leever who pop out of the ground) you'll drop the barrel, and your enemies will destroy it. Run in short zigzags to avoid the Leever. If you drop the barrel, return to Kakariko Village and speak with the Goron Elder to try again.

An alternative strategy I've often read about but never managed to do successfully is to run along the south and west perimeters of the zone to the Bridge. Every time I've tried this myself, Leever have appeared anyway. But maybe you'll have more success.

Once you make it to the bridge, toss the barrel onto the Goron. You'll get a Piece of Heart for your efforts, and a Hot Spring Water shop will open in Castle Town. Also, the price to allow Malo Mart to expand into Castle Town will drop from 2,000 Rupees to 200 Rupees. If you've got the cash, then go contribute it now.

Once you've got the Piece of Heart, head for Telma's Bar in Castle Town.

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Lanayru Province - Hyrule Castle Town: Telma's Bar

Speak with Telma to learn that Rusl is in Faron Woods. Check the map in the back of the Bar to get his exact location.

On your way into Castle Town, the Mailman should have appeared and given you a letter from Yeto and Yeta. They'll invite you to visit them. Do so. Warp to Snowpeak Top in Peak Province.

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Peak Province - Snowpeak: Top  
New Upgrade: Piece of Heart x1 [PHGCN33]

Run to the west from where you Warp in, and you'll find Yeto and Yeta near the tree with the frozen leaves. Speak with them as Hylian Link, and you can begin a sledding minigame.

The first round of the sledding minigame is against Yeto. Hold forward on the joystick to get ahead of Yeto, but watch out as you grow alongside him - he'll try to ram you out of the way. About two-thirds down the mountain, you can clearly see on the map where there is a path that cuts off a wide turn. This path is a shortcut which you can use to beat Yeto easily, and which you MUST use in the second round of the minigame to beat Yeta.

The area where you can enter this shortcut is just past the valley filled with trees. When you reach the part with the ice chunks and the fallen trees, hug the left wall. Here, you can jump up onto a snowdrift (press and release the Crouch button to jump), and move along an upper snowdrift. You'll pass along a segmented ice bridge to the turn just before the finish line, making several short jumps on the way. It's not easy, but go down it full blast to make the best time. Try to land straight on the jumps. If you land at an angle, you'll likely fall off the edge attempting to straighten yourself. Again, this

shortcut is the ONLY way to beat Yeta in the second round.

After you've beaten Yeto, Warp back to the mountaintop, where you will challenge Yeta. Beat her the same way you beat Yeto: hold forward on the joystick to get your speed up, and use the shortcut when you reach it. Beat Yeta to earn a Piece of Heart.

Now, Warp to North Faron Woods in Faron Province.

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Faron Province - Faron Woods: North

You'll find Rusl to the west of the winding path that leads to the Forest Temple. Run up to him as Hylian Link, and following a conversation with Rusl, a Golden Cucco will appear. Use it to cross the gaps north of Rusl, as though you were perform Midna Jumps to reach the Sacred Grove.

When you reach a wide gap following a tunnel, use the Gale Boomerang to spin around a Spinner Bridge before jumping out to it with the Golden Cucco. Spin the bridge once more to continue your route south. Jump across two more gaps, dodging the swing branches, and you'll reach the entrance to the Sacred Grove. You can dump the Golden Cucco now.

There's a Howling Stone here. Activate it, if you haven't already, then go south through the cave mouth.

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Faron Province - Sacred Grove

As you enter the Sacred Grove, the Skull Kid will appear again. You'll have to fight him again; the fight is exactly the same as before, only now you can use Hylian Link instead of Wolf Link. It's also night time when you fight him; you can follow the Skull Kid by looking for the glow of his lantern. Use the Hero's Bow when the Skull Kid jumps to a location you can't reach. After you've chased the Skull Kid in circles for a while, it will appear in the same stone arena you fought him in before. Shoot him with the Hero's Bow to damage him.

After you've beaten the Skull Kid again, he'll open a doorway which leads to a "secret place." Go in there.

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Faron Province - Sacred Grove: The Temple of Time  
New Quest Item: Male Snail, Female Snail, Poe Soul x1 [GBGCN23] [GBGCN24]  
[PSGCN49]

New Equipment: Giant Wallet (x1000)

Run up the ramp, where you'll find a stone block off to the right. Grab onto this block and push it forward, off a ledge. Drop off the ledge onto the balcony below, and look for a hole in the balcony. Drop down this as well. The stone block you pushed down earlier creates a platform you can use to return to the upper level. Keep this in mind.

Start heading for the door that leads out of the structure. Before you do, look on the ceiling above the door to see the Male Snail. Use the Gale Boomerang to pull it down to you, and take it. Only one Bug left, and it's almost in your grasp as well.

Return to where you found the Master Sword, and reinsert the Master Sword into it 痴 pedestal. Something odd will happen back on the upper ledge; return





possible. Open the chest on the south end of the room to get a Red Rupee, then grab one of the small statues near the chest. Drop the statue on one of the switches at the north end of the room. Grab the other statue and drop it on the adjacent switch.

Both switches activated, the golden gate between them will open. Before you go through it, look for a weird statue at the southeast end of the room. Strike it, and it will come to life: it's actually an Armos Knight. Shoot it from a distance with a Bomb Arrow to defeat it (only works after it has come to life). Avoid it's frenzied movements as it dies, and watch out for it's explosion when it finally expires. As an alternative to Bomb Arrows, you can also use a Back Slice to destroy the jewel on it's back (if you don't even have the Backslice, you can just hop around behind it and use a sword attack).

The death of the Armos Knight will reveal a chest, which contains the Dungeon Map. Take it, then head north then west to the top of a stairset, and go through the door at the top.

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The Temple of Time - Elevator Platform Room

Head to the left as you enter, going to the south end of the circular room. Defeat a trio of Lizalfos who guard the stairset, then start climbing counter-clockwise up the stairs, being wary of more Lizalfos who guard the stairs. Near the northeast end of the stairset, you'll reach a wide gap. Continue your climb up using the Spinner Track on the wall to the right, jumping off at the end of the track to avoid ricocheting off the pillar.

Get off the Spinner after jumping from the track, and look to the south to see a circular platform suspended over the middle of the room. Run to the east end of the circle, watching out for a Spike that spins it's away around the perimeter of the circle. On a ledge on the east end of the circle, you'll find a small statue. Pick it up, and carry it to the south end of the circle. There is a pair of switches here; drop the statue onto one of them.

Now, run to the center of the circle using the path on it's north end. There's a wedge on the pillar here which you can push on to make the platform raise or lower. Push on it so that the platform lowers one level, and look to the west. There's another stone statue here. Grab it, and drop it on the elevator platform in the middle of the room.

Push the wedge to raise the platform back up to it's middle section (you should be on the fifth floor if you look at your map). Carry your new stone statue to it's partner on the south end of the circle, dropping it onto the other switch. The glowing tiles near the switches will rise into the air. You've got to be standing on them before they rise (you've got less then a second to jump onto it before it will be out of reach). Pick up one of the statues to reset the platform if you miss.

Once you're at the top of the platform, go through the door to the south.

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The Temple of Time - South Chapel

New Dungeon Item: Small Key x1

Run south into the room, where you'll encounter two more Armos Knights. Bring them to life with a swing of your sword, then use Bomb Arrows from a distance, or the Back Slice to finish them off. When they're both defeated, a chest will appear in an alcove on the east end of the room. Open it to get a Small Key. Run to the south end of the room, where you'll find another chest which

contains a Red Rupee.

You've done all you can in here for the moment. Return to the previous room.

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The Temple of Time - Elevator Platform Room

Run across the elevator platform to the north end of the room (keep the platform at it's current elevation), where you'll find a locked door. Go through it.

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The Temple of Time - Red Light/Green Light Room

New Dungeon Item: Compass

Hit the Green Crystal to the right as you enter, and it will turn Red. Several of the walls in the room will reposition themselves, including one which lets you out of this enclosed space. Defeat the Beamos Statue which guards the northern area. It looks quite different from those you encountered in the Goron Mines, but you defeat it in the exact same way: shoot it's red eye with the Hero's Bow.

Run around the corner and into a large, open space in the same center of the room. Look east from here to see a large golden ring, through which you can fire an arrow into the Green Crystal. The arrow will turn the crystal Red, repositioning the walls once more, allowing you into the another new area to the northwest.

Kill another Beamos Statue who guards this corner of the room, then run around the corner. Open the chest in an alcove to the west here, and you'll get the Compass. Look east from the Compass' chest, and you'll see another golden ring. Fire another arrow through this ring and into the Green Crystal on the other side of the room, turning it back to Red. A new opening has appeared to the northwest; go through it (if you're trapped in the small alcove with the Compass Chest, use a Clawshot Target on the ceiling to escape).

Run up the stairset and around several corners, defeating some Lizalfos who guard the corridor. When you reach the top of the stairset, defeat another Lizalfos with a skull on his head (charming...), then look south and slightly west. The red glow of another Crystal is visible here. Nail it with an arrow (use the Hawkeye if you need to, to compensate for the long distance). The walls will reposition themselves once more, creating a new opening to the south. Go through this opening.

Defeat a Lizalfos through this opening, and you'll encounter a heavily armored Dinolfols. These guys have highly formidable defenses, and you probably won't get many attacks through if you go on the offensive. Wait for the Dinolfols to attack, and strike when it's weapons are raised. It is vulnerable at this time. The Helm Splitter is particularly effective; use it if you have it. Mortal Draw is also an option, but risky.

Shoot the Crystal again to reposition the walls once more, opening another passage to the south. Defeat another Dinolfols in this area, then shoot the Crystal again. More wall repositioning. Go through the new opening to the south, climbing the stairs and through the door at the top.

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The Temple of Time - The Scales

Defeat a trio of Cyclops Skulltulas, then use Spin Attacks and Jump Strikes to

defeat an army of Tiny Skulltulas. Once the pack of Spiders is dead, a chest will appear. Open it to get a Purple Rupee. Climb the stairs on the north end of the room afterwards.

At the top of the stairs and around the corner, you'll find yourself on the plates of two massive scales that dominate the room. Step onto the first plate, and the scales will change their configuration, preventing further progress. Grab the small statue on your plate, and toss up to the adjacent plate. The weight on the scales will be evened, letting you cross to the next plate. Climb up off the edge of the south plate, and go around a corner up another staircase.

Go through the door you find at the top.

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The Temple of Time - Trap Room  
New Dungeon Item: Small Key x1

Defeat the Beamos Statue to the south, then run east past it, watching out for the Spikes that patrol the small circular area. At the top of the stairs, kill a trio of Lizalfos. Run south, watching out for a rolling blade trap, and then past a pendulum blade. Past the pendulum, you'll find a chest which contains a Small Key. Take it.

Head northeast from the pendulum, dodging two sets of rolling blade traps. In an alcove in the northeast corner of the room, you'll find a small statue. Grab it, and carry it around the fence, dodging another rolling blade trap. Drop the statue onto the switch here, removing the electrical barrier to the north. Run up the stairs to the north.

Defeat another pack of Tiny Skulltulas in this area, being careful not to anger the Armos Knights that sleep against the far wall. Defeat the pair of them once the Tiny Skulltulas are no longer an obstacle.

Defeating all of the Tiny Skulltulas will cause a chest containing a Purple Rupee to appear. Defeating both of the Armos Knights will open the golden gate to the west. Go through the gate, around the bell sitting on the floor, and through the locked door on the other side.

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The Temple of Time - North Chapel  
New Item: Dominion Rod

As you enter the room, you'll see the missing statue needed to open the Door of Time on the far west end of the room. Run into the ring in the middle of the room. A large knight, a Darknut, will catch your attention.

-M-I-N-I--B-O-S-S-  
Dark Nut

The Dark Nut is a heavily armored foe, making him very difficult to hit. He uses his shield very well, blocking most of your attacks. If you have the Helm Splitter, this will be an easy fight. Simply hit him once to make him raise his shield, then use Helm Splitter to knock a chunk of his armor off. The Back Slice also works quite well. If you don't have any of these abilities, then the fight will be much more difficult. You'll have to wait for the Dark Nut to attack, dodge out of the way of the attack, where upon it's sword will be lodged into the ground. It is vulnerable to basic sword strikes when this happens. If you block the attack with your shield, you will not be able to damage the Darknut. You MUST dodge the attack.



After you have knocked all of the Dark Nut's armor off, the second phase of the fight begins, signified by a brief cut scene. Like fighting the armored Dark Nut without special abilities, you must wait for the Dark Nut to attack, successfully dodge the attack, and then damage him in the brief window when he is not able to defend himself. Repeat until the Dark Nut is dust.

When the Dark Nut is defeated, a gate will open on the west side of the room, revealing a chest. Open the chest to get the Dominion Rod. This quirky little item lets you take control of certain inanimate objects. Step out of the chests alcove, whip out the Dominion Rod, and fire it's energy at the statue above as though you ere firing an arrow.

Now that you have control of the statue, it will move exactly as you do. Head back to the east end of the room with your faithful statue in tow, and move so that the statue steps beneath the large bell on the east end of the room. The statue will vanish, being transported elsewhere in the dungeon. Go through the east door.

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The Temple of Time - Trap Room

The Guardian Statue appears in the room as you enter. Use your Dominion Rod to take control of it once more. Position the Guardian Statue against the gate to the east, and then press the button assigned to the Dominion Rod. This will order the statue to swing it's weapon, smashing the gate. Drop down below, and use your large friend to kill the Armos Knights in the room.

This next part is tricky, so pay attention. Position the Guardian Statue near the south end of the room, and release control of it by pressing the Quit button. Run to the north end of the room, and take control of the Statue once more. Now, run south (the statue should just run in place, since it will be against the south wall), and stand on the switch. The platform on the south wall will lower; run south very quickly, stepping off the switch. The statue should step onto the platform just before it rises in the air, giving it access to the stairwell below. Run over to join the Statue, and head south down the stairs.

At the bottom of the stairs, an electrical barrier blocks your way, the switch that deactivates it now inaccessible. But the electricity has no effect on the Statue; release control, put a good deal of distance between yourself and the statue, then take control of it again. Run south, and the Statue will run right through the electrical barrier. Position it on the switch on the other side, deactivating the electrical barrier.

Release control of the Statue and run across the area where the barrier reappears. Retake control of the Statue at this point. Run around the golden fences to the west end of the room, using the Statue's axe to smash the blade traps that threaten you. Run to the bottom of the stairs to the west, smashing the spikes at the bottom. Also smash the corpse of the Beamos Statue in the middle of the circle, revealing a switch.

There are glowing tiles at the south end of the room. Position the Statue onto the very south tip of these tiles, then release control of it. There are two small statues on top of pillars near the Guardian Statue; you can take control of these as well. Use the Dominion Rod on one of them, and position it onto the switch which once sat beneath the Beamos Statue. The Guardian Statue will be lifted into the air on a hidden platform. Retake control of it, and move it beneath the bell at the south end of the room, where it will be transported to the next room.

Go through the door to the north.

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The Temple of Time - The Scales

New Quest Item: Poe Soul x1 [PSGCN52]

Take control of the Guardian Statue from where it appears to the right, and march it down the stairs to the west, and onto the first plate of the Scales. The plate will lower because of the weight of the Statue. Grab the small statue near the Guardian Statue, and toss it up onto the other plate.

Now, jump down from the scales to the bottom part of the room, and use the stairs on the north end of the room to return to the north side of the Scales. From here, you can jump up onto a the plate with the small statues. The combined weight of you and the two small statues will even the weight on the plates, bringing them together again. Take control of the Guardian Statue once more, and march it onto the same plate as you.

Grab the two stone statues, and toss them up to the adjacent plate. But it won't be enough weight to even them out; you'll need more statues. They can be found on a higher ledge to the north. Use the Dominion Rod to pull them down, and toss them up onto the plate. You'll need the weight of four small statues to even the weight of the Guardian Statue. Once you've evened the scales, take control of the Guardian Statue again, move it off the plate, and down the stairs to the lower end of the room. Position the Guardian Statue beneath the bell in the middle of the room to warp it away.

You're not done in here yet. Return to the Scales. With four small statues positioned on one of the plates, the other plate is now permanently stuck in the up position. You can climb onto this plate, and from there climb to a tall pillar near the plate. From here, you can grapple to a Clawshot Target on the ceiling to the south, just above the Transportation Bell.

Drop down from the Clawshot Target, and go to the west wall, where you'll find a Spinner Track. Follow the Spinner Track clockwise (the counter-clockwise path is broken), hopping off the Spinner at the end of the track before you collide with a wall. Around the corner to the south, you'll find a Poe hovering in midair. Kill it and steal it's Soul with Wolf Link. A chest further south contains a Red Rupee.

Both the Poe Soul and a small amount of cash in hand, go through the door to the east.

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The Temple of Time - Four Switch Room

New Dungeon Item: Big Key

Defeat two Helmasaurs and an Armos Knight in this room. Remember that you can use the Clawshot to steal the Helmasaur's armor. Defeating the trio will unseal the door going back. Pull yourself up to a ledge on the high west wall using the Clawshot Target attached to the ceiling.

Drop down from the Target, and you'll find a ledge with four switches and a chest on it. Open the chest to get a Red Rupee, then look for the three small statues in the room. One of them is stashed on a small ledge on the north end of the room, near the ceiling. Pull it down with the Dominion Rod. Place the three small statues onto three of the switches. You'll still be one item short to hold down the last button. Use the Clawshot to pull up one of the pieces of Helmasaur Armor, and use it to press down the last switch.

The gate below will open, revealing the chest that contains the Big Key. Take it, then head back to the previous room.

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The Temple of Time - The Scales

Drop down to the bottom level of the area, and go through the door on the west side.

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The Temple of Time - Red Light/Green Light Room  
New Upgrade: Piece of Heart x1 [PHGCN35]

Run down the stairs to the bottom. The Guardian Statue is visible on the other side of a fence to your left at the bottom of the stairs. Take control of it with the Dominion Rod, then start running north. You'll eventually start running into a wall; just keep running forward, until the Guardian Statue itself hits a wall to the north. Release control of the Statue when this happens, then shoot the Crystal Switch on the upper-west wall.

The walls will reposition themselves. If you have moved the Guardian Statue correctly, it will be on the north side of one of the moving walls. Take control of it once more with the Dominion Rod, and position it onto the switch which is visible on the other side of the electric barrier. Release control of it when this happens, and go to the other side of the electrical barrier. North of here, you'll find a chest. Open it to get the Piece of Heart.

Cross back to the other side of the deactivated electrical barrier, grab control of the Statue again, and walk it through the barrier. Start heading north, using the Statue to smash any of the movable walls which may be in your way. Go down the stairs on the north end of the room.

Wind your way back through this next path of movable walls, again using the Statue to smash the movable walls and Beamos Statues. Once all of the movable walls have been smashed, put the Statue into the Transportation Bell in the south end of the room. Go down the stairs on the southeast side of the room, and through the door at the bottom.

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The Temple of Time - Elevator Platform Room  
New Quest Item: Poe Soul x1 [PSGCN53]

Go to the wedge that operates the height of the elevator platform, and raise the platform to it's top level. You'll find the Guardian Statue here. Take control of it, take it back to the elevator, and move the elevator to it's bottom level. Once there, take control of the Statue and move it to the south side of the ring, killing a ton of Tiny Skulltulas on the way.

At the south end of the ring, there is an electrical barrier. Put a good amount of distance between yourself and the Statue, then take control of it and walk it through the barrier without passing through it yourself. Return to the Elevator Platform in the middle of the room, and ride it back up to the second level. Once there, jump down to the bottom level of the room, and rejoin the Guardian Statue.

Head around to the west side of the room, where you can smash a golden gate with the Statue. On the other side of the gate is a Poe; kill it and steal it's Soul with Wolf Link. Now, take the Statue to the north end of the room. A Transportation Bell is hidden behind another golden gate; smash the gate,

then send the statue into the Bell.

Before we head for the Statue's new location, we're going to retrace our steps. Repeat the steps of the puzzle which lets you access the south door on the elevator platform's middle level (the fifth floor). GO through the door once you've returned there.

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The Temple of Time - South Chapel

New Upgrade: Piece of Heart x1 [PHGCN36]

Defeat the army of Skulltulas that has appeared in the room. Then, head for the south end of the room, and look on the west wall. There is an iron fence here which closes off a small ledge. A small statue sits on the other side of the fence; take control of it with the Dominion Rod, then direct the statue to the north end of the ledge, where it will land on a switch. Release control of it at this point.

There is an identical ledge on the southeast end of the room. Grab one of the small statues in the south-center of the room, and toss it onto this ledge. Take control of the statue, and direct it to the north end of the ledge, where it will activate a second switch.

Once both switches are held down, a chest will appear on the east end of the room. Open it to get a Piece of Heart, then return to the room with the elevator.

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The Temple of Time - Elevator Platform Room

Return to the bottom floor of the room, and go through the east door.

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The Temple of Time - Golden Fence Room

Run down the stairs, using the Clawshot Target on the ceiling to grapple yourself over the first golden fence. You'll find the Guardian Statue here; take control of it, and start heading down the stairs in the southwest end of the room. Use the Statue to smash any golden fences which get in your way.

Position the statue underneath the Transportation Bell at the bottom of the room, then go through the door to the north of there.

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The Temple of Time - Entrance Hall

Drop down to the lower level, where you'll find the Guardian Statue waiting in the middle of the room. Move it to the north end of the room, and put it in the alcove to the left of the Door of Time which is missing it's statue. The Door of Time will open. Go through the new opening, and through the door on the other side.

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The Temple of Time - The Wrong Game Room

Make like the Prince of Persia and run to the north end of the room, jumping over chasms and dodging blade traps. At the north end of the room, you'll find a switch on the floor. You can't do anything with it; jump over one last gap, and you'll reach a golden fence on the north end of the room. Grab one of the small statues near the fence, and toss back over the gap to the south.





Give the Doctor the Invoice, and he'll refuse to pay his bar tab. He'll also mention that he was going to sell a carving that Ilia was carrying, but it was stolen. Head for the back of the Office, and pull aside the crate located there. Turn into Wolf Link, and sniff the pool of Medicine there to learn the Medicine Scent.

Head back outside.

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Lanayru Province - Hyrule Castle Town: East Road

Find a safe spot to turn into Wolf Link (the front of Jovani's House in South Road is the nearest place), then return to the front of the Doctor's Office. Using Wolf Link's Senses, you can follow the trail of the Medicine Scent back to South Road.

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Lanayru Province - Hyrule Castle Town: South Road

The Medicine Scent leads you straight to Telma's Cat Louise, who is standing out front of Telma's Bar. She'll admit that she took the statue, but it was stolen from her by a pack of Undead Dogs. Head out the South Gate of Castle Town.

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Lanayru Province - Hyrule Field: South  
New Item: Wooden Statue

You should now be in the area of Hyrule Field south of Castle Town (but still in Lanayru Province). The Undead Dogs appear here at night, near the road at the south end of the steps. Defeat them all using Midna's Charge Attack, Jump Strikes and Spin Attacks, and you'll get the Wooden Statue.

Take the Wooden Statue back to Renado's House in Kakariko Village.

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Eldin Province - Kakariko Village: Renado's House

Show the Wooden Statue to Ilia, and she'll regain a bit of her memory. Gor Coron will recognize the statue as being from a Hidden Village (the statue itself strongly resembles something of Sheikah origin). Darbus will help you to reach the Hidden Village. Head outside and warp to the Bridge of Eldin in the area of Hyrule Field north of Kakariko Village.

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Eldin Province - Hyrule Field: Bridge of Eldin

Head north towards the red dot on the map, which indicates Darbus' location. Just on the other side of the wooden bridge that connects the two Provinces, you'll find a tunnel. Go down this tunnel to find Darbus.

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Eldin Province - Hidden Village

Run towards Darbus, who will have just finished destroying the barrier into the Village. Darbus will warn you that there are twenty enemies (Bokoblins) in the village, all of whom you'll have to defeat to progress. None of them are hidden very well; check the three open buildings in the village, and watch for the arrows they fire at you, which is a dead giveaway to their presence.

Once all twenty of the Bokoblins are defeated (a cutscene indicates their demise), you'll meet Impaz, the last resident of the village. Impa will reveal that her descendent built the city long ago (a rather revealing statement, indicating that this is probably the Kakariko Village from Ocarina of Time). Impaz will give you Ilia's Charm, which you can use to restore the last remnants of her memory.

Return to Renado's House in Kakariko.

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Eldin Province - Kakariko Village: Renado's House  
New Item: Horse Call

Give Ilia her Charm, and she'll regain her memory. She'll give you her Charm to keep, revealing that it's actually a Horse Call. You can use it to summon Epona with the aid of Horse Grass (too bad it comes so late in the game that it's kind of useless). Ilia will give you a cryptic hint which sends you back to the Hidden Village. Return there now.

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Eldin Province - Hidden Village  
New Upgrade: Piece of Heart x1 [PHGCN38]  
New Quest Item: Howling Stone, Poe Soul x1 [HSGCN06] [PSGCN55]

There's still quite a few things to be done in the Hidden Village. A Howling Stone can be found behind the southern-most building in the eastern row. Smash through one of the windows, use the Clawshot on the netting hanging on the upper balcony to pull yourself up, then drop through the window to the east to find the Stone. Listen to the Stone and learn it's sequence, the hardest in the game.

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H	-	-	-	-	-	-	-	-	4	>	-	-	-	-	6	-	8	-	-
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L	-	-	2	>	>	>	-	-	-	-	5	>	>	>	-	-	-	-	-

Complete the sequence (this song being one the classic Zelda themes), and then complete the duet with the Golden Wolf. The Golden Wolf will appear in front of Hyrule Castle in Castle Town, waiting to teach you the last hidden ability in the game.

As Wolf Link, speak with the Cucco who wanders around the area near the Howling Stone, and it will challenge you to speak with all twenty of the cats in the Hidden Village. This is pretty much the same as when you had to kill the twenty Bokoblins in the area. Search through all of the alleys and in the three open buildings to find all of the Cats.

The hardest Cat is on the second floor of the southwest building. To reach this one, use the Clawshot on the netting which hangs above a horse trough in the southeast section of the village. Run towards the southwest building, and Dash Jump through a second story window to reach the cat. Another difficult Cat is hiding inside a barrel in the same building.

Once you've spoken to all twenty (the Cats keep a running tally for you), return to the Cucco Leader and speak with it. A Piece of Heart will now appear in front of the entrance to Impaz House in the south of the zone. Go there and grab it.

One last thing in the Hidden Village. Return to the balcony of the northwest building by grappling onto the netting above the horse trough. On the north



end of the building, near an awning, you'll find a Poe. It only appears after you've gotten the Heart Piece from the Cat Challenge. Kill it and steal it's Soul with Wolf Link.

Now, head for Impaz House and go inside.

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Eldin Province - Hidden Village: Impaz House

New Item: Ancient Sky Book

Stand in front of Impaz and whip out your Dominion Rod. You'll get the Ancient Sky Book. Return to Renado's House in Kakariko Village.

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Eldin Province - Kakariko Village: Renado's House

The only man in Hyrule with the book smarts to read the Ancient Sky Book is Shad, who is currently checking out a statue in Renado's Basement. Drop down there.

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Eldin Province - Kakariko Village: Renado's Basement

Show the Ancient Sky Book to Shad, and after a failed attempt to reactivate the Statue, he'll leave. Quite unexpectedly, however, the power has returned to your Dominion Rod. If you check your map, you'll see five marks where Shad has indicated where more Owl Statues are. Even with power restored to the Dominion Rod, this Owl Statue remains inert. Warp to the Bridge of Eldin.

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Eldin Province - Hyrule Field: The Bridge of Eldin

New Upgrade: Piece of Heart x1 [PHGCN39]

Run to the north end of the bridge, where there is an Owl Statue on the bridge's west side. Move it aside (be careful not to make it walk off a cliff), then release control of it. Check out the circle that the statue was standing on, and you'll find one of the missing piece of the Ancient Sky Book.

You're not done in this area yet. Take control of the Owl Statue again, and march it to the south end of the bridge (re-warp into the area to make it appear again if you've lost it). At the south end of the bridge on the west side, there is a gap in the bridgewall, with a ladder visible on the other side of it. Drop the Owl Statue down into this gap, position it in the middle of the gap, then climb back out. You can now jump across to the top of the Owl Statue, then jump from there to the ladder. At the top of the ladder is the next Piece of Heart, in a chest.

First Magic Word and Piece of Heart in hand, warp to Kakariko Gorge in the south end of Eldin Province.

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Eldin Province - Hyrule Field: Kakariko Gorge

A large red dot on the north end of the area indicates the presence of another Owl Statue. Move it aside, and step onto the circle revealed beneath it to get the next missing piece of the Ancient Sky Book. You can use the Owl Statue here to jump across the series of ledges, and reach an Orange Rupee if you like.

Once you're done in this area, warp to South Faron Woods in Faron Province.

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Faron Province - Faron Woods: South

Run back to Coro's Lantern Shop, and check out the area north of the shop. A boulder here blocks passage to another area to the north. Use a Bomb to destroy it, and you'll find another Owl Statue embedded in a wall on the west side of the next area. Move it aside and check out the circle beneath it to get the next fragment of the Ancient Sky Book.

Before you leave, take control of the Owl Statue and move it into a depression near a boulder in the south side of the area. Release control of the statue, then climb on top of the boulder. As Wolf Link, you can begin a Midna Jump to the top of the area, where you'll find a passage which leads west into Faron Woods.

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Faron Province - Faron Woods  
New Upgrade: Piece of Heart x1 [PHGCN40]

Open the chest in front of you to get your next Piece of Heart. Now, warp to Lake Hylia.

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Lanayru Province - Lake Hylia

Pay Fyer the fee to blast you up to the top of Lake Hylia. Once there, leave Falbi's Flight-By-Fowl shop, and head for the area north of the Great Bridge of Hylia. You'll find another Owl Statue in an alcove here. Take control of it from a distance, and march it off the edge of the cliff to land near you. Now, look up to see some ivy hanging from the ledge above. Position the Owl Statue beneath the ivy, then use the Clawshot to pull yourself up onto the Ivy. Drop off the ivy, landing on top of the Owl Statue, and jump from there to the disc to get the next fragment of the Ancient Sky Book.

Now, warp to Hyrule Castle Town.

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Lanayru Province - Hyrule Field: West

Another Owl Statue is found in a small stone pavilion south and slightly west from where you warp in. Head there now. The Owl Statue is sitting on top of a stone pillar, near the stadium seating. Guide it off the pillar, then position it between evenly between the pillar and the seating. Climb up the seats, jump out to the Owl Statue, then jump to the top of the pillar to get the next fragment of the Ancient Sky Book. You can repeat the puzzle on the opposite side of the pavilion to get an Orange Rupee.

Before we head for the last Owl Statue in Hyrule, head into Castle Town's Central Square.

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Lanayru Province - Hyrule Castle Town: Central Square  
New Ability: Great Spin  
New Equipment: Magic Armor

Head north towards the gates of the Castle, where you'll find the Golden Wolf if you summoned him in the Hidden Village. Interact with him, then use the Jump Strike to defeat the Warrior. He'll teach you the last hidden ability in the game, the Great Spin. This is like a supercharged Spin Attack, but





The City in the Sky - West Bridge

Drop down to the balcony below, and look for the Spinner Slot near it's edge. Jump into the hole with the Spinner, and press the Spin button rapidly to create a bridge that travels west. After the bridge is extended, head to the north end of the balcony. It's broken here, but if you look to the other part of the balcony to the north, you'll see an ivy wall on the cliff below. Use the Clawshot to pull yourself onto the ivy, then climb up onto the balcony.

Being wary of the gusts of wind, head west across the newly-created bridge, and through the door.

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The City in the Sky - West Foyer

New Dungeon Item: Small Key x1

Head to the west end of the room, moving along a series of red tiles which extend over a pit in the floor. At the end of the red tiles, look in the southwest corner, where there is a chest behind a cage. Use the Clawshot Target on the ceiling above the Chest to drop down into the cage. Open the chest to get a Small Key.

Use the grating on the wall to the north to pull yourself out of the cage with the Clawshot, then head back to the previous room.

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The City in the Sky - West Bridge

Run across to the east end of the bridge, being careful of the strong gusts of wind. When you reach the door on the other side, the Dragon you spotted when you first entered the city will destroy the bridge. Go through the door on the east end of the bridge.

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The City in the Sky - City Center

Avoiding the blue tiles, use the ivy attached to the pillars as a base for your Clawshot. Once on the ivy, crawl carefully around to the other side of the pillar, then drop off. Run to the east end of the room, passing over a large stretch of blue blocks, and go through the door on the other side.

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The City in the Sky - East Bridge

Head around the corner to your right as you enter, defeating two Orange Deku Babas who guard a Spinner Slot. Spin the Spinner in the Slot to extend a bridge to the east end of the city. Cross the bridge and go through the locked door on the other end.

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The City in the Sky - Wind Gust Room

To the right as you enter is a ledge. Run around the corner to the southeast end of the room, where there is a ledge which you can use to see the backside of the pillars on the north end of the room. Behind one of these pillars is a Crystal. Because of the wind, the Hero's Bow won't be able to reach the crystal, so use the Clawshot instead. Once it's activated, the wind blowing in the southeast part of the chamber will stop.

Return to the north end of the room, and start heading east along the wall with

the Iron Boots equipped, to prevent the wind from blowing you around. When you reach a line of blue tiles, you won't be able to pass (the Iron Boots move too slowly). Clawshot your way onto the ivy on the other side of the blue tiles to bypass them.

Drop down from the ivy, and go through the door to the east.

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The City in the Sky - Spiraling Tower  
New Dungeon Item: Dungeon Map

Open a chest to your right as you enter the get the Dungeon Map. Turn around and return to the previous room after you've got the Map.

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The City in the Sky - Wind Gust Room

Cross the bridge of blue tiles to the south, and go through the door on the other side.

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The City in the Sky - Gap Room

Run to the south end of the room, and start heading east, jumping along the platforms as you go. Watch out for columns of wind that will knock you below, as well as the Tile Lurkers, who make their return from the Forest Temple. Watch for moving tiles which indicates the presence of a Lurker, and use the Gale Boomerang to stun it.

Just past the first Tile Lurker, you'll have to head north to a new series of platforms. After dispatching another Tile Lurker, you can head west to get a Yellow Rupee, or east to continue on (watch out for a third Tile Lurker on the way). When you reach the southeast end of the room, go through the door.

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The City in the Sky - Dinolfols Room

You'll face two more Dinolfols in this room. Try and use a Mortal Draw to defeat them in one hit, but it may not work. After that, use Shield Attacks followed by sword strikes to force the Dinolfols off the cliff.

After both of the Dinolfols are killed, the door will unseal itself, and a gate near the top of the room will open as well. Look high on the south wall to see some ivy, and pull yourself up to the ivy using the Clawshot. In the room at the top of the ivy, use the Clawshot to pull yourself onto the chandelier at the top of the room. The chandelier is actually a switch, which will activate a wind column below. The wind column will now begin to activate and deactivate periodically.

Grab an Oocca, wait for the wind column to activate again, and jump into the wind column. The Oocca will catch the wind of the column, carrying you high into the air. Float to a ledge near the south ceiling, and go through the door there.

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The City in the Sky - Gap Room

Grab an Oocca, and use the wind column to the west to float across the wide gap, reaching a ledge near the center of the room. A chest on the far west end of the room contains a Purple Rupee; keep floating from the wind column to

reach it.

Back on the center platform, grab an Oocca (use the Clawshot if there are none in arm-reach), and ride the wind column through the crack in the wall to the north. On the other side of the crack, turn to the west, landing on another high ledge. This ledge contains another chandelier switch. Use the Clawshot to activate it, and a new wind column on the far east end of the room will activate it. Use an Oocca to reach it.

Use the new wind column to float towards the ceiling, and passing through another crack in the wall to the east. Drop down from the Oocca on the other side, and go through the door to the north.

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The City in the Sky - Spiraling Tower

Grab an Oocca and use it to float to the north end of the room, watching out for the horizontal wind gusts which can potentially blow you out of the tower. Start using the Oocca in the room to float down to the bottom floor's east side, where there is a door. Be very careful of the continued gusts of wind which can knock you out of the air.

When you reach the bottom floor's east side, go through the door there.

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The City in the Sky - Dragon Knight's Chamber  
New Item: Another Clawshot (Double Clawshots)

A chandelier in this room hangs above an extremely powerful fan. Put on the Iron Boots before using the Clawshot to grapple onto the chandelier. The weight of the boots will activate the chandelier, despite the strong wind. The fan will deactivate temporarily. Lower the chain of the Clawshot down, passing through the motionless blades of the fan. Release the Clawshot after you pass through the fans. When you land, you'll be greeted by the dungeon's miniboss.

-M-I-N-I--B-O-S-S-  
Dragon Knight

First and foremost in this boss fight, watch out for the blue tiles in the floor. It's very easy to accidentally wander onto one of them while you're L-Targeting the Dragon Knight. Speaking of the Dragon Knight, notice the peculiar symbol on it's shield: it's actually a Clawshot Target. That should give you a clue.

Pursue the Dragon Knight as he hovers around the room, and wait for him to ready his sword and shield as though to strike. This is your opportunity to nail the Dragon Knight's shield with your Clawshot, dragging it to you for a good sword thrashing. After eight or so solid hits, the Dragon Knight will fly out of the one of the holes in the room, and the next phase of the fight begins.

The Dragon Knight will now start flying in and out of the four holes in the sides of the tower. Other than that, the fight is exactly the same. When he flies through one of the holes, he'll ready his sword and shield. Use the Clawshot on his shield to drag him to you, and proceed to beat him with your sword. While in the second phase, try and use special attacks like the Helm Splitter to knock off chunks of his armor. The Dragon Knight hovers very high in the air in this phase, and though your Clawshot can reach him, your L-Targeter typically cannot. For this reason, use manual aiming with the Clawshot.

After you've got in a few more solid hits on the Dragon Knight, he will expire.

With the death of the Dragon Knight, a gate on the upper-west side of the room will open. Use the Clawshot Target near the gate to pull yourself up into the opening, and open the chest inside to get Another Clawshot. Now with the Double Clawshots, you can do all sorts of really cool Spider-Man like things.

Drop back down into the room below, and look up towards the fan on the ceiling. On the west side of the fan, you can clearly see some ivy. Use the Clawshots to grapple your way to one of the Clawshot Targets on the ceiling. While suspended from one these targets, use the other Clawshot to pull yourself up to the ivy. Climb up out of the ivy, and go through the door to the west.

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The City in the Sky - Spiraling Tower

You now get to use your Clawshots to return to the top of the tower. Start grappling your way up the tower to the Clawshot Targets that circle the tower. You'll be traveling counter-clockwise initially, but you'll eventually head back clockwise (but still going up) to a chandelier switch that hangs on the west side of the room.

The chandelier switch will open a gate below you. While still hanging from the chandelier, lower the chain of the Clawshot until you can see the open gate, then pull yourself to one of the Clawshot Targets inside the gate. Drop off the Clawshot Target, and go through the door.

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The City in the Sky - Gust Room

New Dungeon Item: Compass

You're now at the bottom of the room that you used the Iron Boots to cross. Start using your Clawshots to work your way up the Clawshot Targets that appear on either side of the room. You've got to go quickly, as the Clawshot Targets will begin to lower, eventually sliding off into the pit below because of your weight. If you hold down the L Button as you cross, you'll automatically target the next Target in the series. When you reach the last Clawshot Target, you can drop off it to a ledge on the west side of the room. Open the chest on this ledge to get the Compass, then go through the door.

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The City in the Sky - East Bridge

Now you're on the underside of the East Bridge. Use the metal gratings on the underside of the bridge as bases for the Clawshots. Snap the vines of the Orange Deku Babas with the Clawshots before you progress. When you reach the west end of the bridge, pull yourself onto the ivy to the left, and climb to it's top.

Once at the top of the ivy, head through the west door to return to the City's Center.

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The City in the Sky - City Center

Return to the door on the west side of the room using the Double Clawshots. Grapple to the Clawshot Target on the ceiling first, and then to the Clawshot Target above the west door. Drop off from this target, and go through the door.



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The City in the Sky - West Bridge

Cross the gap in the bridge by using the floating Peahat enemies (the helicoptery plant thingies) as bases for the Clawshot. When you reach the west side of the bridge, go through the door.

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The City in the Sky - West Foyer

Grab onto the Clawshot Target on the northwest end of the room, and lower the Clawshot's chain all the way down until you land on a ledge below. You now, head back to the east end of the room, using the Clawshot Targets hanging from the pillars. Remember, if you hold L as you cross, you'll automatically target the next Clawshot Target in the series. When you reach the third Clawshot Target, drop down to the platform below.

Pull yourself to a Clawshot Target through a crack in the wall to the north. Pull yourself up to the room above using another Clawshot Target, and start heading to the west end of the room, using more Clawshot Targets and gratings as bases. At the west end of the room, go north through a crack in the wall. Jump off a cliff at the east end of this room, landing on a ledge below.

Look to the west from the ledge, and look towards the ceiling. Two Orange Deku Babas hang from the ceiling here. Kill them with the Hero's Bow, and you'll see a Clawshot Target beneath one of them. Pull yourself to the Target, and lower the chain of the Clawshot until you spot a Crystal to the north. Nail it with your other Clawshot to open a gate across from the Crystal. Use the Clawshot Target on the other side of the gate to pull yourself through it.

Start pulling yourself up this shaft, using the series of Clawshot Targets and gratings. At the top, you can drop down to a broad platform. A ledge to the south of here contains a chest with a Red Rupee. Once you've got that, head through the door to the north.

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The City in the Sky - Giant Deku Baba's Room

New Upgrade: Piece of Heart x1 [PHGCN41]

A Giant Deku Baba, similar to the one you fought in the Forest Temple, waits for you here. L-Target it, and defeat it with Jump Attacks. Use a Bomb to destroy the base of the plant once it's head is gone. Defeat the Big Deku Baba and his cohorts, then pull yourself up to a Clawshot Target high on the west ceiling. This Target will begin to fall rapidly, so quickly pull yourself to some ivy to the north, slightly above you. Drop down from there.

Climb up onto a narrow ledge to the east, and start edging very slowly along it. Use the Hero's Bow to kill the Keese who will try to knock you off. Halfway across the narrow ledge, open a chest to get some Arrows, then continue moving along the ledge. Kill an Orange Deku Baba at the end.

Past the Deku Baba, you'll find another narrow ledge. You can't climb on this one; you'll have to grab onto it's edge and crawl along it. Kill the Keese on the opposite wall before you try to do so. On the other end of the ledge, you'll find a chest, guarded by an Orange Deku Baba. Open the chest to get a Piece of Heart.

Crawl back across the narrow ledge, and look on the ceiling above it. There's another Clawshot Target attached to a weakened pillar here. Pull yourself up

to it, holding the L Button to automatically target the next Target. After that, you'll have to pull yourself up to some ivy to the north.

Drop down from the ivy, and look up towards the middle of the room. A Clawshot Target is located here; grab onto it, then lower the chain of the Clawshot until you land safely on a ledge far below. Defeat a Dinolfols here with Mortal Draw and Helm Splitters, then go through the door on the south end of the passage.

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The City in the Sky - City Rooftops

New Quest Item: Poe Soul x1 [PSGCN56]

Look up, and you'll see another floating Peahat moving between the broken walls of the area. Grab onto the Peahat with a Clawshot, and ride it over the wall the top of the wall. Drop down on the other side, latching onto another Peahat to the north. Ride this Peahat over another wall.

Drop down on the other side of the wall, and look south to see a wide gap. A Peahat patrols this gap, but disappears behind a wall occasionally. Wait for it to appear, then latch onto it with a Clawshot. Grab onto it when it flies by, and quickly look south. There's another Peahat here, which floats above a solitary island with a giant tree in it. Pull yourself over to the Peahat, and then drop into the island.

A Poe habitates this island. Kill it with Wolf Link and steal it's Soul. Open the chest near the Poe to get a Purple Rupee, then pull yourself back up to the Peahat. Pull yourself up to the Peahat that patrols the gap to the north when you get close enough.

While hanging from the Peahat, look to the north. Notice that the incoming wall has a small gap in it. Lower the chain of your Clawshot, and the chain will pass safely through the gap. You'll now be on the other side of the wall. Pull yourself right to another Peahat here, and lower the chain once more to pass through another gap in the next wall. Ride the Peahat all the way to a ledge on the north end of the area, and drop off it onto the ledge.

Go through the door on the east end of this ledge.

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The City in the Sky - Peahats are Fun!

A series of Peahats extends over a chasm in this area. Latch onto the first one, and hold down the L Button for the rest of the string to automatically target the next Peahat in the line. Pull yourself along to the fourth Peahat in the series, and turn southwest. Follow along this new string of Peahats to another ledge on the southwest side of the area.

Drop onto this ledge, and go through the door.

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The City in the Sky - City Rooftops

New Upgrade: Piece of Heart x1 [PHGCN42]

Open the chest on this ledge to get a Piece of Heart. Head back through the door you just came through.

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The City in the Sky - Peahats are Fun!

Pull yourself along the series of Peahats, dropping off of the fifth one to the ledge below.

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The City in the Sky - City Gardens

New Quest Item: Poe Soul x1 [PSGCN57]

Head for the northwest end of the area, looking on the high wall to see ivy climbing up. Use the Clawshot to grapple onto the ivy, climbing to the top and to the left, stepping onto a small ledge. From here, you can turn into Wolf Link and cross a tightrope to the center tower.

Head counter-clockwise around the tower, where you'll reach an ivy wall patrolled by Skullwalltulas. Knock down the Skullwalltulas with your Slingshot, and dispatch the Buzzard that patrols the area with the Hero's Bow. Now, climb along the ivy to the south end of the tower. There, you can open a chest to get a Red Rupee, then cross more tightropes to a small island on the east side of the area.

Beat a Poe on the east side and steal it's Soul with Wolf Link, and open the chest on the island to get a Purple Rupee. Now, return to the first tightrope, and start going clockwise around the tower. After crossing several tightropes and killing some Buzzards, you'll reach a door. Go through it.

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The City in the Sky - City Center

New Dungeon Item: Big Key

Watching out for Helmasaur Kings who guard the area, look on the ceiling in the south side of the room to see a grating. Latch onto it with a Clawshot, and then pull yourself to a chandelier on the north end of the room. Equip the Iron Boots while hanging from the chandelier to deactivate the large fan in the room below.

Drop down from the chandelier and open the chest to get the Big Key. Drop through a pit in the west side of the room to drop down one level, but be careful not to fall all the way down (use the ivy around the room to return to this small space if you do). Grab onto the north end grating above you with the Clawshot, and descend through the opening created by the deactivated fan. As you descend into the room below, look to the north to see a chandelier switch partially hidden in the ceiling. Pull yourself to the chandelier, and equip the Iron Boots to activate it. A fan on the north end of the dungeon will activate (believe it or not, we just spent the entire dungeon trying to activate this one switch).

Drop down from the chandelier, go to the north end of the room, and through the door at the top of the stairs.

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The City in the Sky - North Bridge

With the fan activated, the rotating platforms of the North Bridge will now be activated. Start grappling from spinner to spinner until you reach the north end of the bridge. Check out the lowest blade behind the giant fan to get a Purple Rupee, then drop down below to go through the door at the north end of the bridge.

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The City in the Sky - North Tower

You'll fight two more Dragon Knights in this room. The fight is identical to before. Try to position yourself so that you can see both of them at the same time, making it easier to see it when they raise their shields. Use your most powerful skills, such as Back Slice and Helm Splitter, for best results.

Once the Dragon Knights are defeated, grapple onto the grating above the south door. From there, grapple to a spinner to the north. South of the spinner, there is a Crystal set into the wall. Activate it using your other Clawshot, which will activate the series of Spinners in the room. Pull yourself up several more Spinners until you reach the one at the top of the room. This one is not moving; hit another Crystal on the north wall to get it spinning.

Ride the top Spinner around to the south side of the room, and pull yourself over to the Clawshot Target above the door. Drop down from the Target and go through the Boss Door.

-----B-O-S-S-----

Twilit Dragon ARGOROK

New Upgrade: Heart Container x1

New Quest Item: Mirror Shard

Look above you as you enter the Boss' area, and you'll see a grating on a pillar. Pull yourself up to the grating with the Clawshot, then pull yourself up to the ivy opposite the grating with the other Clawshot. Climb up the ivy to the top of the tower, where the Boss Fight will truly begin.

At the start of the fight, Argorok will swoop around the sky, occasionally dive-bombing the tower in an attempt to knock you off. He'll also hover over the ground, and prepare to flap his wings at you to knock you off. When he does this, you're ready to attack. L-Target him, and grab his tail with a Clawshot. Now hanging from his tail, equip the Iron Boots to drag Argorok to the ground, where a piece of his armor will break off. Argorok will try to blow you off the tower at this point; keep the Iron Boots equipped to prevent this.

After you've broken off a chunk of Argorok's armor, the phase repeats. Except this time, when Argorok hovers, he will float very high in the air. To reach him, use the Clawshots to climb one of the four spires, getting you enough altitude to reach the boss. Get on his tail, and equip the Iron Boots again to break off more of his armor. Once you've broken enough of Argorok's Armor for the red crystal on his back to appear, the fight enter it's second phase.

Argorok's attack patterns remain similar to in the first phase. But the way you must damage him is now wholly different. Climb to the top of the four spires in the battlefield using the Double Clawshots. At the top of the spires, you'll find a ring of Peahats. Grapple onto one of the Peahats, and Argorok will swoop in to attack.

Argorok will attempt to breath fire at you now. Hold down the L Button and start grappling between the Peahats as fast as you can to avoid the attack. Keep grappling around the Peahats until you get behind Argorok, and then aim a Clawshot at the diamond on his back. Once you successfully grapple onto Argorok's back, you can start beating on the crystal with your sword until Argorok plummets to the ground, where you can start the phase again.

After Argorok is close to death, his fire-spitting phase changes slightly. He will spit fire in one direction, and then quickly turn and spit it in the other direction. When he does this, you must change the direction that you circle the Peahats in, or else you'll go right into his flames. Otherwise, it's identical. Get behind Argorok, grapple to his diamond, beat it with your







## The Palace of Twilight - First Sol Chamber

The door seals behind you as you enter, and a close-up to the north end of the room reveals a glowing orb. Run to this orb, and an image of Zant will appear.

-M-I-N-I--B-O-S-S-

Image of Zant

Zant's Image usually begins by summoning in waves of enemies. Defeat them with a Spin Attack, then start chasing after the image of Zant. Give it a few slashes when you get close enough. Zant's image will continue to summon in new waves of enemies; defeat them as they appear, and continue pursuing and slashing Zant. When the large red orb appears over his head, this is your time to strike hard. Hit him with a few solid attacks, and he'll succumb.

Avoiding the Fog that has appeared in the middle of the chamber, run to the north end of the room to the glowing orb. Midna will explain the function of the orb, which is called a Sol, and asks you to take it to her people at the entrance to the Temple. Slice the hand gripping the orb, and it will drop it. Run back towards the entrance to the room, noticing how the Sol's light makes the fog disappear.

When you near the center of the fog, that hand that once gripped the Sol will come to life, and float into the air. It's really a Wall Master, dreaded enemy of the Zelda Series. And it wants it's Sol back. Avoiding the shadow of the Wall Master, look for a small round indentation in the middle of the fog, and drop the Sol into it. A new stairwell will appear when you do. Defeat the Shadowlings that run down the stairs at you.

Chances are, the Wall Master is close to you by now. Stun it by launching a few arrows at it, keeping it from reclaiming it's Sol. Now, run to the top of the stairs, and turn around at the top. Aim a Clawshot at the Sol to bring it up to you, then return to the previous room through the south door.

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## The Palace of Twilight - West Fog Room

Run south into the room, and the Wall Master will appear again to continue it's pursuit of the Sol. Run to the center of the fog in the room, where you'll find another Sol Port where you can place the Sol. The Sol Port will create another new stairwell. Defeat the Shadowlings that appear around the Sol, then stun the Wall Master with a few arrows before climbing the stairs.

At the top of the stairs, pull the Sol up to you with a Clawshot. Head along this upper ledge to the south end of the room, tossing the Sol up a pair of ledges on the way. Keep stunning the Wall Master with arrows when it returns to life to keep it away from the Sol. When you reach the south end of the ledge, defeating several more Shadowlings, then jump off the ledge to the south. You'll land near the south door. Go through it.

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## The Palace of Twilight - West Entrance

New Upgrade: Piece of Heart x1 [PHGCN44]

The Wall Master continues to pursue you in this room. If you check your map, you'll see a passage which leads off to the west, and if you have the Compass, you'll see a Chest hidden at the end of it. Carrying the Sol, run to the end of this passage, dispersing the Black Fog on the way with the light of the Sol. At the end of the passage, drop the Sol and grapple up to the chest using the Clawshot Target. Open the chest to get the game's second-to-last Piece of



Heart.

Drop back down, grab the Sol, and carry it to the south end of the room. Dodge the Shadowlings, Keese and Twilit Deku Babas on the way as best you can. They'll make you drop the Sol if you get hit, where it will roll back to the bottom of the room (likely into the waiting hand of the Wall Master... that was a terrible joke, I'm sorry). Go through the south door.

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The Palace of Twilight - Outside the Temple

The Wall Master ceases pursuing you when you return to this area. Run around the area with the Sol, shining it's light on the Twili to return them to their original form. There are two more Sol Ports in the large circular area in the center of the area. Drop your Sol into one of them, and a panel of light will appear on the east side of the area. Stand on it, and it will rise into the air, carrying you to the east platform.

Head north from here, through another door.

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The Palace of Twilight - East Entrance  
New Dungeon Item: Small Key x1

Defeat the Keese that flutter around the south end of the room, then grapple onto one of the Clawshot Targets on the east and west walls. From here, you can grapple onto the Clawshot Target that hangs from the ceiling. Lower the chain of the Clawshot until you reach a floating platform below. Ride it a platform above the fog near the center of the room.

As soon as you land on the platform, a Mask of Zant will appear. Stun it by reflecting it's projectile back at it with a Shield Attack, then start heading north along the floating platforms while it's stunned. At the north end of the room, open a chest to get a Purple Rupee, then turn around. From here, you can actually defeat the Mask of Zant from the relative safety of this firm ground. Wait for it to appear on the north ledge, reflect one of it's projectiles back at it, then perform three Jump Attacks to defeat it quickly.

Once the Mask of Zant is defeated, a chest will appear near the door, which contains a Small Key. Take the Key, then go through the north locked door.

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The Palace of Twilight - East Fog Room  
New Dungeon Item: Dungeon Map, Small Key x1

Run north, straight into the Fog, where you will be turned into Wolf Link. Defeat the three Shadow Beings in the Fog in the normal way, then run to the north edge of the Fog. Turn back into a Hylian, and defeat the Mask of Zant in this area. Once it's dead, three more Masks of Zant will appear in the fog. Use Midna's Charge Attack as Wolf Link to defeat them. Once all three Masks are dead, a chest will appear on a high ledge in the room.

At the north end of the fog, you can grapple up to a Clawshot Target on the wall, and from there to more on the ceiling. From this vantage point, you can pull yourself into the various ledges above the Fog. The chests in these ledges contain Rupees, the Dungeon Map, and a Small Key.

Once you have the Small Key and the Dungeon Map, use the Clawshot to get to the north ledge, and go through the locked door there.

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The Palace of Twilight - Second Sol Chamber

Defeat another Zant Image here. Watch out for this Image's ability to fire a string of fireballs, as well. Once the Image is dead, take the Sol from the grip of another Wall Master. Carry the Sol to the center of the fog in the room, and drop it into a Sol Port inside the Fog. A new stairset will appear, along with a pack of Shadowlings and a Shadow Being.

Defeat the new group of enemies, then stun the Wall Master with an arrow. Climb to the top of the stairs, then pull the Sol to you with the Clawshot. Go south through the door.

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The Palace of Twilight - East Fog Room

Once more, the Wall Master pursues you. Carry the Sol into the fog in the room, looking for another Sol Port. Drop the Sol in when you find it. A really complex series of steps appears at this point. Defeat the Shadow Beings and Keese who appear to attack you, then stun the Wall Master before climbing up the stairs. You can begin your descent from the Clawshot Target on the south end of the room.

From there, pull yourself to the Clawshot Target on the ceiling, then into one of the alcoves on the east end of the room. Here, you can jump out to the stairset you created, then to a ledge on the high-south wall of the room. Pull the Sol up to you with a Clawshot, then jump down to the door. Go through it.

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The Palace of Twilight - East Entrance

Once more, the Wall Master pursues you. You'll have to carry the Sol OVER the Fog in this room, through the floating platforms below. If you do fall down, head to the north end of the Fog. There is a black orb here, which will light up if you stand near it with the Sol. Two elevators appear once the Orb is lit up.

Once you're at the south end of the moving platforms, stand near the two Orbs with the Sol. The light of the Sol will activate the orbs, creating an elevator below you that will lift you into the air, then carry you to the south end of the room. Go through the south door.

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The Palace of Twilight - Outside the Palace  
New Equipment: Light Sword

You've lost the Wall Master (not that this one was particularly dangerous, in comparison to the old one). Shine the light of the Sol on any more Twili in the area around the door, then carry it back to the center circle using the elevator platform (which should be where you left it from your last visit). Drop the Sol into the remaining Sol Port in the central circle. You'll get the Light Sword after a cutscene.

Now with Light Sword in hand, return to first room in the east wing of the dungeon. There's still a Piece of Heart to be found there.

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The Palace of Twilight - East Entrance  
New Upgrade: Piece of Heart x1 [PHGCN45]

Use your Light Sword to cut through the Fog in the room. In the southwest and southeast corners of the Fog, you'll find new elevators, which you activated when you lit the Orbs on the upper platform earlier. The southwest elevator will take you to a Purple Rupee. The southeast elevator takes you to a Piece of Heart.

Once you have the Piece of Heart, which is the game's last, return to the area where you powered the Master Sword into the Light Sword (use your Light Sword to activate the Orbs which turn on the elevator).

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The Palace of Twilight - Outside the Palace

Head up the north-center path, north of the Sol Ports. At the top of the ramp, defeat several Shadow Birds (your Light Sword can dispatch them in one hit). A curtain of Black Fog blocks your progress. Use a Spin Attack to clear a wide gap in the fog, then jump across before it starts flowing again. Go through the door on the north end of the fog curtain.

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The Palace of Twilight - North Entrance

New Dungeon Item: Small Key x1

Cut your way north through the Fog with your Light Sword, defeating Shadowlings, Keese and Twilit Deku Babas on the way. At the north end of the room, you'll find two dead Sols. Carry them to the Sol Ports in the Fog, and a new stairset will appear in the Fog. Climb it to the top.

At the top of the stairs, there's another Orb which is powered by light. Hit it with your Light Sword, and a tile on the floor will glow blue. Step onto the tile, and you'll ride it into the air, then to the east end of the room. Jump off when you reach the east ledge.

Kill the Twilit Deku Baba who guards the ledge, then run to the east end of the ledge. Four Masks of Zant will appear. Your Light Sword can cut right through their armor, so just use regular sword attacks to defeat them. Defeat all of the Masks of Zant, and a chest will appear. Open it to get a Small Key.

Go to the trio of Orbs near the chest. Stand in the center of it, and use a Spin Attack to light all three Orbs at the same time. An elevator will appear beneath you, carrying you to a locked door on the west end of the room. Go through this door.

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The Palace of Twilight - North Balcony

New Dungeon Item: Big Key, Small Key x1

Defeat a whole slew of Shadow Beings and Shadow Birds who guard this balcony, then activate both of the Orbs on the west end of the balcony with a Spin Attack. An elevator will appear beneath your feet; ride it up and to a ledge on the south end of the area. Defeat the Mask of Zant on this ledge, and several more will appear back on the Balcony. Spin Attack two more Orbs to ride another elevator back to the Balcony.

Keep on killing Masks of Zant (there are quite a few of them) until a chest appears on the north side of the balcony. Open it to get the Small Key, which opens the door just to the right of the chest. Before you go through it, use a Spin Attack to cut through the Fog Curtain on the east side of the Balcony.

On the other side of the Curtain, look up on the north wall to see a Clawshot

Target. A series of Clawshot Targets follows. Climb to the top of this series, and open the chest at the top to get the Big Key. Drop back down to the bottom floor, and go through the door on the north end of the balcony.

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The Palace of Twilight - North Elevator Room  
New Dungeon Item: Small Key x1

Run towards the fog on the east end of the room, and those familiar Twilight Barriers will appear to trap you inside. Defeat all of the Shadow Beings that appear with rapid Spin Attacks, or with Midna's Charge Attack to remove the barrier. Cut through the Fog to the east, where you'll find four Orbs. Light them all with a Spin Attack, then ride the elevator that appears up.

At the top of the elevator's path, four new elevators will appear. Jump to the west one. At the end of this elevator's path, two new elevators will appear. Jump to the north one. Jump to the west to a ledge guarded by a Twilit Deku Baba at the top of this elevator's path, jump north to a new elevator.

Ride this elevator to the east end of the room, where a trio of platforms can be reached via Clawshot Target. Once there, kill a Mask of Zant, then pull yourself back up to a Clawshot Target. Look up to see another Target on the ceiling; pull yourself there, then wait for a new elevator to appear beneath you. Drop down onto it.

This new elevator will carry you back to the west end of the room, but you must use a Clawshot Target to make the last leg of the journey. Kill another Mask of Zant who appears in this area, and a chest will appear. Open it to get a Small Key. Once you have the Small Key, a new elevator appears near the center ledge. Jump out to it, and the elevator will carry you to the top of the room. Go through the door at the top of the stairs here.

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The Palace of Twilight - North Fog Room

Cut your way through the Fog and an army of Shadow Beings to the north end of the room, where the Boss Door is hidden. Go inside.

-----B-O-S-S-----

Usurper King ZANT  
New Upgrade: Heart Container x1  
New Quest Item: Fused Shadows

After a lengthy cutscene which more fully explains the relationship between Zant, Midna, and Ganondorf, the fight begins. Most revealing of all: Zant is apparently the court jester. Go figure.

The fight against Zant passes through six distinct phases, each of which are clearly marked by a new battlefield. The first takes place in the Diababa battlefield from the Forest Temple.

PHASE ONE: Forest Temple

Zant will hover over the toxic goo in the far side of the room, occasionally firing projectiles at you. You can block these projectiles with the Hylian Shield. After his barrage, Zant will teleport to another part of the pool. To damage Zant, you have to successfully dodge his projectile attack, then hit him with the Gale Boomerang. He'll bounce towards you after a successful hit, letting you give him a good thrashing with the Light Sword, just to remind him why it isn't cool to mess with Midna. After you've hit Zant a few solid times, you'll warp to the Biggoron's battlefield in Goron Mines.

#### PHASE TWO: Goron Mines

Zant will waste no time rocking the giant iron disc in an attempt to knock you into the lava, so equip your Iron Boots to stick to the magnetic surface. When Zant isn't jumping up and down on the disc in an attempt to knock you off, he'll be throwing more projectiles at you. Remove the Iron Boots when he does this, dodge the attack, and run towards him to give him another good thrashing in his short cooldown period. After a few rounds of this, you'll be warped to the underwater battlefield of Morpheel.

#### PHASE THREE: Lakebed Temple

Equip the Zora Armor and Iron Boots as soon as you enter this battlefield to keep from drowning and having to deal with the bad swimming controls. After a few seconds, a giant Mask of Zant will emerge from the ground. When the mouth of the Mask opens, L-Target Zant and block his projectiles with the Hylian Shield. Pull him out of the Mask with the Hookshot when his barrage has ended, and proceed with the thrashing. After he takes some damage, four Masks of Zant will appear in the arena, and Zant will appear randomly in one of them. The method is exactly the same, you just have to get lucky and be close enough to Zant to hit him with the Clawshot. After a few more rounds of this, you'll warp to the Baboon's room in the Forest Temple.

#### PHASE FOUR: Forest Temple Again

Remove the Iron Boots and switch back to the Hero's Clothes as you enter. Just like the infamous Baboon, Zant will hop around on the pillars in the room. Wait for him to begin firing his projectiles at you, then roll into the pillar that he is standing on TWICE. He'll fall to the ground, letting you continue the thrashing. Repeat until you warp to the next battlefield.

#### PHASE FIVE: Snowpeak Ruins

Zant grows to ridiculous size as you enter this battlefield, then begins to defy gravity and fly around in the air. Notice that the camera angle is conveniently tilted so that you can see the ice floor beneath you. Watch Zant's reflection in the floor, and wait for him to crash down to the ground. Roll out of the way of the attack, and nail Zant's foot with the Ball and Chain. Zant will now start running around the room on one foot, rapidly shrinking to his original size. Chase after him and continue the thrashing. After a while, he grows back to giant size. Repeat until you warp to the final battlefield.

#### PHASE SIX: Hyrule Field

The final match against Zant takes place before the steps to Hyrule Castle Town's south entrance. Zant isn't playing games anymore; the two swords that he carries in this phase clearly state "this is for keeps."

Zant's got a few tricks in his attack repertoire this time around. Mostly, his attacks consist of slow forward lunges, with obvious gaps between each lunge. Use a Jump Attack or a Jump Strike against him during each gap. Another attack has him spinning rapidly. Perform the first two steps of the Jump Strike (but don't attack) to avoid this attack. Alternatively, just hop to the left or right twice. After he is done spinning, he'll have a long cooldown period, giving you ample thrashing time.

The longer the fight lasts, the faster Zant will attack. Keep striking him when the opportunity is ripe, and he'll fall.

When the fight is over, Midna will reclaim your hard-gotten and totally-stolen Fused Shadows. Unfortunately for Midna, she is unable to reclaim her true form, because Ganon lives on in the Light Realm. Take the Heart Container from the front of Zant's Throne (which should fill your twentieth, and last, slot),











momentarily). He is highly vulnerable to Back Slice and Helm Splitter attacks, so use them a lot if you have them. If you don't have any of your special moves, then dodge around behind him and attack his back. Keep up a rapid salvo of attacks, and he won't even get the chance to swing.

After you've beaten Bulblin again, he'll decide he's sick of losing to you, and give you the key. Open the chest in the north end of this area to get a Red Rupee, then return to the previous area.

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Hyrule Castle - Courtyard

Head for the northeast end of the Courtyard, where you'll fight off another group of Bokoblins from behind a magical barrier. Once they're dead, go through the northeast door.

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Hyrule Castle - East Courtyard  
New Dungeon Item: Dungeon Map

Bokoblins have set up ramshackle fortifications in this area, so watch out for them. You can use the Ball and Chain to knock down the towers that the Archers stand on. Head to the west-center of the area, where you'll find some Boars trapped behind a fence (knock down the Archer Tower to open a gap). Get on one of the Boars, and ride it to the east-perimeter of the wall, breaking through wooden fences on the way. Ride the Boar all the way to the north end of the courtyard.

In the north end of the area, you'll find a series of Spinners on high posts. Go towards the closed gate on the very north tip of the Courtyard, and use the Gale Boomerang to sweep up the leaves on the ground. Beneath the leaves, you'll see the order that you must hit the Spinners in. Repeat the pattern using the Gale Boomerang, and the gate will open. Open the chest on the other side of the gate to get the Dungeon Map, then climb up the ladder to the left of the gate.

At the top of the ladder, you'll be on a battlement above the Courtyard. Run along it to the south end of the courtyard, jump off the Battlement, and return to the south end of the Castle.

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Hyrule Castle - Courtyard

Run to the door at the north-center of the area, and go through it.

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Hyrule Castle - Foyer  
New Dungeon Item: Compass

Run forward into the huge room, and another magical barrier will appear. Defeat the army of Bokoblins and Lizalfos that attacks to make it disappear. A chest appears on one of the many balconies in the room. Grapple onto the chandelier above the balcony, then drop down to the chest. Open the chest to get the Compass.

From the Compass Chest, start grappling along more chandeliers to the north end of the room. Drop onto the northern-most balcony, and go through the door there.

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Hyrule Castle - North Room

Defeat a Dark Nut who guards this room, and a chest will appear on the north end of the room. Look on the west side of the room, and you'll see a single lit torch. Stand on the ledge directly beneath the chest, and then put out that torch with your Gale Boomerang. The ledge beneath you will rise, letting you access the chest. Opening it gets you a Purple Rupee.

From the chest, go east (the west path leads to the same destination, but is much harder).

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Hyrule Castle - East Hallway

Run to the south end of the room, where you'll find a sealed door. Shoot down the painting on the west wall (aim for the rope holding it), and you'll see an odd shape underneath. The shape is actually an arrow, indicating the order to light the torches in the room. Match the order on the carving with the torches in the room, and the door will open. Go through it.

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Hyrule Castle - East Armory

Defeat two Dinolfols in this room, and the doors in the room will unseal themselves. Go through the southern one.

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Hyrule Castle - Battlement

New Dungeon Item: Big Key, Small Key x1

Run to the southeast as you come out of the door, and a Dragon Knight will appear and ambush you on the battlement that connects the Castle to its outer tower. Defeat it, then run to the southeast tower, where you'll find a Small Key in a chest. Now, run to the opposite end of the Battlement, where you'll encounter a similar situation. In the next chest, you'll get the Big Key.

Climb up to the south-center of the battlement, where you'll find a locked door. Go through it.

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Hyrule Castle - Broken Hallway

Undead Rats guard this area, so use Wolf Link's Senses to see them and kill them when they latch onto you. Wolf Link's Senses will also spot several ghosts who lurk in the area. They're actually helpful, and point to a safe path that cuts through the area. Run from ghost to ghost, never changing your path until you encounter the next one.

After you jump up some shattered steps (the last jump being incredibly wide, needing Wolf Link's Dash Jump to clear), you'll fight two Lizalfos to open another stairwell. You'll need to use the Clawshots up this next series of broken steps (the torches can be used as anchors). Defeat two more Lizalfos at the top to open another stairwell.

Use your Spinner to climb the Spinner Track on both sides of this stairwell, jumping from track to track to avoid the Spikes. At the top of this stairwell, defeat another Dark Nut, then go through the Boss Door.

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Hyrule Castle - Ganon's Tower

Climb to the top of the stairs and into the chapel which sits atop Hyrule Castle, where a series of boss fights will end the game.

-----B-O-S-S-----

Ganon's Puppet ZELDA

Being the King of Evil, Ganon will pit you against the game's namesake to start. Yeah, he's cool that way. Puppet Zelda will hover around the battlefield, and you never really attack her directly (not that you'd want to). She'll use three attacks: one, she'll dive-bomb you with her sword. This can actually be blocked with your shield, so it's no big deal. It does make you lose your L-Target, though, so be careful of that. The second is to summon a giant golden triangle on the ground, which damages you if you stand in it's area of effect.

Her last attack, and the one she uses most often, is the attack where you can actually damage Puppet Zelda. Zelda will raise her sword over her head, and then fling a ball of gold light at you. Strike this light with your Sword to reflect it back at her. She'll reflect it back at you. Hit it again to send it back to her. Repeat going back and forth until one of you misses. The closer you are to Puppet Zelda when you reflect the ball, the faster it will travel. This means it's easier to hit the ball from a great distance, but you can defeat her much faster if you strike from close range. Strike Puppet Zelda with the golden ball three times to end this boss fight.

-----B-O-S-S-----

Dark Beast GANON

In Ganon's next form, he'll take on the form of a giant four-legged beast (which, for some reason, looks a lot like a Felhound in Warcraft lore). This is a two phase battle, and is relatively quick if you know what you're doing. In case it wasn't obvious, the giant silver scar on his belly is the weak spot.

For the first part of the fight, Ganon will run around the room, smashing through pillars and anything else that gets in his way, then disappear through a portal. Position yourself with your back to the nearest wall when he disappears through the portal. Whip out your Hero's Bow, and start manually aiming around the room until you spot a series of portals that will appear close together (a loud pulsing noise indicates their appearance). Ganon will pop out of the portal which flashes blue. When he emerges, nail him on the forehead with an arrow to stun him, where you can then run in and thrash the scar on his belly for a little while.

After you've hit Ganon, then he will appear out of a portal in the sky and try to land on you. Roll or Dash as quick as you can when his shadow appears above you to avoid this attack. Wait for Ganon to start rampaging around the room again, where you can hit his forehead with another arrow and hurt some more.

It won't take long for Ganon to catch wise to your arrow-firing tricks, and he'll disappear through a portal when you fire one (usually to come crashing down on your head). When this happens, switch to Wolf Link. It's time for the next phase of the fight.

Wait for Ganon to disappear through another one of his portals. When the portals start appearing, position yourself roughly in front of them, but still with a good amount of distance between you and the portals. When Ganon emerges from the portal, L-Target him and wait until just before he hits you. You can press the action button here, and Midna will grab onto Ganon with her arm. You can now toss him to the left or right, and then Jump Attack onto his scar and

start chewing the hell out of him.

When he's near death, Ganon will give you no notice on the portals - he'll just appear out of one and charge at you. The method is still the same, but you've got to be quick. Chomp the heck out of Ganon until he succumbs... again.

-----B-O-S-S-----

Dark Lord GANONDORF, Part I

The battle now moves to Hyrule Field, where you'll combat Ganondorf on horseback (at least Epona is good for something at this point in the game). Zelda also replaces Midna as your companion for this fight. This battle has glaring similarities to your first battle with King Bulblin, so you should already be well practiced for the fight.

Ganondorf cannot be injured until Zelda stuns him with one of her arrows. So your job through most of the fight is to keep as close to Ganondorf as possible, and also to L-Target him (for whatever reason, Zelda refuses to aim her Light Arrows until you L-Target Ganondorf). Once Zelda has stunned Ganondorf, you're free to give him a good beating with the Master Sword.

But it won't be as easy as all that. Get behind Ganondorf, and start burning all of Epona's dashes to keep up with him (his horse is wicked fast). Charge up a Spin Attack while you pursue him. Ganondorf will attempt to throw you off his trail by zigzagging a lot, and he'll also unleash his Phantoms when you draw near him. If you hit one of the phantoms, you'll be knocked off Epona, so aim for the gaps between the phantoms to slip on through. Release your L-Target on Ganondorf briefly to make slipping through these gaps easier.

Once you've slashed Ganondorf a surprisingly few number of times, he'll fall off his horse, and the final battle will begin.

-----B-O-S-S-----

Dark Lord GANONDORF, Part II

Finally, the boss fight with Ganondorf that people have been demanding for decades. A sword fight. Too bad it's more of a cinematic treat than an actual boss fight, ala the final boss in Final Fantasy VII in a way. If you're feeling silly, try using the Bobber Fishing Rod on Ganondorf. You'll see.

First, a few ground rules: don't use Shield Attack. You've been warned. Second: If you've got the Back Slice, then use it. Use it a lot. Because Ganondorf just plain sucks at blocking it. Once you've hit him once, he's open to a few more hits, so by all means continue. His attacks are swings with his massive sword. Dodge out of their range by backflipping or side-jumping. Side-jumping to the right is preferable (left in Wii), as Ganondorf is right-handed (left-handed in Wii), so you'll be jumping away from his sword.

Ganondorf's only fancy moves in this phase are when he leaps into the air, and tries to land on you. You'll know when he's done this, as you'll lose your L-Target and Ganondorf will vanish. Roll forward when this happens to avoid the attack. Then, continue your Back Slashing and Boss Thrashing habits. Occasionally (and usually when you are far away from him), he'll charge at you, and you'll be prompted to press the Action button. Do so just before Ganondorf strikes you, and you'll enter an Action Button Tapping Duel. Win, and you'll knock Ganondorf to the ground, letting you get in several free hits (and maybe a game-ending Ending Blow).

After you've hit Ganondorf what seems to be an unnecessarily large number of times, he'll fall to the ground face up. This is your time to quickly run in



Ordona Province - Ordon Village: Outside Link's House

Head south, passing into Ordon Village proper.

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Ordona Province - Ordon Village

Explore the town if you like, but there isn't much to do for the moment. Once your appetite is quenched, head for the south end of the village and ride through the opening there to Ordon Ranch.

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Ordona Province - Ordon Village: Ranch

This is the area where you'll help Fado (the man you met earlier) herd his goats (in actuality, this area is to train you in riding Epona). Head through the gate in front of you as you enter, and you'll see him standing in the middle of the pasture. Fado will automatically speak to you when you draw near. He'll ask you to help herd the goats into the barn; agree.

You'll now enter a mini-game, of sorts, where you must herd the goats into the open barn door (if anyone has played the game Gun then you shouldn't have any problem with this). Run near the goats, moving towards them at angle which will drive them towards the barn door. If you press the A Button, Link will "Whoop," driving the Goats faster. Drive all ten goats into the barn to complete the minigame.

Once you've finished the game, you'll be tasked with jumping over some fences. All in a day's work, I guess. Two fences will have now appeared in the pasture; run around the dirt track, pressing the Dash button just before you hit the fences to make Epona leap over them. Do this a few times until you've got the hang of it, and then jump the fence blocking the north gate. Once over the fence, you'll automatically return to Link's House.

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Ordona Province - Ordon Village: Inside Link's House

You'll be prompted to Save at this point. Do so.

It's now the following day. Three little hobgoblins... I mean, uh, children, will appear outside of Link's House and hail him. The game will automatically cut to the interior of Link's House. Take a look around inside if you like. Link apparently has something interesting in his basement, but you won't be able to see anything down there until you get the Lamp.

Once you're done exploring, head for the main floor of Link's House and go out the door.

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Ordona Province - Ordon Village: Outside Link's House

Drop down from the ledge that holds Link's House, and speak with the children. Talo, Malo and Beth will go on at length about a Slingshot which has become available in the Ordon Village Store. Though the children clearly want it, Link's going to need it for important hero-type stuff, so that's too bad for them.

Head south, back to Ordon Village (you'll meet back up with Epona later, so you'll have to go on foot for the time being).

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Ordon Province - Ordon Village  
New Item: Fishing Rod

If you like, you can head for the Ordon Village Shop (Sera's Sundries) now. It's the pink-roofed building to your right as you enter from Link's House, on the east shore of the Village pond. But the owner is depressed because her cat has gone missing, and won't sell anything. The cat in question is actually out by the dock on the pond's western shore, near the waterwheel. But you won't actually be able to get the cat for a little while.

First, head for Mayor Bo's house. It's the building on the south side of town, close to the entrance to Fado's Ranch. The mayor himself is standing outside (he's the rather corpulent man with no hair... but hey, he's the mayor). Speak with him, and suddenly a runaway Goat will charge out of Fado's Ranch.

Line yourself up with the goat (Link is automatically stuck in strafe mode during this event), and wait until just before it hits you. Press and hold the action button, and Link will root his feet into the ground while grabbing its horns, bringing the Goat to a stop (this is actually training for something which you'll be doing a lot later, when you get your partner Midna).

If you fail, speak with Mayor Bo again, and the event will repeat itself. Keep repeating the event until you succeed. If you speak with Mayor Bo again, he'll warn you about monkeys which have been causing trouble in town.

Head back to Sera's Sundries, and go south. You'll find a tall cliff near a pumpkin patch. A man on top of the cliff will yell down at you, explaining how to Z-Target. Follow his instructions. After you've learned that, climb up the ivy on the cliff and speak with the man on top. He'll point out Sera's cat to you, but you still can't do anything about it for the moment. The man will also point out some more Grass (like the kind you used to call Epona, but a different shape). It's on a cliff opposite. Run towards the cliff, and when Link reaches the edge, he'll automatically jump over.

Pick a piece of grass, and blow into it. A hawk will appear from the sky, and land on Link's arm. You can now aim the hawk and set it free in any direction you like. The direction you want is towards a beehive; it's high on a tree, just to the right of Sera's Sundries. Aim the crosshair at the hive, and then release the bird. The bird will fly right at it, knocking it to the ground.

You can head for the wreckage of the bee hive now, but you can't do much with it without an Empty Bottle (you can capture the chunks of the hive to use for Fishing Bait at a later point in the game). Back on the cliff where you first released the bird, jump over to the roof of Sera's Sundries. From here, you can jump along two more cliffs.

On the last cliff in the series, you'll find more Hawk Grass. Pick some of it, and blow it. Now, look downstream, and you'll see a weird dancing object holding something (it's actually a monkey holding a cradle). Release the Hawk at this monkey, and it will claim the cradle, flying back and dropping it Link's arms before flying away. Jump back along the cliffs to the roof of Sera's Sundries, and then drop back down to the ground.

The owner of the cradle, Uli, is standing near the bridge which extends over the stream (just follow the road as though you were going to Ordon Ranch, and you'll run right into her). She'll automatically talk to you as you draw near her. Follow her back to her house, and when you get near enough, she'll thank you and give you a Fishing Rod.



Now that you have the Fishing Rod, you can finally do something about Sera's pouting pudgy tat. Head for the Dock on the west shore of the pond. It's behind the waterwheel building. Stand on the dock, assign the Fishing Rod to one of your action buttons, and pull it out.

Fishing in Twilight Princess is quite different that it has been in any other Zelda game, but it's still not difficult. Cast your rod by pressing it's action button, where upon a bobber will land in the water. Wait for the bobber to begin to sink into the water, indicating that a fish is on the line. Pull back on the C-Stick (flick back with the Wiimote for Wii readers), and Link will begin to pull the fish in.

After you have caught one fish, you will catch the attention of Sera's cat (notice it's head is now just visible in camera range). Catch another fish, and the cat will steal it. Now happy with it's dinner, it will return to Sera's Sundries. There's no real point in you going there until you have the thirty rupees for the Slingshot, so...

Ordon Village is crawling with rupees, you just have to know where to find them. Two green rupees can be found on a ledge near where the bee's nest fell to the ground earlier. A blue and a yellow rupee can be found at the top of the tree which the bee's nest once clung to (climb the ivy; the rupees are on the branches). Two more greens are stashed in the far east corner of the area, near Uli's (the pregnant lady) house.

Once you've got all these, head for the Waterwheel Building and go inside.

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Ordon Province - Ordon Village: Jaggle & Pergie's House

Let me just take this opportunity to state that the dog who lives in this building is freaking awesome. I've got a soft spot for dogs, sue me.

Once inside, look for the two pots (they're both to the right and left of the woman who is cooking some kind of soup). Smash each pot by picking it up and throwing it against the wall, revealing more rupees. Also, smash the pumpkins in the room also, which also contain rupees.

Once you've pillaged the house, head outside, then re-enter, where the pots and pumpkins will have regenerated. Keep smashing the pots and pumpkins until you have thirty rupees, then head to Sera's Sundries (remember, pink-roofed building on east shore of the pond).

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Ordon Province - Ordon Village: Sera's Sundries  
New Items: First Bottle, Slingshot

Speak with Sera, and she'll give you your first Bottle (which comes with one drink of milk). Now that Sera's out of her funk, she will sell you items. The thing in particular that you want is the Slingshot, which costs thirty rupees. Pay the price for it, then head back to Link's House (use the north exit in Ordon Village).

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Ordon Province - Ordon Village: Outside Link's House

As you return to Link's House, you'll meet up with Rusl (the man from the game's introductory sequence). He'll note that he left something for you inside your house. Ignore the house for now; speak with the children.





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Faron Province - Faron Woods: Forest Temple Path

Use your lantern sparingly in this next area; you need that Oil to last. If you do run out, return to Coro and get more from him. A short ways into this area, you'll find a small round pillar built into the ground. This is actually a torch; use your Lantern to light it, illuminating the area. Remember to put your Lantern away immediately after lighting the torch.

Keep heading northeast up the tunnel, and a Keese will appear in the air. Z-Target it and use the Slingshot to shoot it down (light the torch here if you're having difficulty seeing it). A short way past that, you'll find a Deku Baba. Defeat it, and keep following the winding tunnel path. You'll eventually come to a dead end, with the passage apparently blocked by spider webs. Use your Lantern to burn them away.

Keep following the winding path, watching out for Rats that populate the area. Burn through more spider-webs that block your path. After the second spider-web, you'll see the light at the end of the tunnel. Go into the light.

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Faron Province - Faron Woods

Run forward, jumping down into what appears to be a dried-up lakebed. Watch out for the Deku Babas and Bokoblins who guard the area; the Bokoblins fight in a style similar to your own, but are vulnerable to rapid attacks. Show no regard for your own safety while battling them, and you'll be perfectly safe.

Note that there are two red circles on your map; these denote points of interest. Head for the one on the northwest edge of the map first. When you reach the area, you'll find a small tunnel whose mouth is guarded by Keese. Use your Slingshot or several rapid spin attacks (rotate the joystick and tap B) to defeat them, then run into the tunnel.

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Faron Province - Faron Woods: Key Cavern  
New Overworld Item: Small Key x1  
New Upgrade: Piece of Heart x1 [PHWII01]

This small, dark cave is guarded by a pair of Keese and a Bokoblin. Defeat them all, and then open the small chest against the wall to find a... small key? Yes, the developers at Nintendo have grown so evil, that they have even included locked doors in the game's overworld. Ain't they the swellest?

Once you have the Small Key, light both of the torches near it's chest with your Lantern. Doing so will cause a larger chest to appear on the upper ledge, which contains the game's first Piece of Heart. Open this chest to get 1/5 of your first Piece (yes, the evil Nintendo developers now require five fragments for a new container).

Small Key and Piece of Heart in hand, head back out of the cavern.

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Faron Province - Faron Woods

Now, head for the second point of interest, on the east side of the area. The entrance to that section of the Woods is in the southeast corner of your current area. Head there now; remember to watch out for Deku Babas, Bokoblins, and even a few Keese on the way. When you reach the southeast corner, you'll







You can now swim north, passing over the deadly spikes built into the floor. Keep heading north, speaking with another Spirit who you pass at the next crossroads. Keep going north from here, defeating two more Spirits (use the shallow water on the ledge to let you attack). On the far north end of the tunnel, you'll find yet another lever. Activate it, opening the grating. Watch out for more Shadows that emerge from the tunnel. Go to the end of the tunnel, smashing the box to get some items.

Back at the crossroads where you met the second Spirit, go to the east end of the next tunnel. Ignore the first lever you come to; the second one activates another sluice gate. This gate will open, draining the water from the sewer once more. Head back to the crossroads, and go to the west end of the hall.

Your companion will leave you again at this point, taunting your inability to pass through bars, and your following of the rules of physics. Face the bars, and look to the left. There is a narrow tunnel here; crawl into it. In the area that you enter, smash the skulls to get their contents, then speak with the Spirit. Head for the west end of the room, then go north to reunite with your companion.

Run to the west, where you'll reach a tall tower with a broken spiral staircase climbing around it in a counter-clockwise fashion. Start heading up the stairs, jumping over the first gap (remember that Link jumps automatically when you run at a gap). Unfortunately, as soon as you land, the step will collapse, dropping you down below.

Watch out for Shadows in the water when you land. Head back up the stairs to the first gap. Your companion will offer her assistance this time. Press Z when her portrait appears. Z-Target her, then press the Jump button to jump over to her. Do it again as soon as you land to jump again (keep the L-Button held down to maintain your lock on her). If you do it too slowly, you'll fall. Once on firm ground, start climbing again.

Keep going up the stairs, using the Companion Jumping technique where prompted. Part of the way up the tower, you'll find a tightrope suspended over the middle of the area. Ignore it, and keep climbing. When you reach the top of the steps, however, you'll find a second tightrope suspended over the middle of the area. Follow along this one (just walk onto it and hold forward to progress safely and quickly). On the other side of the rope, keep climbing, doing Companion Jumping where needed.

When you reach the top of the staircase, you'll be ambushed by three Keese. These are easy enough; simply Z-Target one of them, and use repeated spin attacks to defeat them (rotate the control stick and tap B while Z-Targeted to use a spin attack). Once the Keese are out of the way, go and stand on the wreckage in the northeast corner of the room. Your companion's portrait will appear again; press Z to talk to her, and she'll taunt you again. You can now do the Companion Jump four times in a row to climb to the top of the broken stairs.

At the top of the series of jumps, you'll be in a small tunnel with light on the other side. Go down this tunnel.

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Hyrule Castle - Rooftops

After a brief cutscene, jump out of the tunnel, landing on the ledge below. Run north along the broken path, watching out for the gaps so you don't fall. At the far north end of this path, you'll find another Spirit. Activate your







the Jump button quickly to keep from falling. After two jumps, you'll be on the roof of the Waterwheel Building. Go through the open window.

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Ordon Province - Ordon Village: Jaggle and Pergie's House  
New Equipment: Ordon Shield

Now that you're inside, you can get the Shield. You'll come out onto one of the children's bunkbeds. The house is empty, so don't worry about being spotted. Jump down from the bed, then climb onto the table in the middle of the room. From here, you can summon Midna for another Midna Jump sequence. Midna Jump up to the loft. The Ordon Shield is attached to the wall here, resting between two curtains. Dash into the wall twice to knock it down and claim it.

Use the window to the left of where the Shield once hung to go back outside.

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Ordon Province - Ordon Village

Your noisy escape from Jaggle and Pergie's House will attract the attention of the injured Rusl.

Now, let's get the Sword. Head for Rusl's house - it's the house on the east side of the area, where you delivered the Cradle in the game's opening sequence. You'll have to dodge Rusl on the way; you can hide under the bridge until he passes, or else just swim up the stream, hugging the wall. Don't enter the range of Rusl's lantern, and you should be alright.

Go around to the south side of the building, and activate your Senses. Here, you'll spot golden sparkles near the wall of the building. Dig here, and you'll burrow your way into the house.

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Ordon Province - Ordon Village: Rusl, Uli & Colin's House  
New Equipment: Ordon Sword

The Sword rests on the couch in this room, exactly where Rusl said it was. Grab it, and Midna will advise you to return to the area where you first encountered the Twilight. Burrow out of the house using the same place you used to burrow in.

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Ordon Province - Ordon Village

Head back to Link's House, steering clear of Rusl, who continues to patrol the area.

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Ordon Province - Ordon Village: Outside Link's House

Go northeast out of the area, returning to the North Road.

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Ordon Province - North Road

Even though Midna advised you to return to where you first became a Wolf, you actually need to go to the Spring where you first got Epona (if you're wondering where she's got to, she'll turn up later).



Once the trio are defeated, the barrier will disappear. Keep heading north. When you near the fountain of waterfalls, a vague shape will appear in them. Run towards this shape, and look around in the area until the Check command appears on the command bar. Check the shape, and it will reveal itself to be the Faron Light Spirit. It will give you the Vessel of Light and ask you to retrieve it's scattered Light Essences.

The Light Essences have been stolen by Dark Insects, and there are sixteen total. Luckily, your bug hunt is made easier by the fact that all of the bugs appear on your map. Close your map screen, and head down the tunnel to the west.

Defeat the Twilit Deku Baba in the tunnel, then activate your senses to spot two of the Bugs running down the tunnel. Chase after them and destroy them to release the small orbs of Light Essence that they carry (1 & 2). Be careful that you don't accidentally attack them while they light up with electric energy. Keep running down the tunnel until you reach the crossroads that divide the Forest Temple Path and Coro's Lantern Shop.

Another bug pops up here, but it will probably run away and pass through a locked gate that has appeared in front of the Forest Temple Path. Go to the left, towards Coro's Lantern Shop. Go around to the north side of the Shop, where there are two crates against the wall of the building. Dash into these crates, and a Bug will appear. Kill it and take it's Light Essence (3).

Now, go around to the south side of the building. There is a ramp climbing around, ending in a wooden platform. Go up the ramp and stand on the edge of the platform. Activate the Midna Jump here to reach the open window leading into the building. Go through the window.

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Faron Province - Faron Woods: Inside Coro's House

Drop into the room, activate your senses, and look for Coro in the corner (he's been turned into a Spirit). Speak with him, and two more Bugs will appear. Defeat them both and take their Light Essences (4 & 5). Ignore Coro, who will continue to cower in his corner. Climb back up to the top of the room, and go back out the window.

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Faron Province - Faron Woods: South

Head to the east, back to the crossroads to the Forest Temple Path. Go to the locked gate that blocks entrance, and look on the right side of the gate with your Senses activated. You'll find a place where you can dig under the wall. Do so.

On the other side, defeat two more Bugs (6 & 7). Now, head down the tunnel into the Forest Temple Path.

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Faron Province - Faron Woods: Forest Temple Path

Note that as Wolf Link this area doesn't seem so dark. There are no Bugs in the tunnel, so just run to it's opposite end. Watch out for Keese and Twilit Deku Babas on the way. Go down the tunnel on the other end to enter Faron Woods.

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Faron Province - Faron Woods

The largest concentration of the Bugs is in this area. The dried up lakebed which stood here before has also been filled with purple fog. And, when it comes to Zelda, anything purple isn't anything good. So avoid it.

Activate your senses as you enter, and head to the left. There are two more Bugs on the wall here; dash into the wall to knock them off the wall. They'll start flying around. Z-Target them, and use Wolf Link's Dash Attack to kill them. Take their Light Essences (8 & 9), then look for a tree trunk that sticks out of the ground, close to where the bugs used to sit.

Stand on the Trunk, and you'll find a spot where you can perform a Midna Jump. Perform a four-part Midna Jump to move to an island in the northwest corner of the fog. Here, run up the ramp on the left side of the island, and at the top you'll find another Midna Jump (just ignore the Keese). After a three-part jump, you'll end up on another island in the middle of the Fog.

There are three more bugs hidden on this island; activate your Senses to see them, and then use Wolf Link's Charge Attack to kill them all. Take their Light Essences (10 - 12), then go to the east side of the island. There, you'll find an eight-step Midna Jump (go quickly, otherwise Deku Babas on the way will knock you into the Fog).

At the end of the Midna Jump, you'll find yourself positioned directly where you need to be for the next Midna Jump. Send out Midna, then start jumping after her. Again, go quickly; more Deku Babas guard the way. After a three-step Midna Jump, you'll land on another island. Go forward, where there is a gap with a swinging tree branch. Midna Jump across, timing it so that you don't run into the tree branch. Another Midna Jump waits on the other side, this one a seven-part. Again, just ignore the Keese.

When you land after this latest Midna Jump, you'll be on the far side of the Fog. Two more Bugs hide here; use your Senses to spot them. You'll have to Dig them out to actually beat them, however. Kill them both and take their Light Essences (13 & 14). Now, go through the passage to the east, entering the Forest Temple entrance.

-----  
Faron Province - Faron Woods: North

Three more Shadow Beings lurk here. Defeat them the same way you beat the last trio; kill one conventionally, then use the Charge Attack to kill the remaining two. Once they're out of the way, head north up the path towards the Forest Temple, passing Trill's Shop on the right.

When you reach the front gate of the Forest Temple, activate your Senses to find two Bugs terrorizing a Monkey. Kill the Bugs and take their Light Essences (15 & 16). Once you have all sixteen Light Essences, you will automatically warp back to the Faron Light Spirit.

-----  
Faron Province - Faron Woods: South

New Item: Second Bottle

New Overworld Item: Small Key x1

Faron the Light Spirit will make good on his promise to restore you to your Hylian form. As a bonus, you'll also get Link's signature tunic - the Hero's Clothes. With your destiny revealed and restored to Hylian form, you can now also use the Sword and Shield which you stole from your innocent hometown. Faron will then send you BACK to the Forest Temple. Again. By my count,

that's three times.

Head back for Coro's Shop. With the Twilight removed from this area, the Deku Babas in the area have returned to normal. Take this opportunity to practice real sword combat. Unlike in Ocarina of Time, you don't have to activate your Shield to block - Link does it automatically, as long as you're not attacking (just like in classic Zelda of old). Try it out on the Deku Babas, then slash them away while they're stunned.

As Wolf Link, you could dig under the gate that blocks entrance to the Forest Temple Path. Now, however, you can't dig as easily. Head back to Coro's Shop, and speak with him out front. He'll give you a Small Key which you can use to open the gate to the Forest Temple Path. He'll also offer to sell you a second bottle of Lantern Oil, which he adamantly thinks you'll need in Faron Woods. Go ahead and buy it for 100 rupees - the Oil is nice, but the real prize is the Bottle. If you don't have the cash, you'll have to come back later.

Now, return to the Forest Temple Path and unlock the gate blocking it. Enter the tunnel.

-----  
Faron Province - Faron Woods: Forest Temple Path

Run to the north end of the tunnel, defeating the Keese, Rats and Deku Babas who appear on the way. Try to use your Lantern sparingly. When you reach the north end of the tunnel, leave it to enter Faron Woods.

-----  
Faron Province - Faron Woods

You've beaten back the Twilight, but the poisonous fog remains. Run out onto the dock which extends into the fog, and whip out your Lantern. The Monkey you rescued earlier will appear from nowhere and steal it. Unfortunately, you need that Lantern to pass the fog.

Start following the Monkey through the fog, but don't follow that closely - it needs time to extinguish the fog on the way. Stay three or four steps behind it. Make sure you defend the Monkey from various enemies who appear on the way, but don't hurt the Monkey itself.

When you reach the gate that leads to the Forest Temple, the Monkey will drop the Lantern. Pick it up. That cursed Monkey used up all of it's oil, so refill it using your Spare bottle, if you bought one (you have to equip both the Oil and the Lantern to refill). Follow the Monkey east.

-----  
Faron Province - Faron Woods: North  
New Ability: Ending Blow

You'll encounter more Bokoblins here. They'll be old hat by now, so cut them to shreds with your Ordon Sword. Notice the large bridge which has mysteriously appeared on the east side of the area; it'll be important in a bit.

Head north towards the Forest Temple, stopping off at Trill's Shop to purchase Red Potion or Lantern Oil if you need to. Remember, you don't have to pay full price, but you're best paying something if you actually want to use the shop in the future.

Run north towards the entrance to the Forest Temple, where you'll encounter the





New Dungeon Item: Dungeon Map

Run straight forward, down a staircase and going up another. You'll encounter a Big Skulltula here; beat the crap out of it, then use Finishing Blow to kill it once it's stunned. Once it's out of the way, look to the four small pillars on the platform; they're actually torches. Light them all with your Lantern.

The four lit torches will cause a platform to rise from below, apparently blocking a crack in the wall. Don't worry; this is normal. Head north up the platform you created, and look to the left at the top to see a chest. Open it to get the Dungeon Map. Now, go through the door which your monkey companion is indicating.

-----  
The Forest Temple - Wind Chamber

As you enter the room, your Monkey friend will run forward along a rickety bridge. A Baboon will suddenly appear (the leader that the Monkey Spirit mentioned earlier), and use a Boomerang to destroy the bridge. You can't do anything else in this room; follow the Monkey back to the previous room.

-----  
The Forest Temple - Central Chamber

Run back towards the altar in the center of the room. The Monkey will climb up onto the rope suspended over to the west side of the altar. Jump to the west, where the Monkey will catch you. Swing back and forth with the Monkey, and press the Release button when you get the on-screen prompt. If you time it properly, you'll land safely on the far west side of the room. Go through the door located there.

-----  
The Forest Temple - Water Chamber

New Dungeon Item: Ooccoo

Head to the north as you enter, where you'll find an odd spider-like creature. This creature is actually a Spider Bomb, which will explode when you hit it (alternatively, you can also just let it touch your Shield). Knock the Spider Bomb out, then pick it up and toss it towards the boulders in the north end of the room. The boulders will be destroyed (watch out for the Spider Bombs which regenerate from the hole in the floor).

Smash the pots in the room which is revealed on the other side of the boulders. Inside one of them, you'll find Ooccoo. This uh... bird-man thing will let you leave a dungeon at any time you like. Which is handy. Now that you have Ooccoo, head for the opposite end of the tunnel. You'll find your passage blocked by a spider web at the end of the tunnel. Use your Lantern to burn it away.

Enter the larger part of the room, and kill the Deku Baba who blocks your way. The Monkey will begin to run along the platforms in the room; follow it along the platforms to the north side of the room. When you reach another earthy-platform, the Monkey will stop and begin to cower. Ignore it's actions for the moment, and go through the door to the north.

-----  
The Forest Temple - Wind Chamber

You're now on the west end of the Wind Chamber (the place where you first encountered the menacing Baboon). The wind in this area will blow

periodically, moving around a series of rotating bridges. Wait for the bridge in this area to move align with the platform you are standing on, then run north along it to it's other side. Watch out for the Keese who guard the bridge.

Once on the other side of the bridge, go north through the door.

-----  
The Forest Temple - Rotating Bridge Room  
New Dungeon Item: Small Key x1

Open the chest to the right of the door, and you'll get a Small Key. Now, return to your Monkey companion back in the Water Chamber.

-----  
The Forest Temple - Water Chamber

Now, it's time to turn your attention to the Monkey's terrified predicament. A Big Skulltula hangs on the gap between this platform and the west platform. Use the Slingshot to shoot it down, where it will fall into the water and perish. The Monkey will jump over to the west platform. You should follow suit.

Once there, the Monkey will vapidly indicate a locked door. Go through it.

-----  
The Forest Temple - Second Monkey Chamber

A second monkey is locked in a cage in this room. Run to the right, passing over a wooden plank bridge below. The bridge will snap in half after you cross it, preventing you from using it again.

Keep following the ramp down to the bottom floor, and "speak" with the Monkey. She'll roll into it, which will do nothing to the pillar. Roll into it yourself three times in rapid succession to knock the Monkey down. Once he's freed, a pair of Bokoblins will appear. No great threat there.

Now with two monkeys in tow, climb back up to the snapped bridge. The pair of Monkeys will help you cross the bridge in the same way you crossed the gap back in the central chamber. Once you're back on the other side of the snapped bridge, go back through the door. Make your way back to the Central Chamber (the room where you got the Dungeon Map and first encountered the Big Skulltula).

-----  
The Forest Temple - Central Chamber

Let the First Monkey assist you in return to the Altar, then use the Second Monkey to cross the gap on the east side of the room. Once there, burn away the webbing blocking the door with your Lantern, and go through the door.

-----  
The Forest Temple - Wooden Ramp Room

You'll leave your Monkey companions behind when you enter this room; this is normal. Jump down into the main chamber, where you'll encounter an orange variety of Deku Babas. These guys are a little tougher than normal, and also don't die when you cut their stems; don't stop attacking them until they explode into dust.

Once you've beaten both of the Orange Deku Babas, look on the southwest side of the room to find a strange plant creature blocking a doorway. You'll have to get through this guy later. Climb up the large wooden ramp, which begins in the northeast corner of the room.

At the first turn of the ramp, you'll see another one of those plant creatures. Ignore it for the moment; keep going up the ramp. At the next turn, you'll see another Spider Bomb. Z-Target it and let it jump into your Shield (remember, you autoblock now). This will stun it temporarily; pick it up and quickly run to the east. Toss it down into the mouth of that plant creature to destroy it.

You'll now be able to jump over the top of the plant creature, reaching a high corner of the room. Do so, and on the other side, you'll find a passage blocked by a boulder. Run back and grab a Spider Bomb, and carry it to this boulder. Chuck the Bomb and destroy the boulder before it explodes in your face.

When the boulder is destroyed, a door is revealed on the other side. Go through it.

-----  
The Forest Temple - Third Monkey Chamber  
New Dungeon Item: Small Key x1

Head down the ramp to the right or left. At the bottom, you'll find two pillars with a pot and a chest resting on each. Roll into the pillars to knock down the objects. The chest contains a Small Key; the Pot contains some random item.

Now, head for the bridge that suspends across the water in the middle of the room. The bridge is dotted with tiles, and hidden under some of the tiles are enemies who will attack if you step on them, sending you back to the start of the bridge. Here is the bridge in ASCII (Xs are enemies, Os are safe tiles).

```
XOO
OOO
OOO
OOO
OXO
OOO
OOO
OOO
OOO
XOO
```

As you can see, you can safely run along the right tiles without any difficulties. Once on the other side of the bridge, you'll find more tiles built into the floor, this one making a pattern. In the pattern, there are two unlit torches. Light both of them to make a staircase, which leads to the trapped monkey. Again, here is the pattern in ASCII. Xs are enemies, Os are safe tiles, Ts are lit torches, Us are unlit torches.

```
OO      OO
OO      OO
  O OOOO O
OTOOOOOTO
  OOO OOX
  OOO OOO
OUOOOOXOUO
  X OOOO O
```

Once you've lit the unlit torches, climb up the staircase which you created. Shoot down the Big Skulltula at the top with your Slingshot, then beat the carp out of it. Use an Ending Blow when it's stunned. With the Big Skulltula out of the way, open the Monkey's cell door with your Small Key. Now that you've saved the third monkey, head back to the previous room.

-----  
The Forest Temple - Wooden Ramp Room

Head south as you leave the Third Monkey Chamber, where you'll find an ivy wall guarded by Skullwalltulas. Defeat the Skullwalltulas with your Slingshot, then jump out to the ivy. Climb to the top of it, and go through the door on the ledge.

-----  
The Forest Temple - Fourth Monkey Chamber  
New Dungeon Item: Small Key x1

As you enter, a Small Key will be snatched up by an unusually large Deku Baba. Z-Target the Big Deku Baba, and stand just outside of it's range (blocks its attack with your Shield until you find the right range). After it lunges, use a Jump Attack to damage it. Three Jump Attacks will defeat the creature.

The plant isn't dead yet, however. Go to the southeast corner of the room, where you'll find more Spider Bombs. Stun one with your Shield, and then carry it to the remains of the plant. Throw it into the "mouth" of the bud to kill it permanently, revealing the Small Key.

Take the Key, then open the cell on the south end of the room to free the Fourth Monkey. Monkey in tow, return to the previous room.

-----  
The Forest Temple - Wooden Ramp Room  
New Upgrade: Piece of Heart x1 [PHWII02]

Yes, Nintendo is so evil that they put Keys in the Overworld. Just to prove their point, they also put Heart Pieces in Dungeons.

Head to the left as you come out of the Big Deku Baba's room, where you'll see a Spider Bomb. Stun it, pick up it's torso, then run to the west, where there is a sharp drop to the floor below. Drop the bomb off this ledge, destroying a Man-Eater Plant below. Drop down, and enter the tunnel which was opened by the Man-Eater Plant's death.

Open the chest in this small area to get your second Piece of Heart. Now, head back to the Central Chamber, where you left the previous two Monkeys.

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The Forest Temple - Central Chamber

Let your Monkey Assistants aid you in returning to the central chamber. Now, head through the door north of the altar.

-----  
The Forest Temple - Wind Chamber

With four Monkey Assistants, you can now cross the suspension bridge which the Baboon cut down earlier. Run forward towards the broken bridge, and the Monkeys will position themselves on the ropes of the bridge. Cross the Monkey Bridge by letting them toss you from Monkey to Monkey; only press the Jump

button when it appears at the bottom of the screen.

Once on the other side of the span, run north towards the door. Destroy the Deku Baba corpses around the doors to get some recovery items, then go through the door.

-----  
The Forest Temple - Baboon's Room

New Item: Gale Boomerang

-M-I-N-I--B-O-S-S-

Baboon

The Baboon will attempt to damage you using his Gale Boomerang, and he'll also use it to knock down Orange Deku Babas from the ceiling. There's no great rush to get the Baboon, and the Deku Babas can be dangerous if left unattended, so eliminate them quickly. To damage the Baboon, you must wait for him to throw the Gale Boomerang, then roll into the pillar that he is standing on (run towards the pillar and press the Action button). The Baboon will lose his balance, and the Gale Boomerang will nail him in the head on it's return trip.

Once the Baboon has been knocked to the ground, quickly Z-Target it and use a Jump Attack on it's glowing red behind. After the Jump Attack, proceed with using rapid sword attacks. After a few solid hits, the Baboon will be defeated, then run away. He'll leave behind the Gale Boomerang, which is now yours to use as you see fit.

The Gale Boomerang can do all sorts of neat tricks, most of which you'll use in the completion of this dungeon. So I won't bother explaining them until the proper time. The first trick is it's ability to use the power of the wind to activate wind-based switches. Turn your attention to the door you came through, which sealed behind you as you enter.

Above the door, there is a spinning panel, similar to the one you saw on the spinning bridges earlier. Whip out your Gale Boomerang, point it at the Spinner, and press the Lock button five times to lock onto the Spinner, then release the button assigned to the Boomerang. The Gale Boomerang will then unleash, hitting the Spinner with five gusts of wind. If the door still isn't opened, then hit it five more times. Repeat until the door is unsealed. Go back to the previous room.

-----  
The Forest Temple - Wind Chamber

Your Monkey Assistants have gone MIA, so you won't be able to take the same route back that you did before. Head to the east as you come out of the Baboon's chamber, where you'll encounter more of the spinning bridges. Wait for the first bridge to align, and then quickly cross it.

Once on the other end of the bridge, you'll see another spinning bridge, which is out of alignment with the one you are presently standing on. Lock onto this bridge's spinner with your Gale Boomerang, then unleash it to properly align the bridge. Cross this bridge as well.

On the other side of the pair of spinning bridges, you'll encounter another Monkey trapped in a cage, guarded by a Bokoblin. Defeat the Bokoblin, then use your Gale Boomerang on the bit of spider webbing used to suspend the Monkey's cage. The Boomerang will cut down the cage, freeing the Monkey, who will go to join his companions elsewhere in the dungeon.

Head south from there, where you'll encounter two more spinning bridges. As with before, use your Gale Boomerang on one of them to move them into the proper alignment, and then cross when they form a straight line. Go through the door on the other side of the bridges.

-----  
The Forest Temple - Wooden Ramp Room

If this area seems familiar, that's because you've been here before, stupid. Your next goal is back on the west wing of the dungeon, but if you stay in the east wing for a few more minutes you'll get a Piece of Heart for your trouble.

Drop down off the ledge, and head for the far east side of the room. Go through the door located in the northeast corner (the same door, in fact, which you used the Spider Bombs to reveal).

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The Forest Temple - Third Monkey Chamber  
New Upgrade: Piece of Heart x1 [PHWII03]

Head back to the middle of the room, where you found the four torches. Before, you used the Lantern to light the two unlit torches. Now, you're going to use the Gale Boomerang to extinguish the two lit torches. Once you've done that, two parts of the wooden stairset on the east side of the room will be gone. Open the chest which is revealed behind the second piece of stairset to get another Piece of Heart.

Now that you have both of the dungeon's Pieces of Heart, you can focus entirely on finishing it. Head back to the Central Chamber (the room where you first picked up the Dungeon Map).

-----  
The Forest Temple - Central Chamber  
New Dungeon Item: Compass

Your faithful Monkeys return here to help you cross the gaps. Return to the Altar in the middle of the room, and look up to see a chest suspended by a piece of webbing. Use the Gale Boomerang to cut the webbing, bringing the chest crashing down. Open it to get the Compass, which reveals the location of the dungeon's Chests and Boss (and also Monkeys, but only for the Forest Temple). With Compass in hand, you may also want to take this opportunity to go and open all of the chests dotted around the dungeon (I've been skipping the ones which just contain rupees, since you don't really need them).

Once you have the Compass, get a helping hand from a Monkey to reach the west side of the room, and go through the door on the west ledge.

-----  
The Forest Temple - Water Chamber  
New Dungeon Item: Big Key

Head into the main part of the room, and go to the southwest corner. Here, there is a large grating blocking a chest, and four pillars in a square pattern in front of the grating. If you look on top of the four pillars, you'll see Spinners. Now, if you'll look at the floor, you'll see a Z-shaped pattern connecting the pillars. Beginning on the lower-left tip of the Z, lock onto each of the Spinners. If you hit them in the right order, then the grating will open, letting you access the chest. Open it to get the Big Key, which you'll need to access the Boss Chamber.

Big Key in hand, head for the north side of the room, and go through the door there.

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#### The Forest Temple - Wind Chamber

Wait for the bridge to properly align itself, then run across. On the other side, you'll find one of the Monkeys beckoning towards you. Follow it north, and through the door on the far side of the bridge.

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#### The Forest Temple - Rotating Bridge Room

On your last visit here, you couldn't do much. But now with the Gale Boomerang, things are a little different. Lock onto the Spinner on top of the bridge, and nail it with your Gale Boomerang. The bridge will rotate into place. Now, cross the bridge, and keep following the beckoning Monkey through the door on the north side of the room.

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#### The Forest Temple - Monkey Counting Room

You can clearly see in this room that there are eight Monkeys in the dungeon, five of which you have freed. Head to the right as you enter, passing onto a long wooden platform. This is actually another rotating bridge; nail the Spinner of the bridge while standing on it, and it will rotate around. You can now head north onto a second rotating bridge. Standing on this one, hit the Spinner of the second bridge, rotating it around as well.

You can now move east onto a broad platform. Defeat the Bokoblin who guards the are, then use your Gale Boomerang to defeat the Skullwalltulas who patrol the ivy wall. Climb up onto the ivy wall, climbing to it's highest point, then to the right. Hop off it when you're suspended over the wooden platform. To the right as you land is another ivy wall, guarded by another Skullwalltula (unless you killed it). Climb up the ivy after the Skullwalltula is out of the way.

Go to the left at the top of the ivy, killing a Bokoblin who guards the door. Go through the door.

---

#### The Forest Temple - Sixth Monkey Chamber

New Dungeon Item: Small Key x1

Defeat the Orange Deku Baba which lurks in the center of the room. Now, whip out your Gale Boomerang and lock onto the Spider Bomb on the north side of the room. Release the Gale Boomerang, which will stun the Spider and bring it back to you. With your projectile explosive now in hand, throw it towards the Man-Eater Plant in the south side of the room. With the Plant out of the way, you can jump to the south end of the room, opening a chest to get a Small Key.

Head for the east end of the room, killing another Orange Deku Baba. Now, this next part is kind tricky, so read carefully. Look towards the boulder which blocks the top of an ivy wall. Notice the large gap to the right of the boulder. Now, use the Gale Boomerang to Lock onto the Spider Bomb, and Lock again on the gap next to the boulder (yes, you can Lock thin air). If you do it properly, then the Spider Bomb will strike the boulder, destroying it.

Climb up the ivy wall, and defeat the Bokoblin who guards a boulder-blocked doorway. Get the pair of Orange Deku Babas hanging from the ceiling as well

(use the Gale Boomerang to cut them down). Once the enemies are defeated, go and stand on the edge of the ledge. Use the Gale Boomerang to pull a Spider Bomb to you, then chuck the Spider Bomb at the boulder that the Bokoblin was guarding. The Bomb will free the Sixth monkey.

Now, head back to the previous room.

-----  
The Forest Temple - Monkey Counting Room

You're still two Monkeys short. Using the Small Key that you got from the Sixth Monkey's room, you can now get them. Before you can get back to the start of the room, you first have to hit the west-most bridge's Spinner with the Gale Boomerang. It's self-explanatory from there.

Go through the south door back to the rotating bridge's room.

-----  
The Forest Temple - Rotating Bridge Room

Hit the bridge's spinner with the Gale Boomerang to rotate it into a new configuration. Jump down and stand on the bridge; while you're standing on it, hit the Spinner again with the Gale Boomerang to rotate the bridge back to it's default configuration.

There are two doors now open to you, one on the west and one on the east side of the room. Go to the east door first.

-----  
The Forest Temple - Seventh Monkey Chamber

If you look up, you'll see Big Skulltulas hanging from the ceiling. Knock them down ONE AT A TIME with the Slingshot or Gale Boomerang, and defeat them in the usual way (attack until they're stunned, then use Ending Blow). Once they're both dead, whip out your Lantern and go to the north side of the room. There is a spider web on the floor here; while standing on the spider web, press the Lantern's assigned hotkey to burn away the webbing. You'll fall through the floor, landing next to a Monkey.

Bash the Monkey's cage to pieces, then hop off the large trunk to the floor. There is another Big Skulltula here; kill it. You can also use Spider Bombs to destroy another Man-Eater Plant, which guards a red rupee. Once you've cleared the area of enemies, go to the east side of the area, climbing up ivy to return to the main floor.

Monkey in tow, go back to the previous room.

-----  
The Forest Temple - Rotating Bridge Room

Cross the bridge to the west side of the room, passing through a locked door.

-----  
The Forest Temple - Eighth Monkey Chamber

This room contains more of the enemies which lurk beneath tiles, which you can now actually kill with the Gale Boomerang. Just ignore them, however; there's no reason to pay any amount of attention to them. Head for the northwest corner of the room, where you'll find a tunnel cut into the wall. Go down it.







After you run along the road a short ways, the Postman (who for some reason carries a Samurai banner) will appear. He'll warn you about a black wall (twilight) which has appeared in Eldin Province. He'll then give you a piece of mail. Read it if you like (it's contents are essentially obvious and irrelevant), then keep going west along the road.

If you look to the right, you'll see another road that splits off to the north, leading along the western shore of a small pond. Follow this road a short ways, watching out for flying enemies who may waylay you (use the Gale Boomerang followed by a Jump Attack to defeat them). Watch the cliff to the west of the pond; on one of the northern trees of the cliff, you'll see a faint gold sparkle which indicates the presence of another Golden Bug. Once you've spotted it (it's easier to see at night), move around to the north side of the tree, lock onto the Bug with the Gale Boomerang, and pull it towards you. Capture it the same way you caught the Male Beetle.

Two bugs of twenty-four now captured, head back south to where you first detoured off the west road. Keep following the road west, where you will eventually hit a wall of Twilight. Run up to the wall, and Midna will help you enter.

-----  
Eldin Province - Hyrule Field: Kakariko Gorge

You're now back as Wolf Link for the next few hours, so get used to his controls. Be especially wary to remember that Wolf Link can't block the way Hylian Link can. Head north along the road, and you'll come across the Wooden Sword that you gave to Talo. Run up to it, and Sniff it. You'll now have gained another of Wolf Link's; you can memorize the scent of a certain person, and follow that scent wherever it goes as a visible gas cloud while your Senses are activated.

Toggle your Senses on and off occasionally while you follow the scent; this will keep you from getting surprised by enemies. Follow the scent far enough, and then you'll encounter three more Shadow Beings. You know the drill by now; defeat one of them with your Jump Attack, while killing the remaining two with the Charge Attack.

When the Shadow Beings are defeated, Midna will notice that the bridge is gone. Remember the Bridge that you found near the Forest Temple which looked like it had no business being there? You get the idea by now, I trust. Midna will now teach you how to Warp. Select the N. Faron Woods warp point.

-----  
Faron Province - Faron Woods

You'll appear right next to the missing bridge. Run over to it (if you can't see it, then I demand that you submit yourself to an eye exam immediately), and talk to Midna while standing near it. Tell her to Warp the bridge to the Kakariko Gorge warp point (you'll first have to zoom in on the Eldin Province portion of the map). You'll immediately follow suit.

-----  
Eldin Province - Hyrule Field: Kakariko Gorge

With the bridge back in place, you can continue following Talo's scent west and slightly north. You'll run right up to the gates of Kakariko Village (watch out for Twilight Bokoblins on the way). Unfortunately, the Gates are closed. Look on the left side of the gate, and you'll spot an obvious point where you can dig inside. Do so, defeating another pair of Twilit Bokoblins on the other

side.

Keep following Talo's scent west, remembering to toggle your Senses on and off to keep enemies from ambushing you. You'll eventually pass into Kakariko Village.

-----  
Eldin Province - Kakariko Village

More Twilight Beings await you here; defeat them (which will also create a new Warp Point, by the way), and the Light Spirit Eldin will awake. Run over to him and speak with him; like Faron, his Light Essences have been stolen by evil insects. It's so good to know that you can have the powers of a god, but be susceptible to insects. Eldin will give you another Vessel of Light, just like the one you got from Faron. Also just like before, there are sixteen insects to be tracked down and killed. Most of them are hidden in Kakariko Village, but a small number have also been inconveniently stashed away on Death Mountain.

Once you're done speaking with Eldin, you can activate your Senses to renew the hunt for Talo. You'll see the Scent leading straight into the building closest to Eldin's Spring. If you listen at the window, you'll get a vague idea of how Talo and the other children are doing.

Head around to the north side of the building that Talo is in. There is a dead tree here, which you can Midna Jump onto. After a three-step Midna Jump, you'll arrive on the roof of the building. Stand on the wreckage in the center of the roof, and you'll fall through into the building itself.

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Eldin Province - Kakariko Village: Renado's House

Activate your Senses as you land, and a cutscene will show the Spirit versions of Talo, his friends, and the couple who are protecting them (they can't see you, as you're invisible while in the Twilight Realm).

Even though Renaldo makes it quite clear in the cutscene that he would rather not have the cellar be opened, that's just too bad for him. Go towards the pot that Barnes ignited during the cutscene, and look for a piece of wood lying on the floor near it. Pick it up, and then light both edges of it by brushing them against the flame.

Now, make your way clock-wise or counter-clockwise around the perimeter of the room, lighting the candles you come to along the way. There are four candles in all. Lighting them all will open the passage to the basement. Drop down inside.

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Eldin Province - Kakariko Village: Renado's Basement

Head north into the basement until the room widens out. Activate your Senses to spot three Bugs; use Jump or Charge Attacks to kill them all and claim their Light Essences (1 - 3). Watch out for patches where you can dig, as well. Once you're done, head towards the far north end of the basement, where you'll find a shaft where you can perform a three-step Midna Jump to escape the basement.

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Eldin Province - Kakariko Village: Graveyard

Kill the Keese which populate the Graveyard, then activate your Senses and look for a the shadow of a Bug in the ground. Dig it out and kill it (4). Head to the east end of the Graveyard, passing through the opening to return to Kakariko Village.

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Eldin Province - Kakariko Village

Head to the east from Kakariko Graveyard, going straight across the path. There is a ramp here, with a sign in front of it which reads "Dead End." Ignore this ramp for the moment, but going into the small paddock to it's left. Watch out for a Shadow Bird that floats around above you. Look for a small opening in the side of the building. Go through this opening.

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Eldin Province - Kakariko Village: General Store

On later visits to this building, it will become Malo Mart. But for now, it's just an abandoned General Store.

Run forward, climbing out of the pit where you will appear behind the store's counter. Start climbing up the shelves in the room until you reach the corner, where a white dot indicates the presence of a Bug. Use your Senses to find and kill it, and take the Light Essence it leaves behind (5).

Return through the small opening to Kakariko Village.

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Eldin Province - Kakariko Village

Now, climb the ramp which is marked by the Dead End side. All the way at the top of the ramp, you'll find a wide gap marked by a second sign. The sign warns you not to jump; ignore it. Give yourself a good running start, and just before you hit the edge, press the Dash button to give yourself the needed speed boost to make it to the balcony of the Hotel. Enter the door on the balcony.

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Eldin Province - Kakariko Village: Hotel

Drop down off the ledge, landing on the bottom floor of the Hotel. You can see a Bug's white dot on the map. It's actually hiding inside an oven. Grab a piece of wood from the oven, and light it on the torch on the west side of the room (jump off the table to reach the torch). Use the lit piece of wood to light the oven, forcing the bug out of it's hiding place. Defeat it and take it's Light Essence (6).

Now, go through the doorway on the west end of the room. You'll appear behind the Bar of the hotel. The tavern is being patrolled by two Twilit Bokoblins. Kill them both, then smash the contents of the room to get some rupees. The chest contains a red rupee. Climb the staircase in the room to the second floor of the Hotel. Kill another Twilit Bokoblin who hangs around the balcony, then go through the door to the north. The Hotel's second bug lurks in here; use your Senses to spot it on the wall. Climb onto the bed beneath it and dash into the wall to arouse it's attention. Defeat it and take it's Light Essence (7), then head back outside using your entrance as an exit.

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Eldin Province - Kakariko Village

Drop off the Hotel Balcony, and head for the west side of town. Go to the south end of the cluster of buildings, where a small cucco coop can be climbed onto, and from there you can climb to the lowest building in the cluster. Now, start jumping north along the buildings. When you reach the third building, you'll find some wreckage similar to the wreckage which was on the roof of Renaldo's house. Stand on it to collapse the roof, landing inside the building.

-----  
Eldin Province - Kakariko Village: Single Bedroom House

You'll land on a bed. Hop off it, and look for the crate which sits in front of the bed, in a small indentation. Start pushing the block along the track built into the ground, and a Bug will appear. Kill it and take it's Light Essence with your Senses activated (8).

Once you have the bug, head for the wardrobe opposite the bed. You can perform a two-step Midna Jump here to escape the building. Do so.

-----  
Eldin Province - Kakariko Village

Head north to the next building in the west cluster, which is Barnes' Bomb Shop. The shop is pretty well protected, but it has one fatal weakness (namely, a window). There is a small shack on the north side of the building. Climb up onto the dumpsters near the shack, then onto the shack itself. From here, you can Dash into a window on the north side of Barnes' Bomb Shop. You'll crash through the glass, but land safely inside.

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Eldin Province - Kakariko Village: Barnes' Bomb Shop

Climb up the staircase to the second level of the room. Up here, you'll see that one of the wardrobes wobbles every so often. Dash into the wardrobe to knock it over, revealing a Bug. Use your Senses to track it and kill it, claiming it's Light Essence (9). Now, climb up onto the back of the wardrobe, and then climb up a series of ledges to the second-story window. Go out this window.

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Eldin Province - Kakariko Village

Head up the ramp and to the left, activating your Senses to spot a bug who will run into a small opening in the side of a shack. Follow it inside.

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Eldin Province - Kakariko Village: Barnes' Storehouse

Just like in the Hotel, this bug has taken refuge inside an oven. Pick up a piece of firewood from the front of the oven, and light it on the flame in the corner. Then, light the oven. Since the building is full of explosives, well... you get the idea. Midna will run for it; go ahead and follow suit.

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Eldin Province - Kakariko Village

The shack will explode just as you leave, leaving behind three Light Essences. Take them all (10 - 12). Start climbing up the winding path which starts near the wreckage of Barnes' Storehouse. At the top of the path, you'll find a building. Look on the corner of the building with your Senses activated to

find a place where you can dig inside. Do so.

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Eldin Province - Kakariko Village: Highest Building

Smash the pots in the corner of the room, revealing the last bug in Kakariko Village (all others are found on Death Mountain). Kill it and take it's Light Essence (13), then head back out the way you came in.

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Eldin Province - Kakariko Village

Jump down from the highest building, and start heading for the north end of the village. You'll come to a tunnel on the west side of the road, which is marked by a sign. Go up this tunnel, passing into the next area.

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Eldin Province - Death Mountain  
New Quest Item: Howling Stone [HSWII01]

There is a small ramp on the left side of this area; run up and speak with Midna to begin a two-step Midna Jump. Start climbing up the path, stopping briefly to listen to a Goron Spirit. Keep heading north, killing Keese and Shadow Spiders as they appear. When you reach the halfway point of the path, you'll reach another wall. Climb up the crates on the right side of the wall to reach it's top.

At the top of the mountain path, you'll enter an uneven area filled with several steam geysers. A single Bug wanders around this area; draw close, and it'll burrow into the ground. Use Wolf Link's Dig ability to force it to the surface, and kill it to get it's Light Essence (14).

Once it's out of the way, head for the bright-yellow stone near the northwest corner of the area. This is actually the first of six Howling Stones, which you can use to gain additional Hidden Skills. Stand near the Stone to hear it's sequence, which ranges from a high note, to a middle note, to a low note. This is the sequence for the Death Mountain Howling Stone:

	0	.5	1	.5	2	.5	3	.5	4	.5	5	.5
H	1	>	-	-	-	-	4	>	-	-	-	-
M	-	-	2	>	-	-	-	-	5	>	-	-
L	-	-	-	-	3	>	-	-	-	-	6	>

Once you're confident that you've learned the sequence, you can begin howling along with the Stone. Howling is relatively simple, but can be tricky to learn. Once you start Howling, you can't stop. Hold down the Howl button to begin, and keep it held down through the whole sequence. Hold Up when it's time for a High note, hold Down for a low note, and don't press on the joystick at all for a middle note.

Successfully complete the sequence, and you'll appear on a cliff with the Golden Wolf. Repeat the sequence again (if this song sounds familiar, it's actually the Song of Healing from Majora's Mask). The Golden Wolf will now appear near Ordon's Spring in Ordon Province. Once you've regained Hylian form, return there to learn your second Hidden Ability.

Okay, now that bit of excitement is over, it's time to go back to the Bug Hunt. Keep heading north from the Howling Stone, passing through a winding canyon. The steam geysers in this area can stun you temporarily, but are otherwise harmless.

When you reach the large area at the top of Death Mountain, you'll find no less than four Shadow Beings guarding the area. Jump down and begin the fight, and Twilight Barriers will appear. Note the unique configuration, which isolates one of the four from the others. Use this to your advantage; kill one of the trio with Jump Attacks, then go and fight the single one who is trapped in the corner. Now, go back and defeat the remaining two with a Charge Attack.

Once you've killed the Shadow Beings (and also netted yourself a new Warp Point), head for the north of the area. There is a Bug attached to the gate here; activate your Senses to see it, and Dash into the wall to coax it down. Defeat it and take it's Essence (15).

Stand near the gate where the fifteenth Bug stood, and look to the left to see a small ledge. Stand on this ledge, and you'll find a Midna Jump starting point. Wait for the steam geyser to stop erupting, then jump up to Midna. Start heading south along the cliff face, watching out for flaming boulders that fall from above, as well as the steam geysers. Defeat a Shadow Bird who appears above you. When you reach the edge of the cliff, you'll find a shattered wall climbing up on the right side of the cliff. Start moving up this wall, and you'll reach another Midna Jump point.

Wait for the steam geyser to stop erupting, then jump up to Midna. Run forward from where you land, dropping off a cliff into a small hotspring. Activate your Senses to spot the last Bug running around in here. Kill it and take it's Essence (16), but watch out for falling boulders and Shadow Spider. Once you have the last Essence, you'll automatically warp back to Eldin the Light Spirit.

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Eldin Province - Kakariko Village

With the Vessel of Light completed and Light restored to Eldin Province, you'll once again resume Hylian Form. Eldin will appear tell you that the second Fused Shadow is held by the Gorons. You'll also be reunited with Colin, Talo and the other children.

Ignore Renado's pleas that you return to the children to Ordon Village. Head back to Death Mountain.

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Eldin Province - Death Mountain

Head north, climbing up the rope wall that covers the apparently "impassable" cliff face. At the top, you'll be ambushed by a Goron who will roll your way. This is identical to when you stopped the Goat earlier in Ordon Village; line yourself up with the Goron, and press the Action button to plant your feet in the ground just before the Goron hits you. It won't be enough, however.

Now that you've failed to meet the Gorons, return to the Children in Kakariko Village.

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Eldin Province - Kakariko Village

When you return to Kakariko Village, you'll meet up with Renado again. He'll admit that he knows only one person who had earned the Gorons trust and respect: Mayor Bo of Ordon Village. The children are stranded in Kakariko Village for the moment, but that shouldn't stop Link from going there.



Head south, back towards the center of town. As you do, who but Epona should suddenly appear, ramming right into you. In the scene that follows, you'll attempt to regain control of Epona but following the onscreen prompts which appear at the bottom of the screen. You'll start by holding right and left, which changes more rapidly as you progress. When Epona finally comes to a stop, you have to Seize her before she knocks you off. Being thrown causes you damage; if you fall low on health, stand in Eldin's Spring to recover.

It's now time to return to Ordon Province. Unfortunately, you can't Warp as Hylian Link, but your renewed use of Epona simplifies matters slightly. Ride her back to Ordon Village. You'll have to pass through Faron Province on the way. Use your map if you get lost. We'll be making a brief stop on the way in the Hyrule Field area of Eldin Province to get some more of those lucrative Golden Bugs.

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Eldin Province - Hyrule Field: Kakariko Gorge  
New Quest Items: Male Pill Bug, Female Pill Bug [GBWII03] [GBWII04]  
New Upgrade: Piece of Heart [PHWII05]

This is the area of Hyrule Field immediately surrounding Kakariko Village (it's also sometimes referred to as Kakariko Gorge, but the map refers to it as Hyrule Field, so I do as well to avoid confusion). Make sure you're in Eldin Province, not Faron Province, otherwise things will get confusing.

Hyrule Field is now positively swarming with baddies, which makes your bug hunting exploits slightly tricky. Kill all of the enemies in the vicinity of the bug before you attempt to claim it.

The first, the Male Pill Bug, can be found on the south side of the Bridge (the same bridge you teleported in with Midna). It's lying right in plain sight in the middle of the grass, and shouldn't be difficult to find. It's female counterpart is a little more cunningly hidden, however.

If you head west from the north side of the bridge, you'll come to a small cluster of trees on the far west border of the zone. The Female Pill Bug is sequestered here, lurking near the base of a tree near some flowers.

With both Bugs in hand, it's time to use Hylian Link's Gale Boomerang to claim a Piece of Heart in the area. Head for the southeast corner of the area, defeating the Bokoblins and Buzzards that patrol the area. Once they're out of the way, look towards the jagged rock formations that stick out of the canyon. On top of the tallest rock, you can see a Piece of Heart. Use the Gale Boomerang to lock onto it and pull towards you. This should be your fifth Piece of Heart, completing a new Heart Container.

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Ordona Province - North Road  
New Ability: Shield Attack

This is the first area you come to when you arrive in Ordona Province from Faron Province. If you finished the Howling Stone activity from Death Mountain as Wolf Link, then the Golden Wolf should be waiting for you near Ordona's Pond. Move near the Wolf, and it will attack you, warping you to another encounter with the Warrior.

This should be your second encounter with the Warrior. Say that you feel ready to learn your new skill. First, he will test you in the use of the Ending Blow. You should be pretty good at that by now. Remember, to use it, knock the enemy to the ground, then press the Action button when prompted while Z-

Targeted.

Once you've proven your competence, the Warrior will teach you the next ability: the Shield Attack. Frankly, this is probably the best Ability you'll learn the game, as it's ability to stun enemies and reflect projectiles is downright useful. Now, finish the lesson for the Shield Attack, and you'll be warped back to Ordon's Pond.

Hop back on Epona, and continue your journey back to Mayor Bo in Ordon Village.

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Ordon Province - Ordon Village

Head for Mayor Bo's house, which is in the south end of the village. Mayor Bo will meet you outside, and take you in.

-----  
Ordon Province - Ordon Village: Mayor Bo's House  
New Item: Iron Boots

After he is reassured about the safety of the children (but not his own, Ilia), Bo will agree to teach you how to earn the respect of the Gorons. He'll now train you in the time-honored tradition of Sumo Wrestling.

After Bo has taught you about Sumo, you'll enter a fight with him where you can utilize what you've learned. Press B to slap (which momentarily stuns your opponent), move the joystick right and left to sidestep, and press and hold A to charge at your opponent, pushing them towards the edge of the ring. Tap A while pushing or being pushed to resist or increase pressure. This first fight is just practice; the second time is for keeps.

Mayor Bo isn't too difficult; you should beat him without difficulties. Try and sidestep his Slaps, and try to slap him before he can Slam into you. With persistence, you'll get it.

After you've beaten Bo, he'll allow you to open his chest, which contains the Iron Boots. These will help you withstand the power of Gorons, plus a whole slew of other nifty tricks which you'll discover as you play through the game (here's a hint: iron is magnetic). Iron Boots in hand, head back outside.

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Ordon Province - Ordon Village

There's a Piece of Heart yet to be earned at Fado's Ranch, south from Mayor Bo's house. Get on Epona and ride south from Mayor Bo's house to Ordon Ranch.

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Ordon Province - Ordon Village: Ranch  
New Upgrade: Piece of Heart x1 [PHWII06]

Speak with Fado TWICE to begin the minigame. This is the same goat-herding game you've done twice before. Herd all twenty goats into the Barn in under three minutes, and Fado will reward you with a Piece of Heart.

With the Iron Boots, a Piece of Heart, and the unendingly useful Shield Attack under your belt, this has been a rewarding detour to Ordon Province. Now, return to Kakariko Village in Eldin Province once more.

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Eldin Province - Kakariko Village

As you re-enter town, you'll see a cutscene of that same Bokoblin who kidnapped Ilia and Colin riding through Kakariko. Colin will rescue Beth, but ends up getting captured himself. They will be interrupted by the timely arrival of the Lone Ranger and his horse Silver, I mean, uh... Link and Epona.

Run to the north end of town, leaping over the gate there and entering the Hyrule Field portion of Eldin Province.

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Eldin Province - Hyrule Field: The Bridge of Eldin

---M-I-N-I--B-O-S-S---  
King Bulblin, Round I

Now it's time for you first real taste of horseback action. The Bokoblin (whose name is King Bulblin) will summon a few of his pals to join the fight; kill them if you get the chance, but focus on Bulblin. You'll have to push Epona to her max to catch up with the Boar that Bulblin rides. Use the time that you're charging towards him to charge up your sword's Spin Attack, and unleash it when you get in range. Follow up with various sword attacks.

You WILL use all of your Dashes to catch up with Bulblin, so after you've damaged him a few times, fall back and wait for the Dashes to regenerate. Defeat his cohorts while you wait, if you get the opportunity. Once your Dashes have recovered, charge up another Spin Attack and make for Bulblin again. Repeat until Bulblin rides towards the Bridge of Eldin in the northwest area of the zone.

This next part is basically just a jousting contest. This is actually pretty much the same as before, the only difference being that Bulblin will ride towards you, and doesn't have any annoying enemies to knock you around. When you are given control of Link again, charge up a Spin Attack and begin using all of your Dashes in rapid succession as you charge down the bridge. Just before you and Bulblin collide, veer slightly to the right or left, and unleash your Spin Attack. After a few rounds, you'll knock Bulblin off his mount and off the cliff beneath (you haven't seen the last of him, by a long shot, though).

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Eldin Province - Kakariko Village

After the fight, you'll automatically return to Kakariko Village. Following another cutscene, the children will once again be in the safe care of Renado. There's a few last things to be done before you return to Death Mountain to give the Gorons what for. Hop on Epona and head for the first building on the east side of the village. You'll recognize it immediately, as it is plastered with pictures of Malo, the youngest child. Go inside.

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Eldin Province - Kakariko Village: Malo Mart  
New Equipment: Hylian Shield

Malo has opened his own shop. And as well he should, as he offers the Hylian Shield for the rock-bottom price of 200 rupees. This is THE best Shield in the game (which is kind of disappointing, really), so buy it first chance you get. Check the Wooden Shield lying on the table to speak with Malo (who is so short he can't see over the counter).

Go to your Collection menu (pause the game) and select the Hylian Shield to

equip it. Now, head back outside.

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Eldin Province - Kakariko Village

There's still a few more things to be done in Kakariko Village. First, head for Kakariko Graveyard. It's west, down the passage behind Renado's House. Don't bother with Epona; she won't fit through the gate.

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Eldin Province - Kakariko Village: Graveyard  
New Quest Item: Male Ant [GBWII05]

The Male Ant can be found in the northwest corner of the Graveyard, at the base of a tree. Just look for the bright gold glow; you can't miss it. Once you have it, head back to Kakariko Village.

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Eldin Province - Kakariko Village

You've found the Male Ant. Now it's time to find his sexual counterpart. Head for the west row of buildings in town, and go to the third one (counting from the south, going north, not including Renado's House). Enter this building, which is the only one in the row which isn't boarded up.

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Eldin Province - Kakariko Village: Single Bedroom House  
New Quest Item: Female Ant [GBWII06]

The Female Ant can be found in this small building, crawling around on the side of the bed. Just look for the signature golden glow. Take it, then head back outside.

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Eldin Province - Kakariko Village

With all of your super-fantastic new stuff, it's time to return to Death Mountain and climb it as Hylian Link. Head for the tunnel that leads to Death Mountain on the north end of the Village, and go up it on foot.

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Eldin Province - Death Mountain

Run back towards the rope wall that covers the cliff face, and climb back to the top. When you reach the top, that pesky rolling Goron will attempt to knock you down again. Equip the Iron Boots, and intercept the Goron, pressing the Action button just before it hits you. After an amusing moment, remove your Iron Boots and keep pressing north up the mountain.

You'll run into more rolling Gorons on your progress up the mountain; equip the Iron Boots and toss them aside the same way you did previously to avoid them. If they hit you, it only causes minor damage.

When you reach the area where you encountered the first Howling Stone, you'll find your progress impeded by archers with flaming arrows. Note the piece of Hawk Grass growing near a ledge; pick it, and use the Hawk to knock down the archers. Be careful you don't send the hawk into a steam geyser; it won't like that. If you press start twice during the Hawk's flying sequence, you'll skip it (thanks, Nintendo).

Once you've eliminated all or most of the archers, keep heading north up the path. Use repeated Rolling maneuvers to avoid the arrows of any Archers you couldn't eliminate.

When you reach the large area at the top of the Mountain where you fought the Shadow Beings as Wolf Link, you'll see a cutscene of the Gorons doing some pretty odd things that you should definitely pay attention to. Hop down into the clearing, and pick a fight with one of the Gorons. After a few moments, a truly colossal molten rock will fall from the sky. Keep it in mind; you'll need it later.

You're going to need to stun one of the Gorons. This is easier said than done, as the Gorons are nigh invulnerable. Use your Shield to block one of the Gorons attacks, and then immediately strike afterwards. The Goron will roll backwards and into a ball; climb onto it's back when it does this, and face towards the cliff wall. When the Goron recovers, it will launch you up to the next cliff level.

Head to the south from this new level of the cliff, where you'll find another Goron. Repeat the process to reach the next cliff level. Another Goron stands here. You get the idea. Now on the fourth level of the area, equip your Iron Boots and use them to walk safely along the cliff, passing harmlessly through the steam geysers. Keep climbing up the cliff, going in a clockwise circle for several seconds. Watch out for Rolling Gorons in this area, as well.

After several spins around the mountain, you'll reach another Goron. Stun him, hop on his back, and launch yourself up to the next level. ANOTHER Goron. Stun, launch, yeah. There is a doorway here. Smash the barrels near it, then enter the doorway.

-----  
Eldin Province - Death Mountain: Goron's Ring

As you enter the room, you'll be ganged up on by all of the Gorons in the room. But their leader, Gor Coron, will appear. Sure, he's the smallest Goron around, but he's also the toughest. Gor Coron won't let you into the Goron Mines unless you can beat him in a "contest of power." Which is, of course, another Sumo Wrestling Match. Agree to his challenge.

The first round is always a loss. However, speak with him again while wearing the Iron Boots, and challenge him to a rematch. Now, the tables are turned. This is more or less the same as the Sumo match against Mayor Bo. But, being a Goron, Coron's attacks still hurt a lot more, even with the help of the Iron Boots.

The best way to defeat Coron is to sidestep, then follow up with a Grab (he is unusually susceptible to this, as he likes to Slap a lot). Alternate between sidestepping to the right and left, then grabbing him and pushing forward as much as you can. Repeat until you successfully push Coron out of the ring.

After you beat Coron, he'll explain the situation in the Mountain. Their patriarch, Darbus, has been turned into a Monster by the power of the object entrusted to them by the Light Spirits (the Fused Shadow). Head north, passing through the door which Gor Coron first appeared from, to enter the second dungeon of the game.



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Goron Mines - Crane Chamber  
New Dungeon Item: Small Key x1

Run north as you enter, where you will reach a large circular platform with catwalks leading east and west. Go west first, defeating several Bokoblins who guard a chest at the bottom of the catwalk. Open the chest to get a Small Key, then return to the circular platform and take the east catwalk.

At the end of the east catwalk, you'll come to a series of rotating platforms. Wait for the first platform to steady itself. It will grow parallel with the platform you are standing on, and hold still for several seconds. This is your chance to jump across. Repeat again on the next rotating platform.

Once on the other side of the platforms, run to the end of the catwalk and go through a locked door located there.

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Goron Mines - Sliding Wall Room

Head to the right as you enter the room, going down a catwalk to a series of platforms below. At the bottom, you'll encounter a lone Dodongo. These guys will try to spit fire at you; move around to their backsides and slash their tails to damage them.

Head for the south end of the area, and look west. A number of platforms pass over the pool of lava here; jump across them, going to the west end of the room, then looping around back to the east. Time your jumps so that you don't leap straight into a lava geyser. On the third platform, look south. Note that you can jump from here to the inside of the crumbling stone structure. Also note the glowing wall which blocks the hallway of the building. Continue running along the platforms. When you jump back off the platforms, you'll be behind the stone structure.

Kill the Dodongo here, then look for a handle built into the stone wall to the north. Pull it backwards until it stops, but keep your grip on it until you're ready to make a run for it. You'll have to run back around to the third platform in the lava pool (it's the third counting both ways), and jump from there to the inside of the structure. Run down a passage which cuts off to the east before the stone wall slides back into place, blocking the passage. Once you've successfully entered the passage, go through the door.

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Goron Mines - Lower Water Room

This room contains a pool of water (if you know anything about mining, this actually makes perfect sense). Equip your Iron Boots while swimming on the surface of the water, and you'll sink to the bottom. Keep an eye on your oxygen meter while you're down here. Walk through the opening in the mesh cage, and step on the switch at the bottom of the pool. The switch will activate a magnetic platform above you, attracting your Iron Boots and letting Link climb on the ceiling. Nifty.

Keeping your Iron Boots equipped, start trudging along the rounded edge of the platform until you're facing the right-side up again. Go through the door located here.

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Goron Mines - Gor Amoto's Room  
New Dungeon Items: Dungeon Map, Key Shard #1, Ooccoo

One of the Goron Elders lives in this room. Run up into his ring and speak with him. He'll give you the first shard of the dungeon's Big Key (you'll need to track down the other two elders to get the other two fragments). Open the chest behind Gor Amoto to get the Dungeon Map. Open the smaller chest behind the Dungeon Map chest to get a Red Rupee.

Now, look on the right side of the large statue in the room. There is a ladder here. Climb up it. At the top, you'll reach a ledge which edges around the southern corner of the room, leading to a door on the upper-west side of the chamber. Go along the platform, and you'll come across some Pots. One of them wobbles; pick it up, and you'll discover Ooccoo. You can now escape the Goron Mines if you need to. Go through the west door.

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Goron Mines - Lower Water Room

Go to the right or left, and you'll find more magnetic platforms, like the one you encountered before. Equip your Iron Boots and start walking along the walls, heading back to the west end of the room. Kill any Fire Slugs who get in your way on the way. Go through the door on the upper west end of the room, just past the magnetic walls.

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Goron Mines - Sliding Wall Room  
New Upgrade: Piece of Heart x1 [PHWII07]

Now you're on top of that crumbling stone structure you entered earlier. Run to the end of the structure, and stand on the switch with the Iron Boots equipped. The switch will activate a magnetic platform on the ceiling. Start walking along the ceiling to the northwest corner of the room, killing the Fire Slugs who appear on the way. In the northwest corner, you'll find a chest. Unequip your Iron Boots to drop off the ceiling, and open the chest, which contains a Piece of Heart.

Use the magnetic wall near the Piece of Heart's chest to return to the magnetic ceiling. Now, make your way to the southeast corner, where you can then head to the west-center of the room. There, you'll find a high ledge with a door on it. Drop off the ceiling by removing your Iron Boots, then go through the door.

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Goron Mines - Crane Chamber

As you enter the chamber, the camera will focus on a group of Bokoblins guarding a switch at the end of the catwalk. Run over and pick a fight with them. Also, watch out for the Fire Keese who populate the area. Use the Gale Boomerang to defeat them quickly; if you happen to be using the Ordon or Wooden Shield instead of the Hylia Shield, the Fire Keese will burn it away if they hit you.

Activate the switch once it's guards are defeated, and a magnetic crane will activate. Run to the west end of the catwalk, where there is a circular platform. Stand here while wearing the Iron Boots, and the crane will catch you as it circles around. Ride the crane around to a similar ledge to the north. Remove the Iron Boots to drop off the crane, landing safely on the north ledge.

Start climbing up the catwalk, defeating two Bokoblins and a Fire Keese who guard another switch. Activate the switch, and a second magnetic crane will



activate. Just wait by the switch while wearing the Iron Boots, and the crane will catch you. Ride this crane to a far north ledge in the room, dropping down to kill two more Bokoblins. Go through the door located here.

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Goron Mines - Upper Water Room

New Dungeon Item: Small Key x1

New Upgrade: Piece of Heart x1 [PHWII08]

Four Tektites hop along the water in this room. Attract their attention with the Gale Boomerang, then dispatch them using sword attacks. They can take some punishment, but don't deal much damage. Once they're out of the way, jump into the water and swim to the northwest corner of the pool.

Now swimming in the northwest corner of the pool, you can equip the Iron Boots and drop down to a chest. Open it to get a Small Key. Remove the Iron Boots to return to the surface before you drown, and swim to the southeast corner of the pool. There is a cage here, but if you look down, you can see an opening in the cage which is blocked by a metal block.

Equip the Iron Boots to drop down to the block, grab a hold of it, and push it deeper into the cage to create a wider opening. Now inside the cage, remove the Iron Boots and return to the surface of the water before you drown. Climb out of the water to a small ledge, then climb up to another ledge to the north. There is a switch here; step on it with the Iron Boots on to activate it, creating a beam of magnetism near the switch. Enter the beam while wearing the Iron Boots to pull yourself up to the ceiling.

Head north along the magnetic ceiling until it stops, and remove the Iron Boots to land safely on a catwalk just below you. Run west along the catwalk, at whose end you will find a wire-mesh platform and another switch. Activate the switch, and a beam of magnetism will activate on the west wall. Stand on the wire-mesh platform while wearing the Iron Boots, and drop off it's west edge, passing through the beam of magnetism on the way. You'll be pulled right onto the west wall.

Start heading north along the wall until you run out of magnetic platform, and then remove the Iron Boots. Open the chest on this small ledge to get a Red Rupee. Now, turn your attention to the blue diamond on the platform. Slash it with your sword to activate it, where it will turn yellow. A gate on the platform below will be removed temporarily. Drop east down to this platform, and run through the bars of the gate before it closes again.

Defeat both of the Bokoblins who will attack you when you pass through the gate, then head for the east end of the room. There is a magnetic strip climb up the wall here; climb up it to the top, where the strip branches north and south. Go south first, dropping onto a platform to open a chest and get a Piece of Heart. Drop back down to the floor, and climb the magnetic strip again, this time taking the north branch.

Once at the catwalk on the north edge of the room, run along it until you see a rope coming out of the ground. Cut this rope with your sword, which will open a gate below. Drop down off the ledge, entering the opening which the gate has created. Go through the door inside.

-----  
Goron Mines - Catwalks

New Dungeon Item: Small Key x1

Run forward, smashing your way through some planks which block the entrance to

the rest of the area. Run forward, keeping your shield held up to block to the incoming projectiles of the Bokoblin Archers (there's not much you can do to kill them just yet). Keep heading north along the catwalks (there's water below, so don't be afraid of falling down). When you reach the northern-most catwalk, head to the east.

In this small enclosed area, you'll encounter a Beamos Statue (you saw these in the previous room, but shouldn't have gone anywhere near them). These statues rotate steadily on their axis, with one side of the statue having a red "eye" which fires an energy beam at you when it sees you. You can't kill the Beamos yet, so just dodge it. Look in the corner of the area that the Beamos occupies, and you'll find a chest which contains a Small Key.

Small Key in hand, run to the west end of the northern-most catwalk, where there is a locked door. Go through it.

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Goron Mines - Spinning Ledge Room

Run forward, waiting for the spinning platform to steady itself before jumping across to the next, more stable ledge. Look to the right from here, and you'll see a long platform which is dotted with magnetic strips. This platform spins steadily. One side of the platform has three magnetic strips, the other side has one single magnetic strip.

Wait for the side with three to be facing up, and quickly run forward and equip the Iron Boots while standing on the magnetic strip. You'll cling to the strip while the platform spins around. After it has steadied itself, remove the Iron Boots, run to the next strip, and wait again. Repeat with the third strip, and then jump to the ledge on the west end of the room. Go through the door there.

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Goron Mines - Gor Ebizo's Chamber

New Dungeon Item: Key Shard #2

You've found the second Goron Elder. Speak with him to get the second Key Shard. Ebizo will also mention a useful weapon which is nearby. Look to the left of Ebizo to see a chest; open it to get a Yellow Rupee. Now, climb the ladder to the right of Ebizo. At the top of the ladder, head east along the ledge, going through the door on the upper-east side of the room.

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Goron Mines - Spinning Ledge Room

Look to the south as you come out of Ebizo's room, and you'll see a magnetic strip on the wall. Climb onto the magnetic strip using the Iron Boots, and head south along the wall, continuing to follow it when it bends to the east. At the end of the platform, MOVE TO THE BOTTOM OF THE MAGNETIC STRIP (this is very important), then take off your Iron Boots to drop to the ledge below.

Run to the west end of the ledge, opening the chest there to get a Yellow Rupee. Return to the east end of the ledge, and go through the door there.

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Goron Mines - Biggoron's Chamber

The door will seal behind you as you enter. Run forward along the catwalk, jumping out onto a large disc that is suspended over the lava. The Goron who calls this home, the Biggoron, will come to life.

-M-I-N-I--B-O-S-S-

## The Biggoron

The Biggoron missed the memo that you're helping the Gorons, so you're going to have to fight him to get what he guards. The whole fight takes place on a giant disc in the lava, and the Biggoron's colossal weight will make the disc dip into the lava if he stands on the edge. In the first phase of the fight, you must strike the Biggoron on his unguarded belly. The only time he is vulnerable is when he is preparing to swing at you.

Stand in front of him to make him start swinging, and then start attacking his belly with sword strikes. His swing takes a while to charge up, but is too powerful to block, so jump out of range after two or three hits. If the Biggoron draws too close to the edge of the disc, then it will become dangerously close to the lava. If this happens, release your L-Lock on Biggoron, and run to the opposite end of the disc. The Biggoron will be forced to move closer to you, steadying the disc.

After you've hit the Biggoron a few times, he'll roll up into a ball and begin charging up, Sonic-style. Backflip towards the edge of the disc, giving yourself plenty of room. Equip your Iron Boots, and face the Biggoron. When he charges at you, press the Action button just before he hits you. If you time it properly, Link will grab a hold of the Biggoron. Now, press right or left on the joystick to toss the Biggoron into the lava. Repeat until he is defeated.

After the Biggoron surrenders, the disc will rise back to the top of the room, the doors will unseal, and Biggoron will allow you to take the Hero's weapon. Go to the south end of the room and through the door located there.

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Goron Mines - Dead Beamos Room

New Item: Hero's Bow

New Equipment: Smallest Quiver (x30)

New Dungeon Item: Compass

Run forward and open the chest to get the Hero's Bow. Kill the Fire Slug to the right, then turn your attention to the large stone slab on the wall behind the chest. Two ropes support the top of the slab. Use an arrow from the bow to cut the ropes, dropping the stone slab down, creating a doorway and a bridge.

Run across the new bridge and into the room on the other side. Watch out for a Fire Slug that hangs from the ceiling. Run to the south end of the room, where an inactive Beamos statue blocks a doorway. When you draw near it, the Beamos will come to life along with the ones in the rest of the room. Back up out of the range of the Beamos, and destroy it's red eye with a manually-aimed arrow. Repeat this against all of the Beamos statues in the room.

With the statues dead, you can now pull them aside. Start with the one on the east side of the room. Pull it away from the doorway, and go through to find a small space with a chest. Open the chest to get the Compass (finally). Now, pull aside the statue on the west end of the room. You'll find a door on the other side. Go through it.

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Goron Mines - Last Elder's Room

Run into the room and speak with the last Elder, who will give you the final fragment of the Big Key. Open the chest behind him to get a Purple Rupee.

Return to the previous room.

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Goron Mines - Dead Beamos Room

Head for the south end of the room, pulling aside the dead Beamos to reveal another door. Go through it.

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Goron Mines - Lava Cavern

Run forward, using the Hero's Bow to kill the Fire Keese who will flutter down. At the end of the passage, you'll find a dented fence. Roll into it to remove it. Look east from here to see a ledge suspended over the lava. Jump over to it, killing the Fire Slugs that drop down from the ceiling. Run to the east end of the ledge, and jump north to a round platform in the middle of the room.

Kill the Dodongos that calls this platform home. Now, look north, where you can see Fire Slugs attached to the ceiling. Use your Hero's Bow to shoot them down (if you try to jump over without killing them, they'll knock you into the lava). Jump over to this ledge, and kill more Fire Slugs with the Bow before jumping to the next ledge. Now, head to the east end of the room, being wary of more Fire Slugs that hang from the ceiling (these have no danger of knocking you into the lava, though).

Once on the east end of the room, you'll find a door locked behind a gate. Look on the ceiling to see another magnetic strip, which has a Dodongo patrolling it. Trust me, you don't want to be fighting a Dodongo while wearing the Iron Boots, so kill the Dodongo from afar with your bow. Then, head for the southeast corner of the room, and step on the switch there to pull yourself to the ceiling with the Iron Boots.

Head north along the magnetic strip, until you are suspended above the locked gate below. On the east wall here, there is a hole in the wall. Look into the hole to see a blue Crystal Switch, like the one you encountered earlier. Nail it with the Hero's Bow to unlock the gate below. Drop down from the ceiling, going through the door behind the gate.

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Goron Mines - Crane Chamber

Head south from the door, jumping to another ledge. Open the chest here to get a Purple Rupee. Jump back to the previous ledge, and go to it's north edge. There are several bridges here, which are being held up by ropes. Use the Hero's Bow to cut the ropes. Once the bridge has fallen, run across it to find a switch. Stand on the switch while wearing the Iron Boots, and a crane will come around to pick you up. Ride it to the north end of the room, and go through the north door (yes, you've been here before).

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Goron Mines - Upper Water Room

The Tektites in this room have been replaced by Pollywogs, who will spit projectiles at you from the water. Defeat them with the Hero's Bow, and then jump to the locked gate on the north end of the room. Before, you had to climb around the entire room, using the Iron Boots and the magnetic strips to hit the Crystal Switch on the west end of the room. But now, with the Hero's Bow, you can simply hit the Switch with an arrow. Do so, and the gate will open temporarily.

Run through the gate, and kill the Bokoblins on the other side. Use the Hero's Bow to kill the Beamos statues, then run to the north end of the room and through the door.

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Goron Mines - Catwalks

On your last visit here, you were forced to tolerate a trio of pesky Bokoblin Archers. They're still here, but they've changed positions, and are joined by numerous other Bokoblins. Move slowly but confidently through the area, killing melee Bokoblins with your Ordon Sword, and Bokoblin Archers with your Hero's Bow.

Return to where you picked up the Small Key earlier (on the east-center of the area), and kill the Beamos statue with an arrow. Once it's dead, you can grab onto it and pull it aside. Doing so will reveal a tunnel behind it, which leads up to the upper areas of the Catwalks.

Run up the ramp, and turn to face north. A pair of Bokoblin Archers will pelt you with fire arrows from their vantage point. Shoot the large barrel that they're standing near, which will explode, killing them both. Be careful that they don't do the same to you. Head to the left from there, where you'll find a switch near the base of a crane. Activate the switch, which will turn on the crane.

Drop off the ledge to the left of the switch, and you'll be standing in the path of the crane. Let it grab you while wearing the Iron Boots. Let the Crane carry you around to the northeast corner of the area, where there is another stone slab suspended by a rope. WITHOUT RELEASING FROM THE CRANE, shoot the rope holding up the slab with an arrow. You'll be upside-down while doing this, which is disorientating, but also hilarious.

Once the stone slab has fallen, you can now safely drop off the crane. Check out the area to the west of the Crane to find some much-needed recovery items, including Arrows and a Fairy (capture the Fairy in a Bottle). Once you're all stocked up, go through the door to the east of the stone slab.

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Goron Mines - Outside Darbus' Chamber

This room is essentially a gauntlet, pitting you against an army of melee Bokoblins and Bokoblin Archers. Kill the Archers from a far with the Hero Bow, then go mono-e-mono with the Bokoblins. Once they're all out of the way, head for the south end of the room. A truly colossal stone slab is being held up by another rope. Cut the rope with an arrow, dropping the slab down.

An army of Bokoblins emerges. It's tempting to snipe them as they charge at you, but save your Arrows; you'll need them for the boss. Charge up a Spin Attack while they head towards you, unleash it as they surround you, then mop up the leftovers. Run to the south end of the room, and go through the Boss Door.

-----B-O-S-S-----

Twilit Igniter FYRUS

New Upgrade: Heart Container x1

New Quest Item: Fused Shadow

Darbus, the Patriarch of the Goron Tribe, sort of went insane when he was consumed by the powers of a Fused Shadow. Oops. You'll have to administer his medicine, in arrow-and-sword-beating form.



especially now that the Gorons are no longer hiding in their caves.

Head for the north end of Kakariko Village. Speak with the Goron who is standing out front of Barnes' Bomb Shop, and agree to let him toss you up to the roof of the building. Climb onto his back and face towards the building to accomplish the deed.

Once on Barnes' Roof, head up the ramp to the west of the building to reach the Highest Building in Kakariko Village. A Goron stands out front; speak with him and let him toss you up to the balcony of the Highest Building. There is a ladder here; climb up it as well. At the top, you'll find Talo, who is keeping a watch for monsters. Agree to "show her how to use the Bow."

You'll now enter a minigame, very similar to the one you completed earlier with the children involving the Slingshot. You'll automatically warp to Eldin's Spring, where Malo will show you a number of targets in town. Successfully hit them all, and you'll earn a Piece of Heart. When manually-aiming with the Bow, always aim the tip of the arrow just below where you actually want the arrow to go. The last target is easily the hardest: it's a tiny pole on top of the Highest Building. It's unlikely that you'll even be able to see the pole on smaller screens. When aiming for the pole, hold down the Hero Bow key for a full second, which will steady Link's aim and also let the arrow travel higher. You'll still need to aim several feet above the pole to actually hit it, though. Successfully nail the pole using manual aiming without using any enhancements (i.e. Hawkeye or Arrow Bombs), and you'll earn a Piece of Heart from a very impressed Malo.

Whether you complete Malo's Archery Minigame or not, head for Malo Mart afterwards.

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Eldin Province - Kakariko Village: Malo Mart  
New Item: Hawkeye

Malo is now carrying the ultra-cool Hawkeye item, but only if you participated in his Archery Minigame (whether you win or not doesn't matter, you just have to attempt it). This item works like a scope for your Bow, giving you the telescopic vision of a Hawk. Don't get any ideas about completing Malo's Archery Minigame with this; you'll be disqualified if you use it.

With the Hawkeye purchased, go back out to Kakariko Village.

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Eldin Province - Kakariko Village

Play around with your Hawkeye for a while if you want, but save your arrows (assuming you didn't waste them all, in which case you'll need to scrounge some up from the enemies in Hyrule Field). Once you're comfortable with it, head to the north end of town and go inside Barnes' Bomb Shop.

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Eldin Province - Kakariko Village: Barnes' Bombs Shop  
New Item: Bombs  
New Equipment: Smallest Bomb Bag (x30)

Speak with Barnes behind the counter, and try to buy some Bombs. But you need a Bomb Bag to carry them in. He'll give you a special deal: he'll give you a Bomb Bag which holds thirty Bombs, as well as thirty Bombs, for 120 rupees. Go all over this deal (if you can't afford it, go slaughter monsters in Hyrule Field, or return to Goron Mines and open the Rupee Chests you skipped).

Once you have the Bombs, return to Kakariko Village.

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Eldin Province - Kakariko Village

New Upgrades: Piece of Heart x2 [PHWII10] [PHWII11]

Now fortified with some new toys, it's time to re-fortify yourself with some new Pieces of Heart. You're going to need Bombs as well as Arrows to get both of the Heart Pieces stashed in the village. Both of them are found near Eldin's Spring in the south end of town, so go there now.

On the east side of the spring, near the road which leads back to Hyrule Field, there is a boulder which is lodged in a large crack in the wall. Detonate a Bomb near the boulder to destroy it, then enter the crack which is revealed behind it.

You'll find yourself in a large cave, which is populated by a pair of Cuccos. Ignore them, and head for the tunnel in the back of the cave. Climb it all the way to the top, and you'll come out on a high ledge above Eldin's Spring. Jump down into the water of Eldin's Spring (you'll actually land on a higher, inaccessible ledge), and look for a deep part of the pool. Equip your Iron Boots to drop to the bottom of this pool, and open the chest found there to get a Piece of Heart.

Return to the south end of Kakariko Village, and go to the crack which you just blew open. Combine the Bombs and the Hero's Bow (equip the Hero's Bow, then highlight the Bombs and press the Combine button). You'll need this explosive combination to get the next Piece of Heart.

Above the crack, and slightly to the right, there is a large boulder sitting on top of a mesa. Fire a Bomb Arrow at this boulder, and it will explode, revealing a Piece of Heart. Claim it with the Gale Boomerang.

Now, we'll take Eldin's advice and head for Lanayru Province. Find Epona (use the Horse Grass near Eldin's Spring if you can't find here), hop on her back, and ride over the north gate of Kakariko Village to head for the North Hyrule Field portion of Eldin Province.

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Eldin Province - Hyrule Field: The Bridge of Eldin

New Quest Items: Male Phasmid, Female Phasmid, Male Grasshopper,

Female Grasshopper [GBWII07] [GBWII08] [GBWII09] [GBWII10]

New Upgrade: Piece of Heart x1 [PHWII12]

You've been here before; this is where you fought King Bulblin and his entourage when he kidnapped Colin. You actually missed a lot of the area on your last visit, though, so take this opportunity to look around.

Ride north out of Kakariko Village, watching the left side of the road until you see two large boulders standing in front of a ramp. Hop off Epona and destroy these boulders with a Bomb. Leave Epona where she is, and start climbing the ramp.

Run all the way to the top of the ramp, jumping over a narrow gap in the path. Ivy climbs the wall here; climb to the top of the ivy. At the top of the ivy, jump out onto a ledge which sticks out over the road below. Run to the edge of this ledge, looking across the gap to see a boulder blocking a wall of ivy. Use a Bomb Arrow to destroy the boulder, then jump out to the ivy and climb up it. Once on top of the ivy, look down and to the north to see a chest sitting







leads out of the building.

The Scent will eventually lead you around a corner and into a new area of town.

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Lanayru Province - Hyrule Castle Town: South Road

Still following Ilia's Scent. It'll eventually lead you down an alley, down some stairs, under an arch, and to a door. The door is ajar. Wedge your nose into the crack to push the door open and go inside.

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Lanayru Province - Hyrule Castle Town: Telma's Bar

If you're getting sick of following Ilia's Scent, then fear not. You've almost found her. Activate your Senses to let you see the Spirits in the room. Ilia is on the other side of the room as you enter, sitting next to a Zora Child (if you eavesdropped on the right people, you would've heard about the Child already). Listen in on their conversation.

Now, head for the back of the bar, where four Soldiers are in conversation. Eavesdrop on their conversation with your Senses on. They'll mention the Light Spirit who lives in Lake Hylia. Check their map on the table to find the Spirit's location.

Ilia will be fine in the Bar for the meantime (not that you're much good to her when she can't see you), so let's turn our attention to the Light Spirit. Head back out of the bar and leave town through it's east exit (the south exit, which provides the most direct route to Lake Hylia, is currently blocked by Spirits).

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Lanayru Province - Hyrule Field: East

You should be back where you first entered Castle Town. Head east, back across the large wooden bridge. Go for the east area of the Field, where there is a passage leading to the next area. Go there and go east, down the passage.

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Lanayru Province - Hyrule Field: East Road

Run down the road, defeating or dodging the Twilit Bokoblins who patrol the area. The path splits to the north and south. Go south to reach Lake Hylia.

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Lanayru Province - Lake Hylia

As you enter the Lake Hylia area, you'll be following a road which stretches to the right and left. Go right first (you can't do much on the left path just yet). You'll come to the Great Bridge of Hylia, which extends over "Lake" Hylia - which is now a dried up pond.

According to the soldier's map, Lanayru is in the south end of the zone. Start heading south along the bridge. Halfway across, you'll be ambushed by a Twilit Bokoblin Archer, who will ignite the oil on the bridge using a Fire Arrow. You'll have only a short time to escape the bridge. When you regain control, two crates will appear next to you. Push one of them towards the flat edge of the bridge. Climb onto the box, then climb onto the edge of the bridge. Now, jump off the bridge into the puddle below.

Swim to the east shore of the "puddle," where you will find several Zora investigating the water. One of them will reveal that the Lake's watersource, Zora River, is being blocked somehow. Keep heading east, and you'll come across a Clown named Fyer out front of his house. Listen in on his thoughts, and he'll spot that Twilit Bokoblin Archer on the north side of the lakebed. Run over to it, and a cutscene will take place.

-M-I-N-I--B-O-S-S-  
Shadow Bird Rider

The Archer will float around on the back of a Shadow Bird, launching Fire Arrows at you. Keep the Rider Z-Targeted, and sidejump or sidestep the Rider's arrows to avoid them. When the Rider swoops low, this is your chance to attack. Perform a Jump Attack to spring onto the Bird, and proceed to tap the Attack button to continue taking chomps out of the bird. Do this a few times, and the Rider will fall to the ground. Just beat the carp out of him to end the fight.

After you beaten the Shadow Bird Rider, Midna will take control of the Shadow Bird and use it to carry you to Lake Hylia's watersource in Zora's River.

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Lanayru Province - Zora's River

You'll now be in control of the Shadow Bird. You can make it fly in any direction you like, and tapping the A button will make it Dash, just like with Wolf Link. Watch out for falling rocks and flaming arrows on the way; getting hit will make the bird drop you to a deadly death. Crashing into a wall or structure will have an identical effect.

Fly as high as you can during the course, which will make sure that you don't accidentally get stuck in an area where you can only crash into walls. After a short ways, you'll enter the area where rocks will begin crashing down. Hold to the right or left, and absolutely never fly directly at these boulders to keep them from crushing you. Near the end of the course, you'll find a large sun-lit hole near the ceiling. Fly through this, and you'll reach...

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Lanayru Province - Upper Zora's River

Head south from where you land, and you'll find a path which leads down into the riverbed. Head east, where the riverbed will become full of snow. Follow this path east, into the next area.

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Lanayru Province - Zora's Domain: Sleeping Waterfall

Run north into the zone, and you'll find the entrance to Zora's Domain, which has been completely frozen over (and no, I know what you're thinking... it's still frozen over from Ocarina of Time... it isn't... it has just frozen over again). Head north towards the frozen waterfall, killing the Keese on the way, if you like. When you reach the waterfall, look for a small pillar of ice, and stand on the snowdrift in front of it.

From here, you can begin a six-step Midna Jump. You'll end up on a small ledge on the lower half of the waterfall. Run along the ledge behind it, watching the ceiling above for ice stalactites which will plummet down and impale you. When you reach the far east end of the ledge, you'll find another point where you can begin a nine-step Midna Jump. On your way up, watch out for more ice stalactites. Take a break in your leaps if you see one crashing down (you can

also go very fast to avoid them, but there's a chance you'll lose your footing on the way).

When you reach the top of the waterfall, head north and through the gates to enter the interior of Zora's Domain.

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Lanayru Province - Zora's Domain: Waterfall Cavern

If you turn on your senses, then you can see a deep pool beneath you, which is frozen over, trapping the Zora beneath. Defeat the Shadow Beings who stalk around on top of the pool (remember, to kill one of the trio, then use Midna's Charge Attack to defeat the other two). The barrier which is created when you begin the fight has another unique configuration, similar to the one you encountered earlier in Eldin Province. This configuration will, once more, isolate one of the Shadow Beings from the other two. Kill this one before using the Charge Attack on the other two.

Once you have defeated the Shadow Beings, a new Warp Point will be made available to you. Which is good; you'll need to warp to an old area if you want to unfreeze Zora's Domain. Speak to Midna and tell her you want to Warp. Travel to the Death Mountain warp point in Eldin Province.

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Eldin Province - Death Mountain

On your last visit here when Eldin Province was covered by Twilight, a Shadow Being attempted to crush you with a gigantic piece of volcanic rock. Stand near it, and speak with Midna. Tell her to Warp the rock to Zora's Domain. You'll follow right behind it.

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Lanayru Province - Zora's Domain: Waterfall Cavern

The blazing rock will melt the waters in Zora's Domain, refilling Lake Hylia and freeing the frozen Zora from their icy tomb. Dive into the waters of the river, and swim back towards the waterfall entrance. When you're almost out, you'll be stopped by the voice of Rutela, a deceased Zora Queen.

Rutela will ask you to help her son (the Zora Child that Ilia is with in Hyrule Castle Town), and in exchange she'll teach you how to live underwater like a Zora (it's actually a new suit of armor). You'll need this ability in the next dungeon. To help Rutela's son, we're going to need regain Hylian form first. Which means, saving the Light Spirit Lanayru.

Head back out of the cave.

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Lanayru Province - Zora's Domain: Sleeping Waterfall

Zora's Domain is now once again filled with water. Take Midna's advice: jump off the waterfall into the river, and allow it to carry you back to Lake Hylia.

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Lanayru Province - Lake Hylia

The current of the Lake will carry you right to the doorstep of Lanayru's Spring. Head south into the cavern's mouth.

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Lanayru Province - Lake Hylia: Lanayru's Spring

Run forward to the ledge that juts out over the water, and speak with the remnants of Lanayru. You've done this twice before, so you know the deal by now: track down sixteen bugs to reclaim sixteen Light Essences. Of course, you'll be given a Vessel of Light to carry the Essences.

If you take a look at your map, you'll get an idea of how far spread the Bugs are this time around. Don't sweat it; this isn't as bad as it looks. Head back out of the cave.

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Lanayru Province - Lake Hylia

As soon as you emerge from the cave, a Bug will appear and move up a bridge to the right. Ignore it for the moment. If you check the map, you'll see a Bug on an island to the northwest. Swim up to the island, where you'll find the Bug floating around near a dock. Kill it and take it's Light Essence (1).

At the top of the bridge, you'll reach a small plateau. The bug hides out here. Kill it and take it's Light Essence (2). Head east across the bridge, where there is another small plateau.

When you step onto this plateau, Shadow Beings will appear from the sky, and a Twilight Barrier will surround you. This newest battlefield is extremely large, which makes killing the trio of Shadows who occupy it problematic. Kill one of them, then slowly attract the other two together. Defeat them using the Charge Attack. Defeat both of them, and Midna will have access to a new portal.

Go to the southwest end of the plateau. There is a natural stone bridge here (all the other bridges on the plateau are made of wood, which makes this one easy to spot). Run to the southeast, jumping over a short gap and onto a platform. If you fall in the water, then swim back around to the entrance to Lanayru's Spring and try again.

From the platform over the water, press the Dash button and run further southeast, jumping onto a ledge across a wide gap (if you don't Dash, you won't make it). From here, face west to find another wide gap. Dash, then jump across this gap as well. Head south up to the top of a hill, where you'll find another Bug, who may burrow into the ground. Dig him out if he does, and kill him. Take his Light Essence (3). Now, make your way back to the Warp Portal you unlocked a few minutes ago.

Head for the northeast end of the plateau, where there is another bridge which leads out to Fyer's colorful floating shop. On the way to the building, you'll pass some yellow grass which Midna tells you can be used to summon the Shadow Bird you rode to Zora's Domain. Ignore it for now; we'll get to it in a moment.

Head around to the back of Fyer's shop, and activate your Senses to spot the bug floating around in the air. Kill it and take it's Essence (4), then return to the yellow grass. Howl near it using this sequence:

```
0 .5 1 .5 2 .5 3 .5  
H 1 > - - 3 > - -  
M - - - - - - - -  
L - - 2 > - - 4 >
```

The song will summon the Shadow Bird, who will carry you up Zora's River.

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Lanayru Province - Zora's River

You'll now repeat the Shadow Bird sequence which you used to reach Zora's Domain earlier. The difference is, this time, there are four Bugs hidden on the route. You can activate your Senses to spot them while flying. Dash into the Bugs to kill them and get their Light (you don't have to retrieve the Light, it is added to your Vessel automatically). None of the Bugs are hidden; they appear in the middle of the course, usually near the river's surface. You should have no problem seeing them if you keep your Senses activated the majority of the time.

Don't fret if you don't get all of the Bugs on your first run. When you make it to Upper Zora's River, warp back to Lake Hylia and try again. Once you have all four bugs (5 - 8), stay in Upper Zora's River.

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Lanayru Province - Upper Zora's River  
New Quest Item: Howling Stone [HSWII02]

As soon as you enter the area, activate your Senses and Listen to the spirit of the Woman sitting on the steps. A Bug will appear; kill it and take it's Essence (9).

With the water in this area refilled, you can now reach the northern bank. Cross there using the floating bridge near the Boat Rental Shop. There is a Howling Stone in plain sight on the northern bank. Go up to the stone, and two Spirits will appear on the shore. We'll get to them in a minute; listen to the melody of the stone.

	0	.5	1	.5	2	.5	3	.5	4	.5
H	-	-	-	-	4	>	-	-	-	-
M	-	-	2	-	-	-	5	>	-	-
L	1	>	-	3	-	-	-	-	6	>

This stone's melody (the Requiem of Spirit from Ocarina of Time) is quite different from the Howling songs which you have encountered thus far. It uses some half-second notes. You have to change the second and third notes every half bar, instead of every full bar.

Once you're confident you've learned the song, attempt to Howl along with it. Successfully duplicating the song will start a duet with the Golden Wolf. Sing the song once more, and the Golden Wolf will appear near Hyrule Castle Town. We'll get to him after we're done capturing all the Bugs. Let's get back to them.

Head east from the Howling Stone to the two spirits that you passed earlier. Eavesdrop on them, and you'll find they're looking for Prince Ralis. They're dive into the river and head down a tunnel, stating that it leads to Hyrule Castle. Swim after them.

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Lanayru Province - Hyrule Field: North

Follow the current downstream, swimming towards the left bank. You'll eventually coming to a stairset that leads out of the water. Climb up it, and start running east into the next area of Hyrule Field.

Lanayru Province - Hyrule Field: East

Head back towards Hyrule Castle Town (the Golden Wolf sits in this area, but you can't interact with him until you retain Hylian form). When you near the bridge that leads into town, a trio of Shadow Beings will appear. You know how to beat these guys by now.

Once they're dead, a new Portal will be yours to use. Head into town.

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Lanayru Province - Hyrule Castle Town: East Road

There is a single Bug hidden in Castle Town, in the South Road. Go there.

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Lanayru Province - Hyrule Castle Town: South Road

Head for the entrance to Telma's Bar. In the alley that the bar rests in, you'll find the bug hiding in some crates in the southwest corner. Smash the crates to reveal the Bug. Kill it and take it's Light Essence (10). Now, talk to Midna and have her Warp you to Zora's Fountain.

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Lanayru Province - Zora's Domain: Waterfall Cavern

Climb onto the ledge that circles the water in the cavern, and head for it's southwest corner. Another of the Bugs is hiding here, clinging high on the wall. Dash into the wall to knock it down, then kill it with a Jump Attack when it swoops low. Take it's Essence (11), then leave the cavern.

-----  
Lanayru Province - Zora's Domain: Sleeping Waterfall

Swim off the edge of the Waterfall, landing in the pool below. In the middle of the pool, there is a series of lily pads. Two bugs are hiding on these pads; climb up onto one of them, and spot the Bugs with your Senses. Kill them using Midna's Charge Attack, then take their Light Essences (12 & 13).

Swim over to the west end of the pond, climbing out of the pool and onto a low ledge. Move south along the ledge, where you'll find another Bug at the top of a ramp. It may burrow into the game; dig it up if it does, then kill it. Take it's Light Essence (14). Climb all the way up the ramp, and open the chest at the top to get a Yellow Rupee. Jump back down into the pool of water and swim to the northeast end of the pool.

There is a frozen tunnel here, which we'll use later in the game to reach Snowpeak. Look north from there, where there's a short ledge. Stand near it to find a place where you can perform a Midna Jump. Do so, and run north a short ways and perform another Midna Jump.

Start running along the ledge, which circles around behind the waterfall. Behind the waterfall, there is a short ramp which rises up into the air. Stand on it, and perform another Midna Jump. Run forward a short ways, where you can do another Midna Jump, this one a two-step.

You should now be standing beneath a circular-shaped waterfall which erupts from the side of the wall. Head down to the south end of this ledge, and open the chest there to get a Red Rupee. Head back to the circular waterfall, and start climbing up a short ramp which is just beneath it. At the top, you can do another two-step Midna Jump. Run forward a short ways, and you'll reach a



point where you can start a four-step Midna Jump.

Keep running forward from here, doing one final Midna Jump to reach an upper ledge. Move slowly along the ledge and around the corner, where you'll find yourself adjacent to a cave on the upper levels of the area. Jump out into the cave, and run south into it. Activate your Senses on the way to spot a Bug. Kill it and take it's Essence (15).

According to your map, you've now exhausted all of the Bugs in Lanayru province, but you're still one short. This is normal. Warp back to Lake Hylia.

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Lanayru Province - Lake Hylia

As soon as you enter the area, a disturbance will occur out in the middle of the lake. Swim out to this point, and a truly massive Dark Insect will appear.

-M-I-N-I--B-O-S-S-  
Dark Insect Queen

Try to stay on the four little rafts which float around the area that the Miniboss appears in; if you fall in the water, you're highly vulnerable to it's attacks. Activate your Senses to see the Bug. Like it's smaller children, the Queen will charge itself with electricity and attempt to hurl itself at you. Unlike it's children, however, the Queen is huge, so this isn't quite so easy to dodge.

Wait for the Bug to charge at you, and doge out of the way of it's attack. When the electrical energy subsides, use a Jump Attack to leap onto the Queen, and mash the Attack button to start chewing the hell out of it. After you do this, the Queen will submerge itself in the lake and attempt to ram you. Stay on the rafts to avoid it. When it's done swimming around like an idiot, it will charge out of the water, usually trying to swipe you as it does. This is kind of hard to dodge; you'll probably end up diving into the water if you want to clear it entirely. At this point, the fight resets.

After you've chewed on the Bug for a while, it will land on the water with it's weak underside exposed. When this happens, jump out onto the Queen's belly, and use your Charge Attack to strike all six of the Queen's legs at the same time. This will kill the Queen, releasing the last Light Essence (16).

With all sixteen of the Light Essences placed in the Vessel of Light, you'll automatically warp to Lanayru's Spring.

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Lanayru Province - Lake Hylia: Lanayru's Spring

After a truly disturbing cutscene, you'll find out that the next temple is at the bottom of Lake Hylia. Rutela's offer to teach you how to be like a Zora is suddenly sounding pretty sweet. Head back outside.

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Lanayru Province - Lake Hylia  
New Upgrade: Piece of Heart x1 [PHWII13]  
New Quest Items: Male Mantis, Female Mantis [GBWII11] [GBWII12]

Head around the Fyer the Clown's floating shop, to the northeast of Lanayru's Spring. Speak with Fyer, and pay him Ten Rupees. Afterwards, enter his building. You'll now be launched back to the upper level of Lake Hylia.

You'll land on a target, behind a shack. Enter the door of the shack, and climb down the ladder inside. You're now inside Falbi's Flight-By-Fowl minigame building. Speak with Falbi in the large room in the building, and agree to play his minigame. Grab one of the Cuccos in the room, then step onto Falbi's vacated ledge. SAVE YOUR GAME HERE. This is important.

In this minigame, you'll jump out off the ledge, floating slowly down towards the surface of Lake Hylia thanks to the frantically flapping Cucco in your arms. If you hold forward as you're floating, you'll speed up. If you hold back, you'll slow down, eventually coming to a stop. You can earn a Piece of Heart in this minigame, but it's rather difficult to find.

Look directly down from the starting ledge, and you'll spot a new platform in the middle of the Lake. This platform has several tiers, which a chest on each tier. The top tier is a spinning platform with a chest; this is NOT the one you're trying to land on. The tier beneath that is the one you're aiming for. Open the chest on this tier to get the Piece of Heart.

To reach the Heart Piece, leap off the ledge with a Cucco held proudly over your head. Immediately pull back on the Joystick until you have to come a relative stop in forward momentum, then start tapping slowly forward until you are floating forward only a tiny bit. Float forward a few yards, then stop again. Then float forward a few meters. Repeat this slow process until are lined up perfectly with the correct chest beneath you (pull back on the Camera to increase your field of vision).

The bonus Rupees that float around the area are tempting, but they will interfere in your ability to aim. So ignore them. Because you have to pay a twenty-rupee price tag every time you play the game, as well as Fyer's ten-rupee fee to return to the upper level, this game can expensive pretty quick. For this reason, you should have saved your game before attempting it, as I directed you. This way, if you fail, you can just reset the game and load the old file, which will deposit you right back in Falbi's shop, with all your rupees.

Once you've got the Piece of Heart, start going down the platform. Open each chest on each tier of the platform on your way down to make up for the Rupees you spent. On the third tier, you'll encounter a mysterious lantern; this is actually a Poe Soul. You can't do anything about these until you gain the ability to independently change between Hylian and Wolf Link. Keep it in mind for now. Return to Fyer and pay for another trip back top.

Leave Falbi's shop, where you'll find yourself near the Great Bridge of Hylia (which you had to evacuate in a hurry on your last visit). Now as Hylian Link, you can snag a few bugs who hang about the area.

Go to the north end of the Bridge, defeating the Bokoblins and Undead Dogs who get in the way. Once on the bridge, to the inside of the northern arch, and look on the west side of the arch. A golden glow on the wall here indicates the presence of a Golden Bug; use your Gale Boomerang to pull it towards you. Claim the bug to get the Male Mantis.

Now, head for the south end of the Bridge. There is a gigantic tree located here, which grows right out over the road. Run underneath the tree to it's south end, defeating the Undead Dogs and Chus on the way (if you like, you can kill the Chus and capture the remnants to be used for Lantern Oil). On the south end of the tree, you can see the golden glow of the Female Mantis on the underside of one of the tree's roots. Use the Gale Boomerang to pull it towards you and capture it.

Now, head back to the north end of the bridge, and go north out of the area. There's some Horse Grass near the north end of the area which you can use to summon Epona.

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Lanayru Province - Hyrule Field: East Road

There's a seamless zone change between this area and Lake Hylia, so don't be fooled. A crossroad stretches to the north and west halfway up the path. Go north first, using a Bomb to destroy the boulders in your way. Climb back on Epona and go through the passage that you've opened, all the way to the north. You'll pass all kinds of interesting things on the way, none of which you will be able to interact with yet.

At the north end of the road, you'll find another passage blocked by boulders. Bomb them away, then ride Epona through the passage to the north section of Hyrule Field in Lanayru Province.

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Lanayru Province - Hyrule Field: North

There's another seamless zone change here; try not to get confused. Run along the northern edge of the area, and you'll enter a dirt path on the far north end of the zone. Keep riding up the path, hugging the northern edge of the wall. You'll come to a new passage in the north end of the zone, blocked by more Boulders. Bomb them away, then run into the opening that is created (Epona won't be able to join you).

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Lanayru Province - Zora's Domain: Sleeping Waterfall  
New Quest Item: Male Dragonfly [GBWII13]

Now you know how to get here on foot. Jump down out of the small cavern you're in, landing in the pool of water below. Swim to the west side of the pond, climbing out on the other side. Climb up the ramp here; at the top, you'll see the golden flutter of the Male Dragonfly. Catch it.

Head for the south end of the zone. Look for a footpath which leads south, following the path of the river. Climb out of the pond and follow this footpath through a tunnel.

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Lanayru Province - Upper Zora's River

There's a door on the north side of this area, due north of the Howling Stone. Go through this door.

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Lanayru Province - Upper Zora's River: Hena's Fishing Pond  
New Upgrade: Piece of Heart x1 [PHWII14]  
New Item: Third Bottle

Learn to love this place; it's by far the most entertaining minigame in the game, and will keep you coming back long after you've completed everything else. You can Lure Fish here, which is the main point of this area. We'll get to that in a moment; for right now, go to the west side of the area.

There is a bridge here, with a sign which is clearly marked "Stop throwing dirty cans and empty bottles into the pond." Use your Bobber Fishing Rod

(which you've had since Ordon Village but probably never used) while casting the rod into the small pool on the west side of the bridge. Keep catching fish. Eventually, you'll come up with an Empty Bottle instead of a fish.

Now, head to the shack in the southeast corner of the area. Speak with Hena at the counter, and rent a Lure Rod and a Canoe for twenty rupees. Back outside in the pond, paddle north. On the rocky outcropping due north from the dock, you'll see a Piece of Heart. Nail it with your Lure Rod, reel it in, and Hena will allow you to keep it.

You can Lure Fish to your heart's content now. I won't ever get into it in the Main Walkthrough, since you don't ever need to do it to earn anything of great consequence. Check the Fishing chapter (coming in a future update) for a more in-depth coverage of this entertaining minigame.

With a new Bottle and a Piece of Heart now in your pocket, leave the Fishing Pond.

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Lanayru Province - Upper Zora's River  
New Quest Item: Female Dragonfly [GBWII14]

Head for the shack on the west side of the area. Look out over the water on the east side of the Hut, and you'll see a Golden Bug fluttering over the water. Pull it towards you with the Gale Boomerang, and take it to get the Female Dragonfly.

Go to the northwest corner of the area, where a Twilight Barrier will appear, and three Shadow Beings will fall from the sky. You know the drill by now: kill one, use a Spin Attack to kill the other two at the same time. When all three are dead, you'll earn a new warp. Iza will then take you inside her shop.

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Lanayru Province - Upper Zora's River: Iza's Boat Shop  
New Equipment: Second Bomb Bag

Iza will ask you to destroy a boulder which has dammed up the sluice gate in her Boat Shop. She'll give you a Second Bomb Bag, doubling the number of bombs you can carry (you'll need it in a little while to carry a second variety of Bombs, but for now it carries standards). Fire two Bomb Arrows at the boulder to destroy it.

Once the first set of boulders is destroyed, you'll enter a boat and begin rafting down Zora's River, where you must destroy several more boulders using more Bomb Arrows. Ride down the river a ways, trying to dodge driftwood (it's harmless) and grab some bonus rupees. After you've paddled downstream for several minutes, you'll go down a sharp incline, and meet Iza's partner at the bottom: a Zora. Follow the Zora's instructions, and use Bomb Arrows to destroy the boulders blocking the river's path. Blow them up before you get too close.

Now follow the Zora down the river, trying to grab the rupees it drops. When you reach the south end of the river, you'll find yourself back in Lake Hylia.

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Lanayru Province - Lake Hylia

Iza's Zora Employee will return to Upper Zora River, taking the canoe with her. You're stuck down here in good ol' Lake Hylia once more. Head back to Fyer's shop, and pay him ten rupees to return you to the surface (he's a bloody

extortionist, I know).

Once you're back up top, return to the north end of the zone and summon Epona using the Horse Grass there. Ride Epona back to the entrance to Zora's Domain, and return to Iza's Boat Shop. Yep, that's right.

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Lanayru Province - Upper Zora's River: Iza's Boat Shop  
New Upgrade: Giant Bomb Bags

SAVE YOUR GAME AT THIS POINT. That way, if you fail, you'll not only save yourself a handful of rupees, but also a lengthy trip back to Iza's Boat Shop. Simply reset the game, and load the old file.

If you successfully complete this new Boating minigame, you'll have earned yourself Doubled Bomb Bags. Meaning, your default Bomb Bag currently in your possession will suddenly have double the capacity. Speak with Iza and pay the twenty rupee fee for the game.

As you paddle down the river, you'll see lanterns hanging above you. Nail them with a Bomb Arrow to destroy it; yellow lanterns are worth one point, red lanterns are worth two. Striking a wall or other obstacle will remove a point. There are thirty points total to be shot down in the game. Earn twenty-five points or more, and you'll win the Giant Bomb Bags. Don't focus too much on steering while in the game; the current does a pretty good job of keeping you away from walls. Still, keep an eye on your progress, and if you see yourself veering towards a wall, then GENTLY push in the opposite direction. If you press to hard, you'll make your canoe spin out, just messing you up even more.

When you reach the bottom of the river, you'll emerge in Zora's River. If you've earned enough points (25 total), then you'll get the Giant Bomb Bags. This upgrade works for all of your current Bomb Bags, plus any you get in the future. It doubles your bomb capacity from 30 to 60.

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Lanayru Province - Lake Hylia

Pay that thief Fyer the fee to return to the upper area of Lake Hylia. Get Epona back using the Horse Grass in the north of the area, then head for the area of Hyrule Field to the east of Hyrule Castle Town.

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Lanayru Province - Hyrule Field: East  
New Ability: Back Slice  
New Quest Item: Male Butterfly [GBWII15]

Head for the bridge which leads into Castle Town, and look to the are to the north. If you activated the Howling Stone in Upper Zora River during your adventures as Wolf Link, then the Golden Wolf should be waiting for you here. Interact with it to have another meeting with the Warrior, who will teach you a new skill.

Use the Shield Attack successfully against the Warrior, and he'll agree to teach you the Back Slice. Follow his instructions, use the skill successfully, and you'll have it to use whenever you want. This skill is highly useful for killing enemies who are heavily armored on the front, of which you're about to encounter several.

Now, head back to the bridge which leads into Hyrule Castle Town. A road stretches to the south from here; follow it a short ways, and near the edge of

the zone you'll see some flowers beside the road. A Golden Bug flutters around this patch of flowers. Grab it to get the Male Butterfly. The Female Butterfly is, unfortunately, out of your reach for the moment.

Get on Epona, and head through the passage in the north of this area to travel to the north section of Hyrule Field in Lanayru Province.

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Lanayru Province - Hyrule Field: North

New Quest Items: Male Stag Beetle, Female Stag Beetle [GBWIII16] [GBWIII17]

Ride west along the road, until you find a place where a splits. A rock marks the split. There is a tree very close to this rock. Look on it's south side, and you'll spot the golden glow of the Male Stag Beetle. Use the Gale Boomerang to pull it down towards you and capture it.

Now, get on Epona and head up towards the cliff on the north end of the road. The road that cuts through the cliff has two parts, one on the north and south side. Go along the south side of the road, where you'll eventually come to a large circular area. Look on the east side of this circular clearing, and you'll see a cave entrance which can be bombed open. You can go ahead and open it if you want, but you lack the tools to do much inside.

Instead, look above the door and to the left. A golden glow on the cliff face indicates the presence of the Female Stag Beetle. Use the Gale Boomerang to pull it towards you, letting you capture it.

Now, it's time to go to Hyrule Castle Town. Use the east entrance, which is the only entrance currently open to you.

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Lanayru Province - Hyrule Castle Town: East Road

As you enter town, head to the west a short ways. You'll see a man standing on the north side of the road, dressed in a colorful robe. Speak with him, and he'll ask for donations. Give him every last Rupee you own (don't worry, we're going to be unloading all of these Golden Bugs we've been accumulating for significant amounts of cash in a moment). If you can give him 1,000 rupees total, then he'll reward you with a Piece of Heart.

Once you've gone stone broke giving the priest your cash, leave through the south exit in this area.

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Lanayru Province - Hyrule Castle Town: South Road

Make your way to the south exit of Hyrule Castle Town, and go out the gate there.

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Lanayru Province - Hyrule Field: South

New Quest Items: Male Ladybug, Female Ladybug [GBWIII18] [GBWIII19]

Two more Golden Bugs are hidden here, the last two you'll be able to get for a while. The first is the Female Ladybug, who flutters around in one of the planters on the east side of the stone steps before Hyrule Castle Town. The planter has three trees and some flowers in it, and is to the east of the pool. The Ladybug is very easily startled, and may run away before you even see it. Look around the steps, and even on the ground below the railing if you can't find the bug near the planter. You may need to use the Gale Boomerang to catch

the bug.

The Male Ladybug is found on the west end of the field, in a patch of flowers beneath a tall mesa. There are numerous Guays (crows) flying around the mesa; you can't miss it. Once you have both Bugs, return to Hyrule Castle Town using the entrance at the north end of the field.

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Lanayru Province - Hyrule Castle Town: South Road

Head up the east branch of the road. Just before you reach the zone barrier that leads to East Road, you'll come across a building with a large red sign that reads "Agitha's Castle." Go inside.

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Lanayru Province - Hyrule Castle Town: Agitha's Castle

New Upgrade: Big Wallet (x600)

New Upgrade: Piece of Heart x1 [PHWIII15]

Speak with Agitha in this room. She'll explain that she invited all twenty-four of the Golden Bugs in Hyrule to a ball, but none of them have showed up yet (yeah, she's bonkers, but she's also rich). Speak with her again, and give her any one of the seventeen Bugs you should have by this point in the game. She'll be so overjoyed, she'll give you the Big Wallet. This wallet has double the capacity of your old wallet.

Now, start selling Agitha your remaining Bugs. For every Bug that you give her, she'll give you fifty rupees. If you deliver her a complete pair (Both the Male and Female variety), you'll get a bonus fifty rupees. Once you've maxed your wallet, which shouldn't take long, return to the priest in Castle Town's east Road and empty your wallet once more. Then, return to Agitha and start selling more Bugs.

If you have all nineteen Bugs available thus far, then you should make 1,400 Rupees from Agitha. This will be enough to give the Priest 1,000 rupees, earning you a Piece of Heart, and leaves 400 rupees left over. Whether you decide to get the Piece of Heart or not, sell Agitha as many Bugs as you can, but stop when your wallet is maxed (you can give her the rest later, when you have all twenty-four).

Once you've sold Agitha as many of the Bugs in your possession as is practical, earning you a new Wallet, possibly a Piece of Heart, and a whole scad of Rupees, head back outside and make your way back to Telma's Bar (the place where you found Ilia and the Zora child as Wolf Link).

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Lanayru Province - Hyrule Castle Town: Telma's Bar

After a cutscene, you'll appear in Lake Hylia.

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Lanayru Province - Lake Hylia

New Overworld Item: Gate Keys

Another cutscene is shown here, with Telma making plans to reach Kakariko Village with a carriage. You'll then appear aboard Epona near the carriage. A red line on your map shows your route to Kakariko Village: you'll pass across the Great Bridge of Hylia in Lake Hylia, then ride through the region of Hyrule Field south of Castle Town. From there, you'll enter Faron Province, then into Eldin Province, finally to the gates of Kakariko Village.

On the entire route, you must protect the carriage from marauding Bokoblins. The first hurdle of the course comes in the form of King Bulblin, who makes his return on another long, stone bridge: The Great Bridge of Hylia. When you reach the bridge, the carriage will stop, giving you a chance to joust with Bulblin once more.

----M-I-N-I--B-O-S-S----

King Bulblin, Round II

Bulblin has learned from his last Joust with you. Before, he was highly vulnerable to Spin Attacks from your Ordon Sword. He now carries a shield on each arm to counter that. But you've got some new equipment too, in the form of the Hero's Bow. Charge straight down the bridge as with the previous battle, and when you draw close to him, aim an arrow at the gap between his Shields and fire it right into his torso (don't use Bomb Arrows; they work, but don't help any). Use the Hawkeye combined the Hero's Bow if you're having difficulty.

After you've hit Bulblin, he'll veer off course, avoiding ramming into you. Charge to the other end of the bridge, where Epona will automatically turn around. Repeat until Bulblin is defeated once more.

When Bulblin is defeated, you'll get the Gate Keys. You'll appear at the south end of the bridge with the carriage once more. A hit point meter for the carriage will also appear at the top of the screen. You must protect the carriage from the enemies who appear on the way.

Immediately after you cross a wooden bridge, Bokoblin Archers will shoot fire arrows at the carriage. Shoot down the Bokoblins with your own Bow, and use the Gale Boomerang to put out the fires on the carriage if the Archers score a hit. Past this area, you'll reach a locked gate. Get off Epona and unlock the gate, then climb back on Epona to continue to the journey.

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Faron Province - Hyrule Field

As you run along the road in this area, Bokoblin Riders will appear from the north. Shoot them with the Bow from afar, and use sword strikes when you get in close. Keep them away from the carriage, or they'll light it on fire. Birds will also swoop in from above, and attempt to drop bombs on the carriage. Use the Bow to defeat them before they get the chance. If a bomb does detonate near the carriage, it will spook the horse, making it run around the area in a large circle before rejoining the road.

Successfully keep the birds away from the carriage through this entire area, and you'll pass west into Eldin Province.

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Eldin Province - Hyrule Field: Kakariko Gorge

Keep protecting the carriage from Bokoblin Archers and birds who attempt to bomb the carriage. The carriage will trundle over the Eldin Bridge, and then right up to the gates of Kakariko Village. Hop off Epona and open the gate to allow the carriage in.

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Eldin Province - Kakariko Village

With the carriage brought to Kakariko Village, Renado will tend to the injuries



of the Zora Prince. The Zora Queen's spirit will reappear, and begin to float away. Follow her through the Village's west exit to Kakariko Graveyard.

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Eldin Province - Kakariko Village: Graveyard  
New Equipment: Zora Armor

Keep following the ghost of the Queen to the west end of the graveyard. A gravestone here is marked with the image of the Zora Sapphire. When the Queen enters the gravestone, it will vanish, revealing a tunnel. Crawl through this tunnel.

On the other side, you'll find the grave of the Zora King. Run over to the grave, and the Queen will open it for you. Inside, you'll find the Zora Armor. Aside from making you look really badass, they'll let you breath underwater, as well as swim like a Zora. Equip the armor on the Collection menu.

Crawl back through the tunnel, and return to Kakariko Village.

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Eldin Province - Kakariko Village

Run to the north end of the village, and enter Barnes' Bomb Shop.

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Eldin Province - Kakariko Village: Barnes' Bomb Shop  
New Item: Water Bombs

Barnes has a new variety of Bomb for sale: Water Bombs. Guess what they do? Purchase them from Barnes. To start, you're going to need to free up a Bomb Bag (you should have two by now). Go to the "window" on the left side of the counter, and speak with Barnes here. Sell him the contents of one of your Bomb Bags, even if you only have one. You can now fill the empty bag with Water Bombs.

Now that you have the Water Bombs, return to Zora's Domain.

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Lanayru Province - Zora's Domain: Waterfall Cavern  
New Equipment: Third Bomb Bag

With the Zora Armor equipped, use the Iron Boots to sink to the bottom of the pool in the cavern. At the bottom, you'll find the remains of the Molten Rock you used to melt Zora's Domain. Destroy it's remnants with a Water Bomb, and you'll free a Goron. Speak with it, and he'll give you the Third Bomb Bag out of gratitude. Later in the game, when the Bomblings become available, you can use this third Bag to carry them. For now, just use it to carry an extra stock of Standard Bombs.

Now, return to Lake Hylia.

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Lanayru Province - Lake Hylia

Make your way to the purple dot on the map, which indicates the presence of the Lakebed Temple. Equip the Iron Boots to sink to the lake's bottom, where you'll end up in a deep section filled with broken columns. Go to the north edge of the area, where there is a pillar of bubbles rising into the air. Drop a Water Bomb onto the pillar of bubbles, where an explosion will open a geyser below. Drop another Water Bomb onto the geyser, which will be pushed upwards,



Run north down the ramp in front of you, climbing onto the stalactite which has impaled itself in the ground near the base of the ramp. Jump north from them to the next level of the room. Up here, you'll encounter a Helmasaur. These guys are heavily armored on the front, but are vulnerable from behind. The Backslice works okay on these guys, but you don't have much room to use it in this room. Just dodge around behind the Helmasaur and strike it more conventionally. It will occasionally try to charge at you; just let it run into your shield.

Start climbing up a series of platforms until you reach the north end of the room. When you get to the door, look to the west side of the room to see more platforms. Climb up these, and open the chest at the top to get ten Water Bombs. Return to the door and go through it.

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Lakebed Temple - Central Bridges

Run north as you enter, where a sweeping cinematic will introduce you to this large chamber. At the other end of the bridge, a Lizalfos will run forward to attack you. These are the most skilled fighters you've yet encountered, but won't pose a problem. Wait for them to attack, and block the strike with your shield. Follow up this attack with one of your own. Try using the Shield Attack or Back Slice if you're feeling creative. Once you've knocked it to the ground, use Ending Blow.

Once you've dispatched the Lizalfos, head to the north end of the bridge and go through the door.

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Lakebed Temple - Rotating Staircase Room  
New Dungeon Item: Dungeon Map, Ooccoo

You'll find all kinds of levers in this room, all of which will rotate the staircase in the middle of the tower. Run straight down the stairs to the floor below, and move counter-clockwise around the circular area below to the south end of the room. Defeat a Tektite, then open a chest in the southwest corner of the circle to get twenty Arrows. Back on the south end of the room, look north to see a handle suspended in midair. Jump out to the handle, which will rotate the staircase around when it is pulled. If you fall, there are ivy walls on the northwest and northeast corners you can use to climb back up.

Climb back up the staircase, where you'll arrive on the north end of the top level of the room. Go to the west side of the room, and smash a wobbling pot there to find Rocco. Now, head to the east side of the room. Across from the door, you'll find another handle suspended in midair. Jump out to it, rotating the staircase around once more.

Run down the staircase, where you'll arrive on the west end of the second floor. Go north from here, and open the chest there to get the Dungeon Map. Return to the door on the west end of the room, and go through it.

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Lakebed Temple - Central Bridges

Defeat a Helmasaur who guards this bridge, and run through the door on it's west end.

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Lakebed Temple - Cog Room

New Dungeon Item: Small Key x1

Two more stalactites hang from the ceiling in this room. Shoot them down with Bomb Arrows; remember to aim for their bulbous tips. Look to your right after you have done so, and you'll see a tunnel. Run down this tunnel.

At the bottom of the tunnel, you'll come out onto a bridge. The stalactite you shot down earlier is now wedged into a crack in the bridge, blocking a water geyser beneath it. Cross over it safely, and you'll reach the spire in the middle of the room. Hop onto the ivy that covers the spire, and climb around to the right until the ivy stops. Get off at this point.

Look to the southwest, and you'll see a ledge. Jump to it. Southwest from here, you'll see that the second stalactite that you shot down is now bouncing around on top of a second water geyser. Wait for the geyser to stop erupting, then jump out to the stalactite. When the geyser erupts again, you can jump safely to a ledge on the southwest corner of the room. Open the chest there to find a Small Key.

You've done all you can do in this room for the time being. Return to the room with the rotating staircase.

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Lakebed Temple - Rotating Staircase Room

Run back up the staircase to return to the top level of the room, then work your way around to the west side of the room (go clockwise). Near where you found Rocco, you'll see a locked door. Go through it.

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Lakebed Temple - Central Bridges

This bridge is guarded by another Helmasaur. Defeat it, then go through the door on the west end of the bridge.

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Lakebed Temple - Spinny Spinny West

Head to the left, going south, as you enter the room. Defeat a Tektite around the corner, then open the chest it was guarding to find five Bombs. Now head to the north end of the room, and look on the ceiling to see two more stalactites. Shoot them down with Bomb Arrows.

The stalactite closer to the west wall will land near some ivy. Climb onto the stalactite, and climb from there onto the ivy wall. Climb to the top of the ivy, and then to the right until you are hanging above a high ledge. Drop down onto this ledge, and look for a handle that hangs from the ceiling to the north. Jump out to this handle, which will open the gate beneath you.

Drop down from the handle, and head clockwise around the circular room. Near the north end of the room, you'll find a door on the south wall. Go through it.

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Lakebed Temple - Cog Room

Be careful not to fall through the gaps in this area, or else you'll return to the room where you picked up the dungeon's first Small Key. Jump out to the giant cog in the middle of the room, and a Lizalfos will jump out to fight you. Defeat it or knock it off the edge, then jump off the south end of the cog to

the southern ledge. Go through the door located here.

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Lakebed Temple - Spinny Spinny West  
New Dungeon Item: Small Key x1

Head to the east as you come out of the door, defeating a pair of Keese who guards several pots and a chest. Open the chest to get a Small Key. Return to the north end of Spinny Spinny, passing through the room with the cog.

Back on the north end of Spinny Spinny, look to the left as you come out of the door. A boulder blocks your path here. Use a Bomb to blow it away. Once the boulder is out of the way, a tunnel guarded by two Helmasaurs will appear. Kill them, then run to the west end of the hall and through the door located there.

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Lakebed Temple - Water Source West

As soon as you enter the room, you'll encounter a new kind of enemy: Bubble Bugs. This guy will jump into a bubble, which will protect him from your sword attacks. Destroy the bubble by shooting a Bomb Arrow at it, then dispatch the Bug with your Ordon Sword.

Once he's out of the way, go to the west end of the room, where there is a locked door. Open the door, which will open up the rest of the room to you. Jump off the ledge to the right on the other side of the door, and climb up the ivy on the opposite wall. Once there, start moving clockwise around the perimeter of the room. Watch out for Tektites that guard the path.

At the top of the spiral ramp, you'll find a chest near a bridge. Open the chest to get ten Bombs, then look at the arch that goes over the bridge. There are two ladders on either side of the arch; climb up one of them. At the top of the arch, you'll find another handle hanging from the ceiling. Grab onto it, which will open the sluice gates in the room, restoring water to lower half of the dungeon.

You'll see a chest behind the waterfall you just created. It contains fifty rupees, but you'll have to return later with the Clawshot to get it. Head back down the ramp in the room (the new current of water will give you a boost). When you land at the bottom, swim to the island in the middle of the room and climb onto it. From here, you can jump to another handle suspended from the ceiling.

This handle will open up another sluice gate, sending the water to the rest of the dungeon. Return to the area where you fought the Bubble Bug, and follow the flow of the water through a door.

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Lakebed Temple - Spinny Spinny West

Keep following the source of the water, until you come to the door on the southwest end of the room (if you pass the waterwheel, you've gone too far). Enter this door.

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Lakebed Temple - Cog Room

The waterwheel you activated in the adjacent room is now powering the cog in this room. Drop through one of the gaps in the floor to the room below, to see

the fruits of your labors.

The suspended discs you saw earlier are now slowly rotating around the room. Use the ivy on the southwest wall to climb up to a central ledge in the room, and from here you can jump to one of the discs. Ride one of the discs around to the north end of the room, jumping out to a ledge located there. Go through the door.

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Lakebed Temple - Watery Hallway

New Dungeon Item: Small Key x1

Run around the corner to the left, where you'll find a Small Key in a chest at the end of the hall. Beware of the Chus who will appear after you take it. Now that you've got the key, head back to the previous room.

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Lakebed Temple - Cog Room

Ride one of the rotating discs to the west end of the room, where there is another door on a ledge. Go through this door.

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Lakebed Temple - Watery Hallway

A locked door is directly in front of you as you enter. Open it up, revealing another area of the room. Run down the ramp into the room, where you'll find an area of water. Equip the Iron Boots and head into the water, watching out for more Biri (you still lack the ability to kill them).

Head down along the surface of the water, where you'll come across two tunnels on the right and left. A strong current would normally force you away from the tunnels, but the Iron Boots change the circumstances slightly. Check out the right tunnel to find a Red Rupee in a chest. The left tunnel contains five Bombs.

Back in the main area of the submerged tunnel, keeping head east. At the east end of the tunnel, you'll find a boulder under the water. Use a Water Bomb to destroy it, creating an opening. Go through the opening, where you'll encounter a Shell Blade. These clam-like enemies are only vulnerable when they open their mouths, revealing their tongue. Their charging attacks can be blocked.

At the end of the tunnel, you'll enter a new room.

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Lakebed Temple - Giant Frog's Chamber

New Item: Clawshot

Remove your Iron Boots and swim to the end of the tunnel, eventually climbing out of the tunnel and into a shallow pool of water. As you do, the opening into the tunnel will close behind you. Three Tadpoles will drop down from the ceiling. Kill them with non-Z-Targeted Spin Attacks, then look at the ceiling to meet the next Miniboss.

-M-I-N-I--B-O-S-S-

Giant Frog

At the start of the fight, the Giant Frog will unleash an army of Tadpoles at you. Make them your primary concern; use non-Z-Targeted Spin Attacks to defeat

them all quickly. Once they're disposed of, turn your attention to the Giant Frog.

The Frog will begin its attack phase after you've dispatched the Tadpoles. He'll begin by jumping into the air and trying to land on you; successfully evade this attack by rolling out of the vicinity of the Frog's shadow. If the Frog misses, it will be stunned temporarily. Move around to the front of the Frog, where you can now Z-Target his tongue and proceed to attack it. As always, open with a Jump Attack, then proceed with rapid sword swings.

After the Frog recovers, it will croak loudly. Fire a Bomb Arrow into its mouth when it does this to stun it again, allowing you to damage its exposed tongue a few more times. After the Croak, it will shake, releasing more Tadpoles at you. The fight resets at this point. Keep killing its offspring and damaging its tongue until the Frog is defeated.

After the fight, the Giant Frog will explode, revealing a chest. Open it to get the Clawshot. Head for the south end of the room, and look on the ceiling. You'll see a yellow disc with a red eye attached to the ceiling; fire the Clawshot at this disc to pull yourself up to it. The gate blocking the south door will open. Drop down to the door and go through it.

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Lakebed Temple - Watery Hallway

You can use your new Clawshot to steal the armor from the Helmasaur in this room, making it a relatively harmless enemy. Do so, then return to the room with the rotating staircase.

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Lakebed Temple - Rotating Staircase Room  
New Upgrade: Piece of Heart x1 [PHWII16]

Your new Clawshot gives you free reign of this room. Head up the staircase to the top of the room. At the top, look on the ceiling to see a chandelier. There are four Clawshot Targets on the ceiling above the chandelier. Pull yourself up to one of them, and you'll land on top of the chandelier. Open the chest here to get a Piece of Heart.

There are patches of ivy growing all over the walls and ceiling of this room. You can use these ivy patches as grapple points for the Clawshot, bypassing the various barriers around the room which you could only pass with the rotating staircase before. Use this ability to reach the upper-west or lower-east ends of the room, and look on the ceiling. At both of these points, there is a Clawshot Target on the ceiling. Pull yourself up to either one of them, and the rotating staircase will enter a new alignment, creating a bridge over the room which will carry the water to the east end of the dungeon.

Follow the flow of the water through the door in the lower-east end of the chamber.

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Lakebed Temple - Central Bridges

Kill the Tektite who guards this bridge, then slip underneath the waterwheel when a gap appears in its teeth. On the other side, go through the door on the east end of the bridge.

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Lakebed Temple - Double Cog Room

Head east, looking on the ceiling above to see a large cog with several Clawshot Targets set into it. One of the Clawshot Targets is set directly above a chest; latch onto it, and hold down on the Joystick to lower yourself safely next to the chest. Open it to get ten Water Bombs.

Look back to the west north of the room, and you'll see some ivy near a ledge. Grapple onto the ivy, then climb to the right, dropping onto the ledge. From this ledge, look south to see a stone column. High on this column is another patch of ivy. Grapple onto it. Climb up the ivy, then to the left, where you'll reach a safe ledge.

Look back west from here, and you'll see a higher ledge in the room with several Clawshot Targets on it. Pull yourself over to one of these, and open the chest near them. The chest contains a Red Rupee. Pull yourself back to the previous ledge, and look north to see another patch of ivy. Grapple to this patch, and climb along it to the right to a new ledge.

Go through the door on this ledge.

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Lakebed Temple - Spinny Spinny East

Head to the left as you enter, where you'll find another Bubble Bug. Pop it's bubble with a Bomb Arrow, then dispatch the Bug with your Ordon Sword. Once he's gone, head around to the east end of the room, and look on the ceiling to see a stalactite. Shoot it down with a Bomb Arrow, where it will land on a water geyser. Get on the stalactite while the geyser is not bursting, and ride it up when the geyser begins.

At the top of the geyser's path, jump south over a high wall. Kill the Tektites who guard this area, then pull yourself up to the east door using the Clawshot Target above the door. Go through the door.

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Lakebed Temple - Water Source East

New Dungeon Item: Compass

Defeat two Bubble Bugs in this small area, then look on the ceiling to see a patch of ivy. Grapple up to the ivy, and start climbing east along the ivy. When you pass over the fence below, drop down.

You'll land in a pool of water. Climb up the ivy wall to the south, and start heading clockwise up the ramp which begins on the east end of the room. You'll reach several points along the way up where you must fight Helmasaurs and use the Clawshot to cross large gaps. Open a chest at the top of the ramp to find some Bombs.

Turn your attention to the bridge that spans over the center of the room. Kill the Helmasaur that guards it, then climb up one of the ladders on the arch that extends over the bridge. Jump out from the arch to the handle that hangs above the bridge. The sluice gates in this area will open, releasing water into the east wing of the dungeon.

Drop down, and use one of the Clawshot Targets on the other side of the waterfall to pull yourself through it. Open the chest on the other side to get the Compass. Ride the current of the water back to the bottom of the room, landing in a pool of water. Swim to the island in the middle of the pool, and jump from the island to a handle above the water. Another sluice gate in the room will open, releasing the water.



Return to the west end of the room using the ivy on the ceiling, and leave through the southwest door.

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Lakebed Temple - Spinny Spinny East

Jump off the ledge, landing in a pool of water. Equip the Iron Boots and open the chest in the pool to get a Red Rupee. You can now kill the Biri in this pool with the Clawshot, as well; hit them with it when they are not generating electricity.

Climb out of the west end of the pool, and slip under the waterwheel when a gap appears in it's teeth. Go through the door on the other side of the waterwheel.

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Lakebed Temple - Double Cog Room

With the waterwheels in Spinny Spinny East activated, the cogs in this room are now spinning. Jump along the cogs to the southwest end of the room, going through the door located there.

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Lakebed Temple - Spinny Spinny East

Open the chest to your left to get a Red Rupee, and kill the Chus that appear. Return to the previous room.

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Lakebed Temple - Double Cog Room

Drop off the left side of the ledge, where you'll land safely on a ledge below on the west end of the room. You'll now need to head back to the east end of the room, using the rotating discs suspended from the cogs. Watch out for Keese who appear on the way.

When you reach the eastern cog in the room, you'll find that it doesn't have any discs on it to stand on. Use the Clawshot Targets attached to the underside of the cog to reach the east end of the room; grapple onto one of them, lowering the Clawshot's chain a few feet (press down on the Joystick), and ride the cog safely around to the door on the east end of the room. Go through this door.

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Lakebed Temple - Submerged Labyrinth

Jump into the water to the right of the door, and equip your Iron Boots to sink to the bottom of the pool of water. Head off to the left, where you'll find a cave mouth behind some seaweed. Watch out for a Shell Blade who guards this entrance. Enter the cave mouth.

On the other side of the cave, look up and to the south, where there is a ledge halfway between the surface and the floor of the pool. Remove the Iron Boots and swim up to this ledge. A cave mouth on this ledge is blocked by a boulder; use a Water Bomb to destroy the boulder. The fish-like enemy here can also be used to destroy the boulder. Grapple it with the Clawshot, and it will become a Water Bomb.

Enter the cave mouth that you have opened. On the other side of the cave, use

the Iron Boots to sink to the bottom of this newest pool. A tunnel is found on the south end of this pool, blocked by a boulder. Use a Water Bomb to destroy it, and pass through the revealed opening.

Swim to the surface on the other side, and climb out of the water onto a small ledge. Go through the door here.

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Lakebed Temple - Skullfish Pool  
New Dungeon Item: Big Key

Defeat the Bubble Bug in this small room, then look on the ceiling to see a Clawshot Target. Pull yourself up to it, which will open a hole beneath you. Lower the chain of the Clawshot to descend through the hole, and you'll land next to a chest. If you try to drop down, the grating will close before you can make it down. Open the chest to get the Big Key.

Equip the Iron Boots and drop down into the pool of water. Dodge the Skullfish in the water, and head east through the door.

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Lakebed Temple - Submerged Labyrinth

Swim to the end of the tunnel, dodging Biri who appear on the way. On the other end of the tunnel, you'll emerge in the area of the water maze just after the first boulder you destroyed. Retrace your steps through the maze to return to the Double Cog room.

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Lakebed Temple - Double Cog Room

Getting back to the west end of the room is a little more complicated than it was to reach the east end. You'll have to grapple to the Clawshot Targets attached to the eastern cog. Ride this cog to one of the suspended platforms near the western cog. The discs on this cog are too far away to jump to, so you'll have to grapple to Clawshot Targets on the western cog as well. Ride the west cog to one of the ledges near the west door. Land on these islands, then grapple to the ivy beneath the west door. Climb up this ivy to the door above. Head through this door, and make your way back to the room with the rotating staircase.

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Lakebed Temple - Rotating Staircase Room

With the water source in the east wing of the dungeon also activated, the pool at the bottom of this area will rise once more. The pool will rise high enough, that you can reach the Boss Door on the central island in the room.

Before you go there, there's a single Piece of Heart left in the dungeon which you can now get. There's still one more step you must complete first, however. Go to the lower-west side of the room, using the Clawshot to grapple over the barriers in the room. Grab onto the handle which hangs from the ceiling here, which will rotate the staircase around. The water coming from the east wing of the dungeon will now be directed into the west wing.

Follow the new flow of water through the lower-west door.

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Lakebed Temple - Central Bridges

Keep following the water, west across the bridge, through another door.

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Lakebed Temple - Cog Room

New Upgrade: Piece of Heart x1 [PHWII17]

The redirected water will flood this room, forcing a wooden bridge to float up on the south end of the room. Once there, stand on a switch on the floor, which will open the gates on the south end of the room. A Lizalfos will emerge and attack you; step off the switch and kill him.

Go and stand back on the switch, waiting for the gates to open all the way. Now, grapple onto the Clawshot Target behind the gates. Open the chest on the other side to get the dungeon's second Piece of Heart. Pull yourself back over the gates using the Clawshot Target on the ceiling, then return to the room with the rotating staircase.

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Lakebed Temple - Rotating Staircase Room

Dive into the pool at the bottom of the room, and climb onto the island that the rotating staircase rests on. The Boss Door is found on this island. Open it to reveal a pit. Drop down this pit.

-----B-O-S-S-----

Twilit Aquatic MORPHEEL

New Upgrade: Heart Container x1

New Quest Item: Fused Shadow

Equip the Iron Boots to sink to the bottom of a disturbingly deep and large chamber (I'm afraid of deep water...). When you finally land, head for the middle of the chamber, where there is a tentacle-like object sticking out of the sand. Stand near it, and Morpheel will appear.

In the first phase of the fight, your goal is to strike the eyeball that travels around Morpheel's different tentacles. Z-Target the eyeball and pull it out of the tentacles with the Clawshot, where you should proceed to beat the snot out of it with your Ordon Sword.

During this phase, Morpheel has a number of different attack methods. He'll occasionally release Bomb Fish; use a Spin Attack to destroy them, or grapple them to you with the Clawshot, and throw them at Morpheel before they explode. Another thing he can do is grab you with a tentacle, bringing you into his mouth to chew on you. If he does this, then as soon as you emerge from his mouth, remove the Iron Boots and swim out of his range, otherwise you'll fall right back into his maw.

After you've hit the eye a few times, Morpheel will emerge from the water entirely. Remove your Iron Boots and swim after him. The faster you tap the swim button, the faster you'll swim. Don't Z-Target the boss; swim after it manually. Your goal is still it's eye, which is now attached to the back of it's head. Swim towards the eye, and unleash the Clawshot when you get close enough. A successful hit will pull you to the eye, letting you stab it a few times. The boss' only attacks during this phase are to attempt to swallow you if you swim in front of it. Equip the Iron Boots if it tries to do this. One of the best ways to get to the eye is to not chase the boss, but instead wait for him to swim towards you, and charge right at him. This gives him plenty of opportunity to attempt to swallow you, but if you go fast enough, you can grapple to his eye without being turned into his food.



Head for Telma's Bar in the South Road area.

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Lanayru Province - Hyrule Castle Town: South Road

Try to enter Telma's Bar, and you'll be kicked out the door. Head back down the alley, and as you emerge into the rain, Telma's cat Louise will appear. Louise will help you to enter the Bar through it's upper window. There's an old crate on the west side of the alley. Push it up near the crates stacked beneath the windows. Climb onto the single crate, then onto the stack of crates, then into the window of Telma's Bar.

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Lanayru Province - Hyrule Castle Town: Telma's Bar

You'll now be in the rafters above Telma's Bar. There are three tightropes extending over the area below, and a ton of pots are dotted around the area. Avoid the pots, as if you accidentally knock them over the edge, the patrons of the Bar will be alerted to your presence. Move across the tightropes slowly, and you can eavesdrop on the customers in the bar.

The hardest bit is between the second and third ropes, when you reach a ledge which is covered with pots. You simply can't avoid them. Hug the left wall, moving very slowly along the wall so that you only nudge the pots out of your way. When you get near the rope, you'll see an obvious gap in the pots which leads right to the rope. Slip into this gap, and start across the rope.

Once you're past the third rope, you'll reach an opening at the top of the bar. Climb into this opening.

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Lanayru Province - Hyrule Castle Town: Jovani's House  
New Quest Item: Poe Soul x1 [PSWII01]

You'll emerge into a house that neighbors Telma's Bar. The man who lives here, Jovani, was once a greedy citizen of the town. His greed caused him to lose his soul, which now wanders Hyrule in the form Poes. One of the Poes is visible in this room, appearing as a floating Lantern. Activate your Senses near the Lantern, and you'll spot the Poe. Knock it to the ground, then perform an Ending Blow on it to claim a fragment of Jovani's soul.

Speak with Jovani, who sits in a doll-like state on his mountain of gold after you have killed the Poe and gotten the fragment. Jovani will open the entrance to the Underground Waterway that Louise mentioned, and begs you to find twenty Poe Souls (counting the one you just got). He will then tell you how to return to his house without going through Telma's Bar. Drop down into the opening that Jovani created for you.

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Hyrule Castle - Waterway

After you slide a ways down a ramp, you'll land in a pool of water. Quickly climb out, and either ignore or kill the Sewer Rats (Midna's Charge Attack is unavailable in her current state, as is her Midna Jump power). Go to the north end of the area, where there is a handle hanging from the ceiling. Z-Target it, then press the Bite button to jump up and grab it.

The handle will open the gate in front of you, and the water will sweep you to the far north end of the room. Two Big Skulltulas have set up a nest here;

kill them both. Now, look for a piece of timber near the torches on the west and east side of the room. Grab the timber, light it on one of the torches, then use it to burn the webbing on the north end of the room.

Enter the area behind the webbing. This small room has three torches in it; use your flaming bit of wood to light each of them. Now, let your wood burn itself out, then relight it. Head for the west end of the room, where there is a spider web visible on the wall. Climb onto the ledge beneath the web, and burn through it with your branch. Jump down into the area behind the web.

Head for the north end of this room, killing Bokoblins and Keese who may attack you. Head up a tunnel to the north, which deadends in a small room. Kill the Bokoblin in here, then activate your Senses. There is a place where you can dig in the center of the room. Do so.

-----  
Hyrule Castle - Sewers

You'll land in the small cavern you found on your first visit here. Head northwest out of the cave, then go west to the end of the hall. You'll come to the spiral staircase that Midna helped you claim on your previous visit. But with Midna seriously injured from her encounter with Zant, that's not an option. Luckily, someone has thoughtfully added new ropes to the staircase which you can use to cross the gaps.

Climb up the staircase, taking detours along every rope that you come to, even the ropes which don't seem to be any faster. Kill or run around the Bokoblins that you come across along the way (Wolf Link's slightly manic attack style makes fighting the Bokoblins and staying on the stairs slightly problematic). At the top of the spiral staircase, you'll reach a small room with a metal grating for a floor. A door on the north end of this room has been left open; go through it.

-----  
Hyrule Castle - Rooftops

Kill the Bokoblins in front of you, then run north to the edge of the battlement. A wooden platform lies to the left, with a crate (which you pushed into place on your last visit) sitting beneath it. Climb onto the crate, then climb onto the platform.

On the wide turret that you come to, defeat a Buzzard, and notice the strong winds which slowly push you south. Be careful that these winds don't push you right off the cliff. Go to the south end of the turret, and wait for the wind to blow. Notice that the wind will push up a flimsy bridge from below, supporting it for several seconds. Dash along the bridge when this happens, leaping to an isolated turret far to the south. Smash the crates that you find on the other side to get a Purple Rupee. Run back along the flimsy bridge to the turret.

When you're back on the turret, run north along the steadily-shabbier stone battlement. Dash when the wind blows to fight it's current, and watch out for several gaps you must jump over. When you reach the far north of the battlement, you'll reach an apparently impassable cliff. Wait for the wind to blow once more, and another flimsy bridge will appear to the north of the battlement. Dash along it before the wind dies away.

On this new platform, jump to the right to the rooftop below. It's a long way down, but you'll make it. Dash up to the point where the roofs meet, which is the steadiest place to stand. Watching out for Buzzards, run north then east



the beginnings of a three-step Midna Jump. Head north slightly from where you land, and you'll start another three-step Midna Jump.

Head south under an arch, watching out for Keese. Two more of those wind-powered bridges you encountered in the Forest Temple appear here. Wait for them to line up, and run across to the second one. Wait for this one to spin around again, then run to a safe spot to the west.

Face south from here, and start walking across two tight-ropes, watching out for the swinging branches that guard the ropes. On the other side of the ropes, you'll find a new Howling Stone. Listen to it to learn it's tune (the Prelude of Light from Ocarina of Time).

```
    0 .5  1 .5  2 .5  3 .5
H   1  -  -  -  3  -  -  6
M   -  -  -  -  -  -  5  -
L   -  2  >  >  -  4  -  -
```

Once you've done it once, you'll engage in a duet with the Golden Wolf. Successfully Howl the song once more, and the Golden Wolf will appear in the Hyrule Field: South area of Lanayru Province. Back in reality, head south through a cave mouth.

-----  
Faron Province - Sacred Grove

The Sacred Forest Meadow has changed significantly in the few decades since Ocarina of Time. The area initially seems very small, but you'll discover more and more of it as you explore. There is a stone on the left side of the area, which is inscribed with the Triforce; it's actually a Howling Stone. Listen to it's melody and learn it (Zelda's Lullaby from Ocarina of Time)

```
    0 .5  1 .5  2 .5  3 .5  4 .5  5
H   -  -  2  -  -  -  -  5  -  -  -
M   1  >  -  -  -  -  4  -  -  -  -
L   -  -  -  3  >  >  -  -  6  >  >
```

Successfully Howl along with the song, and an old friend will appear. Except, he's no friend of yours.

-M-I-N-I--B-O-S-S-  
Skull Kid

The Skull Kid will blow on his flute, and more Deku Golems will appear. Defeat them, but be wary; they'll continually spawn in groups of four through this whole fight, which will take you all over the Sacred Grove. Follow the Skull Kid through the opening that he created, then look to the right from the entrance. A small tunnel leads up here; climb up it.

Follow the road through this area, and you'll begin to hear the Skull Kid playing the local theme (Saria's Song) on his flute (which for some reason sounds exactly the same as the Deku Pipes from Majora's Mask). Climb up onto the ledge to the right, and you'll find the Skull Kid. Attack him before he can summon more of his pals, and he'll run away again. Chase after him.

The Skull Kid has run back to the small pool. Return there, watching out for Deku Golems who will appear on the way. When you reach the pool, look between the waterfalls to see a new tunnel. Run up it. Follow the path in this area around the corner and through a tunnel, where you'll reach another small pool. The Skull Kid's music is audible in this area; jump into the water, and swim



towards the waterfall in the back of the area. There is a tunnel behind the waterfall. Go through this tunnel, and climb up the platforms that appear behind the waterfall. At the top, you'll find the Skull Kid. Attack him, and he'll run away again.

Return to the first pool of water you found, and look for a new tunnel which has appeared on the left side of the area (the left side, as though you were entering from the Sacred Grove entrance). Run up the tunnel to find an overgrown stone building, with the Skull Kid visible on a high tree branch. He's significantly out of your reach for the time being, so head through the tunnel to the right behind him.

There's a series of ledges in the back of this new area. Jump up them, then start running along a path which is really an extra-wide tree branch. Follow the path along, and through a tunnel which leads back to the Skull Kid. Attack him, and he'll drop down below. The stone wall blocking the door of the overgrown structure will vanish; follow him down this tunnel. Around another corner, you'll run through another tunnel, then drop into a deep area, where you'll have the Skull Kid cornered.

The Skull Kid will now begin to teleport randomly around this small area, summoning in progressively larger packs of Deku Golems. The Skull Kid has now gotten significantly smarter; if you try to attack him, he'll teleport away faster than you can hit him. The only time he is vulnerable is when he is blowing on his horn. The only times he does this is to either summon new Deku Golems, or to occasionally blow gusts of wind at you. Wipe out all of the Skull Kid's Deku Golems with Midna's Charge Attacks, then attack the Skull Kid while he is summoning more. Three hits will end the fight.

When the Skull Kid departs, a new doorway will appear in the circle. Go up into it.

-----  
Faron Province - Sacred Grove: The Temple of Time  
New Equipment: Master Sword, Shadow Crystal

Run into the middle of the clearing, where there is a large Triforce imprinted on the ground. Stand on it, and press the Howl button. Repeat Zelda's Lullaby, which you learned earlier.

	0	.5	1	.5	2	.5	3	.5	4	.5	5
H	-	-	2	-	-	-	-	5	-	-	-
M	1	>	-	-	-	-	4	-	-	-	-
L	-	-	-	3	>	>	-	-	6	>	>

Successfully completing the song will do something very odd to the area around you, and the Stone Guardians in the clearing will come to life. You must now guide the statues back to their starting positions. They will follow your directions exactly (so if you jump to the block to your right, so they will they). Which way they jump is also dependent on which direction they're facing; if you jump forward, so will they, even if that means they jump in the opposite direction you did. If a Guardian onto you, then the puzzle resets. Guardians cannot jump off cliffs; if you direct one to jump off a cliff, it will merely jump in place. It sounds complicated, and it is. Just try it, and you'll understand.

The solution of the puzzle is as follows: right, down, left twice, up, right, up twice, right, down twice, left, then up.

When the Guardians are safely back on their respective blocks, the door to the



The Golden Wolf you summoned in Faron Province will now be waiting for you in the east side of the zone. You'll have to go down to the bottom of the stone steps and loop around before you can reach it. Step near the Wolf, and it will attack you, transporting you to another encounter with the Warrior.

Prove to the Warrior that you have mastered the previous skill he taught you (which should be the Back Slice), and he'll teach you the Helm Splitter. Perform it successfully, and you'll warp back to Hyrule Field: South.

Head for Hyrule Field: East in Lanayru Province. It's the section of Hyrule Field East of Hyrule Castle Town. Pass through the east exit of Castle Town to reach there.

-----  
Lanayru Province - Hyrule Field: East  
New Quest Item: Female Butterfly [GBWII20]

You should have got the Male Butterfly in this area earlier (it was in a patch of flowers near a crossroads close to the town entrance). The Female Butterfly is in the east end of the zone. Just north of the pass that goes to Lake Hylia, there is a high ledge with a bit of ivy growing beneath it. Use the Clawshot to grapple yourself up to the ivy, then climb onto the ledge. The Female Butterfly floats around the ledge here, near a patch of flowers.

Your next destination is in Lake Hylia. Tell Midna to warp you there.

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Lanayru Province - Lake Hylia

Head for the cave entrance that leads to Lanayru's Spring, and go inside.

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Lanayru Province - Lake Hylia: Lanayru's Spring  
New Upgrade: Piece of Heart x1 [PHWII18]

Head around to the east end of the cavern, staying on the ledge on the perimeter of the room. At the end of the ledge, look south to see ivy climbing up the opposite wall. Use the Clawshot to pull yourself onto this ivy, and climb to the top. On the north end of this ledge is a door. Go through it.

Open the chests in this small space to get miscellaneous junk, then light the two torches with your Lantern. A larger chest will appear. Open it to get a Piece of Heart, then return to Lake Hylia.

-----  
Lanayru Province - Lake Hylia  
New Quest Item: Howling Stone [HSWII04]

Head back to the Lake Hylia Warp Point. Go to the southeast end of the island that the Warp Point appears on, and cross a wooden bridge there. On the other side of the bridge is a ladder; climb up it. To the north at the top of the ladder, there is a new Howling Stone. Go up to it as Wolf Link and listen to it's tune (it's the main title theme from Oracle of Seasons/Oracle of the Ages for Gameboy Color).

	0	.5	1	.5	2	.5	3	.5	4	.5	5	.5	6
H	-	-	-	-	3	>	-	-	-	-	-	7	>
M	-	-	2	>	-	-	-	-	-	5	-	-	-
L	1	>	-	-	-	-	4	>	>	-	6	-	-

Complete the song once, then complete the duet with the Golden Wolf. The Golden Wolf will then appear in an area far to the east (a region called Gerudo Desert.) We won't be getting there for a while, but we were in the neighborhood, so what the hell.

South of the Howling Stone, there is a cave entrance which has been sealed shut by several boulders. Blow it open with a Bomb, and go inside.

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Lanayru Province - Lake Hylia: Darkened Cavern  
New Upgrade: Piece of Heart x1 [PHWII19]  
New Quest Item: Poe Soul x3 [PSWII02] [PSWII03] [PSWII04]

You're going to use a lot of Lantern Oil and Bombs in this area; I strongly recommend that you bring a spare bottle of Lantern Oil, and a full bag of Bombs before heading inside.

Save your Lantern Oil in this incredibly dark cavern; use your map to guide you. Run forward up a ramp, where you'll eventually come across an unlit torch. Light it with your Lantern, and put it away quickly. There are three boulders in this area; Bomb away the northern boulder to find a chest guarded by two Keese. Open the chest for a Yellow Rupee. Now, Bomb the east boulder, and open the chest on the other side to get five more Bombs.

Bomb the west boulder to reveal a tunnel. Run down it, using your map to guide you instead of relying on your Lantern. After you go around a corner, you'll find another torch at the top of a ramp. Light the torch with your Lantern. Kill the two Yellow Chus in this area, and sweep up the slime they leave behind in Empty Bottles. You can use this Yellow Chu Jelly as Lantern Oil if you want.

Bomb the boulder to the east, revealing a chest which contains a Red Rupee. Now, Bomb away the west boulder, and use your Hero's Bow to shoot down the Fire Slugs that hang from the ceiling. At the end of this tunnel, you'll find a lantern which indicates the presence of a Poe. Defeat it as Wolf Link and take it's Soul.

Bomb the boulder on the west end of the room, opening the chest on the other side to get ten arrows. Now, Bomb the boulder on the north end of the room, revealing a new opening. Keep your Lantern out as you head north up this new tunnel, where you'll find a large gap with a narrow wooden bridge. Cross the bridge, then put away your Lantern. Switch to Wolf Link and dispatch the Tektites in the area, using his Enhanced Senses to spot the Tektites in the darkness.

At the end of the tunnel is a wide room, with a Beamos statue in it. It's red eye is visible through the darkness; nail it with the Hero's Bow, then enter the room. An unlit torch is on the west side of the room. Light it with your Lantern. Bomb the boulder to the north, opening the chest inside to get a Red Rupee. Now, bomb the boulder to the east, revealing another new path.

At the next open room you come to, a Yellow Chu will drop down from the ceiling. Kill it and use it's remnants to fill your Lantern, if you're out of Oil. Light the two unlit torches in this area, and a chest will appear in the middle of the room. Open it to get an Orange Rupee.

Bomb the boulder to the north, releasing two Tektites. Kill them, and open their chest to get a Red Rupee. Bomb the east boulder, and head down the next tunnel. In the next wide open room, defeat a Dodongo (use the Back Slice, if

you have it). Bomb the west wall, and you'll find a beam of light. DO NOT STEP INTO IT, or it will take you outside.

Bomb the boulder on north wall, releasing two Tektites. Open their chest to get five Bombs. Now, bomb the boulder on the east side of the room, opening a new tunnel. Run down this tunnel, using your Lantern to watch out for various pits. Kill another Beamos in the next open room you reach, and light the torches inside with your Lantern.

Bomb the boulder on the east wall, revealing a chest. Open it to get a Purple Rupee. Bomb the boulder to the south, revealing a cavern filled with Keese. Kill them and open their chest for ten arrows. Bomb the north wall, opening a new tunnel.

Head down the tunnel, killing Keese and Fire Slugs. Watch out for pits that appear in the floor halfway down the tunnel. In the next wide open room, light a torch, then switch to Wolf Link to kill another Poe and take it's Soul. Bomb the boulder to the north, revealing a chest with a purple rupee. Bombing the west boulder will release two Tektites, and a chest with ten Bombs. Bomb the south boulder to reveal the next tunnel.

In the next open room, you'll face two Dodongos. Defeat them with Back Slices and Jump Attacks. Bomb the north boulder, freeing a Yellow Chu (use it to refill your Lantern). Open the chest to get Slingshot Seeds (not that you ever use the Slingshot). Bomb the west boulder, opening the next tunnel.

In the next open room, light an unlit torch, then bomb the west boulder. Defeat the Keese on the other side, and open their chest for an Orange Rupee. Bomb the south boulder to reveal a new opening. Run down this new tunnel, using your Lantern to watch out for gaps in the floor. Kill the Keese who swoop down before they knock you into the pits.

In the next wide open room, defeat a third Poe with Wolf Link to get it's Soul. Then, light both of the torches in the room, and a chest will appear. Open it to get a Piece of Heart. Enter the beam of light in the south end of the room to return to Lake Hylia.

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Lanayru Province - Lake Hylia

New Quest Item: Poe Soul x5 [PSWII05][PSWII06][PSWII07][PSWII08][PSWII09]

New Upgrade: Piece of Heart x1 [PHWII20]

It has to be nighttime for you to claim any of the Poe Souls around Lake Hylia. If it's not, then go Bobber Fishing around Hyrule to kill time. Warp back to Lake Hylia when night falls to resume your hunt.

Head east as you leave the cavern where you got the Piece of Heart. At the far east end of the cliff, you'll find a stone tower. If it's nighttime, a Poe will also appear here, clearly visible by the light of it's Lantern. Kill it with Wolf Link to get it's Soul. If it's not nighttime, then you have no choice but to wait around until it is (this is part about Soul Hunting that really sucks).

Another Poe can be found on the south edge of the area. Return to the Lake Hylia Warp Point, and head along a land-bridge on it's southwest corner. Dash Jump as Wolf Link across a series of islands to a broad plateau on the south end of the Lake. The Poe appears here at night, floating high above some grass. Attack it with Wolf Link's Jump Attack when it swoops low to strike, killing it and taking it's Soul.

A third Poe appears on a bit of land on the far west shore of the Lake. Swim there, where the Poe appears on the south end of the ledge near some grass. Like the previous Poe, it floats high in the air, so use a Jump Attack when it swoops low. The remaining two Poes in Lake Hylia are both found in Falbi's Flight-By-Fowl minigame, so head for Fyer and pay the ten-rupee fee to be launched up top. You may run into a bird named Plumm on the way; ignore it for the moment.

Once you're back on the upper level of Lake Hylia, go to Falbi's Flight-By-Fowl shop (it's the building you land in from Fyer's Canon), and pay Falbi's twenty-rupee fee to begin the game. Grab one of the Cuccos that wanders around the shop, and step onto the ledge that Falbi has vacated.

There are two Poe Souls which can be obtained using the Cuccos from this minigame. The first is actually found beneath the shop. Jump out with a Cucco over your head, and you'll begin to float slowly down. Turn the Cucco around as fast as you can by holding to the right or left, and you'll see a ledge far down the cliff beneath the shop. Land on the ledge and kill the Poe as Wolf Link to take it's Soul.

There is a place on this small ledge where you can dig down into a cave. Defeat the Shell Blades in the cave to reveal a chest with an Orange Rupee, then return to the surface. Grab the Cucco that flutters around the ledge, and use it to float back to Fyer's shop. Pay him the fee to return to the upper area.

Pay to play Falbi's Flight-By-Fowl Minigame once more. This time, your goal is to land on the platform below. On your last attempt at this game, you earned a Piece of Heart by landing on the second-to-last tier of the platform. This time, your aim is for the second tier of the platform, where a Poe hangs out. Kill it VERY carefully to get it's Soul.

Head for the small island south of Fyer's Shop. There is a cluster of Bird Grass here. Howl near the Grass as Wolf Link, and you'll have a song to Howl.

	0	.5	1	.5	2	.5	3	.5
H	1	>	-	-	3	>	-	-
M	-	-	-	-	-	-	-	-
L	-	-	2	>	-	-	4	>

A buzzard will swoop down and pick you up, and begin the journey up Zora's River. Except now, there's a minigame twist. Pieces of fruit have appeared on the course, each one worth different numbers of points. The Watermelons are worth one point each, the Oranges three points each, and the Strawberries ten points each. The more points, the smaller the target. Additionally, you can earn combo bonus points by picking up several kinds of fruit of identical variety in the same row.

You'll earn a Piece of Heart from this minigame for earning 10,000 points, which sounds ridiculous. But if you focus on only picking up Strawberries and intentionally avoid the Watermelons and Oranges, you'll accomplish it easily. Pick up every piece of Fruit at the start of the course until Strawberries start appearing after the first turn. Once this happens, focus only on gathering Strawberries.

The first time you score 10,000 points on Plumm's Zora River challenge, you'll earn a Piece of Heart. Beat your old high score on an additional run, and you'll also earn 100 rupees.

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Lanayru Province - Upper Zora's River  
New Quest Item: Poe Soul x1 [PSWIII10]

There's another Poe Soul to be found in this area. Kill time until night (going Bobber Fishing until nightfall then warping back here is your best bet). On the south bank of the river, there is a large piece of land which rises upwards. The whole hill is covered with grass. The Poe's Lantern appears here. Swim over there and kill it with Wolf Link to get the Soul Fragment.

Now, warp yourself to Zora's Domain.

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Lanayru Province - Zora's Domain: Waterfall Cavern

Follow the current downstream, out of the cavern.

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Lanayru Province - Zora's Domain: Sleeping Waterfall  
New Quest Items: Poe Soul x2 [PSWIII11] [PSWIII12]

Swim downstream, diving off the waterfall into the pool below. Climb out of the pool on it's west side, and head south up a hill. The hill bends back around to the north. At the top of the hill, you'll find the area's first Poe. Kill it to get it's Soul.

Jump back down into the pool beneath the waterfall, and climb out on it's east side. From here, you can head north, performing a series of Midna Jumps to reach a ledge behind the waterfall. The second Poe of the area is hidden back here. Kill it to get it's Soul.

Warp over to Kakariko Village.

-----  
Eldin Province - Kakariko Village  
New Quest Items: Poe Soul x2 [PSWIII13] [PSWIII14]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

There are two Poes hiding up in the area above Barnes' Bomb Shop. Go through the second-story window of the shop to reach the area. The first Poe is found in the wreckage of the building which you destroyed while searching for Eldin's Light Essence. The second is found near the Highest Building, at the top of the ramp in the northwest corner of the area.

Two more Poe Souls are yet to be claimed in the village Graveyard. Go there now through the village's west exit.

-----  
Eldin Province - Kakariko Village: Graveyard  
New Quest Items: Poe Soul x2 [PSWIII15] [PSWIII16]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

The first Poe in this area is hidden beneath one of the gravestones in the area. The first gravestone on the left as you enter the Graveyard is the correct one. Stand in front of it, and push it on with the Push button. A Lantern will emerge, indicating the presence of the Poe. Kill it to claim it's Soul. The second Poe is in plain sight in the center of the Graveyard.

Ditto.

Return to Kakariko Village, and head to Death Mountain using the entrance in the north end of the village. Don't use Midna's Warp.

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Eldin Province - Death Mountain

New Quest Item: Poe Soul x1 [PSWII17]

New Upgrade: Piece of Heart x1 [PHWII21]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Climb north up the path as Hylian Link. Get the assistance of several Gorons on the way to make the process faster. When you reach the second Goron, have him launch you up and to the east, where you'll land on an otherwise inaccessible ledge. Run to the south end of this ledge, where you'll find Death Mountain's only Poe.

From the Poe, start running north a ways, hugging the wall to make sure you don't fall off the ledge. Eventually, you'll see a cave opening on the right. Enter this opening, and you'll land in a small cave with a chest. Open the chest to get a Piece of Heart.

There's a Howling Stone in this area. If you haven't activated it yet, then go try it now. Otherwise, warp to North Faron Woods in Faron Province.

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Faron Province - Faron Woods: North

Head west from where you warp in.

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Faron Province - Faron Woods

New Quest Item: Poe Soul x1 [PSWII18]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Run to the west, where there is a dock stretching out into the fog that consumes that the area. Don't fall into the fog, or you'll be returned to the start of the area. At the end of the dock, you can begin a Midna Jump which will take you to the south end of the area.

Once back at the south end of the area, head for the west end of the area, where you can begin another Midna Jump near the edge of the fog. You'll reach another island in the fog; climb up the ramp here, and do another Midna Jump at the top. In the giant hollowed-out tree you find here, you'll find the Poe. Kill it to get it's Soul. Warp to Kakariko Gorge in Eldin Province.

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Eldin Province - Hyrule Field: Kakariko Gorge

Run south from the warp point, where you'll find a boulder near the southern border. Bomb the boulder to destroy it, revealing a cavern mouth. Go inside.

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Eldin Province - Hyrule Field: Gorge Cavern

New Quest Item: Poe Soul x1 [PSWII19]

New Upgrade: Piece of Heart x1 [PHWII22]



This cavern contains a Poe Soul and a Piece of Heart, as you can clearly see. The cavern is filled with enemies and several passages that are blocked by Spider Webs. Take two lefts, and two rights when going down the tunnel to find the Poe. Kill it and take it's Soul. Take two lefts, a right, then a left to find a cavern with two unlit torches. Light both of them, and a chest will appear which contains a Piece of Heart.

Once you've got the Poe Soul and the Piece of Heart, return to Hyrule Field.

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Eldin Province - Hyrule Field: Kakariko Gorge  
New Quest Item: Poe Soul x1 [PSWII20]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

From the south end of the Kakariko Gorge bridge, head to the top of the cliff to the east. The Poe is up here, near a single tree and a fence. Kill it to get it's Soul.

Head southeast, back into Faron Province.

-----  
Faron Province - Hyrule Field  
New Quest Item: Poe Soul x1 [PSWII21]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

A Poe has appeared near the edge of a cliff to the north of this area's small pool. Kill it and steal it's Soul, then ride northeast towards Lake Hylia.

-----  
Lanayru Province - Lake Hylia  
New Quest Item: Poe Soul x1 [PSWII22]

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Head along the twisting path until you reach the wooden bridge near the south edge of Lake Hylia. The Poe appears in this area, but it'll take some work to get to it. Look high on the south wall to see two sets boulders on top two cliffs. Use Bomb Arrows to destroy these boulders, revealing a Clawshot Targets beneath each.

Pull yourself up to the first Clawshot Target, and then to the second. A third Clawshot target is on a cliff even further to the east. Pull yourself over to it as well. The Poe appears in this area. Kill it to get it's Soul, and open the chest located here for a Purple Rupee. You can also find an Orange Rupee in a cave on the south end of the ledge. Dig into the cave as Wolf Link and defeat all of the enemies inside to make it appear.

Once you're done in the area, warp to the Castle Town warp point in Lanayru Province.

-----  
Lanayru Province - Hyrule Field: East  
New Quest Item: Poe Soul x1 [PSWII23]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.

Run southeast from where you warp in, following a rough stone road. After a short distance, you'll reach a dead in the south end of the area, which is marked by a destroyed theater. The Poe rests on the left side of the "stage." Kill it to get it's Soul.

Now run north, passing through the north exit of this area to the area of Hyrule Field north of Castle Town.

-----  
Lanayru Province - Hyrule Field: North  
New Quest Item: Poe Soul x1 [PSWII24]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.

Go to the stone bridge in the center of the area. A Poe hovers around in the air in the center of the bridge. Use Midna's Charge Attack to kill the Poe and both of the Lizalfos that guard the bridge, then pounce on the Poe to get it's Soul.

Head to the east end of the bridge, and start running towards the east edge of the area. In this area, you'll find two trees and an area of tall grass. Investigate the center of the grass with your Senses activated to find a place you can dig. Dig into to enter a hidden cave.

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Lanayru Province - Hyrule Field: Poe Cavern  
New Quest Items: Poe Soul x2 [PSWII25] [PSWII26]

Two Poes are hidden in plain sight in this cave, among an army of Deku Babas. Use Midna's Charge attack to kill the Babas, then activate your Senses and use another Charge Attack to incapacitate both of Poes. Pounce on them both before they regenerate to get their Souls, then enter the beam of light to return to the Overworld.

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Lanayru Province - Hyrule Field: North

Run to the northwest end of the field, running through a rocky pass which leads back to Eldin Province.

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Eldin Province - Hyrule Field: The Bridge of Eldin

You'll now be on the north side of the Eldin Bridge (which is still broken prior to your adventures in Twilight Lanayru Province). You couldn't warp here because of the broken bridge, if you're wondering.

Look on the west cliff wall, where there is a Clawshot Target above an upper ledge. Pull yourself up to the target, then run south along the ledge. Enter the cave to the south end of the ledge.

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Eldin Province - Hyrule Field: Fiery Cavern  
New Upgrade: Piece of Heart x1 [PHWII23]

Run south along a broken catwalk, watching out for Fire Keese. Look down below









It's now time to track down the Poe Souls in this area. Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Head west from the Bokoblin Camp. If it's nighttime, you can clearly see a Poe floating on the cliff to the north. Use the tree to the south of the Poe to grapple up onto the cliff, then run north to fight it. After it's dead, look beneath where it floated with your Senses on to see a place where you can dig. Do so.

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Desert Province - Gerudo Mesa: Poe Cavern  
New Quest Item: Poe Soul x2 [PSWII30] [PSWII31]

Two Poes lurk in this cavern. Use Midna's Charge Attack to kill them both, and steal their Souls. Bomb the Boulders in the cavern to reveal goodies, including three unlit torches. Light them all to reveal a chest, which contains an Orange Rupee. Enter the beam of light to return to the surface.

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Desert Province - Gerudo Mesa  
New Quest Item: Poe Soul x3 [PSWII32] [PSWII33] [PSWII34]  
New Ability: Mortal Draw

Again, it must be nighttime for you to get any of the Poe Souls in the area. Go Bobber Fishing if you need to kill time.

Return to the Gerudo Mesa Warp Point. At night, you'll find another Poe near the entrance to the Cave of Ordeals. Kill it and steal it's Soul, then return to the southwest corner of the Desert. Near the south wall in the southwest corner, a small bluff marks the home of another Poe. Kill it to steal it's Soul. The cavern hidden beneath the Poe contains an army of Big Skulltulas, who guard a hidden Orange Rupee. Return to the Bokoblin Camp in the northeast corner when you're done.

North of the Bokoblin Camp, there is a series of steps which climb up north into the cliff face. Start jumping up these steps. To the east at the top of the steps, you'll encounter the Golden Wolf (if you summoned him at Lake Hylia). Interact with him as Hylian Link, and the Warrior will appear. Successfully attack him with the previous attack you learned (which should have been the Helm Splitter), and he'll teach you the newest attack: Mortal Draw (you must "Put Away" your Master Sword before you can perform the attack).

Back in Gerudo Mesa, keep heading east from the Golden Wolf. A Poe hovers around in the air near the end of the path. Kill it and steal it's Soul with Wolf Link. Return to where you met the Golden Wolf, and go north into the next area.

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Desert Province - Bokoblin Base  
New Upgrade: Piece of Heart x1 [PHWII24]  
New Overworld Item: Small Key x1

Run north into the camp, passing through a gate. A Bokoblin Archer will spot you, summoning his cohorts. Defeat the melee Bokoblins, then shoot down the Bokoblin Archer. A chest in the northwest of the area contains twenty extra arrows, if you need them.

Head to the east end of the area, going up a steep sand dune where you'll







This room is incredibly dark, so whip out your Lantern to light it up a bit. Run to the north end of the room, dodging the pools of quicksand. You'll attract the attention of a large group of Mini-Stalfos on the way. Light the torch to the east of the sealed door on the north end of the room, giving yourself some light, and put away your Lantern to conserve oil. Now, defeat the Mini-Stalfos with rapid Spin Attacks.

There is another torch to the left of the door. Skirt around the pools of quicksand in the room, going to the northwest corner of the room before cutting back east to reach the torch. When both of the torches in the room are lit, the north door will unseal itself. Go through it.

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Arbiter's Grounds - First Poe Chamber  
New Quest Item: Poe Soul x1 [PSWII37]  
New Upgrade: Piece of Heart x1 [PHWII25]  
New Dungeon Item: Dungeon Map

Run north into the room, and four Poes will appear, stealing four flames from the room. The absence of the flames will seal a door on the north of the room. This seems familiar, somehow...

Three of the Poes will vanish, but a fourth remains. Use Wolf Link's enhanced Senses to spot the Poe (which looks quite different from the ones you've encountered on the Overworld). This Poe only becomes vulnerable when it glows a bright blue. Use a Jump Attack when it does this, and begin tapping the attack button to chew on the Poe a few times. Knock the Poe to the ground and perform a Finishing Blow on it, and you'll steal it's Soul and recover the stolen flame.

As Wolf Link, press the Sniff button near the dead Poe's body. Forget Ilia's Scent, and learn the Poe's Scent. You can now track the remaining three Poes in the dungeon using Wolf Link's Senses.

One of the three Poe Scent Trails in the room leads to a patch of dirt in the west side of the room. Dig up the patch of dirt to reveal a chain, which you can pull on to force a set of stairs to appear, leading down one floor. Before you go down these stairs, head for the northwest corner of the room. A chest is visible on the other side of this quicksand pit. Pull yourself over to the chest using the Clawshot Targets, and open the chest to get a Piece of Heart.

Pull yourself back over the quicksand using the Clawshot Target which hangs near the door on the west wall, and go to the northeast corner of the room. You'll find an alcove similar to the one you just left, with another chest. Dash or Roll along the surface of the quicksand, using the islands in the quicksand as safe points. Defeat the Bubbles who guard the chest, and open it to get the Dungeon Map.

Roll or Dash back across the quicksand, and go to the stairset you opened earlier. Run down the stairs, going through the door at the bottom.

-----  
Arbiter's Grounds - Spinning Wall Chamber  
New Dungeon Item: Small Key x1

A floating enemy called a Bubble hovers around this room. Knock it out of the sky, then attack it on the ground to kill it. Using Wolf Link's Senses, you can follow the Poe's Scent Trail through the ceiling. Go to the pillar in the middle of the room, and look for the wedge on the pillar. You can push on this

wedge to make the walls in the room spin. This seems familiar too...

Push the wedge counter-clockwise, and a new opening will appear on the north end of the room. A Gibdos will appear in this opening. These mummified warriors can freeze you solid with a scream, which is annoying to say the least. Use your advanced skills, like Helm Splitter and Back Slice, to defeat them more quickly. Unfortunately, because of their scream, the Mortal Draw isn't really an option. Open the chest that the Gibdos was guarding to find a Small Key.

With the room in it's current position, the Poe's Scent Trail no longer leads through the ceiling - it now leads through a hole in the ceiling. Look up through this hole while standing near the empty Chest, and you'll see a Clawshot Target on a wall above the hole. Pull yourself through the hole using the Target as an anchor.

Defeat the Rats who guard this area, then engage Wolf Link's Senses to see the Scent which comes from the hole going through the door to the north. Another Scent Trail leads from the west wall into the east wall; we'll get to this one later. Follow the first Scent Trail north and through the door.

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Arbiter's Grounds - Second Poe Chamber  
New Quest Item: Poe Soul x1 [PSWII38]

Kill the Bubbles on the north end of the room, then look on the east end with your Senses engaged. You'll see that one of the Lanterns being hung from the wall is actually being hung by the invisible Poe. Defeat it the same way you defeated the previous one - waiting for it to glow blue, then Jump Attack and Chew. Knock the Poe to the ground and perform an ending blow to steal it's Soul and recover the second flame.

Return to the previous room.

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Arbiter's Grounds - Spinning Wall Chamber

Drop back down through the hole in the floor, landing in the room below. Grab onto the wedge attached to the central pillar, and push it clockwise to return the room to it's default position. The walls in the upper room will now be aligned, letting you follow that second Poe Scent. Unfortunately, it will also seal the hole in the ceiling.

Go back through the door to the east to return to the First Poe Chamber.

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Arbiter's Grounds - First Poe Chamber

Climb back up the stairs. At the top of the stairs, turn around and look behind you to see another door, which also leads back to the west. Go through this door.

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Arbiter's Grounds - Spinning Wall Chamber

You're now in the upper end of the Spinning Wall Chamber. Engage your Senses, and you'll see the scent of a third Poe going west through the room. Follow it to the west end of the room, passing through a locked door.

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Arbiter's Grounds - West Iron Chandelier Room

New Dungeon Item: Compass, Small Key x1

The Poe's Scent runs around through the air, cutting to the south, well out of your reach.

Go down the stairs in front of you, and look towards the south wall. There is a large pool of quicksand here, with a number of islands cutting through it. Run south and east along these islands, watching out for spike traps that pop out of the quicksand to block your progress. After the fifth island, you'll climb onto a ledge.

There is an iron cage on this platform, which doubles as a box. Grab onto it with Hylia Link, and pull it backwards, and then into a small alcove to the west which the cage fits perfectly into. A set of stairs is revealed behind the cage; climb up it, and look to the west to see a ledge. Jump across to this ledge.

To your left as you land on the ledge, there is a chain built into the wall. Grab onto it, and pull backwards, passing over the cage you pushed into place earlier along the way. The chain will begin to lift the large iron chandelier in the middle of the room into the air. Pull backwards on the chain until it stops.

Release the chain, and quickly run to the south, passing beneath the iron chandelier. Go as quickly as you can, as it won't take long for the chandelier to crash back to the ground. Climb up the stairs on the south end of the room, following the scent of the Poe as you go. Dispatch the Bubbles as they get in the way. You'll enter a small room with a statue in the middle of it.

Look behind the statue, where there is a small room with a chest in it. Open the chest to find the Compass. Return to the statue, and go to the wedge attached to it. This area has more spinning walls; push the wedge counter-clockwise, opening new passages on the west and east while closing others on the north and south.

Go west first, in the opposite direction of the Poe Scent. At the end of the hall is a boarded-up room. Smash through the boards, and defeating the Gibdos on the other side. Open the chest that the Gibdos protected. The chest contains a Small Key, which you can use to open the door on the east end of the room.

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Arbiter's Grounds - Third Poe Chamber

New Quest Item: Poe Soul x1 [PSWII39]

Run through the room, passing around several corners. Be careful of the pits of quicksand that appear in the room. You'll encounter an army of Mini-Stalfos and two Gibdos around the third corner; this is tricky if you're not careful. Use repeated Spin Attacks to defeat the Mini-Stalfos, and either use ranged attacks or more Spin Attacks to defeat the pair of Gibdos. The Gibdos constant screaming makes this an annoying, but not necessarily difficult fight.

After you have defeated the Gibdos, use Wolf Link's Senses to spot the Poe's Scent entering the floor. Dig into the ground where the Poe's Scent travels, and you'll uncover a chain. Grab onto it and pull it backwards, opening a wall to the south. The third Poe hides behind this wall; use your Senses to see it and defeat it using the same methods used on the other two.

After you have killed the Poe, stolen it's Soul and recovered the flame, go

through the door to the north.

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Arbiter's Grounds - Round Room  
New Dungeon Item: Small Key x1

Run around the corner into a small, round chamber. Open the chest on the south side of the chamber to find a Small Key. Quickly activate Wolf Link's Senses to see an army of Undead Rats that have appeared in the room; use repeated Spin Attacks to defeat them all. Climb up the steps on the west side of the room, then run counter-clockwise along the north side of the room, jumping over a gap in the floor, to reach the east side of the chamber.

Go through the locked door here.

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Arbiter's Grounds - First Poe Chamber

Activate your Senses as you enter the room to see the Scent of the last Poe, winding it's way around to the upper level, and through a door on it's east side. Jump out onto the chandelier that hangs from the ceiling, and jump off it's east edge to the east balcony. Follow the Poe's Scent through the door here.

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Arbiter's Grounds - East Iron Chandelier Room

Head down the stairs to your left as you enter the room, hopping off into a small pit at the bottom of the steps. Grab onto the cage in this area, and push it forward until it drops into a small ditch in the room. A small alcove to the left of the cage contains a chest with a red rupee.

Back at the cage, climb on top of it. To the left at the top of the cage is another chain, which controls the Iron Chandelier in this room in the exact same fashion as the last chain/chandelier combo you encountered. Grab onto the chain and pull it backwards until it stops. The chandelier now hangs directly above your head. Quickly release the chain and run south as fast as you can.

Open the chest at the south end of the room to get another Red Rupee. Look on the west wall, and you'll see a Clawshot Target hanging above a door. Pull yourself over to this target with the Clawshot. The door here only leads back to the First Poe Chamber; ignore it. Enter the small hallway on the north end of room, and go through it to find yourself back on the north end of the iron chandelier.

Grab onto the chain again, and pull it backwards until the chandelier is once again suspended near the ceiling. This next part is tricky; all three of the chandeliers that you have encountered thus far have large holes in their centers. Release the chain, and stand beneath this hole, waiting for the chandelier to crash safely to the ground around you. A small depression in the bridge indicates exactly where you need to stand.

Climb up onto the chandelier, and jump off it's east edge to land safely on the east side of the room. Go through the door here.

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Arbiter's Grounds - Stalfos Warrior Chamber

Smash through the boards in front of you, and enter the large circular chamber. A large Stalfos will come to life in the chamber. Use your Helm Splitter

attack to defeat it quickly, where it will fall to the ground in a pile of bones. Drop a Bomb into this pile of bones, where the detonation will kill it permanently (A Link to the Past, anyone?). The death of the Stalfos will unseal the door on the south side of the room. Smash the pots and open the chests around the perimeter of the room before going through it.

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Arbiter's Grounds - Desert Colossus Chamber

Run south into the room, where you'll find a large chamber with a large pit of quicksand before a statue. Switch to Wolf Link and Dash across the sand, reaching the platform on the south side of the room. There are a number of torches in this room; you must light the correct two in order to make a wall on the west side of the area retract, revealing a door.

The two correct torches are the one in front of the first five, and the one the east side of the line. If you light the wrong torches, then Mini-Stalfos will appear to attack you. Use your Gale Boomerang to extinguish the torches and try again. Once you've opened the wall, go through the opened door.

-----  
Arbiter's Grounds - Fourth Poe Chamber  
New Quest Item: Poe Soul x1 [PSWII40]

Use Wolf Link's Senses to spot the Poe disguising itself as a hanging lantern in this room.

-M-I-N-I--B-O-S-S-  
The Fourth Poe

A lot about this dungeon is vaguely familiar, isn't it?

The final Poe will split into four identical versions, and begin to circle you. Three of the Poes are illusions, and the fourth is the real one. You can only damage the real one. You have two choices on identifying the real one: randomly pick one and try a Jump Attack on it, or else wait for them to quit circling you. Once they stop circling, they're preparing to attack. The real one will glow bright blue briefly just before it attacks; this is your chance to spring. Midna's Charge Attack isn't effective against this enemy.

Defeat the Poe and steal it's Soul to recover the final flame. Exit the room through the north door.

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Arbiter's Grounds - East Iron Chandelier Room

Drop down to the ledge below, and look to the west end of the room. Latch onto the Clawshot Target above the door, and go through it.

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Arbiter's Grounds - First Poe Chamber

With the four stolen Flames recovered, the door in the north end of the room will open. There is something VERY familiar about this. Go through the tunnel behind the newly-opened door.

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Arbiter's Grounds - Spinner Room

Run into the middle of this large room, defeating Bubbles who will attack you.

There's a lot to do in this room, none of which you can do at the moment. There is only a single door available to you, on the west end of the room. Go there now.

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Arbiter's Grounds - Corkscrew Elevator Room  
New Dungeon Item: Small Key x1

Drop down into the middle of an extremely tall room. When you land on the bottom floor, defeat any Bubbles you may have attracted, then look for the wedge attached to the central pillar. You can push this wedge one way to make the floor rise, or push it the other to make it fall (the exact direction you have to push seems to randomly change, which made this guide writer pull his hair out for about ten minutes).

Push the wedge so that the floor rises two levels. Go down the tunnel which has appeared to the east, and around several corners to find a chest. Open the chest to get a Small Key. Return to the central pillar, and make the floor drop down to its bottom-most level. At the bottom level, a locked door has appeared to the south. Go through it.

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Arbiter's Grounds - Spike Trap Room  
New Dungeon Item: Ooccoo

Run forward into the room, switching to Wolf Link before Dashing across the quicksand to the left. Now Dash south across more quicksand. If you do fall into the quicksand, Undead Rats will cling to you, slowing you down significantly. Use your Senses to spot Undead Rats, and a Spin Attack to remove them.

A wall of spike traps appears to the south, preventing further progress. Dash across the quicksand to the west to the other side of the room, then Dash across another patch of quicksand to the south. Immediately past that, turn back east and return to the east side of the room. Start heading south from here, defeating more Undead Rats and a Gibdos. Once they're out of the way, you can go straight to the south end of the room. The passage here is blocked by a stone wall.

Work your way around to the southwest end of the room by retracing your steps to the west wall, then going due south. Here, you'll find a chain you can pull on, removing the wall temporarily. Dash back to the south end of the room as fast as you can, being careful not to enter the sand or else you'll attract more Undead Rats.

When you reach the passage at the south end of the room, the tunnel will begin to cut sharply to the east, with spikes running along tracks along both sides of the wall. Run right down the middle of the room with Wolf Link, Dashing across the stretches of quicksand. Halfway down the hall, an army of Scarabs will appear and crawl all over you. Use Hylian Link's Spin Attack to defeat them, then resume your progress down the hall as Wolf Link.

At the southeast end of the hall, you'll find Ooccoo trapped in a pot. Free her, then go through the door north of Ooccoo.

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Arbiter's Grounds - Deadly Trap Room

Use Hylian Link's Spin Attack to defeat the Scarabs that crawl towards you when you enter. Run north across the quicksand, avoiding the path of the circling

spiked mace. Run north from there into a larger room, avoiding more patches of quicksand. As you enter the room, two Stalfos Warriors will appear. Defeat them with Back Slices and Helm Splitters, then Bomb their remains to defeat them. Alternatively, you can just cut out the middle-man, and defeat them with Bomb Arrows.

Go west from the pair of Stalfos Warriors, Rolling or Dashing across another patch of quicksand. Another Stalfos Warrior appears here; get to a safe distance and dispatch it with a Bomb Arrow. Defeating all three of the Stalfos Warriors will open a gate to the west of the spinning spikes in the previous room. Go there now.

Go north up this quicksand-filled tunnel, using the Clawshot Targets on the walls to reach the islands in the quicksand. Halfway up the tunnel, a truly ridiculous number of Scarabs will appear. Just ignore them (they don't affect your speed while grappling at all). After you grapple across three Clawshot Targets, you'll reach the far north end of the room. Spin Attack to remove the Scarabs attached to you when you land after the third grapple. Jump across the gap here, climb the stairs, and go through the door at the north end of the room.

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Arbiter's Grounds - Undead Prisoner's Chamber  
New Item: Spinner

The door seals behind you as you enter. This room contains a large sword embedded in the floor, which is held in place by lengths of rope. Cut one of the ropes, and a Miniboss will appear.

-M-I-N-I--B-O-S-S-  
Undead Prisoner

The Undead Prisoner is invisible, so activate Wolf Link's Senses to see him. Z-Target him, and begin side-jumping to the left until the Prisoner attacks. His sword will be embedded in the ground, and the Prisoner will glow bright blue. This is your chance to attack; Jump Attack onto the Prisoner, then proceed to chew him to pieces.

Successfully completing this phase of the fight will cause the miniboss to enter his second phase. He is visible now, and you should fight him with Hylian Link. Shoot him down with an arrow from your Hero's Bow while dodging the projectiles the Prisoner throws at you (you can't Z-Target him at the moment, unfortunately).

A successful hit will cause the Prisoner to spin rapidly around the room, eventually trying to hit you with his sword. Dodge the attack, and the sword will be stuck in the ground, leaving the Prisoner vulnerable to both your Sword and Z-Targeting. Open with a Jump Attack, and proceed to use rapid swings. After a few hits, the miniboss will return to floating around the room. Shoot him down with another arrow; rinse, repeat.

After the Prisoner is defeated, the door to the south will unseal, as will a get to the north. Run through the gate to the north, dropping off a ledge and running up a staircase. At the top of the stairs, open a chest to get the Spinner. You're trapped back here now, unable to jump out. But that's what the Spinner is for.

There are two dotted-line tracks (Spinner Tracks) on the right and left sides of the room. Hop onto your Spinner, point it at one of the tracks, and launch it right at it. The Spinner will begin to follow the track, returning to the



room's entrance. Jump off the Spinner when you reach the door, and go back through it.

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Arbiter's Grounds - Deadly Trap Room

There's a Spinner Track to your left as you come out of the door. Ride along it with your new Spinner, going around a corner. After you round the corner, you'll see another Spinner Track parallel to the one you're currently on. Jump off the current Spinner Track, and bounce onto this new one. If you do it correctly, you'll ride the new Spinner Track to a door on the east end of the room. Press the Spinner's button to get off it, then go through the door.

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Arbiter's Grounds - Spinner Training Ground

New Upgrade: Piece of Heart x1 [PHWII26]

There's a Spinner Track to your left as you enter. Ride onto this Spinner Track, riding it to it's end. When you enter the quicksand at the end of the Track, start riding the Spinner to the right, straight onto another Track. Ride along this Track for a short time, jumping to a new Track to the left, then jumping right to yet another new Track, then jumping BACK to the left to a fourth Spinner Track, to the left of two circular Spinner Tracks guarded by spikes.

At the end of this Track, jump to the right to a Track which circles around, dumping you into a pit in the room. Defeat a Stalfos Knight in this area with Bomb Arrows, then climb to the top of a steep ramp at the west end of the pit. At the top of a ramp is a chest, which contains the dungeon's second Piece of Heart.

A Spinner Track arches around the wall behind the chest. Get on the Track so that you are riding along the north edge of the pit, heading east. There is a ledge near the end of this Spinner Track; jump off the Spinner here before it dumps you off the edge of the cliff. There is a new Spinner Track south of the one you just got off. Ride onto this Spinner Track, heading east, and at it's end, jump to the left to another Track which spits you into a quicksand pit on the other end of the room.

Get off the Spinner and stand on the platform in the middle of this pit. Look at the Spinner Track which circles the pit, and ride along it so that you ride up the Track which climbs towards the top of the room. The Track will carry you up, then off an edge which will spit you into the north end of the room. Get off the Spinner here, and head to the west end of the area. Defeat a pair of Stalfos Warriors with Bomb Arrows, and open the chest to get a Yellow Rupee.

A Spinner Track cuts around the perimeter of this area. Ride the Track along the north wall, heading east, getting off the Track at the top of the ramp. Climb up to the top of a second ramp in this area, and at the top you'll find two parallel Tracks heading west, towards the door. Spikes patrol these Tracks; ride along the Tracks on the Spinner, jumping between the two Tracks to avoid the Spikes. When you reach the west end of the room, get off the Spinner and go through the door.

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Arbiter's Grounds - Spinner Room

New Dungeon Item: Big Key

Open the chest in front of you as you enter to get the Big Key, then use one of the Spinner Tracks near the chest to cross to the west end of the room. You're

now back in the large room which you couldn't really do anything in before. Go to the center of the room, where there is a large hole. Ride into this hole on the Spinner, and you can begin to rotate the wall in the room by rapidly tapping the Spin button.

Once the new area is opened, run north into it. This is a large, circular room with a tall pedestal in the middle. A Spinner Track runs counter-clockwise around the room, starting to the left. Ride around it a full 360 degrees, until you are on the west side of the room above the central pedestal. Get off the Spinner here, landing on a broken stairwell. Jump towards the central pedestal, aiming for the ledge that sticks out of it. Roll or Dash before jumping to get yourself some needed distance.

Once you're on the central pedestal, enter a Spinner Slot in the middle of it while riding the Spinner. Tap the Spin button rapidly, and a new Spin Track will appear that rises towards the top of the room. Ride it up. Go through the Boss Door at the top.

-----B-O-S-S-----

Twilit Fossil STALLORD

New Upgrade: Heart Container x1

Go to the bottom of the stone ramp to begin the fight. At the beginning of the fight, your goal is snap Stallord's spine, which is embedded in the sand in the middle of the room. Get on the Spinner Track that runs around the perimeter of the arena, and build up some speed on it. Watch out for the Spikes that run along the track. Once you've got some momentum going, hop off the track and make your way to the piece of Stallord's spine that sticks out of the sand. When you near it, press the Attack button (attack with the Spinner, not the Sword) to damage the Spine. Damage the Spine three times to enter the second phase of the fight.

Stallord's attacks in the first phase are rather limited. He'll summon Skeletons from the sand, who don't actually attack, but act as obstacles for you to dodge on the Spinner (they have an annoying habit of sending you back to the Spinner Track when you bump into them). Stallord can also breathe toxic gas, which has a limited range and is really only a danger when you are going to damage his spine. If you run out of speed on your Spinner, you'll have to return to the stone perimeter of the room before you can get back on it; you can't start the Spinner on the sand.

After you have damaged Stallord's Spine three times, the sand will be drained from the arena, turning the arena into a large cylindrical chamber. Stallord is apparently defeated in this phase. Enter the Spinner Slot in the center of the arena, and Spin the Spinner rapidly to create a tall tower in the center of the arena. This truly begins the second phase.

Stallord will knock you off the tower at the beginning of the second phase. The boss will then begin circling very quickly around the perimeter of the room; you must chase after it using the Spinner Track on the inside tower. Stallord will occasionally spit volleys of fireballs at you; jump to the opposite wall just when he releases the fireball to avoid the attack. He'll always spit fireballs in clusters, and when he draws in right next to you is your time to attack.

When you grow parallel with Stallord's skull, jump out from the track to strike it. Stallord will fall to the ground and become vulnerable to Sword attacks. Beat the carp out of it until he recovers, where the phase starts over.

After you have damaged Stallord, Spikes will appear on the inside tower and



take this opportunity to make more contributions to the Malo Mart Expansion fund in Kakariko Village. Remember, successful contribution of 1,000, then 2,000 rupees (which you can discount to 200 for doing a job for the Elder Goron out front of Malo Mart) to the Goron in Malo Mart will let you purchase the Magic Armor in Hyrule Castle Town.

After you've done that, there's a Piece of Heart you can reach in Lanayru Province using the Spinner. Head for the Hyrule Castle Town Warp Point.

-----  
Lanayru Province - Hyrule Field: East

Head for the east exit of the area, and go through the passage.

-----  
Lanayru Province - Hyrule Field: East Road  
New Upgrade: Piece of Heart x1 [PHWII27]

Head for the very northern end of this area, where you'll find a Spinner Track which heads back south. After you run along two Spinner Tracks (which join with each other by a small gap that the Spinner automatically jumps), you'll reach a series of parallel Spinner Track which you must jump between. After eight jumps, you'll launch out into a high ledge with a chest. Open the chest to find a Piece of Heart.

There's another Piece of Heart you can reach with the Spinner, in Eldin Province. Head for the Eldin Bridge Warp Point (or if you haven't retrieved the missing Eldin Bridge fragment from Gerudo Mesa, then the nearest convenient Warp Point of your choosing will do).

-----  
Eldin Province - Hyrule Field: The Bridge of Eldin

Head for the pass north of the Eldin Bridge, which leads to Lanayru Province. Halfway down the pass, there is a wooden bridge. Defeat the Bokoblins who guard it, then look on the bridge's east side. A Spinner Track leads to a ledge to the north of the bridge. Check the grass on this ledge with Wolf Link's Senses to find a place you can dig. Dig down into a cave.

-----  
Eldin Province - Hyrule Field: Stalfos Cave  
New Upgrade: Piece of Heart x1 [PHWII28]

Defeat three Stalfos in this cave using Bomb Arrows, and a chest containing a Piece of Heart will appear. Open it, then leave the cave.

Now, head for Telma's Bar in Hyrule Castle Town.

-----  
Lanayru Province - Hyrule Castle Town: Telma's Bar

Speak with Telma, who will tell you to speak to Ashei about reaching Snowpeak Mountains. Check the map on the table in the back of the bar to get Ashei's location - Zora's Domain. Head back outside, and warp to Zora's Domain.

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Lanayru Province - Zora's Domain: Waterfall Cavern

Head out of the cave to the top of the Waterfall.

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Lanayru Province - Zora's Domain: Sleeping Waterfall

You can safely turn back into a Hylian at the top of the waterfall, so do so. Jump to the bottom of the Waterfall, and climb out of the pool at it's east bank. There is a tunnel which leads east located here. Formerly, it was frozen over, but you can enter it now. Enter this tunnel.

-----  
Peak Province - Snowpeak: Bottom

New Item: Ashei's Sketch

Step forward, and a cutscene will take place with Ashei. She'll give you Ashei's Sketch, which you're going to need to progress. Unfortunately, you can't do anything else here for now. Return through the tunnel to Zora's Domain.

-----  
Lanayru Province - Zora's Domain: Sleeping Waterfall

Show the Zora near the entrance to the Snowpeak Tunnel Ashei's Sketch. It will identify the fish that the Giant holds as a Reekfish. The Zora will mention that Prince Ralis is the only Zora who knows how to catch them. Warp to Kakariko Village. It's time to call in a marker from Prince Ralis.

-----  
Eldin Province - Kakariko Village

Prince Ralis is at his father's grave in the west end of Kakariko Graveyard. Head there now.

-----  
Eldin Province - Kakariko Village: Graveyard

Show Ralis Ashei's Sketch, and he'll recognize the fish that the Giant carries as a Reekfish. He'll give you the Coral Earring, which doubles as a hook for your Bobber Fishing Rod. It'll automatically be attached when you get the item. He'll also tell you where and how to catch Reekfish.

You'll need a Reekfish to find your way through Snowpeak (exactly how, you'll find out), and Reekfish are native to Zora's Domain. Warp back there and go to the bottom of the waterfall.

-----  
Lanayru Province - Zora's Domain: Sleeping Waterfall

Reekfish appear near the Mother and Child Rock Formations in the middle of the pond at the base of the waterfall. You can fish in this area by standing on the western shore. Catch a Reekfish, and it will be recorded in your Fish Journal. The Reekfish will then appear on the ground, with a powerful odor cloud, visible even to Hylian Link, surrounding it. Change to Wolf Link, Sniff the fish, and learn the Reekfish Scent after forgetting the Poe Scent.

With the Scent of Reekfish now learned, return to Snowpeak.

-----  
Peak Province - Snowpeak: Bottom

New Quest Items: Howling Stone, Poe Soul x3 [HSWII05] [PSWII41] [PSWII42]  
[PSWII43]

Again, it must be nighttime for you to get any of the Poe Souls in the area.  
Go Bobber Fishing if you need to kill time.

Ashei is gone, which is just as well. Activate your Senses to see the scent of a Reekfish leading off into the distance. Start following this Scent. Don't follow the Scent religiously, however; it travels over water in several places, which will freeze you solid if you step inside.

Once you're past the icebergs in the river, you'll pass a snowfield where White Wolfos will dive-bomb you. Keep Dashing forward, ignoring them entirely. Watch the map build itself as you run through it. There are snowdrifts on the map, which are indicated by wavy vertical lines. Just after you pass east of this first wavy vertical line, start heading south. If it's nighttime, you'll clearly see a Poe's Lantern up ahead. Kill it and steal it's Soul.

Once you have the Poe, return to the Scent Trail and keep following it east. When the Scent reaches a point where it climbs a vertical cliff, run to the right a short ways to reach the top of the cliff. You can run to the left to rejoin the Scent, but first keep heading to the right. At the far end of the cliff, near a tree, you'll find another Poe. Kill it and steal it's Soul with Wolf Link.

Run to the left again, going up the cliff to rejoin the Scent, and keep following it. Not long after that, the Scent will break off up another vertical cliff face. Look to the north to see a small landing with trees on it. The area's third Poe appears near the southern tree at night. Jump down and kill it, steal it's Soul, then return to where the Scent Trail climbed up the cliff face.

Just like before, cut off to the right to reach the top of the cliff, then run back to the left to rejoin the Scent. A little further on, you'll reach an apparent dead end. Dash into the wall here, and a snowdrift above will fall down, creating a ramp. Resume following the Scent Trail. The Scent Trail ends at a Howling Stone. Listen in to it's melody and learn it (as with the Lake Hylia stone, I have no clue what this song is, therefore it must be from a Game Boy Title. Please e-mail with song title!)

	0 .5	1 .5	2 .5	3 .5	4 .5	5 .5	6 .5	7 .5	8 .5
H	1 -	- -	- -	- -	- -	6 -	- -	- -	- -
M	- 2	- -	4 >	> >	- -	7 -	- -	- -	- -
L	- -	3 >	- -	- -	5 -	- -	8 >	> >	> >

Successfully singing the song solo, then again in a duet with the Golden Wolf, will cause the Golden Wolf to appear at Kakariko Graveyard. We'll visit there after we get the Snowpeak Warp Portal.

Turn around and face south of the Howling Stone, where you'll see the Scent Trail picking up again on the right. Keep following it. It ends at a wall that you can dig under. Do so.

-----  
Peak Province - Snowpeak: Cavern

Head east into the cavern, climbing up a ladder, then a series of ledges, then an ivy wall. Watch out for Ice Keese on the ledges. At the top of the ivy, you'll find a door. Go through it.

-----  
Peak Province - Snowpeak: Top







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Snowpeak Ruins - Courtyard

After a panning camera introduction to the Courtyard, you'll be back in control of Link. Two White Wolfos will appear, who are soon joined by a third; fight them as Wolf Link. Though his attacks are far weaker than Hylian Link's, he is far better able to maneuver in the deep snow.

Open a chest on the south end of the area to find a Red Rupee. Check north from there, where you'll find a chest half-buried in the snow near the center of the Courtyard. Dig it up, and open the chest to find a Small Key. Go through the door to the west of the Key's chest.

-----  
Snowpeak Ruins - West Hallway

You're now on the other side of that huge chunk of ice that blocked the hallway. Head for the north end of the hallway, where you'll encounter a pair of Freezards. These guys can freeze you solid on contact, and ricochet around the room if you touch them. Use a Jump Attack to deal as much damage as possible. A Shield Attack can bounce them away from you before they can touch you.

Once the Freezards are no longer an obstacle, go through the locked door at the north end of the room.

-----  
Snowpeak Ruins - Northwest Waiting Room

Defeat three more Freezards in this room, which will unseal the doors. These Freezards are a little more active than the ones you encountered before. Thankfully, this means you can use your Mortal Draw ability to defeat them in a single hit. Wait for them to drift towards you with your sword sheathed, then use Mortal Draw when prompted.

Go through the door in the northwest corner of the room.

-----  
Snowpeak Ruins - Northwest Study  
New Dungeon Item: Ordon Pumpkin

Head for the door in the south end of the room, and it will seal shut. Two Ice Warriors will drop down; they look menacing, but aren't much of a threat if you attack them aggressively. Watch out from afar, or they'll use their ice lances as javelins. Defeat them both, and the door in the south end of the room will unlock. Go through it.

You're now in the room where Yeta thinks she left the Key. Open the chest in here, and you'll get an Ordon Pumpkin. Obviously, Yeta's memory is still a little foggy. Go through the door in the southeast corner of the room.

-----  
Snowpeak Ruins - West Sitting Room

Climb over the crates and barrels, jumping off their south end to return to the area with the block pushing puzzle. Go back to the Kitchen through the south door.

-----  
Snowpeak Ruins - Kitchen

Speak with Yeto, and he'll add your Ordon Pumpkin to his mixture. The soup now recovers four hearts, which is slightly better than before. Return to Yeta in the Dining Hall, to the east of the Kitchen.

-----  
Snowpeak Ruins - Dining Hall

Speak with Yeta once more, and she'll mark another room on your map where the Key might be. A door in the northeast corner of the room will open; go through it.

-----  
Snowpeak Ruins - Courtyard

Defeat two more White Wolfos in this area, then look at the north end of the Courtyard. There is a massive Freezzard there, who will freeze you solid if you go near it. The solution to this problem is the large cannon south of the Freezzard. Look on the east wall from the cannon, where there is a mechanism built into the wall. Unfortunately, you lack the means to use the mechanism for the moment.

Go to the northeast corner of the courtyard. There's a window here you can climb through. Climb through it, and go through the door on the other side.

-----  
Snowpeak Ruins - Armory

This place is full of more Freezzards. Use Mortal Draw to kill them, just like the ones you encountered earlier. Midway into the room, you'll find a marble orb lying on the ground. This is a cannonball; ignore it for now. Keep pressing to the north end of the room, defeat all of the Freezzards on the way. Once you've killed every Freezzard between the cannonball and the cannon in the north end of the room, then you're done.

Return to the cannonball, grab it, and take it to the cannon. Insert the cannonball into the hole in the back of the cannon, then point the cannon south by using the handles on the right and left side of the cannon. Drop a Bomb in after the cannonball, and the device will fire, destroying the ice walls to the south. This action will open access to a door at the south end of the room. Go through it.

-----  
Snowpeak Ruins - East Ballroom  
New Dungeon Item: Compass

The floor in this room is collapsed, with only the support beams beneath remaining. Move along the beams to the southeast end of the room. Use the Clawshot to knock the Freezzards off the edges and kill the Ice Keese. Avoid stepping on the white pieces of the beams; they are slippery, and you'll fall into the cliff below.

In the southeast corner of the room, start heading west. There are several parts of the support beams that are frozen, which will throw you off the cliff. Avoid these parts of the beams by jumping across a series of support beams to the west. Open the chests in the southwest corner of the room to get a Red Rupee and a Compass.

Return to the Courtyard.

-----  
Snowpeak Ruins - Courtyard  
New Dungeon Item: Small Key x1

Defeat the White Wolfos in the area once more. Activate your Senses and look for a place where you can dig in the northeast corner of the Courtyard. Dig at the spot several times, and you'll uncover a chest which contains a Small Key. Use the Key to unlock the gate on the east side of the Courtyard.

-----  
Snowpeak Ruins - East Hallway

On the other side of the gate, you'll find three cannonballs, and another one of those mechanism. Grab onto the handle on the mechanism to pull it down, which will lower a small bowl. Place one of the cannonballs into this bowl, then go back through the gate.

-----  
Snowpeak Ruins - Courtyard

Pull the handle on the mechanism on the west side of the gate, and the cannonball you placed in the bowl will be passed to this side of the Courtyard. Take it to the cannon in the center of the Courtyard, point it at the Freezzard in the north, and drop a bomb into the cannon. The cannon will destroy the Freezzard.

Destroy the two Freezzards that have appeared from the remnants of the larger one, and then go through the newly-revealed door in the north end of the area.

-----  
Snowpeak Ruins - Storage Hallway  
New Item: Ball and Chain

Run to the north end of the hall, and an enemy will appear behind you.

-M-I-N-I--B-O-S-S-  
Armored Lizard

The Armored Lizard doesn't have much health, but it is capable of taking away a significant chunk of yours with it's massive Ball and Chain weapon. It swings the wide in a wide arc, finally unleashing it at you. If it hits you when it does this, it's going to hurt. Wait for the Armored Lizard to swing the Ball and Chain, and backflip or sidejump out of the way of the ball. Now, while the Lizard is briefly stunned, run around behind it and beat on it's tail with your Sword. A few strikes is all it takes. Ignore the Clawshot Targets on the ceiling; you'll do more harm then good if you try to use them.

Pick up the Ball and Chain that the Armored Lizard leaves behind, then go through the north door.

-----  
Snowpeak Ruins - Storage Room  
New Dungeon Item: Ordon Goat Cheese

Use your new Ball and Chain to smash the ice blocks at the north end of the room, revealing a chest. Open it to get the Ordon Goat Cheese. Still no Key, thanks to Yeta's poor memory. Smash the barrels in the room with the Ball and Chain to reveal an Orange Rupee, then return to the Kitchen. If you like, you can also return to the Armory (the first room where you used a cannon), and smash more Ice with the Ball and Chain to find more riches.

-----  
Snowpeak Ruins - Kitchen

Speak with Yeto to add the Ordon Goat Cheese to the soup. It will now recover eight hearts per flask; use it to recover from your battle with the Armored Lizard. Return to the first room of the dungeon.

-----  
Snowpeak Ruins - Entrance Hall  
New Quest Item: Poe Soul x1 [PSWII46]

There are some suits of armor near the front door. Use the Ball and Chain to destroy them (you have to hit each suit twice to completely destroy it). Several of the Suits will reveal Rupees, and one of them has a Poe inside. Kill the Poe as Wolf Link and steal it's Soul.

Return to Yeta and speak with her once more.

-----  
Snowpeak Ruins - Dining Hall

Yeta will attempt to remember the location of the Key once more. The door east of Yeta will open. Go through it.

-----  
Snowpeak Ruins - Aviary

There's some interesting things in this room, but go through the door to the north first.

-----  
Snowpeak Ruins - East Hallway

There's a block in this small space. Push it forward, and it will create an opening you'll use in a little while. Return to the previous room.

-----  
Snowpeak Ruins - Aviary

Use the Ball and Chain to destroy some chunks of ice in the southeast side of the room, revealing a ramp. Climb halfway up the ramp, and a Freezard trapped in the cage near the ramp will begin breathing ice steadily. Wait for the Freezard to blow ice at the top end of the ramp, and quickly throw the Ball and Chain into the gap. Hit him with it twice to destroy him, and then use the Ball and Chain to destroy his three offspring.

Head further up the ramp, dealing out similar treatment to another Freezard in another cage. at the top of the ramp, you'll find several chunks of ice. Smash them to find a cannon, then go through the door to the north of the cannon.

-----  
Snowpeak Ruins - Southeast Ballroom  
New Dungeon Item: Small Key x1

Use your Ball and Chain to kill the Ice Warrior to your right with relative ease, then turn your attention to the edge of the balcony, where you'll see a chandelier. Z-Target the chandelier, and nail it with the Ball and Chain to make it rock and back and forth.

Ride the rocking chandelier to the opposite end of the room, opening the chest there to get a Small Key. Get the chandelier rocking some more by hitting it with the Ball and Chain once more, and cross back over. Return to the previous room.

-----  
Snowpeak Ruins - Aviary

New Upgrade: Piece of Heart x1 [PHWII29]

Head to the south end of the room, passing through a broken piece of wall into an adjacent area. The floor here is cracked and broken; use a Bomb to make it disintegrate, and drop into the opening below. Open the chest to get a Piece of Heart, then use the Clawshot Target above to return to the room above.

Back in the top of the room, run to the west wall, where there is a locked door. Go through it.

-----  
Snowpeak Ruins - Entrance Hall

New Upgrade: Piece of Heart x1 [PHWII30]

Destroy the chunk of ice to your right as you enter the room with the Ball and Chain, revealing a Clawshot Target. You can use this to return to the second floor from the first floor, in case you fall down.

Run to the end of the ledge to the west, where you'll see another balcony. Getting it rocking with the Ball and Chain, then jump to the west end of the room. Kill an Ice Warrior with the Ball and Chain, then jump back onto the rocking balcony.

Wait for the balcony to stop moving, then look south to see two more balconies. Nail the first one with the Ball and Chain, then jump out to it. Repeat the process with the second one. Watch out for Ice Keese who will swoop down from above. The second chandelier will carry you to a ledge in the south end of the room, which contains a Piece of Heart. Once you have it, return to the first balcony in the line, jump to the west end of the room, and go through the door there.

-----  
Snowpeak Ruins - Upper West Bedroom

New Quest Item: Poe Soul x1 [PSWII47]

Use your Ball and Chain to destroy an army of Freezards in this room, then smash the chunks of ice on the west wall. A Poe is revealed behind it; kill it with Wolf Link and steal it's Soul. Go through the door to the north.

-----  
Snowpeak Ruins - West Sitting Room

Run to the left end of the balcony, where there is a block. Grab onto it and push it forward, where it will slide along a frozen platform before crashing down below. You can use the bridge which has been created to return to the upper area of the room.

Drop down below, where you'll find the area where you solved the block pushing puzzle earlier. Use the Ball and Chain to destroy the two chunks of ice in this room, freeing a new block and a new switch. This next part is complicated, so pay attention.

There are three blocks in this room. One of them is sitting on the switch in the south end of the room. We'll call this Block A. The next is the one sitting left next to Block A. We'll call this Block B. The last is the block you just removed from the ice. This is Block C.

Go to Block A, and push it north. Now, push Block C south, then west, then north, where it will collide with Block A. Return to Block A, and push it east, south, west, then north. It will come to rest on the switch in the middle of the room. A door on the east side of the upper area of the room will unseal itself. Climb up the blocks on the north end of the room, make your way back south along the bridge you opened earlier, and go through the door you have unsealed.

-----  
Snowpeak Ruins - Courtyard

Use the Ball and Chain to destroy some Ice Warriors to the north. Run along the piece of broken wall to the northwest end of the Courtyard, and through the crack to the north to see a Clawshot Target on the high wall. Pull yourself through the crack and up to this Target, and drop down into a small room. Go through the door to the west.

-----  
Snowpeak Ruins - Northwest Study  
New Dungeon Item: Small Key x1

Smash the chunk of ice to your right as you enter, and you'll unveil a Clawshot Target. You can use this to return up top if you fall. Now, look to the west, and nail a chandelier with your Ball and Chain to get it rocking. Jump out to it, and wait for it to stop. Look south, and hit another chandelier with the Ball and Chain. Ride this chandelier to a ledge on the south wall. Open the chest there to get a Small Key.

Small Key in hand, go through the door near the Key's chest.

-----  
Snowpeak Ruins - West Sitting Room

You're back in the room with the block pushing puzzles. Climb up to the door on the upper-south end of the room, and go through it.

-----  
Snowpeak Ruins - Upper West Bedroom

Kill the Freezzards with your Ball and Chain, then go through the locked door on the east side of the room.

-----  
Snowpeak Ruins - Aviary

Defeat two more giant Freezzards in this room with the Ball and Chain, not forgetting to get their offspring too. Nail the giant blocks on the east side of the room with the Ball and Chain to knock them aside, creating an opening back to the room with the giant cages.

Go through the door to the north of the fireplace.

-----  
Snowpeak Ruins - Courtyard

Smash the chunk of ice to your right to reveal a Clawshot Target, then jump over the gap near the Target. Run around the corner, heading north. Jump off the edge around the corner, landing in a new room below.

-----  
Snowpeak Ruins - East Hallway

Grab one of the cannonballs in this room, and run to the south end of the hall with it. You'll find another Cannonball Transfer Mechanism here. Pull on the handle to activate it, and drop the Cannonball into the holder. Go through the door to the south.

-----  
Snowpeak Ruins - Aviary

Activate the Cannonball Transfer Mechanism to the left, moving the Cannonball to this room. Grab the Cannonball, and carry it up the ramp in the room. Near the second cage, you'll find the opening you created earlier by pushing the stone blocks. Carry the cannonball all the way to the top of the ramp, where you'll find a cannon in the corner of the room. Drop the cannonball into the cannon. Point the cannon to the west, towards the opening. Drop a Bomb into the cannon to blast the cannonball through the opening.

Run west towards the opening, and lift yourself into it. There's another Cannonball Transfer Mechanism here; drop the cannonball into the mechanism, then go through the north door.

-----  
Snowpeak Ruins - Courtyard

Activate the Cannonball Transfer Mechanism to the left of the door, then carry the cannonball to the north end of the platform. There's a cannon here; drop the cannonball inside it, then point the cannon to the northeast. Drop a bomb into the cannon, launching out the cannonball, which will shatter a giant Freezzard in the corner.

Drop down into the Courtyard, head through the gate on the east side of the area, climb up the ladder, and go through the door at the top of the ladder.

-----  
Snowpeak Ruins - Chapel  
New Dungeon Item: Bedroom Key

The doors will seal behind you as you enter. Run to the north end of the room, and an army of Ice Warriors will appear. Use the Ball and Chain to take them out in packs. The Ball and Chain will also take out the pews in the room as well, making you an easier target. It's a necessary evil.

Defeating all of the Ice Warriors will unseal the doors in the room. Go through the door at the north end of the room. Open the chest inside, and you'll find the Bedroom Key (Big Key). Head back to the Courtyard.

-----  
Snowpeak Ruins - Courtyard

As you come out of the Chapel, you'll meet Yeta. Follow her to the right, climbing up a ramp. Go through the locked door at the top of the ramp (don't wait for Yeta - she takes forever).





There's still another Poe to be found on the mountain top. Return to the cave that you passed through on your way to meeting Yeto, using the door to the west of the Snowpeak Top Warp Point.

-----  
Peak Province - Snowpeak: Cavern  
New Quest Item: Poe Soul x1 [PSWII48]

Near the west entrance of the cave, there are two chunks of ice. Smash them with the Ball and Chain, and you'll find a Poe. Kill it with Wolf Link and steal it's Soul. Light both of the torches hidden beneath the ice blocks, and an orange rupee will appear.

Warp to the Castle Town Warp Point.

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Lanayru Province - Hyrule Field: East

Head north, to the area of Hyrule Field north of Castle Town.

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Lanayru Province - Hyrule Field: North

In the north part of the zone, there's a rocky cliff with a road that cuts through it. The north half of the road leads to Zora's Domain, while the south half of this road makes a wide loop along the cliff. Go to the west side of this loop, and you'll find a wide open space, with a cavern you can blow open with a Bomb. Do so, and go inside the cavern.

-----  
Lanayru Province - Hyrule Field: Frozen Cavern  
New Upgrade: Piece of Heart x1 [PHWII31]

Smash through the chunk of ice blocking the arch just inside the cave with the Ball and Chain. You'll enter a large cavern, which has three rooms with three block sliding puzzles in it.

#### FIRST PUZZLE:

The southeast block is Block A. The southwest block is Block B. The northeast block is Block C.

Push Block C south, where it will collide with Block A. Push Block B north, where it will land in the corner. Now, push Block A west, then north, then east, then south, where it will collide with Block C's north side. Push Block C west, then Block B south. You can now push Block A west onto the switch.

#### SECOND PUZZLE:

The southeast block is Block A. The southwest block is Block B. The northeast block is Block C.

Push Block B north, then block C south then west. Push Block B east, then south, then west. Now, push block B north, then east, then south, then west, where it will land on one of the two switches in the puzzle. Now, go to Block A, push it north, then west, then south, where it will land on the other switch, finishing the puzzle.

#### THIRD PUZZLE:

The south east block is Block A. The southwest block is Block B. The

northeast block is Block C.

Push Block B north, then east, where it will collide with Block C. Now, push Block A west, then north, then east, where it will collide with Block B. All three of the blocks will now be in the northeast corner of the room. Now, push Block C south, then west, then north, then east, where it will collide with Block A. All three of the blocks will now be at the north end of the room.

Block A will now be in the center of the group. Block B is now in the east side of the group, and Block C is now in the left side of the group.

Push Block C south, then push Block B south and east, where it will collide with Block C. Push Block C north from there, where it will collide with Block A. Now go to Block A, push it east, then south then west, then north, where it will land on the switch.

With all three puzzles solved, you can access the far north end of the room. Open the chest there to get a Piece of Heart.

You should have donated enough Rupees to the Malo Mart Fund by now to at least have the west bridge to Castle Town repaired. Warp to Kakariko Village.

-----  
Eldin Province - Kakariko Village  
New Upgrade: Piece of Heart x1 [PHWII32]

Enter Malo Mart and make any contribution you still haven't to the 1,000 rupee Bridge Fund, BUT NO MORE. Do not donate any rupees past the initial 1,000. If the bridge into west Castle Town still isn't repaired by now, then seriously re-evaluate the expenditure of your Rupees.

Speak with the Goron Elder standing outside the shop. The Goron Elder will ask you to bring a bottle of Hot Spring Water to the "Young Goron" (he's actually a fully grown Goron) who is standing on the bridge in the east end of Hyrule Field: North in Eldin Province. Agree to the task, and you'll appear in Hyrule Field with the barrel over your head.

Carry the barrel east through Hyrule Field, straight to the bridge. Ignore any obstacles along the way; keep pressing forward. If you do get hit (probably by the Leever's who pop out of the ground) you'll drop the barrel, and your enemies will destroy it. Run in short zigzags to avoid the Leever's. If you drop the barrel, return to Kakariko Village and speak with the Goron Elder to try again.

An alternative strategy I've often read about but never managed to do successfully is to run along the south and east perimeters of the zone to the Bridge. Every time I've tried this myself, Leever's have appeared anyway. But maybe you'll have more success.

Once you make it to the bridge, toss the barrel onto the Goron. You'll get a Piece of Heart for your efforts, and a Hot Spring Water shop will open in Castle Town. Also, the price to allow Malo Mart to expand into Castle Town will drop from 2,000 Rupees to 200 Rupees. If you've got the cash, then go contribute it now.

Once you've got the Piece of Heart, head for Telma's Bar in Castle Town.

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Lanayru Province - Hyrule Castle Town: Telma's Bar

Speak with Telma to learn that Rusl is in Faron Woods. Check the map in the

back of the Bar to get his exact location.

On your way into Castle Town, the Mailman should have appeared and given you a letter from Yeto and Yeta. They'll invite you to visit them. Do so. Warp to Snowpeak Top in Peak Province.

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Peak Province - Snowpeak: Top  
New Upgrade: Piece of Heart x1 [PHWII33]

Run to the east from where you Warp in, and you'll find Yeto and Yeta near the tree with the frozen leaves. Speak with them as Hylian Link, and you can begin a sledding minigame.

The first round of the sledding minigame is against Yeto. Hold forward on the joystick to get ahead of Yeto, but watch out as you grow alongside him - he'll try to ram you out of the way. About two-thirds down the mountain, you can clearly see on the map where there is a path that cuts off a wide turn. This path is a shortcut which you can use to beat Yeto easily, and which you MUST use in the second round of the minigame to beat Yeta.

The area where you can enter this shortcut is just past the valley filled with trees. When you reach the part with the ice chunks and the fallen trees, hug the right wall. Here, you can jump up onto a snowdrift (press and release the Crouch button to jump), and move along an upper snowdrift. You'll pass along a segmented ice bridge to the turn just before the finish line, making several short jumps on the way. It's not easy, but go down it full blast to make the best time. Try to land straight on the jumps. If you land at an angle, you'll likely fall off the edge attempting to straighten yourself. Again, this shortcut is the ONLY way to beat Yeta in the second round.

After you've beaten Yeto, Warp back to the mountaintop, where you will challenge Yeta. Beat her the same way you beat Yeto: hold forward on the joystick to get your speed up, and use the shortcut when you reach it. Beat Yeta to earn a Piece of Heart.

Now, Warp to North Faron Woods in Faron Province.

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Faron Province - Faron Woods: North

You'll find Rusl to the east of the winding path that leads to the Forest Temple. Run up to him as Hylian Link, and following a conversation with Rusl, a Golden Cucco will appear. Use it to cross the gaps north of Rusl, as though you were perform Midna Jumps to reach the Sacred Grove.

When you reach a wide gap following a tunnel, use the Gale Boomerang to spin around a Spinner Bridge before jumping out to it with the Golden Cucco. Spin the bridge once more to continue your route south. Jump across two more gaps, dodging the swing branches, and you'll reach the entrance to the Sacred Grove. You can dump the Golden Cucco now.

There's a Howling Stone here. Activate it, if you haven't already, then go south through the cave mouth.

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Faron Province - Sacred Grove

As you enter the Sacred Grove, the Skull Kid will appear again. You'll have to fight him again; the fight is exactly the same as before, only now you can use

Hylian Link instead of Wolf Link. It's also night time when you fight him; you can follow the Skull Kid by looking for the glow of his lantern. Use the Hero's Bow when the Skull Kid jumps to a location you can't reach. After you've chased the Skull Kid in circles for a while, it will appear in the same stone arena you fought him in before. Shoot him with the Hero's Bow to damage him.

After you've beaten the Skull Kid again, he'll open a doorway which leads to a "secret place." Go in there.

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Faron Province - Sacred Grove: The Temple of Time

New Quest Item: Male Snail, Female Snail, Poe Soul x1 [GBWII23] [GBWII24]  
[PSWII49]

New Equipment: Giant Wallet (x1000)

Run up the ramp, where you'll find a stone block off to the left. Grab onto this block and push it forward, off a ledge. Drop off the ledge onto the balcony below, and look for a hole in the balcony. Drop down this as well. The stone block you pushed down earlier creates a platform you can use to return to the upper level. Keep this in mind.

Start heading for the door that leads out of the structure. Before you do, look on the ceiling above the door to see the Male Snail. Use the Gale Boomerang to pull it down to you, and take it. Only one Bug left, and it's almost in your grasp as well.

Return to where you found the Master Sword, and reinsert the Master Sword into its pedestal. Something odd will happen back on the upper ledge; return there, using the stone block to climb back up. On your way back, you'll be ambushed by Shadow Beings, finally giving you reliable access to the Sacred Grove via a Warp Portal.

Back on the upper ledge, go to where the statue vanished, and open the door. You'll step through the door automatically, and be warped to the Temple of Time in its prime. Head down the stairs, and look on the left side of the stairwell. Attached to the wall to the left of a statue is Golden Bug #24, the Female Snail. You've now got the complete set; warp back to Agitha in Castle Town, and give her the rest of the Bugs. She'll be so overjoyed, she'll reward you with the largest wallet, which holds 1000 rupees.

Back in the Sacred Grove, there's three Poes to be found in the area. As always, the Poes will only appear at nighttime, so go Bobber Fishing to kill time if you need to.

The first of the Poes is found at the top of the stairs north of the Warp Point, in the ruins of the Temple of Time. Kill it and take its Soul with Wolf Link. The other two are found in the area where you fought the Skull Kid. Return there through the east exit from the Temple of Time.

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Faron Woods - Sacred Grove

New Quest Item: Poe Soul x2 [PSWII50] [PSWII51]

New Upgrade: Piece of Heart x1 [PHWII34]

In the middle of the stone ring where you have defeated the Skull Kid twice previously, there is a giant stone boulder. Blast the boulder away with a Bomb, revealing the Poe beneath. Kill it and take its Soul with Wolf Link, then climb up the ivy wall near the Poe to its top. Dig into the ground beneath the boulder, and you'll enter a cave. Defeat all of the Deku Babas



lower half of the room.

Go up the stairs on the east side, then down the stairs on the west side. You'll find two unlit torches at the bottom of the stairset on the west wall. Light them with your Lantern, and a chest will appear. Open it to find a Small Key. Return to the south end of the room, going up the stairs. Near the south wall, you'll find another stairset climbing up, and run into Ooccoo. She'll join you at this point. Climb up the stairs and go through the locked door at the south end of the room.

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The Temple of Time - Golden Gate Room  
New Dungeon Item: Dungeon Map

Defeat the Cyclops Skulltula in the middle of the room, then grab one of the pots from the perimeter of the room (leave then re-enter to make the pots respawn if you've already destroyed them). Drop a pot onto the switch in the middle of the room to keep it pressed down, forcing the gates open.

Open the chest on the south end of the room to get some arrows, then run up the stairset to the west. Defeat another Cyclops Skulltula who guards this area, then look to the top of the stairs. Another gate blocks your progress here. Smash the pot holding down the switch on the east end of the room with an arrow, and the first gates will close, and the second one will open, giving you access to the rest of the room.

Run up the stairs to the north, defeating a Lizalfos on the way. At the top of the stairs, you'll enter a wide circular chamber guarded by three more Lizalfos. Use Spin Attacks and Jump Strikes to dispatch the trio as quickly as possible. Open the chest on the south end of the room to get a Red Rupee, then grab one of the small statues near the chest. Drop the statue on one of the switches at the north end of the room. Grab the other statue and drop it on the adjacent switch.

Both switches activated, the golden gate between them will open. Before you go through it, look for a weird statue at the southwest end of the room. Strike it, and it will come to life: it's actually an Armos Knight. Shoot it from a distance with a Bomb Arrow to defeat it (only works after it has come to life). Avoid it's frenzied movements as it dies, and watch out for it's explosion when it finally expires. As an alternative to Bomb Arrows, you can also use a Back Slice to destroy the jewel on it's back (if you don't even have the Backslice, you can just hop around behind it and use a sword attack).

The death of the Armos Knight will reveal a chest, which contains the Dungeon Map. Take it, then head north then east to the top of a stairset, and go through the door at the top.

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The Temple of Time - Elevator Platform Room

Head to the right as you enter, going to the south end of the circular room. Defeat a trio of Lizalfos who guard the stairset, then start climbing counter-clockwise up the stairs, being wary of more Lizalfos who guard the stairs. Near the northwest end of the stairset, you'll reach a wide gap. Continue your climb up using the Spinner Track on the wall to the left, jumping off at the end of the track to avoid ricocheting off the pillar.

Get off the Spinner after jumping from the track, and look to the south to see a circular platform suspended over the middle of the room. Run to the west end of the circle, watching out for a Spike that spins it's away around the

perimeter of the circle. On a ledge on the west end of the circle, you'll find a small statue. Pick it up, and carry it to the south end of the circle. There is a pair of switches here; drop the statue onto one of them.

Now, run to the center of the circle using the path on it's north end. There's a wedge on the pillar here which you can push on to make the platform raise or lower. Push on it so that the platform lowers one level, and look to the east. There's another stone statue here. Grab it, and drop it on the elevator platform in the middle of the room.

Push the wedge to raise the platform back up to it's middle section (you should be on the fifth floor if you look at your map). Carry your new stone statue to it's partner on the south end of the circle, dropping it onto the other switch. The glowing tiles near the switches will rise into the air. You've got to be standing on them before they rise (you've got less then a second to jump onto it before it will be out of reach). Pick up one of the statues to reset the platform if you miss.

Once you're at the top of the platform, go through the door to the south.

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The Temple of Time - South Chapel  
New Dungeon Item: Small Key x1

Run south into the room, where you'll encounter two more Armos Knights. Bring them to life with a swing of your sword, then use Bomb Arrows from a distance, or the Back Slice to finish them off. When they're both defeated, a chest will appear in an alcove on the west end of the room. Open it to get a Small Key. Run to the south end of the room, where you'll find another chest which contains a Red Rupee.

You've done all you can in here for the moment. Return to the previous room.

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The Temple of Time - Elevator Platform Room

Run across the elevator platform to the north end of the room (keep the platform at it's current elevation), where you'll find a locked door. Go through it.

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The Temple of Time - Red Light/Green Light Room  
New Dungeon Item: Compass

Hit the Green Crystal to the left as you enter, and it will turn Red. Several of the walls in the room will reposition themselves, including one which lets you out of this enclosed space. Defeat the Beamos Statue which guards the northern area. It looks quite different from those you encountered in the Goron Mines, but you defeat it in the exact same way: shoot it's red eye with the Hero's Bow.

Run around the corner and into a large, open space in the same center of the room. Look west from here to see a large golden ring, through which you can fire an arrow into the Green Crystal. The arrow will turn the crystal Red, repositioning the walls once more, allowing you into the another new area to the northeast.

Kill another Beamos Statue who guards this corner of the room, then run around the corner. Open the chest in an alcove to the east here, and you'll get the Compass. Look west from the Compass' chest, and you'll see another golden

ring. Fire another arrow through this ring and into the Green Crystal on the other side of the room, turning it back to Red. A new opening has appeared to the northeast; go through it (if you're trapped in the small alcove with the Compass Chest, use a Clawshot Target on the ceiling to escape).

Run up the stairset and around several corners, defeating some Lizalfos who guard the corridor. When you reach the top of the stairset, defeat another Lizalfos with a skull on his head (charming...), then look south and slightly east. The red glow of another Crystal is visible here. Nail it with an arrow (use the Hawkeye if you need to, to compensate for the long distance). The walls will reposition themselves once more, creating a new opening to the south. Go through this opening.

Defeat a Lizalfos through this opening, and you'll encounter a heavily armored Dinolfols. These guys have highly formidable defenses, and you probably won't get many attacks through if you go on the offensive. Wait for the Dinolfols to attack, and strike when it's weapons are raised. It is vulnerable at this time. The Helm Splitter is particularly effective; use it if you have it. Mortal Draw is also an option, but risky.

Shoot the Crystal again to reposition the walls once more, opening another passage to the south. Defeat another Dinolfols in this area, then shoot the Crystal again. More wall repositioning. Go through the new opening to the south, climbing the stairs and through the door at the top.

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The Temple of Time - The Scales

Defeat a trio of Cyclops Skulltulas, then use Spin Attacks and Jump Strikes to defeat an army of Tiny Skulltulas. Once the pack of Spiders is dead, a chest will appear. Open it to get a Purple Rupee. Climb the stairs on the north end of the room afterwards.

At the top of the stairs and around the corner, you'll find yourself on the plates of two massive scales that dominate the room. Step onto the first plate, and the scales will change their configuration, preventing further progress. Grab the small statue on your plate, and toss up to the adjacent plate. The weight on the scales will be evened, letting you cross to the next plate. Climb up off the edge of the south plate, and go around a corner up another staircase.

Go through the door you find at the top.

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The Temple of Time - Trap Room  
New Dungeon Item: Small Key x1

Defeat the Beamos Statue to the south, then run west past it, watching out for the Spikes that patrol the small circular area. At the top of the stairs, kill a trio of Lizalfos. Run south, watching out for a rolling blade trap, and then past a pendulum blade. Past the pendulum, you'll find a chest which contains a Small Key. Take it.

Head northwest from the pendulum, dodging two sets of rolling blade traps. In an alcove in the northwest corner of the room, you'll find a small statue. Grab it, and carry it around the fence, dodging another rolling blade trap. Drop the statue onto the switch here, removing the electrical barrier to the north. Run up the stairs to the north.

Defeat another pack of Tiny Skulltulas in this area, being careful not to anger



the Armos Knights that sleep against the far wall. Defeat the pair of them once the Tiny Skulltulas are no longer an obstacle.

Defeating all of the Tiny Skulltulas will cause a chest containing a Purple Rupee to appear. Defeating both of the Armos Knights will open the golden gate to the east. Go through the gate, around the bell sitting on the floor, and through the locked door on the other side.

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The Temple of Time - North Chapel  
New Item: Dominion Rod

As you enter the room, you'll see the missing statue needed to open the Door of Time on the far east end of the room. Run into the ring in the middle of the room. A large knight, a Darknut, will catch your attention.

-M-I-N-I--B-O-S-S-  
Dark Nut

The Dark Nut is a heavily armored foe, making him very difficult to hit. He uses his shield very well, blocking most of your attacks. If you have the Helm Splitter, this will be an easy fight. Simply hit him once to make him raise his shield, then use Helm Splitter to knock a chunk of his armor off. The Back Slice also works quite well. If you don't have any of these abilities, then the fight will be much more difficult. You'll have to wait for the Dark Nut to attack, dodge out of the way of the attack, where upon it's sword will be lodged into the ground. It is vulnerable to basic sword strikes when this happens. If you block the attack with your shield, you will not be able to damage the Darknut. You MUST dodge the attack.

After you have knocked all of the Dark Nut's armor off, the second phase of the fight begins, signified by a brief cut scene. Like fighting the armored Dark Nut without special abilities, you must wait for the Dark Nut to attack, successfully dodge the attack, and then damage him in the brief window when he is not able to defend himself. Repeat until the Dark Nut is dust.

When the Dark Nut is defeated, a gate will open on the east side of the room, revealing a chest. Open the chest to get the Dominion Rod. This quirky little item lets you take control of certain inanimate objects. Step out of the chest's alcove, whip out the Dominion Rod, and fire it's energy at the statue above as though you were firing an arrow.

Now that you have control of the statue, it will move exactly as you do. Head back to the west end of the room with your faithful statue in tow, and move so that the statue steps beneath the large bell on the west end of the room. The statue will vanish, being transported elsewhere in the dungeon. Go through the west door.

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The Temple of Time - Trap Room

The Guardian Statue appears in the room as you enter. Use your Dominion Rod to take control of it once more. Position the Guardian Statue against the gate to the west, and then press the button assigned to the Dominion Rod. This will order the statue to swing it's weapon, smashing the gate. Drop down below, and use your large friend to kill the Armos Knights in the room.

This next part is tricky, so pay attention. Position the Guardian Statue near the south end of the room, and release control of it by pressing the Quit button. Run to the north end of the room, and take control of the Statue once

more. Now, run south (the statue should just run in place, since it will be against the south wall), and stand on the switch. The platform on the south wall will lower; run south very quickly, stepping off the switch. The statue should step onto the platform just before it rises in the air, giving it access to the stairwell below. Run over to join the Statue, and head south down the stairs.

At the bottom of the stairs, an electrical barrier blocks your way, the switch that deactivates it now inaccessible. But the electricity has no effect on the Statue; release control, put a good deal of distance between yourself and the statue, then take control of it again. Run south, and the Statue will run right through the electrical barrier. Position it on the switch on the other side, deactivating the electrical barrier.

Release control of the Statue and run across the area where the barrier reappears. Retake control of the Statue at this point. Run around the golden fences to the east end of the room, using the Statue's axe to smash the blade traps that threaten you. Run to the bottom of the stairs to the east, smashing the spikes at the bottom. Also smash the corpse of the Beamos Statue in the middle of the circle, revealing a switch.

There are glowing tiles at the south end of the room. Position the Statue onto the very south tip of these tiles, then release control of it. There are two small statues on top of pillars near the Guardian Statue; you can take control of these as well. Use the Dominion Rod on one of them, and position it onto the switch which once sat beneath the Beamos Statue. The Guardian Statue will be lifted into the air on a hidden platform. Retake control of it, and move it beneath the bell at the south end of the room, where it will be transported to the next room.

Go through the door to the north.

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The Temple of Time - The Scales

New Quest Item: Poe Soul x1 [PSWII52]

Take control of the Guardian Statue from where it appears to the left, and march it down the stairs to the east, and onto the first plate of the Scales. The plate will lower because of the weight of the Statue. Grab the small statue near the Guardian Statue, and toss it up onto the other plate.

Now, jump down from the scales to the bottom part of the room, and use the stairs on the north end of the room to return to the north side of the Scales. From here, you can jump up onto a the plate with the small statues. The combined weight of you and the two small statues will even the weight on the plates, bringing them together again. Take control of the Guardian Statue once more, and march it onto the same plate as you.

Grab the two stone statues, and toss them up to the adjacent plate. But it won't be enough weight to even them out; you'll need more statues. They can be found on a higher ledge to the north. Use the Dominion Rod to pull them down, and toss them up onto the plate. You'll need the weight of four small statues to even the weight of the Guardian Statue. Once you've evened the scales, take control of the Guardian Statue again, move it off the plate, and down the stairs to the lower end of the room. Position the Guardian Statue beneath the bell in the middle of the room to warp it away.

You're not done in here yet. Return to the Scales. With four small statues positioned on one of the plates, the other plate is now permanently stuck in the up position. You can climb onto this plate, and from there climb to a tall

pillar near the plate. From here, you can grapple to a Clawshot Target on the ceiling to the south, just above the Transportation Bell.

Drop down from the Clawshot Target, and go to the east wall, where you'll find a Spinner Track. Follow the Spinner Track clockwise (the counter-clockwise path is broken), hopping off the Spinner at the end of the track before you collide with a wall. Around the corner to the south, you'll find a Poe hovering in midair. Kill it and steal its Soul with Wolf Link. A chest further south contains a Red Rupee.

Both the Poe Soul and a small amount of cash in hand, go through the door to the west.

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The Temple of Time - Four Switch Room  
New Dungeon Item: Big Key

Defeat two Helmasaurs and an Armos Knight in this room. Remember that you can use the Clawshot to steal the Helmasaur's armor. Defeating the trio will unseal the door going back. Pull yourself up to a ledge on the high east wall using the Clawshot Target attached to the ceiling.

Drop down from the Target, and you'll find a ledge with four switches and a chest on it. Open the chest to get a Red Rupee, then look for the three small statues in the room. One of them is stashed on a small ledge on the north end of the room, near the ceiling. Pull it down with the Dominion Rod. Place the three small statues onto three of the switches. You'll still be one item short to hold down the last button. Use the Clawshot to pull up one of the pieces of Helmasaur Armor, and use it to press down the last switch.

The gate below will open, revealing the chest that contains the Big Key. Take it, then head back to the previous room.

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The Temple of Time - The Scales

Drop down to the bottom level of the area, and go through the door on the east side.

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The Temple of Time - Red Light/Green Light Room  
New Upgrade: Piece of Heart x1 [PHWII35]

Run down the stairs to the bottom. The Guardian Statue is visible on the other side of a fence to your right at the bottom of the stairs. Take control of it with the Dominion Rod, then start running north. You'll eventually start running into a wall; just keep running forward, until the Guardian Statue itself hits a wall to the north. Release control of the Statue when this happens, then shoot the Crystal Switch on the upper-east wall.

The walls will reposition themselves. If you have moved the Guardian Statue correctly, it will be on the north side of one of the moving walls. Take control of it once more with the Dominion Rod, and position it onto the switch which is visible on the other side of the electric barrier. Release control of it when this happens, and go to the other side of the electrical barrier. North of here, you'll find a chest. Open it to get the Piece of Heart.

Cross back to the other side of the deactivated electrical barrier, grab control of the Statue again, and walk it through the barrier. Start heading north, using the Statue to smash any of the movable walls which may be in your

way. Go down the stairs on the north end of the room.

Wind your way back through this next path of movable walls, again using the Statue to smash the movable walls and Beamos Statues. Once all of the movable walls have been smashed, put the Statue into the Transportation Bell in the south end of the room. Go down the stairs on the southwest side of the room, and through the door at the bottom.

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The Temple of Time - Elevator Platform Room

New Quest Item: Poe Soul x1 [PSWII53]

Go to the wedge that operates the height of the elevator platform, and raise the platform to it's top level. You'll find the Guardian Statue here. Take control of it, take it back to the elevator, and move the elevator to it's bottom level. Once there, take control of the Statue and move it to the south side of the ring, killing a ton of Tiny Skulltulas on the way.

At the south end of the ring, there is an electrical barrier. Put a good amount of distance between yourself and the Statue, then take control of it and walk it through the barrier without passing through it yourself. Return to the Elevator Platform in the middle of the room, and ride it back up to the second level. Once there, jump down to the bottom level of the room, and rejoin the Guardian Statue.

Head around to the east side of the room, where you can smash a golden gate with the Statue. On the other side of the gate is a Poe; kill it and steal it's Soul with Wolf Link. Now, take the Statue to the north end of the room. A Transportation Bell is hidden behind another golden gate; smash the gate, then send the statue into the Bell.

Before we head for the Statue's new location, we're going to retrace our steps. Repeat the steps of the puzzle which lets you access the south door on the elevator platform's middle level (the fifth floor). GO through the door once you've returned there.

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The Temple of Time - South Chapel

New Upgrade: Piece of Heart x1 [PHWII36]

Defeat the army of Skulltulas that has appeared in the room. Then, head for the south end of the room, and look on the east wall. There is an iron fence here which closes off a small ledge. A small statue sits on the other side of the fence; take control of it with the Dominion Rod, then direct the statue to the north end of the ledge, where it will land on a switch. Release control of it at this point.

There is an identical ledge on the southwest end of the room. Grab one of the small statues in the south-center of the room, and toss it onto this ledge. Take control of the statue, and direct it to the north end of the ledge, where it will activate a second switch.

Once both switches are held down, a chest will appear on the west end of the room. Open it to get a Piece of Heart, then return to the room with the elevator.

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The Temple of Time - Elevator Platform Room

Return to the bottom floor of the room, and go through the west door.

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The Temple of Time - Golden Fence Room

Run down the stairs, using the Clawshot Target on the ceiling to grapple yourself over the first golden fence. You'll find the Guardian Statue here; take control of it, and start heading down the stairs in the southeast end of the room. Use the Statue to smash any golden fences which get in your way.

Position the statue underneath the Transportation Bell at the bottom of the room, then go through the door to the north of there.

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The Temple of Time - Entrance Hall

Drop down to the lower level, where you'll find the Guardian Statue waiting in the middle of the room. Move it to the north end of the room, and put it in the alcove to the right of the Door of Time which is missing it's statue. The Door of Time will open. Go through the new opening, and through the door on the other side.

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The Temple of Time - The Wrong Game Room

Make like the Prince of Persia and run to the north end of the room, jumping over chasms and dodging blade traps. At the north end of the room, you'll find a switch on the floor. You can't do anything with it; jump over one last gap, and you'll reach a golden fence on the north end of the room. Grab one of the small statues near the fence, and toss back over the gap to the south.

Take control of the small statue with the Dominion Rod, and position it onto the switch. It will open the golden fence, but close another one immediately behind it. Release control of the small statue, and enter the small opening between the two fences. Use the Dominion Rod once more to take the small statue off of the switch, opening the second gate.

Defeat the Cyclops Skulltulas who patrol the Boss Door, then smash the pots in the area to find recovery items (including a Fairy). Go through the Boss Door afterwards.

-----B-O-S-S-----

Twilit Arachnid ARMOGOHMA  
New Upgrade: Heart Container x1  
New Quest Item: Mirror Shard

When you enter the room, a cutscene will announce the presence of Armogohma. Armogohma's weak point is the giant eye on it's back; shoot it with an arrow from the Hero's Bow, and the spider will fall to the ground. Take control of one of the large statues in the room (the one nearest Armogohma is best), and instruct it to smash it's massive fist into Armogohma by swinging the Dominion Rod, whereupon the Boss returns to the ceiling, and the fight starts over. Watch the beams of light that fill the room; you can tell where Armogohma is by watching for the beams of light to disappear, indicating that Armogohma is crawling over one.

Armogohma is about as diverse in it's attacks as it is to damage it. It will either release an army of Tiny Skulltulas at you, which you should defeat with Spin Attacks and Jump Strikes. The Tiny Skulltulas are vulnerable while in their eggs; destroy as many of them as possible while they're in this form. Armogohma can also spit out a laser beam from it's eye. This is the only time



if you completed the Goron Elder's task (the Elder who stands out front of Malo Mart), you only have to contribute another 200 rupees to the Malo Mart fund to open a new shop in Castle Town. Once that's done, you can purchase the Magic Armor for 598 rupees in Castle Town. If you've got the cash, go do that now.

Then, head for Renado's House in Kakariko Village.

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Eldin Province - Kakariko Village: Renado's House  
New Item: Renado's Letter

If you still haven't gotten the sixth ability from the Golden Wolf in Kakariko Graveyard, then do it now. Otherwise, speak with Renado in his house. Renado will give you a letter to take to Telma in her Bar. Do so.

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Lanayru Province - Hyrule Castle Town: Telma's Bar  
New Item: Invoice

While you're in Castle Town, give Agitha the remaining bugs, if you haven't already. You should have all twenty-four by now. Once in Telma's Bar, give Telma Renado's Letter. Telma will give you the Invoice, and mention that Ilia visited the Doctor in town before she came to the Bar (if you remember, you even followed her scent to the Doctor's office on your first visit to Castle Town). Take the Invoice to the Doctor's Office, in Castle Town's West Road.

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Lanayru Province - Hyrule Castle Town: Doctor's Office

Give the Doctor the Invoice, and he'll refuse to pay his bar tab. He'll also mention that he was going to sell a carving that Ilia was carrying, but it was stolen. Head for the back of the Office, and pull aside the crate located there. Turn into Wolf Link, and sniff the pool of Medicine there to learn the Medicine Scent.

Head back outside.

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Lanayru Province - Hyrule Castle Town: West Road

Find a safe spot to turn into Wolf Link (the front of Jovani's House in South Road is the nearest place), then return to the front of the Doctor's Office. Using Wolf Link's Senses, you can follow the trail of the Medicine Scent back to South Road.

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Lanayru Province - Hyrule Castle Town: South Road

The Medicine Scent leads you straight to Telma's Cat Louise, who is standing out front of Telma's Bar. She'll admit that she took the statue, but it was stolen from her by a pack of Undead Dogs. Head out the South Gate of Castle Town.

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Lanayru Province - Hyrule Field: South  
New Item: Wooden Statue

You should now be in the area of Hyrule Field south of Castle Town (but still in Lanayru Province). The Undead Dogs appear here at night, near the road at the south end of the steps. Defeat them all using Midna's Charge Attack, Jump

Strikes and Spin Attacks, and you'll get the Wooden Statue.

Take the Wooden Statue back to Renado's House in Kakariko Village.

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Eldin Province - Kakariko Village: Renado's House

Show the Wooden Statue to Ilia, and she'll regain a bit of her memory. Gor Coron will recognize the statue as being from a Hidden Village (the statue itself strongly resembles something of Sheikah origin). Darbus will help you to reach the Hidden Village. Head outside and warp to the Bridge of Eldin in the area of Hyrule Field north of Kakariko Village.

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Eldin Province - Hyrule Field: Bridge of Eldin

Head north towards the red dot on the map, which indicates Darbus' location. Just on the other side of the wooden bridge that connects the two Provinces, you'll find a tunnel. Go down this tunnel to find Darbus.

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Eldin Province - Hidden Village

Run towards Darbus, who will have just finished destroying the barrier into the Village. Darbus will warn you that there are twenty enemies (Bokoblins) in the village, all of whom you'll have to defeat to progress. None of them are hidden very well; check the three open buildings in the village, and watch for the arrows they fire at you, which is a dead giveaway to their presence.

Once all twenty of the Bokoblins are defeated (a cutscene indicates their demise), you'll meet Impaz, the last resident of the village. Impa will reveal that her descendent built the city long ago (a rather revealing statement, indicating that this is probably the Kakariko Village from Ocarina of Time). Impaz will give you Ilia's Charm, which you can use to restore the last remnants of her memory.

Return to Renado's House in Kakariko.

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Eldin Province - Kakariko Village: Renado's House

New Item: Horse Call

Give Ilia her Charm, and she'll regain her memory. She'll give you her Charm to keep, revealing that it's actually a Horse Call. You can use it to summon Epona with the aid of Horse Grass (too bad it comes so late in the game that it's kind of useless). Ilia will give you a cryptic hint which sends you back to the Hidden Village. Return there now.

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Eldin Province - Hidden Village

New Upgrade: Piece of Heart x1 [PHWII38]

New Quest Item: Howling Stone, Poe Soul x1 [HSWII06] [PSWII55]

There's still quite a few things to be done in the Hidden Village. A Howling Stone can be found behind the southern-most building in the western row. Smash through one of the windows, use the Clawshot on the netting hanging on the upper balcony to pull yourself up, then drop through the window to the west to find the Stone. Listen to the Stone and learn its sequence, the hardest in the game.



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H	-	-	-	-	-	-	-	-	4	>	-	-	-	-	6	-	8	-	-
M	1	>	-	-	-	-	3	>	-	-	-	-	-	-	-	7	-	9	>
L	-	-	2	>	>	>	-	-	-	-	5	>	>	>	-	-	-	-	-

Complete the sequence (this song being one the classic Zelda themes), and then complete the duet with the Golden Wolf. The Golden Wolf will appear in front of Hyrule Castle in Castle Town, waiting to teach you the last hidden ability in the game.

As Wolf Link, speak with the Cucco who wanders around the area near the Howling Stone, and it will challenge you to speak with all twenty of the cats in the Hidden Village. This is pretty much the same as when you had to kill the twenty Bokoblins in the area. Search through all of the alleys and in the three open buildings to find all of the Cats.

The hardest Cat is on the second floor of the southeast building. To reach this one, use the Clawshot on the netting which hangs above a horse trough in the southwest section of the village. Run towards the southeast building, and Dash Jump through a second story window to reach the cat. Another difficult Cat is hiding inside a barrel in the same building.

Once you've spoken to all twenty (the Cats keep a running tally for you), return to the Cucco Leader and speak with it. A Piece of Heart will now appear in front of the entrance to Impaz House in the south of the zone. Go there and grab it.

One last thing in the Hidden Village. Return to the balcony of the northeast building by grappling onto the netting above the horse trough. On the north end of the building, near an awning, you'll find a Poe. It only appears after you've gotten the Heart Piece from the Cat Challenge. Kill it and steal it's Soul with Wolf Link.

Now, head for Impaz House and go inside.

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 Eldin Province - Hidden Village: Impaz House  
 New Item: Ancient Sky Book

Stand in front of Impaz and whip out your Dominion Rod. You'll get the Ancient Sky Book. Return to Renado's House in Kakariko Village.

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 Eldin Province - Kakariko Village: Renado's House

The only man in Hyrule with the book smarts to read the Ancient Sky Book is Shad, who is currently checking out a statue in Renado's Basement. Drop down there.

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 Eldin Province - Kakariko Village: Renado's Basement

Show the Ancient Sky Book to Shad, and after a failed attempt to reactivate the Statue, he'll leave. Quite unexpectedly, however, the power has returned to your Dominion Rod. If you check your map, you'll see five marks where Shad has indicated where more Owl Statues are. Even with power restored to the Dominion Rod, this Owl Statue remains inert. Warp to the Bridge of Eldin.

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 Eldin Province - Hyrule Field: The Bridge of Eldin

New Upgrade: Piece of Heart x1 [PHWII39]

Run to the north end of the bridge, where there is an Owl Statue on the bridge's east side. Move it aside (be careful not to make it walk off a cliff), then release control of it. Check out the circle that the statue was standing on, and you'll find one of the missing piece of the Ancient Sky Book.

You're not done in this area yet. Take control of the Owl Statue again, and march it to the south end of the bridge (re-warp into the area to make it appear again if you've lost it). At the south end of the bridge on the east side, there is a gap in the bridge wall, with a ladder visible on the other side of it. Drop the Owl Statue down into this gap, position it in the middle of the gap, then climb back out. You can now jump across to the top of the Owl Statue, then jump from there to the ladder. At the top of the ladder is the next Piece of Heart, in a chest.

First Magic Word and Piece of Heart in hand, warp to Kakariko Gorge in the south end of Eldin Province.

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Eldin Province - Hyrule Field: Kakariko Gorge

A large red dot on the north end of the area indicates the presence of another Owl Statue. Move it aside, and step onto the circle revealed beneath it to get the next missing piece of the Ancient Sky Book. You can use the Owl Statue here to jump across the series of ledges, and reach an Orange Rupee if you like.

Once you're done in this area, warp to South Faron Woods in Faron Province.

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Faron Province - Faron Woods: South

Run back to Coro's Lantern Shop, and check out the area north of the shop. A boulder here blocks passage to another area to the north. Use a Bomb to destroy it, and you'll find another Owl Statue embedded in a wall on the east side of the next area. Move it aside and check out the circle beneath it to get the next fragment of the Ancient Sky Book.

Before you leave, take control of the Owl Statue and move it into a depression near a boulder in the south side of the area. Release control of the statue, then climb on top of the boulder. As Wolf Link, you can begin a Midna Jump to the top of the area, where you'll find a passage which leads east into Faron Woods.

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Faron Province - Faron Woods  
New Upgrade: Piece of Heart x1 [PHWII40]

Open the chest in front of you to get your next Piece of Heart. Now, warp to Lake Hylia.

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Lanayru Province - Lake Hylia

Pay Fyer the fee to blast you up to the top of Lake Hylia. Once there, leave Falbi's Flight-By-Fowl shop, and head for the area north of the Great Bridge of Hylia. You'll find another Owl Statue in an alcove here. Take control of it from a distance, and march it off the edge of the cliff to land near you. Now, look up to see some ivy hanging from the ledge above. Position the Owl Statue

beneath the ivy, then use the Clawshot to pull yourself up onto the Ivy. Drop off the ivy, landing on top of the Owl Statue, and jump from there to the disc to get the next fragment of the Ancient Sky Book.

Now, warp to Hyrule Castle Town.

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Lanayru Province - Hyrule Field: East

Another Owl Statue is found in a small stone pavilion south and slightly east from where you warp in. Head there now. The Owl Statue is sitting on top of a stone pillar, near the stadium seating. Guide it off the pillar, then position it between evenly between the pillar and the seating. Climb up the seats, jump out to the Owl Statue, then jump to the top of the pillar to get the next fragment of the Ancient Sky Book. You can repeat the puzzle on the opposite side of the pavilion to get an Orange Rupee.

Before we head for the last Owl Statue in Hyrule, head into Castle Town's Central Square.

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Lanayru Province - Hyrule Castle Town: Central Square

New Ability: Great Spin

New Equipment: Magic Armor

Head north towards the gates of the Castle, where you'll find the Golden Wolf if you summoned him in the Hidden Village. Interact with him, then use the Jump Strike to defeat the Warrior. He'll teach you the last hidden ability in the game, the Great Spin. This is like a supercharged Spin Attack, but unfortunately only works when your life is full.

If you've successfully helped Malo Mart expand into Castle Town, then the Magic Armor should now be available here for 598 Rupees. Buy it if you can, then warp to Gerudo Mesa in Desert Province.

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Desert Province - Gerudo Mesa

Head west from where you warp in, where you'll come across a stone structure with an Owl Statue sitting on top of it. Direct the statue down from it's perch, then position it at the south end of the stone ditch. Release control of the statue, then climb up the stones on the southwest side of the structure. From here, you can jump to the top of the Owl Statue, then onto the golden disc, to get the last of the missing fragments of the Ancient Sky Book.

You can also redirect the Owl Statue from your perch, and use it to reach the chest on the northeast side of the structure, which contains an Orange Rupee.

Now that you have all six of the symbols for the Ancient Sky Book, return to Shad in Kakariko Village.

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Eldin Province - Kakariko Village: Renado's Basement

Show Shad the completed Ancient Sky Book, and Shad will use the book to remove the seal on the Owl Statue. After Shad leaves, use the Dominion Rod to make the statue move aside. At the end of the passage that is revealed, you'll find a huge cannon. Stand near the Cannon, and ask Midna to Warp it for you. She won't since Shad is still here. Speak with Shad one more time, and he'll leave. Now, tell Midna to warp the Sky Cannon to Lake Hylia.



other side of the opened gate.

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The City in the Sky - Ivy Pillar Room

Jump out to the ledge off to the left, watching out for the blue tiles. They crumble away when you step on them. Once you're safely on the lower left ledge, head to the east side of the edge, avoiding the blue tiles. You can pull yourself up to this upper ledge by using the Clawshot on the ivy-covered pillar.

An Oocca climbs around the wall here. Pull it down with the Clawshot, and then run north with the Oocca over your head. You'll float to the north end of the room. Drop the Oocca, and defeat the Helmasaurs before climbing up the ledges and going through the north door.

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The City in the Sky - City Center

Run forward, where you'll encounter a Helmasaur King. These guys are much larger than the smaller Helmasaurs you've encountered so far, and their armor is permanently bonded to their bodies. Use the Back Slice to kill them, if you have it, otherwise just hop around to their backsides and use a Jump Attack.

Head for the southeast end of the room, where there's a balcony with a window above it. Use the Clawshot to pull yourself up to the grating covering the window. Drop down, and go through the hole in the grating.

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The City in the Sky - East Bridge

Drop down to the balcony below, and look for the Spinner Slot near it's edge. Jump into the hole with the Spinner, and press the Spin button rapidly to create a bridge that travels east. After the bridge is extended, head to the north end of the balcony. It's broken here, but if you look to the other part of the balcony to the north, you'll see an ivy wall on the cliff below. Use the Clawshot to pull yourself onto the ivy, then climb up onto the balcony.

Being wary of the gusts of wind, head east across the newly-created bridge, and through the door.

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The City in the Sky - East Foyer

New Dungeon Item: Small Key x1

Head to the east end of the room, moving along a series of red tiles which extend over a pit in the floor. At the end of the red tiles, look in the southeast corner, where there is a chest behind a cage. Use the Clawshot Target on the ceiling above the Chest to drop down into the cage. Open the chest to get a Small Key.

Use the grating on the wall to the north to pull yourself out of the cage with the Clawshot, then head back to the previous room.

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The City in the Sky - East Bridge

Run across to the west end of the bridge, being careful of the strong gusts of wind. When you reach the door on the other side, the Dragon you spotted when you first entered the city will destroy the bridge. Go through the door on the

west end of the bridge.

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The City in the Sky - City Center

Avoiding the blue tiles, use the ivy attached to the pillars as a base for your Clawshot. Once on the ivy, crawl carefully around to the other side of the pillar, then drop off. Run to the west end of the room, passing over a large stretch of blue blocks, and go through the door on the other side.

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The City in the Sky - West Bridge

Head around the corner to your left as you enter, defeating two Orange Deku Babas who guard a Spinner Slot. Spin the Spinner in the Slot to extend a bridge to the west end of the city. Cross the bridge and go through the locked door on the other end.

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The City in the Sky - Wind Gust Room

To the left as you enter is a ledge. Run around the corner to the southwest end of the room, where there is a ledge which you can use to see the backside of the pillars on the north end of the room. Behind one of these pillars is a Crystal. Because of the wind, the Hero's Bow won't be able to reach the crystal, so use the Clawshot instead. Once it's activated, the wind blowing in the southwest part of the chamber will stop.

Return to the north end of the room, and start heading west along the wall with the Iron Boots equipped, to prevent the wind from blowing you around. When you reach a line of blue tiles, you won't be able to pass (the Iron Boots move too slowly). Clawshot your way onto the ivy on the other side of the blue tiles to bypass them.

Drop down from the ivy, and go through the door to the west.

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The City in the Sky - Spiraling Tower

New Dungeon Item: Dungeon Map

Open a chest to your left as you enter the get the Dungeon Map. Turn around and return to the previous room after you've got the Map.

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The City in the Sky - Wind Gust Room

Cross the bridge of blue tiles to the south, and go through the door on the other side.

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The City in the Sky - Gap Room

Run to the south end of the room, and start heading west, jumping along the platforms as you go. Watch out for columns of wind that will knock you below, as well as the Tile Lurkers, who make their return from the Forest Temple. Watch for moving tiles which indicates the presence of a Lurker, and use the Gale Boomerang to stun it.

Just past the first Tile Lurker, you'll have to head north to a new series of platforms. After dispatching another Tile Lurker, you can head east to get a

Yellow Rupee, or west to continue on (watch out for a third Tile Lurker on the way). When you reach the southwest end of the room, go through the door.

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#### The City in the Sky - Dinolfols Room

You'll face two more Dinolfols in this room. Try and use a Mortal Draw to defeat them in one hit, but it may not work. After that, use Shield Attacks followed by sword strikes to force the Dinolfols off the cliff.

After both of the Dinolfols are killed, the door will unseal itself, and a gate near the top of the room will open as well. Look high on the south wall to see some ivy, and pull yourself up to the ivy using the Clawshot. In the room at the top of the ivy, use the Clawshot to pull yourself onto the chandelier at the top of the room. The chandelier is actually a switch, which will activate a wind column below. The wind column will now begin to activate and deactivate periodically.

Grab an Oocca, wait for the wind column to activate again, and jump into the wind column. The Oocca will catch the wind of the column, carrying you high into the air. Float to a ledge near the south ceiling, and go through the door there.

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#### The City in the Sky - Gap Room

Grab an Oocca, and use the wind column to the east to float across the wide gap, reaching a ledge near the center of the room. A chest on the far east end of the room contains a Purple Rupee; keep floating from the wind column to reach it.

Back on the center platform, grab an Oocca (use the Clawshot if there are none in arm-reach), and ride the wind column through the crack in the wall to the north. On the other side of the crack, turn to the east, landing on another high ledge. This ledge contains another chandelier switch. Use the Clawshot to activate it, and a new wind column on the far west end of the room will activate it. Use an Oocca to reach it.

Use the new wind column to float towards the ceiling, and passing through another crack in the wall to the west. Drop down from the Oocca on the other side, and go through the door to the north.

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#### The City in the Sky - Spiraling Tower

Grab an Oocca and use it to float to the north end of the room, watching out for the horizontal wind gusts which can potentially blow you out of the tower. Start using the Oocca in the room to float down to the bottom floor's west side, where there is a door. Be very careful of the continued gusts of wind which can knock you out of the air.

When you reach the bottom floor's west side, go through the door there.

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#### The City in the Sky - Dragon Knight's Chamber

New Item: Another Clawshot (Double Clawshots)

A chandelier in this room hangs above an extremely powerful fan. Put on the Iron Boots before using the Clawshot to grapple onto the chandelier. The weight of the boots will activate the chandelier, despite the strong wind. The

fan will deactivate temporarily. Lower the chain of the Clawshot down, passing through the motionless blades of the fan. Release the Clawshot after you pass through the fans. When you land, you'll be greeted by the dungeon's miniboss.

-M-I-N-I--B-O-S-S-

Dragon Knight

First and foremost in this boss fight, watch out for the blue tiles in the floor. It's very easy to accidentally wander onto one of them while you're Z-Targeting the Dragon Knight. Speaking of the Dragon Knight, notice the peculiar symbol on it's shield: it's actually a Clawshot Target. That should give you a clue.

Pursue the Dragon Knight as he hovers around the room, and wait for him to ready his sword and shield as though to strike. This is your opportunity to nail the Dragon Knight's shield with your Clawshot, dragging it to you for a good sword thrashing. After eight or so solid hits, the Dragon Knight will fly out of the one of the holes in the room, and the next phase of the fight begins.

The Dragon Knight will now start flying in and out of the four holes in the sides of the tower. Other than that, the fight is exactly the same. When he flies through one of the holes, he'll ready his sword and shield. Use the Clawshot on his shield to drag him to you, and proceed to beat him with your sword. While in the second phase, try and use special attacks like the Helm Splitter to knock off chunks of his armor. The Dragon Knight hovers very high in the air in this phase, and though your Clawshot can reach him, your Z-Targeter typically cannot. For this reason, use manual aiming with the Clawshot.

After you've got in a few more solid hits on the Dragon Knight, he will expire.

With the death of the Dragon Knight, a gate on the upper-east side of the room will open. Use the Clawshot Target near the gate to pull yourself up into the opening, and open the chest inside to get Another Clawshot. Now with the Double Clawshots, you can do all sorts of really cool Spider-Man like things.

Drop back down into the room below, and look up towards the fan on the ceiling. On the east side of the fan, you can clearly see some ivy. Use the Clawshots to grapple your way to one of the Clawshot Targets on the ceiling. While suspended from one these targets, use the other Clawshot to pull yourself up to the ivy. Climb up out of the ivy, and go through the door to the east.

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The City in the Sky - Spiraling Tower

You now get to use your Clawshots to return to the top of the tower. Start grappling your way up the tower to the Clawshot Targets that circle the tower. You'll be traveling counter-clockwise initially, but you'll eventually head back clockwise (but still going up) to a chandelier switch that hangs on the east side of the room.

The chandelier switch will open a gate below you. While still hanging from the chandelier, lower the chain of the Clawshot until you can see the open gate, then pull yourself to one of the Clawshot Targets inside the gate. Drop off the Clawshot Target, and go through the door.

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The City in the Sky - Gust Room  
New Dungeon Item: Compass



You're now at the bottom of the room that you used the Iron Boots to cross. Start using your Clawshots to work your way up the Clawshot Targets that appear on either side of the room. You've got to go quickly, as the Clawshot Targets will begin to lower, eventually sliding off into the pit below because of your weight. If you hold down the L Button as you cross, you'll automatically target the next Target in the series. When you reach the last Clawshot Target, you can drop off it to a ledge on the east side of the room. Open the chest on this ledge to get the Compass, then go through the door.

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The City in the Sky - West Bridge

Now you're on the underside of the West Bridge. Use the metal gratings on the underside of the bridge as bases for the Clawshots. Snap the vines of the Orange Deku Babas with the Clawshots before you progress. When you reach the east end of the bridge, pull yourself onto the ivy to the right, and climb to it's top.

Once at the top of the ivy, head through the east door to return to the City's Center.

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The City in the Sky - City Center

Return to the door on the east side of the room using the Double Clawshots. Grapple to the Clawshot Target on the ceiling first, and then to the Clawshot Target above the east door. Drop off from this target, and go through the door.

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The City in the Sky - East Bridge

Cross the gap in the bridge by using the floating Peahat enemies (the helicoptery plant thingies) as bases for the Clawshot. When you reach the east side of the bridge, go through the door.

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The City in the Sky - East Foyer

Grab onto the Clawshot Target on the northeast end of the room, and lower the Clawshot's chain all the way down until you land on a ledge below. You now, head back to the west end of the room, using the Clawshot Targets hanging from the pillars. Remember, if you hold L as you cross, you'll automatically target the next Clawshot Target in the series. When you reach the third Clawshot Target, drop down to the platform below.

Pull yourself to a Clawshot Target through a crack in the wall to the north. Pull yourself up to the room above using another Clawshot Target, and start heading to the east end of the room, using more Clawshot Targets and gratings as bases. At the east end of the room, go north through a crack in the wall. Jump off a cliff at the west end of this room, landing on a ledge below.

Look to the east from the ledge, and look towards the ceiling. Two Orange Deku Babas hang from the ceiling here. Kill them with the Hero's Bow, and you'll see a Clawshot Target beneath one of them. Pull yourself to the Target, and lower the chain of the Clawshot until you spot a Crystal to the north. Nail it with your other Clawshot to open a gate across from the Crystal. Use the Clawshot Target on the other side of the gate to pull yourself through it.

Start pulling yourself up this shaft, using the series of Clawshot Targets and gratings. At the top, you can drop down to a broad platform. A ledge to the south of here contains a chest with a Red Rupee. Once you've got that, head through the door to the north.

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The City in the Sky - Giant Deku Baba's Room  
New Upgrade: Piece of Heart x1 [PHWII41]

A Giant Deku Baba, similar to the one you fought in the Forest Temple, waits for you here. Z-Target it, and defeat it with Jump Attacks. Use a Bomb to destroy the base of the plant once it's head is gone. Defeat the Big Deku Baba and his cohorts, then pull yourself up to a Clawshot Target high on the east ceiling. This Target will begin to fall rapidly, so quickly pull yourself to some ivy to the north, slightly above you. Drop down from there.

Climb up onto a narrow ledge to the west, and start edging very slowly along it. Use the Hero's Bow to kill the Keese who will try to knock you off. Halfway across the narrow ledge, open a chest to get some Arrows, then continue moving along the ledge. Kill an Orange Deku Baba at the end.

Past the Deku Baba, you'll find another narrow ledge. You can't climb on this one; you'll have to grab onto it's edge and crawl along it. Kill the Keese on the opposite wall before you try to do so. On the other end of the ledge, you'll find a chest, guarded by an Orange Deku Baba. Open the chest to get a Piece of Heart.

Crawl back across the narrow ledge, and look on the ceiling above it. There's another Clawshot Target attached to a weakened pillar here. Pull yourself up to it, holding the L Button to automatically target the next Target. After that, you'll have to pull yourself up to some ivy to the north.

Drop down from the ivy, and look up towards the middle of the room. A Clawshot Target is located here; grab onto it, then lower the chain of the Clawshot until you land safely on a ledge far below. Defeat a Dinolfols here with Mortal Draw and Helm Splitters, then go through the door on the south end of the passage.

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The City in the Sky - City Rooftops  
New Quest Item: Poe Soul x1 [PSWII56]

Look up, and you'll see another floating Peahat moving between the broken walls of the area. Grab onto the Peahat with a Clawshot, and ride it over the wall the top of the wall. Drop down on the other side, latching onto another Peahat to the north. Ride this Peahat over another wall.

Drop down on the other side of the wall, and look south to see a wide gap. A Peahat patrols this gap, but disappears behind a wall occasionally. Wait for it to appear, then latch onto it with a Clawshot. Grab onto it when it flies by, and quickly look south. There's another Peahat here, which floats above a solitary island with a giant tree in it. Pull yourself over to the Peahat, and then drop into the island.

A Poe habitates this island. Kill it with Wolf Link and steal it's Soul. Open the chest near the Poe to get a Purple Rupee, then pull yourself back up to the Peahat. Pull yourself up to the Peahat that patrols the gap to the north when you get close enough.

While hanging from the Peahat, look to the north. Notice that the incoming

wall has a small gap in it. Lower the chain of your Clawshot, and the chain will pass safely through the gap. You'll now be on the other side of the wall. Pull yourself left to another Peahat here, and lower the chain once more to pass through another gap in the next wall. Ride the Peahat all the way to a ledge on the north end of the area, and drop off it onto the ledge.

Go through the door on the west end of this ledge.

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The City in the Sky - Peahats are Fun!

A series of Peahats extends over a chasm in this area. Latch onto the first one, and hold down the L Button for the rest of the string to automatically target the next Peahat in the line. Pull yourself along to the fourth Peahat in the series, and turn southeast. Follow along this new string of Peahats to another ledge on the southeast side of the area.

Drop onto this ledge, and go through the door.

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The City in the Sky - City Rooftops  
New Upgrade: Piece of Heart x1 [PHWII42]

Open the chest on this ledge to get a Piece of Heart. Head back through the door you just came through.

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The City in the Sky - Peahats are Fun!

Pull yourself along the series of Peahats, dropping off of the fifth one to the ledge below.

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The City in the Sky - City Gardens  
New Quest Item: Poe Soul x1 [PSWII57]

Head for the northeast end of the area, looking on the high wall to see ivy climbing up. Use the Clawshot to grapple onto the ivy, climbing to the top and to the right, stepping onto a small ledge. From here, you can turn into Wolf Link and cross a tightrope to the center tower.

Head counter-clockwise around the tower, where you'll reach an ivy wall patrolled by Skullwalltulas. Knock down the Skullwalltulas with your Slingshot, and dispatch the Buzzard that patrols the area with the Hero's Bow. Now, climb along the ivy to the south end of the tower. There, you can open a chest to get a Red Rupee, then cross more tightropes to a small island on the west side of the area.

Beat a Poe on the west side and steal it's Soul with Wolf Link, and open the chest on the island to get a Purple Rupee. Now, return to the first tightrope, and start going clockwise around the tower. After crossing several tightropes and killing some Buzzards, you'll reach a door. Go through it.

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The City in the Sky - City Center  
New Dungeon Item: Big Key

Watching out for Helmasaur Kings who guard the area, look on the ceiling in the south side of the room to see a grating. Latch onto it with a Clawshot, and then pull yourself to a chandelier on the north end of the room. Equip the

Iron Boots while hanging from the chandelier to deactivate the large fan in the room below.

Drop down from the chandelier and open the chest to get the Big Key. Drop through a pit in the east side of the room to drop down one level, but be careful not to fall all the way down (use the ivy around the room to return to this small space if you do). Grab onto the north end grating above you with the Clawshot, and descend through the opening created by the deactivated fan. As you descend into the room below, look to the north to see a chandelier switch partially hidden in the ceiling. Pull yourself to the chandelier, and equip the Iron Boots to activate it. A fan on the north end of the dungeon will activate (believe it or not, we just spent the entire dungeon trying to activate this one switch).

Drop down from the chandelier, go to the north end of the room, and through the door at the top of the stairs.

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The City in the Sky - North Bridge

With the fan activated, the rotating platforms of the North Bridge will now be activated. Start grappling from spinner to spinner until you reach the north end of the bridge. Check out the lowest blade behind the giant fan to get a Purple Rupee, then drop down below to go through the door at the north end of the bridge.

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The City in the Sky - North Tower

You'll fight two more Dragon Knights in this room. The fight is identical to before. Try to position yourself so that you can see both of them at the same time, making it easier to see it when they raise their shields. Use your most powerful skills, such as Back Slice and Helm Splitter, for best results.

Once the Dragon Knights are defeated, grapple onto the grating above the south door. From there, grapple to a spinner to the north. South of the spinner, there is a Crystal set into the wall. Activate it using your other Clawshot, which will activate the series of Spinners in the room. Pull yourself up several more Spinners until you reach the one at the top of the room. This one is not moving; hit another Crystal on the north wall to get it spinning.

Ride the top Spinner around to the south side of the room, and pull yourself over to the Clawshot Target above the door. Drop down from the Target and go through the Boss Door.

-----B-O-S-S-----  
Twilit Dragon ARGOROK  
New Upgrade: Heart Container x1  
New Quest Item: Mirror Shard

Look above you as you enter the Boss' area, and you'll see a grating on a pillar. Pull yourself up to the grating with the Clawshot, then pull yourself up to the ivy opposite the grating with the other Clawshot. Climb up the ivy to the top of the tower, where the Boss Fight will truly begin.

At the start of the fight, Argorok will swoop around the sky, occasionally dive-bombing the tower in an attempt to knock you off. He'll also hover over the ground, and prepare to flap his wings at you to knock you off. When he does this, you're ready to attack. Z-Target him, and grab his tail with a Clawshot. Now hanging from his tail, equip the Iron Boots to drag Argorok to



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The City in the Sky - Landing Pad

Before we head for the Mirror Chamber to continue with our journey, there are some things around Hyrule which can be done with the Double Clawshots. Pull yourself into the Sky Cannon to return to Lake Hylia.

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Lanayru Province - Lake Hylia

Climb out of the water, and Warp to Hyrule Castle Town.

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Lanayru Province - Hyrule Field: East

Head into Castle Town and return to the STAR Minigame (the large tent in the east Road area).

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Lanayru Province - Hyrule Castle Town: STAR Minigame  
New Upgrade: Giant Quiver (x100)

SAVE YOUR GAME before you try this. This is VERY HARD, and you will eat through a lot of rupees in the process of trying to complete it. Saving your game means you can just load the old file if you run out of rupees, instead of going to search Hyrule for more.

With the Double Clawshot, you can now complete the second round of the STAR Minigame. It's identical to the first round; fire the Clawshot at the walls of the cage, pulling yourself through the shiny "stars" on the way up. With the Double Clawshots, you never have to leave the walls, and you can reach the Stars on the highest levels of the Cage.

The STAR Minigame is much harder this time around. The best way to do it is to make sure you get all of the Stars from the bottom, going up (it's very easy to accidentally get them from the top, going down, which is much more difficult and takes longer). The Stars are placed pretty much randomly around the cage, so there's really no straight walkthrough for completing it. You just have to do it, and do it really fast. You need to grab at least one, preferably two stars per grapple to pull it off. Just keep it up, and you'll get it eventually.

Successfully claim all of the Stars in the cage, and you'll get the Giant Quiver, which carries up to one hundred Arrows. Once you've got it, warp to Kakariko Gorge in Eldin Province.

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Eldin Province - Hyrule Field: Kakariko Gorge  
New Upgrade: Piece of Heart x1 [PHWII43]

The last Piece of Heart to be found in the Overworld is here in Kakariko Gorge. Run to the east end of the area, where there are several large rock spires sticking out of the canyon that cuts through the middle of the area. On the south side of the canyon, there is a Clawshot Target on one of the spires. Pull yourself onto it, then pull yourself to another Clawshot Target on the opposite cliff. From there, you can pull yourself to some ivy on the lower spire.



through the locked door there.

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The Palace of Twilight - East Fog Room  
New Dungeon Item: Compass, Small Key x1

Run north, jumping down to the lower part of the ground below. There is an area to the north filled with black fog; run into the fog, and you'll be turned into Wolf Link. Use your Senses to see through the blackness, and run to the northwest end of the Fog, where there is an opening that leads out of it. Change back to a Hylian at this point.

Turn around, and face the Mask of Zant who lurks in the fog. Just use Midna's Charge Attack to kill it. Once the Mask is defeated, two chests will appear in the room; one north of the fog, one south.

Open the chest to the south first, which contains a Compass. Watch out for the Shadowlings who guard it. The chest to the north of the fog contains another Small Key. A third chest on the upper-west wall contains an Orange Rupee. Grapple to a Clawshot Target to the northwest of the fog, then grapple from there to a Clawshot Target on the ceiling near the chest. Once you've got the Orange Rupee, drop back down.

From the north end of the fog, pull yourself up to one of the Clawshot Targets on the west or east ends of the room, and pull yourself from there to another Clawshot Target on the wall to the north. Drop down, and head to the north end of the room. There is a locked door there. Go through it.

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The Palace of Twilight - First Sol Chamber

The door seals behind you as you enter, and a close-up to the north end of the room reveals a glowing orb. Run to this orb, and an image of Zant will appear.

-M-I-N-I--B-O-S-S-  
Image of Zant

Zant's Image usually begins by summoning in waves of enemies. Defeat them with a Spin Attack, then start chasing after the image of Zant. Give it a few slashes when you get close enough. Zant's image will continue to summon in new waves of enemies; defeat them as they appear, and continue pursuing and slashing Zant. When the large red orb appears over his head, this is your time to strike hard. Hit him with a few solid attacks, and he'll succumb.

Avoiding the Fog that has appeared in the middle of the chamber, run to the north end of the room to the glowing orb. Midna will explain the function of the orb, which is called a Sol, and asks you to take it to her people at the entrance to the Temple. Slice the hand gripping the orb, and it will drop it. Run back towards the entrance to the room, noticing how the Sol's light makes the fog disappear.

When you near the center of the fog, that hand that once gripped the Sol will come to life, and float into the air. It's really a Wall Master, dreaded enemy of the Zelda Series. And it wants it's Sol back. Avoiding the shadow of the Wall Master, look for a small round indentation in the middle of the fog, and drop the Sol into it. A new stairwell will appear when you do. Defeat the Shadowlings that run down the stairs at you.

Chances are, the Wall Master is close to you by now. Stun it by launching a few arrows at it, keeping it from reclaiming it's Sol. Now, run to the top of



the stairs, and turn around at the top. Aim a Clawshot at the Sol to bring it up to you, then return to the previous room through the south door.

-----  
The Palace of Twilight - East Fog Room

Run south into the room, and the Wall Master will appear again to continue it's pursuit of the Sol. Run to the center of the fog in the room, where you'll find another Sol Port where you can place the Sol. The Sol Port will create another new stairwell. Defeat the Shadowlings that appear around the Sol, then stun the Wall Master with a few arrows before climbing the stairs.

At the top of the stairs, pull the Sol up to you with a Clawshot. Head along this upper ledge to the south end of the room, tossing the Sol up a pair of ledges on the way. Keep stunning the Wall Master with arrows when it returns to life to keep it away from the Sol. When you reach the south end of the ledge, defeating several more Shadowlings, then jump off the ledge to the south. You'll land near the south door. Go through it.

-----  
The Palace of Twilight - East Entrance  
New Upgrade: Piece of Heart x1 [PHWII44]

The Wall Master continues to pursue you in this room. If you check your map, you'll see a passage which leads off to the east, and if you have the Compass, you'll see a Chest hidden at the end of it. Carrying the Sol, run to the end of this passage, dispersing the Black Fog on the way with the light of the Sol. At the end of the passage, drop the Sol and grapple up to the chest using the Clawshot Target. Open the chest to get the game's second-to-last Piece of Heart.

Drop back down, grab the Sol, and carry it to the south end of the room. Dodge the Shadowlings, Keese and Twilit Deku Babas on the way as best you can. They'll make you drop the Sol if you get hit, where it will roll back to the bottom of the room (likely into the waiting hand of the Wall Master... that was a terrible joke, I'm sorry). Go through the south door.

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The Palace of Twilight - Outside the Temple

The Wall Master ceases pursuing you when you return to this area. Run around the area with the Sol, shining it's light on the Twili to return them to their original form. There are two more Sol Ports in the large circular area in the center of the area. Drop your Sol into one of them, and a panel of light will appear on the west side of the area. Stand on it, and it will rise into the air, carrying you to the west platform.

Head north from here, through another door.

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The Palace of Twilight - West Entrance  
New Dungeon Item: Small Key x1

Defeat the Keese that flutter around the south end of the room, then grapple onto one of the Clawshot Targets on the west and east walls. From here, you can grapple onto the Clawshot Target that hangs from the ceiling. Lower the chain of the Clawshot until you reach a floating platform below. Ride it a platform above the fog near the center of the room.

As soon as you land on the platform, a Mask of Zant will appear. Stun it by

reflecting it's projectile back at it with a Shield Attack, then start heading north along the floating platforms while it's stunned. At the north end of the room, open a chest to get a Purple Rupee, then turn around. From here, you can actually defeat the Mask of Zant from the relative safety of this firm ground. Wait for it to appear on the north ledge, reflect one of it's projectiles back at it, then perform three Jump Attacks to defeat it quickly.

Once the Mask of Zant is defeated, a chest will appear near the door, which contains a Small Key. Take the Key, then go through the north locked door.

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The Palace of Twilight - West Fog Room  
New Dungeon Item: Dungeon Map, Small Key x1

Run north, straight into the Fog, where you will be turned into Wolf Link. Defeat the three Shadow Beings in the Fog in the normal way, then run to the north edge of the Fog. Turn back into a Hylian, and defeat the Mask of Zant in this area. Once it's dead, three more Masks of Zant will appear in the fog. Use Midna's Charge Attack as Wolf Link to defeat them. Once all three Masks are dead, a chest will appear on a high ledge in the room.

At the north end of the fog, you can grapple up to a Clawshot Target on the wall, and from there to more on the ceiling. From this vantage point, you can pull yourself into the various ledges above the Fog. The chests in these ledges contain Rupees, the Dungeon Map, and a Small Key.

Once you have the Small Key and the Dungeon Map, use the Clawshot to get to the north ledge, and go through the locked door there.

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The Palace of Twilight - Second Sol Chamber

Defeat another Zant Image here. Watch out for this Image's ability to fire a string of fireballs, as well. Once the Image is dead, take the Sol from the grip of another Wall Master. Carry the Sol to the center of the fog in the room, and drop it into a Sol Port inside the Fog. A new stairset will appear, along with a pack of Shadowlings and a Shadow Being.

Defeat the new group of enemies, then stun the Wall Master with an arrow. Climb to the top of the stairs, then pull the Sol to you with the Clawshot. Go south through the door.

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The Palace of Twilight - West Fog Room

Once more, the Wall Master pursues you. Carry the Sol into the fog in the room, looking for another Sol Port. Drop the Sol in when you find it. A really complex series of steps appears at this point. Defeat the Shadow Beings and Keese who appear to attack you, then stun the Wall Master before climbing up the stairs. You can begin your descent from the Clawshot Target on the south end of the room.

From there, pull yourself to the Clawshot Target on the ceiling, then into one of the alcoves on the west end of the room. Here, you can jump out to the stairset you created, then to a ledge on the high-south wall of the room. Pull the Sol up to you with a Clawshot, then jump down to the door. Go through it.

-----  
The Palace of Twilight - West Entrance

Once more, the Wall Master pursues you. You'll have to carry the Sol OVER the Fog in this room, through the floating platforms below. If you do fall down, head to the north end of the Fog. There is a black orb here, which will light up if you stand near it with the Sol. Two elevators appear once the Orb is lit up.

Once you're at the south end of the moving platforms, stand near the two Orbs with the Sol. The light of the Sol will activate the orbs, creating an elevator below you that will lift you into the air, then carry you to the south end of the room. Go through the south door.

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The Palace of Twilight - Outside the Palace

New Equipment: Light Sword

You've lost the Wall Master (not that this one was particularly dangerous, in comparison to the old one). Shine the light of the Sol on any more Twili in the area around the door, then carry it back to the center circle using the elevator platform (which should be where you left it from your last visit). Drop the Sol into the remaining Sol Port in the central circle. You'll get the Light Sword after a cutscene.

Now with Light Sword in hand, return to first room in the west wing of the dungeon. There's still a Piece of Heart to be found there.

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The Palace of Twilight - West Entrance

New Upgrade: Piece of Heart x1 [PHWII45]

Use your Light Sword to cut through the Fog in the room. In the southeast and southwest corners of the Fog, you'll find new elevators, which you activated when you lit the Orbs on the upper platform earlier. The southeast elevator will take you to a Purple Rupee. The southwest elevator takes you to a Piece of Heart.

Once you have the Piece of Heart, which is the game's last, return to the area where you powered the Master Sword into the Light Sword (use your Light Sword to activate the Orbs which turn on the elevator).

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The Palace of Twilight - Outside the Palace

Head up the north-center path, north of the Sol Ports. At the top of the ramp, defeat several Shadow Birds (your Light Sword can dispatch them in one hit). A curtain of Black Fog blocks your progress. Use a Spin Attack to clear a wide gap in the fog, then jump across before it starts flowing again. Go through the door on the north end of the fog curtain.

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The Palace of Twilight - North Entrance

New Dungeon Item: Small Key x1

Cut your way north through the Fog with your Light Sword, defeating Shadowlings, Keese and Twilit Deku Babas on the way. At the north end of the room, you'll find two dead Sols. Carry them to the Sol Ports in the Fog, and a new stairset will appear in the Fog. Climb it to the top.

At the top of the stairs, there's another Orb which is powered by light. Hit it with your Light Sword, and a tile on the floor will glow blue. Step onto the tile, and you'll ride it into the air, then to the west end of the room.

Jump off when you reach the west ledge.

Kill the Twilit Deku Baba who guards the ledge, then run to the west end of the ledge. Four Masks of Zant will appear. Your Light Sword can cut right through their armor, so just use regular sword attacks to defeat them. Defeat all of the Masks of Zant, and a chest will appear. Open it to get a Small Key.

Go to the trio of Orbs near the chest. Stand in the center of it, and use a Spin Attack to light all three Orbs at the same time. An elevator will appear beneath you, carrying you to a locked door on the east end of the room. Go through this door.

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The Palace of Twilight - North Balcony  
New Dungeon Item: Big Key, Small Key x1

Defeat a whole slew of Shadow Beings and Shadow Birds who guard this balcony, then activate both of the Orbs on the east end of the balcony with a Spin Attack. An elevator will appear beneath your feet; ride it up and to a ledge on the south end of the area. Defeat the Mask of Zant on this ledge, and several more will appear back on the Balcony. Spin Attack two more Orbs to ride another elevator back to the Balcony.

Keep on killing Masks of Zant (there are quite a few of them) until a chest appears on the north side of the balcony. Open it to get the Small Key, which opens the door just to the left of the chest. Before you go through it, use a Spin Attack to cut through the Fog Curtain on the west side of the Balcony.

On the other side of the Curtain, look up on the north wall to see a Clawshot Target. A series of Clawshot Targets follows. Climb to the top of this series, and open the chest at the top to get the Big Key. Drop back down to the bottom floor, and go through the door on the north end of the balcony.

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The Palace of Twilight - North Elevator Room  
New Dungeon Item: Small Key x1

Run towards the fog on the west end of the room, and those familiar Twilight Barriers will appear to trap you inside. Defeat all of the Shadow Beings that appear with rapid Spin Attacks, or with Midna's Charge Attack to remove the barrier. Cut through the Fog to the west, where you'll find four Orbs. Light them all with a Spin Attack, then ride the elevator that appears up.

At the top of the elevator's path, four new elevators will appear. Jump to the east one. At the end of this elevator's path, two new elevators will appear. Jump to the north one. Jump to the east to a ledge guarded by a Twilit Deku Baba at the top of this elevator's path, jump north to a new elevator.

Ride this elevator to the west end of the room, where a trio of platforms can be reached via Clawshot Target. Once there, kill a Mask of Zant, then pull yourself back up to a Clawshot Target. Look up to see another Target on the ceiling; pull yourself there, then wait for a new elevator to appear beneath you. Drop down onto it.

This new elevator will carry you back to the east end of the room, but you must use a Clawshot Target to make the last leg of the journey. Kill another Mask of Zant who appears in this area, and a chest will appear. Open it to get a Small Key. Once you have the Small Key, a new elevator appears near the center ledge. Jump out to it, and the elevator will carry you to the top of the room. Go through the door at the top of the stairs here.

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The Palace of Twilight - North Fog Room

Cut your way through the Fog and an army of Shadow Beings to the north end of the room, where the Boss Door is hidden. Go inside.

-----B-O-S-S-----

Usurper King ZANT

New Upgrade: Heart Container x1

New Quest Item: Fused Shadows

After a lengthy cutscene which more fully explains the relationship between Zant, Midna, and Ganondorf, the fight begins. Most revealing of all: Zant is apparently the court jester. Go figure.

The fight against Zant passes through six distinct phases, each of which are clearly marked by a new battlefield. The first takes place in the Diababa battlefield from the Forest Temple.

PHASE ONE: Forest Temple

Zant will hover over the toxic goo in the far side of the room, occasionally firing projectiles at you. You can block these projectiles with the Hylian Shield. After his barrage, Zant will teleport to another part of the pool. To damage Zant, you have to successfully dodge his projectile attack, then hit him with the Gale Boomerang. He'll bounce towards you after a successful hit, letting you give him a good thrashing with the Light Sword, just to remind him why it isn't cool to mess with Midna. After you've hit Zant a few solid times, you'll warp to the Biggoron's battlefield in Goron Mines.

PHASE TWO: Goron Mines

Zant will waste no time rocking the giant iron disc in an attempt to knock you into the lava, so equip your Iron Boots to stick to the magnetic surface. When Zant isn't jumping up and down on the disc in an attempt to knock you off, he'll be throwing more projectiles at you. Remove the Iron Boots when he does this, dodge the attack, and run towards him to give him another good thrashing in his short cooldown period. After a few rounds of this, you'll be warped to the underwater battlefield of Morpheel.

PHASE THREE: Lakebed Temple

Equip the Zora Armor and Iron Boots as soon as you enter this battlefield to keep from drowning and having to deal with the bad swimming controls. After a few seconds, a giant Mask of Zant will emerge from the ground. When the mouth of the Mask opens, Z-Target Zant and block his projectiles with the Hylian Shield. Pull him out of the Mask with the Hookshot when his barrage has ended, and proceed with the thrashing. After he takes some damage, four Masks of Zant will appear in the arena, and Zant will appear randomly in one of them. The method is exactly the same, you just have to get lucky and be close enough to Zant to hit him with the Clawshot. After a few more rounds of this, you'll warp to the Baboon's room in the Forest Temple.

PHASE FOUR: Forest Temple Again

Remove the Iron Boots and switch back to the Hero's Clothes as you enter. Just like the infamous Baboon, Zant will hop around on the pillars in the room. Wait for him to begin firing his projectiles at you, then roll into the pillar that he is standing on TWICE. He'll fall to the ground, letting you continue the thrashing. Repeat until you warp to the next battlefield.

PHASE FIVE: Snowpeak Ruins

Zant grows to ridiculous size as you enter this battlefield, then begins to



You should have all of the game's Heart Containers, Abilities, and Items by now. But is still three Poe Souls hiding out there - in the Cave of Ordeals, to be exact. Completing the Cave will also get you access to an unlimited supply of Fairies, as well as the Fairy Tears. It's ENTIRELY optional, but since I'm writing a completionist guide, I'm including it here as part of the main walkthrough anyway.

Run to the south end of the area, where you can return to the Light Realm through the Mirror of Twilight.

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Desert Province - Mirror Chamber

The Cave of Ordeals is in the southeast area of the Desert Province, right next to the Gerudo Mesa Warp Portal. Go there now, and drop into the dungeon.

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The Cave of Ordeals

New Quest Items: Poe Soul x3 [PSWII58] [PSWII59] [PSWII60]

The Cave of Ordeals consists of fifty floors, which grow steadily more difficult as you progress down. The bottom floors are truly ridiculous, some of them even pitting you against multiple Dark Nuts at the same time. Every tenth floor, you'll find the Great Fairy. Speaking with her will release more Fairies into one of the Spirit Springs throughout Hyrule (the one in Kakariko Village, on top of the Hotel, is probably the most convenient in the game). Every tenth floor, you will also need an item to progress. We'll get into that later. I'm going to assume that you know what you're doing by now, so I won't go into specifics of the enemies. I will also assume that you have all of the items in the game, including Bottles full of Fairies, and the Magic Armor.

So, without further ado, on with the Cave of Ordeals.

- First Floor - Bokoblin x1
- Second Floor - Keese x3, Rat x3
- Third Floor - Boko Baba x4
- Fourth Floor - Big Skulltula x3
- Fifth Floor - Bokoblin Archer x3
- Sixth Floor - Fire Slug x9
- Seventh Floor - Fire Keese x5, Dodongo x2
- Eighth Floor - Tektite x6
- Ninth Floor - Lizalfos x2, Bokoblin Archer x2
- Tenth Floor - FIRST GREAT FAIRY ENCOUNTER, Spinner Needed
- Eleventh Floor - Helmasaur x3, Rat x15
- Twelfth Floor - Giant Black Chu x1
- Thirteenth Floor - Bubble Bug x4
- Fourteenth Floor - Bubble x10
- Fifteenth Floor - Bokoblin x10
- Sixteenth Floor - Keese x8, Rat x8
- Seventeenth Floor - Undead Wolf x10, Poe x1
- Eighteenth Floor - Leever x10
- Nineteenth Floor - Chu x?
- Twentieth Floor - SECOND GREAT FAIRY ENCOUNTER, Ball and Chain Needed
- Twenty-First Floor - Bokoblin x5, Ice Keese x5
- Twenty-Second Floor - Keese x5, Rat x5, Undead Rat x?
- Twenty-Third Floor - Mini-Stalfos x?
- Twenty-Fourth Floor - Gibdos x5
- Twenty-Fifth Floor - Bokoblin x10, Bokoblin Archer x4
- Twenty-Sixth Floor - Stalfos x3
- Twenty-Seventh Floor - Bubble x4, Big Skulltula x3







When you near a gate in the northeast corner of the Courtyard, a magical barrier will appear, and you'll have to fight off several waves of Bokoblins to make it go away. Once the barrier has disappeared, head through the door to the northeast.

-----  
Hyrule Castle - East Courtyard  
New Dungeon Item: Small Key x1

Run forward, and you'll be trapped behind another magical barrier. Defeat an army of Bokoblins, and the barrier will disappear. Run through an opening in the wall to the northeast, and follow the road to the far north of the area. There is a gate here; grab the chain to the right of the gate, and pull it backwards. The gate will open. Go through it.

Run to the northwest in this area, and another magical barrier will appear. Run to the center of the barrier, and King Bulblin will return for his final rematch.

----M-I-N-I--B-O-S-S----  
King Bulblin, Round IV

This is identical to your fight against Bulblin in Desert Province. He still isn't very difficult. He's very easy to stun (simply striking him stuns him momentarily). He is highly vulnerable to Back Slice and Helm Splitter attacks, so use them a lot if you have them. If you don't have any of your special moves, then dodge around behind him and attack his back. Keep up a rapid salvo of attacks, and he won't even get the chance to swing.

After you've beaten Bulblin again, he'll decide he's sick of losing to you, and give you the key. Open the chest in the north end of this area to get a Red Rupee, then return to the previous area.

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Hyrule Castle - Courtyard

Head for the northwest end of the Courtyard, where you'll fight off another group of Bokoblins from behind a magical barrier. Once they're dead, go through the northwest door.

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Hyrule Castle - West Courtyard  
New Dungeon Item: Dungeon Map

Bokoblins have set up ramshackle fortifications in this area, so watch out for them. You can use the Ball and Chain to knock down the towers that the Archers stand on. Head to the east-center of the area, where you'll find some Boars trapped behind a fence (knock down the Archer Tower to open a gap). Get on one of the Boars, and ride it to the west-perimeter of the wall, breaking through wooden fences on the way. Ride the Boar all the way to the north end of the courtyard.

In the north end of the area, you'll find a series of Spinners on high posts. Go towards the closed gate on the very north tip of the Courtyard, and use the Gale Boomerang to sweep up the leaves on the ground. Beneath the leaves, you'll see the order that you must hit the Spinners in. Repeat the pattern using the Gale Boomerang, and the gate will open. Open the chest on the other side of the gate to get the Dungeon Map, then climb up the ladder to the right of the gate.

At the top of the ladder, you'll be on a battlement above the Courtyard. Run along it to the south end of the courtyard, jump off the Battlement, and return to the south end of the Castle.

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Hyrule Castle - Courtyard

Run to the door at the north-center of the area, and go through it.

-----  
Hyrule Castle - Foyer  
New Dungeon Item: Compass

Run forward into the huge room, and another magical barrier will appear. Defeat the army of Bokoblins and Lizalfos that attacks to make it disappear. A chest appears on one of the many balconies in the room. Grapple onto the chandelier above the balcony, then drop down to the chest. Open the chest to get the Compass.

From the Compass Chest, start grappling along more chandeliers to the north end of the room. Drop onto the northern-most balcony, and go through the door there.

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Hyrule Castle - North Room

Defeat a Dark Nut who guards this room, and a chest will appear on the north end of the room. Look on the east side of the room, and you'll see a single lit torch. Stand on the ledge directly beneath the chest, and then put out that torch with your Gale Boomerang. The ledge beneath you will rise, letting you access the chest. Opening it gets you a Purple Rupee.

From the chest, go west (the east path leads to the same destination, but is much harder).

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Hyrule Castle - West Hallway

Run to the south end of the room, where you'll find a sealed door. Shoot down the painting on the east wall (aim for the rope holding it), and you'll see an odd shape underneath. The shape is actually an arrow, indicating the order to light the torches in the room. Match the order on the carving with the torches in the room, and the door will open. Go through it.

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Hyrule Castle - West Armory

Defeat two Dinolfols in this room, and the doors in the room will unseal themselves. Go through the southern one.

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Hyrule Castle - Battlement  
New Dungeon Item: Big Key, Small Key x1

Run to the southwest as you come out of the door, and a Dragon Knight will appear and ambush you on the battlement that connects the Castle to its outer tower. Defeat it, then run to the southwest tower, where you'll find a Small Key in a chest. Now, run to the opposite end of the Battlement, where you'll encounter a similar situation. In the next chest, you'll get the Big Key.

Climb up to the south-center of the battlement, where you'll find a locked door. Go through it.

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Hyrule Castle - Broken Hallway

Undead Rats guard this area, so use Wolf Link's Senses to see them and kill them when they latch onto you. Wolf Link's Senses will also spot several ghosts who lurk in the area. They're actually helpful, and point to a safe path that cuts through the area. Run from ghost to ghost, never changing your path until you encounter the next one.

After you jump up some shattered steps (the last jump being incredibly wide, needing Wolf Link's Dash Jump to clear), you'll fight two Lizalfos to open another stairwell. You'll need to use the Clawshots up this next series of broken steps (the torches can be used as anchors). Defeat two more Lizalfos at the top to open another stairwell.

Use your Spinner to climb the Spinner Track on both sides of this stairwell, jumping from track to track to avoid the Spikes. At the top of this stairwell, defeat another Dark Nut, then go through the Boss Door.

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Hyrule Castle - Ganon's Tower

Climb to the top of the stairs and into the chapel which sits atop Hyrule Castle, where a series of boss fights will end the game.

-----B-O-S-S-----  
Ganon's Puppet ZELDA

Being the King of Evil, Ganon will pit you against the game's namesake to start. Yeah, he's cool that way. Puppet Zelda will hover around the battlefield, and you never really attack her directly (not that you'd want to). She'll use three attacks: one, she'll dive-bomb you with her sword. This can actually be blocked with your shield, so it's no big deal. It does make you lose your Z-Target, though, so be careful of that. The second is to summon a giant golden triangle on the ground, which damages you if you stand in it's area of effect.

Her last attack, and the one she uses most often, is the attack where you can actually damage Puppet Zelda. Zelda will raise her sword over her head, and then fling a ball of gold light at you. Strike this light with your Sword to reflect it back at her. She'll reflect it back at you. Hit it again to send it back to her. Repeat going back and forth until one of you misses. The closer you are to Puppet Zelda when you reflect the ball, the faster it will travel. This means it's easier to hit the ball from a great distance, but you can defeat her much faster if you strike from close range. Strike Puppet Zelda with the golden ball three times to end this boss fight.

-----B-O-S-S-----  
Dark Beast GANON

In Ganon's next form, he'll take on the form of a giant four-legged beast (which, for some reason, looks a lot like a Felhound in Warcraft lore). This is a two phase battle, and is relatively quick if you know what you're doing. In case it wasn't obvious, the giant silver scar on his belly is the weak spot.

For the first part of the fight, Ganon will run around the room, smashing through pillars and anything else that gets in his way, then disappear through

a portal. Position yourself with your back to the nearest wall when he disappears through the portal. Whip out your Hero's Bow, and start manually aiming around the room until you spot a series of portals that will appear close together (a loud pulsing noise indicates their appearance). Ganon will pop out of the portal which flashes blue. When he emerges, nail him on the forehead with an arrow to stun him, where you can then run in and thrash the scar on his belly for a little while.

After you've hit Ganon, then he will appear out of a portal in the sky and try to land on you. Roll or Dash as quick as you can when his shadow appears above you to avoid this attack. Wait for Ganon to start rampaging around the room again, where you can hit his forehead with another arrow and hurt some more.

It won't take long for Ganon to catch wise to your arrow-firing tricks, and he'll disappear through a portal when you fire one (usually to come crashing down on your head). When this happens, switch to Wolf Link. It's time for the next phase of the fight.

Wait for Ganon to disappear through another one of his portals. When the portals start appearing, position yourself roughly in front of them, but still with a good amount of distance between you and the portals. When Ganon emerges from the portal, Z-Target him and wait until just before he hits you. You can press the action button here, and Midna will grab onto Ganon with her arm. You can now toss him to the right or left, and then Jump Attack onto his scar and start chewing the hell out of him.

When he's near death, Ganon will give you no notice on the portals - he'll just appear out of one and charge at you. The method is still the same, but you've got to be quick. Chomp the heck out of Ganon until he succumbs... again.

-----B-O-S-S-----

Dark Lord GANONDORF, Part I

The battle now moves to Hyrule Field, where you'll combat Ganondorf on horseback (at least Epona is good for something at this point in the game). Zelda also replaces Midna as your companion for this fight. This battle has glaring similarities to your first battle with King Bulblin, so you should already be well practiced for the fight.

Ganondorf cannot be injured until Zelda stuns him with one of her arrows. So your job through most of the fight is to keep as close to Ganondorf as possible, and also to Z-Target him (for whatever reason, Zelda refuses to aim her Light Arrows until you Z-Target Ganondorf). Once Zelda has stunned Ganondorf, you're free to give him a good beating with the Master Sword.

But it won't be as easy as all that. Get behind Ganondorf, and start burning all of Epona's dashes to keep up with him (his horse is wicked fast). Charge up a Spin Attack while you pursue him. Ganondorf will attempt to throw you off his trail by zigzagging a lot, and he'll also unleash his Phantoms when you draw near him. If you hit one of the phantoms, you'll be knocked off Epona, so aim for the gaps between the phantoms to slip on through. Release your Z-Target on Ganondorf briefly to make slipping through these gaps easier.

Once you've slashed Ganondorf a surprisingly few number of times, he'll fall off his horse, and the final battle will begin.

-----B-O-S-S-----

Dark Lord GANONDORF, Part II

Finally, the boss fight with Ganondorf that people have been demanding for

decades. A sword fight. Too bad it's more of a cinematic treat than an actual boss fight, ala the final boss in Final Fantasy VII in a way. If you're feeling silly, try using the Bobber Fishing Rod on Ganondorf. You'll see.

First, a few ground rules: don't use Shield Attack. You've been warned. Second: If you've got the Back Slice, then use it. Use it a lot. Because Ganondorf just plain sucks at blocking it. Once you've hit him once, he's open to a few more hits, so by all means continue. His attacks are swings with his massive sword. Dodge out of their range by backflipping or side-jumping. Side-jumping to the right is preferable (left in Wii), as Ganondorf is right-handed (left-handed in Wii), so you'll be jumping away from his sword.

Ganondorf's only fancy moves in this phase are when he leaps into the air, and tries to land on you. You'll know when he's done this, as you'll lose your L-Target and Ganondorf will vanish. Roll forward when this happens to avoid the attack. Then, continue your Back Slashing and Boss Thrashing habits. Occasionally (and usually when you are far away from him), he'll charge at you, and you'll be prompted to press the Action button. Do so just before Ganondorf strikes you, and you'll enter an Action Button Tapping Duel. Win, and you'll knock Ganondorf to the ground, letting you get in several free hits (and maybe a game-ending Ending Blow).

After you've hit Ganondorf what seems to be an unnecessarily large number of times, he'll fall to the ground face up. This is your time to quickly run in and use an Ending Blow on him, to end the fight and end the game.

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Inventory and Equipment  
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[0401] Inventory  
[0402] Equipment

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Bomblings

Just before Link enters the Arbiter's Grounds, Barnes will develop his most advanced bombs: Bomblings. When released, these Bombs turn into a small spider, which scuttles along the ground, walls, and ceilings it encounters before it finally explodes. It is the most advanced form of Bombs, but has no real function in the game. You never even need to buy them. Like Bombs and Water Bombs, Bomblings can be combined with the Hero's Bow to create Bomb Arrows.

-----  
Hero's Bow

A weapon which once belonged to the Hero of Time, he left it in the care of the Gorons before he disappeared. They now guard the item in the Goron Mines as a sacred artifact, and a heavily armored Biggoron guards the Bow at all times. Link must defeat the Biggoron before he will be able to claim the weapon, which fires arrows at super speeds. The Hero's Bow can be combined with the Hawkeye to create a sniper's weapon, and with one of three varieties of Bombs to become Bomb Arrows.

-----  
Hawkeye

After you attempt Malo's Archery Game in Kakariko Village (which begins on top of the highest building in town), Malo will carry the Hawkeye in stock. The Hawkeye can be used by itself to zoom in and out on distance objects, or can be combined with the Hero's Bow to become a sniper's weapon. As useful as this sounds, you'll almost never use it.

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Clawshot

The Clawshot combines the functionality of Wind Waker's Grappling Hook with the functionality of the Ocarina of Time incarnation of the Hookshot. Once Link has latched onto a target, he can retract the long chain of the Clawshot to lower himself to new areas.

-----  
Double Clawshots

When Link discovers another Clawshot in the City in the Sky, his ability to move from place to place is significantly increased. With a Clawshot on each arm, Link can cross otherwise impassable barriers, pulling himself across an unlimited number of targets without ever having to touch the ground.

-----  
Spinner

Inarguably the coolest new item in the Zelda series, the Spinner is a round disc which Link rides. He can use it to cross gaps of unstable ground (such as Quicksand), or to activate Spinner Switches. It's primary use, however, is it's ability to travel along Spinner Tracks at extreme speeds, reaching locations which even the Double Clawshots cannot reach.

-----  
Ball and Chain



Discovered in the Snowpeak Ruins, the Ball and Chain is a massive weight connected to a long line. When swung, the weight can smash through objects such as ice and flimsily constructed guard towers. It is also needed to defeat brittle enemies, and to turn iron chandeliers into moving platforms.

-----  
Dominion Rod

An ancient artifact of the Oocca, the Dominion Rod is found in the Temple of Time. When swung, the Dominion Rod releases a ball of energy, which can bring certain statues in Hyrule to life. The statues then mimic Link's movements, following him wherever he goes, and sometimes even attacking as he does. The item is essential for solving most of the puzzles in the Temple of Time, as well as for accessing the City in the Sky. After you pass through the Door of Time, the Dominion Rod loses it's power, and must be recharged.

-----  
Fishing Rod

A gift to Link from Rusl's wife, the Fishing Rod can be used to Bobber Fish (the more complex Lure Fishing requires a Lure Fishing Rod, which can only be used in Hena's Fishing Pond). After the Rod is cast, a bobber appears in the water. When a fish bites, then the Bobber sinks beneath the surface. Pull back on the C-Stick to reel in your fish. You'll need to catch a Greengill early in the game, then a Reekfish later on with the Fishing Rod.

-----  
Bottle #1

The first Bottle in the game is the only one you are required to get. After catching a Greengill for Sera's cat, Sera will give you the Bottle in her shop. It comes half-filled with Milk.

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Bottle #2

After you have lifted the Twilight from Faron Province, you can speak with Coro outside his shop in South Faron Woods. He'll offer to sell you a "Bottle of Lantern Oil" for 100 rupees. The Lantern Oil is nice, but the real prize is the Bottle which is thrown into the deal.

-----  
Bottle #3

The third bottle can be found after lifting the Twilight from Lanayru Province. Head for Hena's Fishing Pond in Upper Zora's River, and go to the wooden bridge on the east side of the area. Bobber Fish in the small pool off the east side of the bridge, and you'll eventually fish up an Empty Bottle.

-----  
Bottle #4

Deliver twenty Poe Souls to Jovani in his Castle Town House, and he'll give you the game's final Bottle. It also comes pre-filled with Great Fairy's Tears, which will refill your life to full and doubles your strength until the next time you get hit. This is your only chance to get the Tears until you get the Double Clawshots.

-----  
Horse Call



easily burned away by fire, however.

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Wooden Shield

One of two shields available in Malo Mart just before the second dungeon, the Wooden Shield is slightly cheaper than the Hylian Shield, but is functionally identical to the Ordon Shield. It is easily burned away by fire. There's no real reason to ever buy a Wooden Shield (call me if you come up with one).

-----  
Hylian Shield

The strongest shield in the game is the veritable Hylian Shield, which is visually identical to the Hero of Time's Hylian Shield, but is not likely to be the same one. It can be purchased in Malo Mart just before the second dungeon, and is also available in Castle Town (for a slightly higher, price however). Once you have the Hylian Shield, you're set on shields for the rest of the game, so get it as soon as possible.

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Hero's Clothes

After restoring Faron's Essence of Light, Link is awarded with the first of three artifacts left behind by the Hero of Time: The Hero's Clothes. The familiar green tunic of the Kokiri Tribe covers up a piece of light chain mail, giving Twilight Princess' Link slightly more protection than his predecessors and successors.

-----  
Zora Armor

Discovered at the grave of the Zora King in Kakariko Graveyard, the Zora Armor was designed specially by the Zora King to be used by a great hero. It grants Link the ability to breath and swim underwater, but also makes him more vulnerable to fire-and-ice based attacks.

-----  
Magic Armor

The Magic Armor is offered up at the Castle Town General Store for the slightly absurd price of 100,000 rupees. However, you can drop that price to a mere 598 Rupees by assisting Malo Mart's expansion plans.

The first step is to clear the Goron Mines, at which point a Goron will appear inside Malo Mart. Donate 1,000 Rupees to his fund, and the east bridge into Castle Town will be repaired. Now, speak with the Goron Elder outside Malo Mart, and complete his task. In addition to earning a Piece of Heart, you'll also help the Gorons open a Hot Springwater Shop in Castle Town. With this enhanced revenue, the Goron in Malo Mart will drop his donation request from 2,000 to 200 rupees. Donate these rupees, and Malo Mart will take over the Castle Town store. You can then easily buy the Magic Armor for 598 Rupees.

While wearing the Magic Armor, Link is invulnerable to all attacks. However, it drains one rupee a second while worn, and also drains five more rupees for every quarter-hit point of damage you take. If you run out of rupees, then the Magic Armor's effects stop, and your movements are severely impaired.

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Quiver

The Quiver found with the Hero's Bow, it holds only thirty arrows.

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Big Quiver

After obtaining the Clawshot in Lakebed Temple, Link can compete in the STAR Minigame in Castle Town. Successfully finishing it's first round earns Link the Big Quiver, which holds sixty arrows.

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Giant Quiver

After finding a second Clawshot in the City in the Sky, Link can compete in the STAR Minigame's second round. Successfully finishing it earns Link the Giant Quiver, which holds one hundred arrows.

-----  
First Bomb Bag

The First Bomb Bag is sold to Link along with thirty Bombs by Barnes at his shop in Kakariko Village. It can be upgraded later to hold double the bombs at Iza's Raft Ride.

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Second Bomb Bag

The Second Bomb Bag is given to Link by Iza, after he assists her in clearing the boulders that are damming Zora's River. This is only available after getting the Upper Zora's River Warp Point.

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Third Bomb Bag

The Third Bomb Bag is given to Link by a Goron in Zora's Domain. Go to the Waterfall Cavern, equip the Zora's Armor and the Iron Boots, and sink to the bottom of the deep pool in the cavern. At the bottom of the pool, you'll find the giant molten rock from Death Mountain that you used to unfreeze Zora's Domain. Destroy the rock with a Water Bomb, and you'll reveal a Goron. Speak with him to get the third Bomb Bag.

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Wallet

Link begins the game with the default wallet, which only holds 300 rupees.

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Big Wallet

After Link delivers one of the Golden Bugs to Agitha in Castle Town, he gets the Big Wallet. It holds up to 600 rupees.

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Giant Wallet

After Link delivers all twenty-four of the Golden Bugs to Agitha in Castle Town, he gets the Giant Wallet. It holds up to 1000 rupees.











Found: Eldin Province - Kakariko Village

Items: Hero's Bow

Head for the north end of Kakariko Village. Speak with the Goron who is standing out front of Barnes' Bomb Shop, and agree to let him toss you up to the roof of the building. Climb onto his back and face towards the building to accomplish the deed.

Once on Barnes' Roof, head up the ramp to the east of the building to reach the Highest Building in Kakariko Village. A Goron stands out front; speak with him and let him toss you up to the balcony of the Highest Building. There is a ladder here; climb up it as well. At the top, you'll find Talo, who is keeping a watch for monsters. Agree to "show her how to use the Bow."

You'll now enter a minigame, very similar to the one you completed earlier with the children involving the Slingshot. You'll automatically warp to Eldin's Spring, where Malo will show you a number of targets in town. Successfully hit them all, and you'll earn a Piece of Heart. When manually-aiming with the Bow, always aim the tip of the arrow just below where you actually want the arrow to go.

The last target is easily the hardest: it's a tiny pole on top of the Highest Building. It's unlikely that you'll even be able to see the pole on smaller screens. When aiming for the pole, hold down the Hero's Bow button for a full second, which will steady Link's aim and also let the arrow travel higher. You'll still need to aim several feet above the pole to actually hit it, though. Successfully nail the pole using manual aiming without using any enhancements (i.e. Hawkeye or Arrow Bombs), and you'll earn a Piece of Heart from a very impressed Malo.

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Piece of Heart #10 [PHGCN10]

Found: Eldin Province - Kakariko Village

Items: Iron Boots, Bombs

On the west side of Eldin's Spring, near the road which leads back to Hyrule Field, there is a boulder which is lodged in a large crack in the wall. Detonate a Bomb near the boulder to destroy it, then enter the crack which is revealed behind it.

You'll find yourself in a large cave, which is populated by a pair of Cuccos. Ignore them, and head for the tunnel in the back of the cave. Climb it all the way to the top, and you'll come out on a high ledge above Eldin's Spring. Jump down into the water of Eldin's Spring (you'll actually land on a higher, inaccessible ledge), and look for a deep part of the pool. Equip your Iron Boots to drop to the bottom of this pool, and open the chest found there to get a Piece of Heart.

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Piece of Heart #11 [PHGCN11]

Found: Eldin Province - Kakariko Village

Items: Hero's Bow, Bombs, Gale Boomerang

Return to the south end of Kakariko Village, and go to a cave opening to the west of the Spring (the same cave opening you blew open to get to Heart Piece # 10). Combine the Bombs and the Hero's Bow (equip the Hero's Bow, then highlight the Bombs and press the Combine button). You'll need this explosive combination to get the next Piece of Heart.

Above the crack, and slightly to the left, there is a large boulder sitting on

top of a mesa. Fire a Bomb Arrow at this boulder, and it will explode, revealing a Piece of Heart. Claim it with the Gale Boomerang.

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Piece of Heart #32 [PHGCN32]

Found: Eldin Province - Kakariko Village

Items: 1,000 Rupees

After you have contributed 1,000 Rupees to the Bridge Fund in Malo Mart, speak with the Goron Elder standing outside the shop. The Goron Elder will ask you to bring a bottle of Hot Spring Water to the "Young Goron" (he's actually a fully grown Goron) who is standing on the bridge in the west end of Hyrule Field: North in Eldin Province. Agree to the task, and you'll appear in Hyrule Field with the barrel over your head.

Carry the barrel west through Hyrule Field, straight to the bridge. Ignore any obstacles along the way; keep pressing forward. If you do get hit (probably by the Leever who pop out of the ground) you'll drop the barrel, and your enemies will destroy it. Run in short zigzags to avoid the Leever. If you drop the barrel, return to Kakariko Village and speak with the Goron Elder to try again.

An alternative strategy I've often read about but never managed to do successfully is to run along the south and west perimeters of the zone to the Bridge. Every time I've tried this myself, Leever have appeared anyway. But maybe you'll have more success.

Once you make it to the bridge, toss the barrel onto the Goron. You'll get a Piece of Heart for your efforts, and a Hot Spring Water shop will open in Castle Town. Also, the price to allow Malo Mart to expand into Castle Town will drop from 2,000 Rupees to 200 Rupees.

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Piece of Heart #21 [PHGCN21]

Found: Eldin Province - Death Mountain

Items: None

Climb north up the path as Hylian Link. Get the assistance of several Gorons on the way to make the process faster. When you reach the second Goron, have him launch you up and to the west, where you'll land on an otherwise inaccessible ledge.

Run north a ways, hugging the wall to make sure you don't fall off the ledge. Eventually, you'll see a cave opening on the left. Enter this opening, and you'll land in a small cave with a chest. Open the chest to get a Piece of Heart.

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Piece of Heart #12 [PHGCN12]

Found: Eldin Province - Hyrule Field: The Bridge of Eldin

Items: Hero's Bow, Bombs

This is the area of Hyrule Field directly north of Kakariko Village, and east of Castle Town. This is also where you fought King Bulblin and his entourage when he kidnapped Colin.

From the entrance to the area out of Kakariko Village, head north, watching the right side of the road until you see two large boulders standing in front of a ramp. Hop off Epona and destroy these boulders with a Bomb. Leave Epona where she is, and start climbing the ramp.

Run all the way to the top of the ramp, jumping over a narrow gap in the path. Ivy climbs the wall here; climb to the top of the ivy. At the top of the ivy, jump out onto a ledge which sticks out over the road below. Run to the edge of this ledge, looking across the gap to see a boulder blocking a wall of ivy. Use a Bomb Arrow to destroy the boulder, then jump out to the ivy and climb up it. Once on top of the ivy, look down and to the north to see a chest sitting on a cliff. Jump down to the chest and open it to get the Piece of Heart.

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Piece of Heart #39 [PHGCN39]

Found: Eldin Province - Hyrule Field: The Bridge of Eldin

Items: Dominion Rod

This is the area of Hyrule Field north of Kakariko Village, and east of Castle Town. Run to the north end of the bridge, where there is an Owl Statue on the bridge's west side. Move it aside with the Dominion Rod, but be careful not to make it walk off a cliff.

March it to the south end of the bridge (re-warp into the area to make it appear again if you lose it). At the south end of the bridge on the west side, there is a gap in the bridge wall, with a ladder visible on the other side of it. Drop the Owl Statue down into this gap, position it in the middle of the gap, then climb back out. You can now jump across to the top of the Owl Statue, then jump from there to the ladder. At the top of the ladder is the next Piece of Heart, in a chest.

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Piece of Heart #23 [PHGCN23]

Found: Eldin Province - Hyrule Field: Fiery Cavern

Items: Clawshot, Iron Boots

North of the Bridge of Eldin in Eldin Province's Hyrule Field, there is a high cliff which you can pull yourself up to using a Clawshot Target. At the south end of the cliff, you can enter a cavern mouth.

Inside the cavern, run south along a broken catwalk, watching out for Fire Keese. Look down below you, and you'll see a magnet attached to the wall. Get a good running jump off the edge of the platform, equipping the Iron Boots at the apex of your jump. You'll drop down into the field generated by the magnet, which will pull you safely onto the wall.

Remove the Iron Boots to drop to the platform below. Run along the catwalks, killing Bokoblins and Keese who appear in the way. At the north end of the catwalk, you'll find another edge with another magnet below. Get another running start before equipping the Iron Boots again, which the magnetic force will attract and pull you into the wall.

Remove the Iron Boots to drop down below, and run back the way you came. You'll reach another catwalk, with another magnetic strip below. Get a running jump, equip the Iron Boots while in midair, and get pulled safely onto the magnet. Remove the Iron Boots to drop to a ledge at the bottom of the cavern.

Light the two unlit torches here with your Lantern, and a chest will appear between them. Open it to find an orange rupee. Run south along the ledge, killing a Dodongo while being careful not to jump into the lava. Open the chest near the Dodongo to get a Piece of Heart. Enter the tunnel to the west of the Heart Piece to return to the surface.

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Piece of Heart #28 [PHGCN28]



blast you to the top of Lake Hylia, you'll enter Falbi's Flight-By-Fowl minigame. Enter the door of the shack, and climb down the ladder inside. Speak with Falbi in the large room in the building, and agree to play his minigame. Grab one of the Cuccos in the room, then step onto Falbi's vacated ledge. SAVE YOUR GAME HERE. This is important.

In this minigame, you'll jump out off the ledge, floating slowly down towards the surface of Lake Hylia thanks to the frantically flapping Cucco in your arms. If you hold forward as you're floating, you'll speed up. If you hold back, you'll slow down, eventually coming to a stop. You can earn a Piece of Heart in this minigame, but it's rather difficult to find.

Look directly down from the starting ledge, and you'll spot a new platform in the middle of the Lake. This platform has several tiers, with a chest on each tier. The top tier is a spinning platform with a chest; this is NOT the one you're trying to land on. The tier beneath that is the one you're aiming for. Open the chest on this tier to get the Piece of Heart.

To reach the Heart Piece, leap off the ledge with a Cucco held proudly over your head. Immediately pull back on the Joystick until you have to come a relative stop in forward momentum, then start tapping slowly forward until you are floating forward only a tiny bit. Float forward a few yards, then stop again. Then float forward a few meters. Repeat this slow process until are lined up perfectly with the correct chest beneath you (pull back on the Camera to increase your field of vision).

The bonus Rupees that float around the area are tempting, but they will interfere in your ability to aim. So ignore them. Because you have to pay a twenty-rupee price tag every time you play the game, as well as Fyer's ten-rupee fee to return to the upper level, this game can expensive pretty quick. For this reason, you should have saved your game before attempting it, as I directed you. This way, if you fail, you can just reset the game and load the old file, which will deposit you right back in Falbi's shop, with all your rupees.

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Piece of Heart #20 [PHGCN20]  
Found: Lanayru Province - Lake Hylia  
Items: Shadow Crystal

Head for the small island south of Fyer's Shop. There is a cluster of Bird Grass here. Howl near the Grass as Wolf Link, and you'll have a song to Howl.

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A buzzard will swoop down and pick you up, and begin the journey up Zora's River. Except now, there's a minigame twist. Pieces of fruit have appeared on the course, each one worth different numbers of points. The Watermelons are worth one point each, the Oranges three points each, and the Strawberries ten points each. The more points, the smaller the target. Additionally, you can earn combo bonus points by picking up several kinds of fruit of identical variety in the same row.

You'll earn a Piece of Heart from this minigame for earning 10,000 points, which sounds ridiculous. But if you focus on only picking up Strawberries and intentionally avoid the Watermelons and Oranges, you'll accomplish it easily. Pick up every piece of Fruit at the start of the course until Strawberries

start appearing after the first turn. Once this happens, focus only on gathering Strawberries.

The first time you score 10,000 points on Plumm's Zora River challenge, you'll earn a Piece of Heart.

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Piece of Heart #18 [PHGCN18]

Found: Lanayru Province - Lake Hylia: Lanayru's Spring

Items: Clawshot, Lantern

Head around to the west end of the cavern, staying on the ledge on the perimeter of the room. At the end of the ledge, look south to see ivy climbing up the opposite wall. Use the Clawshot to pull yourself onto this ivy, and climb to the top. On the north end of this ledge is a door. Go through it.

Open the chests in this small space to get miscellaneous junk, then light the two torches with your Lantern. A larger chest will appear. Open it to get a Piece of Heart, then return to Lake Hylia.

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Piece of Heart #19 [PHGCN19]

Found: Lanayru Province - Lake Hylia: Darkened Cavern

Items: Bombs, Lantern

Southwest of the Lake Hylia Warp Point, there is a tall cliff which you can climb using a handy ladder. South of the ladder is a cave which you can Bomb open. Bomb open the cave, and go inside.

You're going to use a lot of Lantern Oil and Bombs in this area; I strongly recommend that you bring a spare bottle of Lantern Oil, and a full bag of Bombs before heading inside.

Save your Lantern Oil in this incredibly dark cavern; use your map to guide you. Run forward up a ramp, where you'll eventually come across an unlit torch. Light it with your Lantern, and put it away quickly. There are three boulders in this area; Bomb away the northern boulder to find a chest guarded by two Keese. Open the chest for a Yellow Rupee. Now, Bomb the west boulder, and open the chest on the other side to get five more Bombs.

Bomb the east boulder to reveal a tunnel. Run down it, using your map to guide you instead of relying on your Lantern. After you go around a corner, you'll find another torch at the top of a ramp. Light the torch with your Lantern. Kill the two Yellow Chus in this area, and sweep up the slime they leave behind in Empty Bottles. You can use this Yellow Chu Jelly as Lantern Oil if you want.

Bomb the boulder to the west, revealing a chest which contains a Red Rupee. Now, Bomb away the east boulder, and use your Hero's Bow to shoot down the Fire Slugs that hang from the ceiling. At the end of this tunnel, you'll find a lantern which indicates the presence of a Poe. Defeat it as Wolf Link and take it's Soul.

Bomb the boulder on the east end of the room, opening the chest on the other side to get ten arrows. Now, Bomb the boulder on the north end of the room, revealing a new opening. Keep your Lantern out as you head north up this new tunnel, where you'll find a large gap with a narrow wooden bridge. Cross the bridge, then put away your Lantern. Switch to Wolf Link and dispatch the Tektites in the area, using his Enhanced Senses to spot the Tektites in the darkness.

At the end of the tunnel is a wide room, with a Beamos statue in it. It's red eye is visible through the darkness; nail it with the Hero's Bow, then enter the room. An unlit torch is on the east side of the room. Light it with your Lantern. Bomb the boulder to the north, opening the chest inside to get a Red Rupee. Now, bomb the boulder to the west, revealing another new path.

At the next open room you come to, a Yellow Chu will drop down from the ceiling. Kill it and use it's remnants to fill your Lantern, if you're out of Oil. Light the two unlit torches in this area, and a chest will appear in the middle of the room. Open it to get an Orange Rupee.

Bomb the boulder to the north, releasing two Tektites. Kill them, and open their chest to get a Red Rupee. Bomb the west boulder, and head down the next tunnel. In the next wide open room, defeat a Dodongo (use the Back Slice, if you have it). Bomb the east wall, and you'll find a beam of light. DO NOT STEP INTO IT, or it will take you outside.

Bomb the boulder on north wall, releasing two Tektites. Open their chest to get five Bombs. Now, bomb the boulder on the west side of the room, opening a new tunnel. Run down this tunnel, using your Lantern to watch out for various pits. Kill another Beamos in the next open room you reach, and light the torches inside with your Lantern.

Bomb the boulder on the west wall, revealing a chest. Open it to get a Purple Rupee. Bomb the boulder to the south, revealing a cavern filled with Keese. Kill them and open their chest for ten arrows. Bomb the north wall, opening a new tunnel.

Head down the tunnel, killing Keese and Fire Slugs. Watch out for pits that appear in the floor halfway down the tunnel. In the next wide open room, light a torch, then switch to Wolf Link to kill another Poe and take it's Soul. Bomb the boulder to the north, revealing a chest with a purple rupee. Bombing the east boulder will release two Tektites, and a chest with ten Bombs. Bomb the south boulder to reveal the next tunnel.

In the next open room, you'll face two Dodongos. Defeat them with Back Slices and Jump Attacks. Bomb the north boulder, freeing a Yellow Chu (use it to refill your Lantern). Open the chest to get Slingshot Seeds (not that you ever use the Slingshot). Bomb the east boulder, opening the next tunnel.

In the next open room, light an unlit torch, then bomb the east boulder. Defeat the Keese on the other side, and open their chest for an Orange Rupee. Bomb the south boulder to reveal a new opening. Run down this new tunnel, using your Lantern to watch out for gaps in the floor. Kill the Keese who swoop down before they knock you into the pits.

In the next wide open room, defeat a third Poe with Wolf Link to get it's Soul. Then, light both of the torches in the room, and a chest will appear. Open it to get a Piece of Heart. Enter the beam of light in the south end of the room to return to Lake Hylia.

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Piece of Heart #27 [PHGCN27]

Found: Lanayru Province - Hyrule Field: West Road

Items: Spinner

North out of Lake Hylia, there is a narrow road which connects the North and Western areas of Hyrule Field in Lanayru Province. A Piece of Heart is hidden here.

Head for the very northern end of this area, where you'll find a Spinner Track which heads back south. After you run along two Spinner Tracks (which join with each other by a small gap that the Spinner automatically jumps), you'll reach a series of parallel Spinner Track which you must jump between. After eight jumps, you'll launch out into a high ledge with a chest. Open the chest to find a Piece of Heart.

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Piece of Heart #15 [PHGCN15]

Found: Lanayru Province - Hyrule Castle Town: West Road

Items: 1,000 Rupees

Near the center of Castle Town's West Road, you'll see a man standing on the north side of the road, dressed in a colorful robe. Speak with him, and he'll ask for donations. You can give him donations in thirty and fifty rupee increments. If you can give him a sum total of 1,000 rupees, then he'll reward you with a Piece of Heart. The best time to complete this game is while you are turning in Golden Bugs, as not only is Agitha's Castle quite close, you make an awful lot of rupees from it as well.

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Piece of Heart #31 [PHGCN31]

Found: Lanayru Province - Hyrule Field: North

Items: Bombs, Ball and Chain

In the area of Hyrule Field north of Castle Town, there is a cavern which hides another Piece of Heart. Climb up to the cliffs on the north end of the zone, where there is a road that splits into two parts. On the south end of the road, you'll find a circular area. Bomb the cave opening on the west side of this area to reveal a cave opening. Go inside.

Smash through the chunk of ice blocking the arch just inside the cave with the Ball and Chain. You'll enter a large cavern, which has three rooms with three block sliding puzzles in it.

FIRST PUZZLE:

The southwest block is Block A. The southeast block is Block B. The northwest block is Block C.

Push Block C south, where it will collide with Block A. Push Block B north, where it will land in the corner. Now, push Block A east, then north, then west, then south, where it will collide with Block C's north side. Push Block C east, then Block B south. You can now push Block A east onto the switch.

SECOND PUZZLE:

The southwest block is Block A. The southeast block is Block B. The northwest block is Block C.

Push Block B north, then block C south then east. Push Block B west, then south, then east. Now, push block B north, then west, then south, then east, where it will land on one of the two switches in the puzzle. Now, go to Block A, push it north, then east, then south, where it will land on the other switch, finishing the puzzle.

THIRD PUZZLE:

The south west block is Block A. The southeast block is Block B. The northwest block is Block C.

















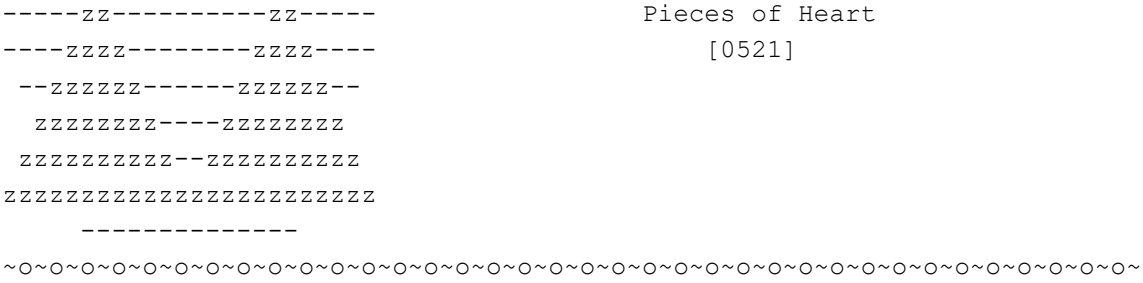






Pieces of Heart

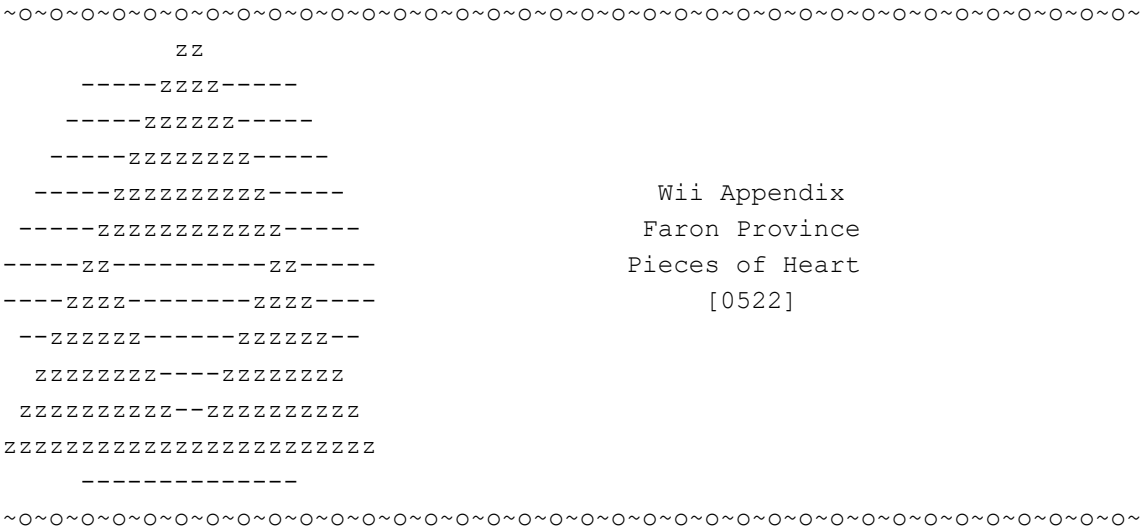
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Piece of Heart #06 [PHWII06]  
Found: Ordon Province - Ordon Village: Ranch  
Items: Epona

After your first adventure on Death Mountain, you will reunite with Epona in Kakariko Village. Once she's back in your control, return to Fado's Ranch in Ordon Village.

Speak with Fado TWICE to begin a minigame. This is the same goat-herding game you've done twice before. Herd all twenty goats into the Barn in under three minutes, and Fado will reward you with a Piece of Heart. Get the Goats running in the general direction of the barn, then Whoop to startle them, making them run right into it. Pretty easy.



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Wii Appendix  
Faron Province  
Pieces of Heart  
[0522]

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Piece of Heart #04 [PHWII04]  
Found: Faron Province - Hyrule Field  
Items: Gale Boomerang

From the entrance to Hyrule Field from Faron Woods, head north, following the dirt path. It will eventually split off to the west. A tree sits in between the north and west splits on the path. Look in it's branches to spot a Piece of Heart. Lock onto it with the Gale Boomerang to claim it. Now, start following the path west towards Eldin Province.

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Piece of Heart #40 [PHWII40]  
Found: Faron Province - Faron Woods: South  
Items: Dominion Rod, Bombs





accomplish the deed.

Once on Barnes' Roof, head up the ramp to the west of the building to reach the Highest Building in Kakariko Village. A Goron stands out front; speak with him and let him toss you up to the balcony of the Highest Building. There is a ladder here; climb up it as well. At the top, you'll find Talo, who is keeping a watch for monsters. Agree to "show her how to use the Bow."

You'll now enter a minigame, very similar to the one you completed earlier with the children involving the Slingshot. You'll automatically warp to Eldin's Spring, where Malo will show you a number of targets in town. Successfully hit them all, and you'll earn a Piece of Heart. When manually-aiming with the Bow, always aim the tip of the arrow just below where you actually want the arrow to go.

The last target is easily the hardest: it's a tiny pole on top of the Highest Building. It's unlikely that you'll even be able to see the pole on smaller screens. When aiming for the pole, hold down the Hero's Bow button for a full second, which will steady Link's aim and also let the arrow travel higher. You'll still need to aim several feet above the pole to actually hit it, though. Successfully nail the pole using manual aiming without using any enhancements (i.e. Hawkeye or Arrow Bombs), and you'll earn a Piece of Heart from a very impressed Malo.

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Piece of Heart #10 [PHWII10]  
Found: Eldin Province - Kakariko Village  
Items: Iron Boots, Bombs

On the east side of Eldin's Spring, near the road which leads back to Hyrule Field, there is a boulder which is lodged in a large crack in the wall. Detonate a Bomb near the boulder to destroy it, then enter the crack which is revealed behind it.

You'll find yourself in a large cave, which is populated by a pair of Cuccos. Ignore them, and head for the tunnel in the back of the cave. Climb it all the way to the top, and you'll come out on a high ledge above Eldin's Spring. Jump down into the water of Eldin's Spring (you'll actually land on a higher, inaccessible ledge), and look for a deep part of the pool. Equip your Iron Boots to drop to the bottom of this pool, and open the chest found there to get a Piece of Heart.

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Piece of Heart #11 [PHWII11]  
Found: Eldin Province - Kakariko Village  
Items: Hero's Bow, Bombs, Gale Boomerang

Return to the south end of Kakariko Village, and go to a cave opening to the east of the Spring (the same cave opening you blew open to get to Heart Piece # 10). Combine the Bombs and the Hero's Bow (equip the Hero's Bow, then highlight the Bombs and press the Combine button). You'll need this explosive combination to get the next Piece of Heart.

Above the crack, and slightly to the right, there is a large boulder sitting on top of a mesa. Fire a Bomb Arrow at this boulder, and it will explode, revealing a Piece of Heart. Claim it with the Gale Boomerang.

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Piece of Heart #32 [PHWII32]  
Found: Eldin Province - Kakariko Village

Items: 1,000 Rupees

After you have contributed 1,000 Rupees to the Bridge Fund in Malo Mart, speak with the Goron Elder standing outside the shop. The Goron Elder will ask you to bring a bottle of Hot Spring Water to the "Young Goron" (he's actually a fully grown Goron) who is standing on the bridge in the east end of Hyrule Field: North in Eldin Province. Agree to the task, and you'll appear in Hyrule Field with the barrel over your head.

Carry the barrel east through Hyrule Field, straight to the bridge. Ignore any obstacles along the way; keep pressing forward. If you do get hit (probably by the Leever who pop out of the ground) you'll drop the barrel, and your enemies will destroy it. Run in short zigzags to avoid the Leever. If you drop the barrel, return to Kakariko Village and speak with the Goron Elder to try again.

An alternative strategy I've often read about but never managed to do successfully is to run along the south and east perimeters of the zone to the Bridge. Every time I've tried this myself, Leever have appeared anyway. But maybe you'll have more success.

Once you make it to the bridge, toss the barrel onto the Goron. You'll get a Piece of Heart for your efforts, and a Hot Spring Water shop will open in Castle Town. Also, the price to allow Malo Mart to expand into Castle Town will drop from 2,000 Rupees to 200 Rupees.

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Piece of Heart #21 [PHWII21]  
Found: Eldin Province - Death Mountain  
Items: None

Climb north up the path as Hylian Link. Get the assistance of several Gorons on the way to make the process faster. When you reach the second Goron, have him launch you up and to the east, where you'll land on an otherwise inaccessible ledge.

Run north a ways, hugging the wall to make sure you don't fall off the ledge. Eventually, you'll see a cave opening on the right. Enter this opening, and you'll land in a small cave with a chest. Open the chest to get a Piece of Heart.

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Piece of Heart #12 [PHWII12]  
Found: Eldin Province - Hyrule Field: The Bridge of Eldin  
Items: Hero's Bow, Bombs

This is the area of Hyrule Field directly north of Kakariko Village, and west of Castle Town. This is also where you fought King Bulblin and his entourage when he kidnapped Colin.

From the entrance to the area out of Kakariko Village, head north, watching the left side of the road until you see two large boulders standing in front of a ramp. Hop off Epona and destroy these boulders with a Bomb. Leave Epona where she is, and start climbing the ramp.

Run all the way to the top of the ramp, jumping over a narrow gap in the path. Ivy climbs the wall here; climb to the top of the ivy. At the top of the ivy, jump out onto a ledge which sticks out over the road below. Run to the edge of this ledge, looking across the gap to see a boulder blocking a wall of ivy. Use a Bomb Arrow to destroy the boulder, then jump out to the ivy and climb up it. Once on top of the ivy, look down and to the north to see a chest sitting

on a cliff. Jump down to the chest and open it to get the Piece of Heart.

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Piece of Heart #39 [PHWII39]

Found: Eldin Province - Hyrule Field: The Bridge of Eldin

Items: Dominion Rod

This is the area of Hyrule Field north of Kakariko Village, and west of Castle Town. Run to the north end of the bridge, where there is an Owl Statue on the bridge's east side. Move it aside with the Dominion Rod, but be careful not to make it walk off a cliff.

March it to the south end of the bridge (re-warp into the area to make it appear again if you lose it). At the south end of the bridge on the east side, there is a gap in the bridge wall, with a ladder visible on the other side of it. Drop the Owl Statue down into this gap, position it in the middle of the gap, then climb back out. You can now jump across to the top of the Owl Statue, then jump from there to the ladder. At the top of the ladder is the next Piece of Heart, in a chest.

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Piece of Heart #23 [PHWII23]

Found: Eldin Province - Hyrule Field: Fiery Cavern

Items: Clawshot, Iron Boots

North of the Bridge of Eldin in Eldin Province's Hyrule Field, there is a high cliff which you can pull yourself up to using a Clawshot Target. At the south end of the cliff, you can enter a cavern mouth.

Inside the cavern, run south along a broken catwalk, watching out for Fire Keese. Look down below you, and you'll see a magnet attached to the wall. Get a good running jump off the edge of the platform, equipping the Iron Boots at the apex of your jump. You'll drop down into the field generated by the magnet, which will pull you safely onto the wall.

Remove the Iron Boots to drop to the platform below. Run along the catwalks, killing Bokoblins and Keese who appear in the way. At the north end of the catwalk, you'll find another edge with another magnet below. Get another running start before equipping the Iron Boots again, which the magnetic force will attract and pull you into the wall.

Remove the Iron Boots to drop down below, and run back the way you came. You'll reach another catwalk, with another magnetic strip below. Get a running jump, equip the Iron Boots while in midair, and get pulled safely onto the magnet. Remove the Iron Boots to drop to a ledge at the bottom of the cavern.

Light the two unlit torches here with your Lantern, and a chest will appear between them. Open it to find an orange rupee. Run south along the ledge, killing a Dodongo while being careful not to jump into the lava. Open the chest near the Dodongo to get a Piece of Heart. Enter the tunnel to the east of the Heart Piece to return to the surface.

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Piece of Heart #28 [PHWII28]

Found: Eldin Province - Hyrule Field: The Bridge of Eldin

Items: Spinner, Hero's Bow, Bombs, Shadow Crystal

North of the Bridge of Eldin, there is a dirt road which connects Eldin Province and Lanayru Province. Halfway along this road is a wooden bridge. On the bridge's east end, a Spinner Track heads north. Ride along the track to a

lonely ledge north of the bridge.

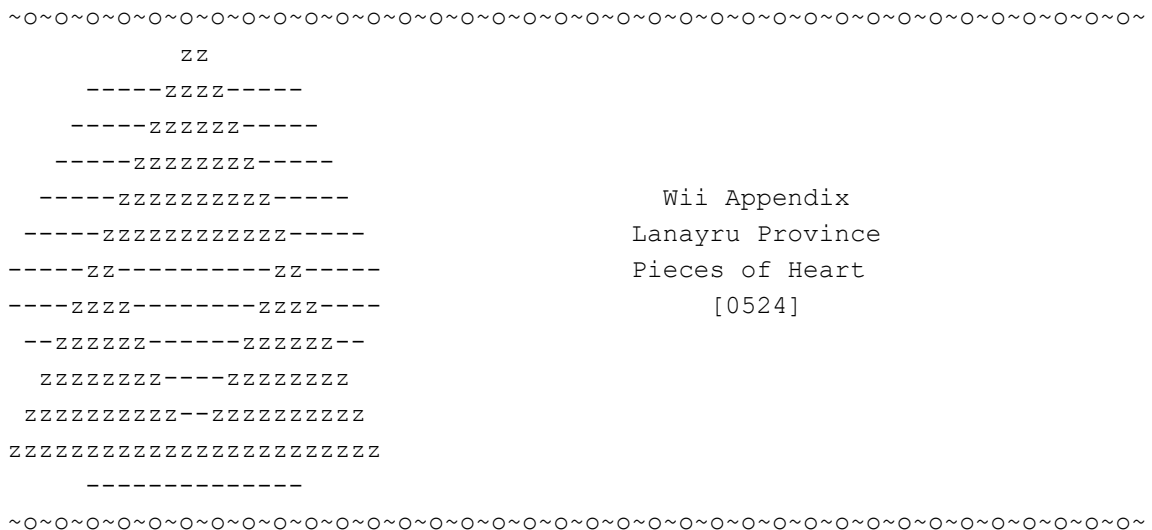
Use Wolf Link's Senses to find a place you can dig into a cave on this ledge. Once down there, use Bomb Arrows to defeat a trio of Stalfos Knights, where a chest that contains the Piece of Heart appears.

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Piece of Heart #38 [PHWII38]  
Found: Eldin Province - Hidden Village  
Items: Shadow Crystal, Horse Charm

After you have restored Ilia's memory, you can compete in a minigame in the Hidden Village to earn a Piece of Heart. Crash through the windows on the lower floor of the center-east building to reach the Cucco who starts the minigame.

As Wolf Link, speak with the Cucco who wanders around the area near the Howling Stone, and it will challenge you to speak with all twenty of the cats in the Hidden Village. This is pretty much the same as when you had to kill the twenty Bokoblins in the area. Search through all of the alleys and in the three open buildings to find all of the Cats.

The hardest Cat is on the second floor of the southeast building. To reach this one, use the Clawshot on the netting which hangs above a horse trough in the southwest section of the village. Run towards the southeast building, and Dash Jump through a second story window to reach the cat. Another difficult Cat is hiding inside a barrel in the same building.



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Piece of Heart #13 [PHWII13]  
Found: Lanayru Province - Lake Hylia  
Items: Thirty Rupees

If you Speak with Fyer in the lower end of Lake Hylia, and pay to have him blast you to the top of Lake Hylia, you'll enter Falbi's Flight-By-Fowl minigame. Enter the door of the shack, and climb down the ladder inside. Speak with Falbi in the large room in the building, and agree to play his minigame. Grab one of the Cuccos in the room, then step onto Falbi's vacated ledge. SAVE YOUR GAME HERE. This is important.



In this minigame, you'll jump out off the ledge, floating slowly down towards the surface of Lake Hylia thanks to the frantically flapping Cucco in your arms. If you hold forward as you're floating, you'll speed up. If you hold back, you'll slow down, eventually coming to a stop. You can earn a Piece of Heart in this minigame, but it's rather difficult to find.

Look directly down from the starting ledge, and you'll spot a new platform in the middle of the Lake. This platform has several tiers, with a chest on each tier. The top tier is a spinning platform with a chest; this is NOT the one you're trying to land on. The tier beneath that is the one you're aiming for. Open the chest on this tier to get the Piece of Heart.

To reach the Heart Piece, leap off the ledge with a Cucco held proudly over your head. Immediately pull back on the Joystick until you have to come a relative stop in forward momentum, then start tapping slowly forward until you are floating forward only a tiny bit. Float forward a few yards, then stop again. Then float forward a few meters. Repeat this slow process until are lined up perfectly with the correct chest beneath you (pull back on the Camera to increase your field of vision).

The bonus Rupees that float around the area are tempting, but they will interfere in your ability to aim. So ignore them. Because you have to pay a twenty-rupee price tag every time you play the game, as well as Fyer's ten-rupee fee to return to the upper level, this game can expensive pretty quick. For this reason, you should have saved your game before attempting it, as I directed you. This way, if you fail, you can just reset the game and load the old file, which will deposit you right back in Falbi's shop, with all your rupees.

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Piece of Heart #20 [PHWII20]  
Found: Lanayru Province - Lake Hylia  
Items: Shadow Crystal

Head for the small island south of Fyer's Shop. There is a cluster of Bird Grass here. Howl near the Grass as Wolf Link, and you'll have a song to Howl.

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A buzzard will swoop down and pick you up, and begin the journey up Zora's River. Except now, there's a minigame twist. Pieces of fruit have appeared on the course, each one worth different numbers of points. The Watermelons are worth one point each, the Oranges three points each, and the Strawberries ten points each. The more points, the smaller the target. Additionally, you can earn combo bonus points by picking up several kinds of fruit of identical variety in the same row.

You'll earn a Piece of Heart from this minigame for earning 10,000 points, which sounds ridiculous. But if you focus on only picking up Strawberries and intentionally avoid the Watermelons and Oranges, you'll accomplish it easily. Pick up every piece of Fruit at the start of the course until Strawberries start appearing after the first turn. Once this happens, focus only on gathering Strawberries.

The first time you score 10,000 points on Plumm's Zora River challenge, you'll earn a Piece of Heart.

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Piece of Heart #18 [PHWIII18]

Found: Lanayru Province - Lake Hylia: Lanayru's Spring

Items: Clawshot, Lantern

Head around to the east end of the cavern, staying on the ledge on the perimeter of the room. At the end of the ledge, look south to see ivy climbing up the opposite wall. Use the Clawshot to pull yourself onto this ivy, and climb to the top. On the north end of this ledge is a door. Go through it.

Open the chests in this small space to get miscellaneous junk, then light the two torches with your Lantern. A larger chest will appear. Open it to get a Piece of Heart, then return to Lake Hylia.

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Piece of Heart #19 [PHWIII19]

Found: Lanayru Province - Lake Hylia: Darkened Cavern

Items: Bombs, Lantern

Southeast of the Lake Hylia Warp Point, there is a tall cliff which you can climb using a handy ladder. South of the ladder is a cave which you can Bomb open. Bomb open the cave, and go inside.

You're going to use a lot of Lantern Oil and Bombs in this area; I strongly recommend that you bring a spare bottle of Lantern Oil, and a full bag of Bombs before heading inside.

Save your Lantern Oil in this incredibly dark cavern; use your map to guide you. Run forward up a ramp, where you'll eventually come across an unlit torch. Light it with your Lantern, and put it away quickly. There are three boulders in this area; Bomb away the northern boulder to find a chest guarded by two Keese. Open the chest for a Yellow Rupee. Now, Bomb the east boulder, and open the chest on the other side to get five more Bombs.

Bomb the west boulder to reveal a tunnel. Run down it, using your map to guide you instead of relying on your Lantern. After you go around a corner, you'll find another torch at the top of a ramp. Light the torch with your Lantern. Kill the two Yellow Chus in this area, and sweep up the slime they leave behind in Empty Bottles. You can use this Yellow Chu Jelly as Lantern Oil if you want.

Bomb the boulder to the east, revealing a chest which contains a Red Rupee. Now, Bomb away the west boulder, and use your Hero's Bow to shoot down the Fire Slugs that hang from the ceiling. At the end of this tunnel, you'll find a lantern which indicates the presence of a Poe. Defeat it as Wolf Link and take it's Soul.

Bomb the boulder on the west end of the room, opening the chest on the other side to get ten arrows. Now, Bomb the boulder on the north end of the room, revealing a new opening. Keep your Lantern out as you head north up this new tunnel, where you'll find a large gap with a narrow wooden bridge. Cross the bridge, then put away your Lantern. Switch to Wolf Link and dispatch the Tektites in the area, using his Enhanced Senses to spot the Tektites in the darkness.

At the end of the tunnel is a wide room, with a Beamos statue in it. It's red eye is visible through the darkness; nail it with the Hero's Bow, then enter the room. An unlit torch is on the west side of the room. Light it with your Lantern. Bomb the boulder to the north, opening the chest inside to get a Red Rupee. Now, bomb the boulder to the east, revealing another new path.

At the next open room you come to, a Yellow Chu will drop down from the ceiling. Kill it and use it's remnants to fill your Lantern, if you're out of Oil. Light the two unlit torches in this area, and a chest will appear in the middle of the room. Open it to get an Orange Rupee.

Bomb the boulder to the north, releasing two Tektites. Kill them, and open their chest to get a Red Rupee. Bomb the east boulder, and head down the next tunnel. In the next wide open room, defeat a Dodongo (use the Back Slice, if you have it). Bomb the west wall, and you'll find a beam of light. DO NOT STEP INTO IT, or it will take you outside.

Bomb the boulder on north wall, releasing two Tektites. Open their chest to get five Bombs. Now, bomb the boulder on the east side of the room, opening a new tunnel. Run down this tunnel, using your Lantern to watch out for various pits. Kill another Beamos in the next open room you reach, and light the torches inside with your Lantern.

Bomb the boulder on the east wall, revealing a chest. Open it to get a Purple Rupee. Bomb the boulder to the south, revealing a cavern filled with Keese. Kill them and open their chest for ten arrows. Bomb the north wall, opening a new tunnel.

Head down the tunnel, killing Keese and Fire Slugs. Watch out for pits that appear in the floor halfway down the tunnel. In the next wide open room, light a torch, then switch to Wolf Link to kill another Poe and take it's Soul. Bomb the boulder to the north, revealing a chest with a purple rupee. Bombing the west boulder will release two Tektites, and a chest with ten Bombs. Bomb the south boulder to reveal the next tunnel.

In the next open room, you'll face two Dodongos. Defeat them with Back Slices and Jump Attacks. Bomb the north boulder, freeing a Yellow Chu (use it to refill your Lantern). Open the chest to get Slingshot Seeds (not that you ever use the Slingshot). Bomb the west boulder, opening the next tunnel.

In the next open room, light an unlit torch, then bomb the west boulder. Defeat the Keese on the other side, and open their chest for an Orange Rupee. Bomb the south boulder to reveal a new opening. Run down this new tunnel, using your Lantern to watch out for gaps in the floor. Kill the Keese who swoop down before they knock you into the pits.

In the next wide open room, defeat a third Poe with Wolf Link to get it's Soul. Then, light both of the torches in the room, and a chest will appear. Open it to get a Piece of Heart. Enter the beam of light in the south end of the room to return to Lake Hylia.

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Piece of Heart #27 [PHWII27]  
Found: Lanayru Province - Hyrule Field: East Road  
Items: Spinner

North out of Lake Hylia, there is a narrow road which connects the North and eastern areas of Hyrule Field in Lanayru Province. A Piece of Heart is hidden here.

Head for the very northern end of this area, where you'll find a Spinner Track which heads back south. After you run along two Spinner Tracks (which join with eachother by a small gap that the Spinner automatically jumps), you'll reach a series of parallel Spinner Track which you must jump between. After eight jumps, you'll launch out into a high ledge with a chest. Open the chest

to find a Piece of Heart.

-----  
Piece of Heart #15 [PHWII15]

Found: Lanayru Province - Hyrule Castle Town: East Road

Items: 1,000 Rupees

Near the center of Castle Town's East Road, you'll see a man standing on the north side of the road, dressed in a colorful robe. Speak with him, and he'll ask for donations. You can give him donations in thirty and fifty rupee increments. If you can give him a sum total of 1,000 rupees, then he'll reward you with a Piece of Heart. The best time to complete this game is while you are turning in Golden Bugs, as not only is Agitha's Castle quite close, you make an awful lot of rupees from it as well.

-----  
Piece of Heart #31 [PHWII31]

Found: Lanayru Province - Hyrule Field: North

Items: Bombs, Ball and Chain

In the area of Hyrule Field north of Castle Town, there is a cavern which hides another Piece of Heart. Climb up to the cliffs on the north end of the zone, where there is a road that splits into two parts. On the south end of the road, you'll find a circular area. Bomb the cave opening on the east side of this area to reveal a cave opening. Go inside.

Smash through the chunk of ice blocking the arch just inside the cave with the Ball and Chain. You'll enter a large cavern, which has three rooms with three block sliding puzzles in it.

FIRST PUZZLE:

The southeast block is Block A. The southwest block is Block B. The northeast block is Block C.

Push Block C south, where it will collide with Block A. Push Block B north, where it will land in the corner. Now, push Block A west, then north, then east, then south, where it will collide with Block C's north side. Push Block C west, then Block B south. You can now push Block A west onto the switch.

SECOND PUZZLE:

The southeast block is Block A. The southwest block is Block B. The northeast block is Block C.

Push Block B north, then block C south then west. Push Block B east, then south, then west. Now, push block B north, then east, then south, then west, where it will land on one of the two switches in the puzzle. Now, go to Block A, push it north, then west, then south, where it will land on the other switch, finishing the puzzle.

THIRD PUZZLE:

The south east block is Block A. The southwest block is Block B. The northeast block is Block C.

Push Block B north, then east, where it will collide with Block C. Now, push Block A west, then north, then east, where it will collide with Block B. All three of the blocks will now be in the northeast corner of the room. Now, push Block C south, then west, then north, then east, where it will collide with Block A. All three of the blocks will now be at the north end of the room.











chandelier. There are four Clawshot Targets on the ceiling above the chandelier. Pull yourself up to one of them, and you'll land on top of the chandelier. Open the chest here to get a Piece of Heart.

-----  
Piece of Heart #17 [PHWII17]  
Found: Lakebed Temple - Cog Room  
Items: Clawshot

In order to reach this Piece of Heart, you must first direct the water in the east Wing of the dungeon into the west Wing. If you haven't activated the Water Source in the east wing, then do it first. Then, rotate the staircase in the central chamber so that it's higher end is on the east end of the room, and it's lower end is on the west end of the room. This will send the water to the appropriate room.

On the west wing of the dungeon, there is a room with a giant cog in it. Drop down into the area below the giant cog. The redirected water will flood this room, forcing a wooden bridge to float up on the south end of the room. Once there, stand on a switch on the floor, which will open the gates on the south end of the room. A Lizalfos will emerge and attack you; step off the switch and kill him

Go and stand back on the switch, waiting for the gates to open all the way. Now, grapple onto the Clawshot Target behind the gates. Open the chest on the other side to get the dungeon's second Piece of Heart. Pull yourself back over the gates using the Clawshot Target on the ceiling to escape the area.

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Wii Appendix  
Dungeon IV  
Arbiter's Grounds  
Pieces of Heart  
[0530]

-----  
Piece of Heart #25 [PHWII25]  
Found: Arbiter's Grounds - First Poe Chamber  
Items: Clawshot

This Piece of Heart is hidden in the large room near the beginning of the Arbiter's Grounds, where you first encountered the quartet of Poes.

Head for the northwest corner of the room. A chest is visible on the other side of this quicksand pit. Pull yourself over to the chest using the Clawshot Targets, and open the chest to get a Piece of Heart.





it at this point.

There is an identical ledge on the southwest end of the room. Grab one of the small statues in the south-center of the room, and toss it onto this ledge. Take control of the statue, and direct it to the north end of the ledge, where it will activate a second switch.

Once both switches are held down, a chest will appear on the west end of the room. Open it to get a Piece of Heart.

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Wii Appendix  
 Dungeon VII  
 City in the Sky  
 Pieces of Heart  
 [0533]

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Piece of Heart #41 [PHWII41]
Found: City in the Sky - Giant Deku Baba's Room
Items: Double Clawshots
  
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Head for the room in the east end of the dungeon which contains a Giant Deku Baba. Defeat the Big Deku Baba and his cohorts, then pull yourself up to a Clawshot Target high on the east ceiling. This Target will begin to fall rapidly, so quickly pull yourself to some ivy to the north, slightly above you. Drop down from there.

Climb up onto a narrow ledge to the west, and start edging very slowly along it. Use the Hero's Bow to kill the Keese who will try to knock you off. Halfway across the narrow ledge, open a chest to get some Arrows, then continue moving along the ledge. Kill an Orange Deku Baba at the end.

Past the Deku Baba, you'll find another narrow ledge. You can't climb on this one; you'll have to grab onto it's edge and crawl along it. Kill the Keese on the opposite wall before you try to do so. On the other end of the ledge, you'll find a chest, guarded by an Orange Deku Baba. Open the chest to get a Piece of Heart.

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-----
Piece of Heart #42 [PHWII42]
Found: City in the Sky - City Rooftops
Items: Double Clawshots
  
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In an area on the east end of the dungeon, you'll find a large chasm which can be crossed using a huge string of Peahats as Clawshot Targets. A door on the southeast side of the string leads to a chest that contains a Piece of Heart.











This is area north out of Kakariko Village and east of Castle Town. The Bridge of Eldin is located here, and is also where you fought King Bulblin and his entourage when he kidnapped Colin.

Ride north out of Kakariko Village, into Hyrule Field. This place is kind of barren, since this part of Hyrule Field is reserved mostly for a number of horseback fights. As you ride off of the mesa which leads from Kakariko Village, you'll begin to see Leever's coming out of the ground. Start moving to the east when this happens, and where the dirt on the ground becomes grass, you should see the golden glow of a bug. Capture it to get the Male Grasshopper. You'll have to walk slowly up to it; if you run, you'll spook it.

-----  
Golden Bug #08 [GBGCN08]  
Bug: Female Grasshopper  
Found: Eldin Province - Hyrule Field: The Bridge of Eldin  
Items: None

This is area north out of Kakariko Village and east of Castle Town. The Bridge of Eldin is located here, and is also where you fought King Bulblin and his entourage when he kidnapped Colin.

Near the northwest edge of the area, sitting literally in the middle of nowhere with no discernible landmarks, is the Female Grasshopper. Look for her glow (it's easier to spot at night). She appears in an area with Leever's, so kill them before trying to capture her. Remember, tiptoe up to her, don't run.

-----  
Golden Bug #09 [GBGCN09]  
Bug: Male Phasmid  
Found: Eldin Province - Hyrule Field: The Bridge of Eldin  
Items: Gale Boomerang

This is area north out of Kakariko Village and east of Castle Town. The Bridge of Eldin is located here, and is also where you fought King Bulblin and his entourage when he kidnapped Colin.

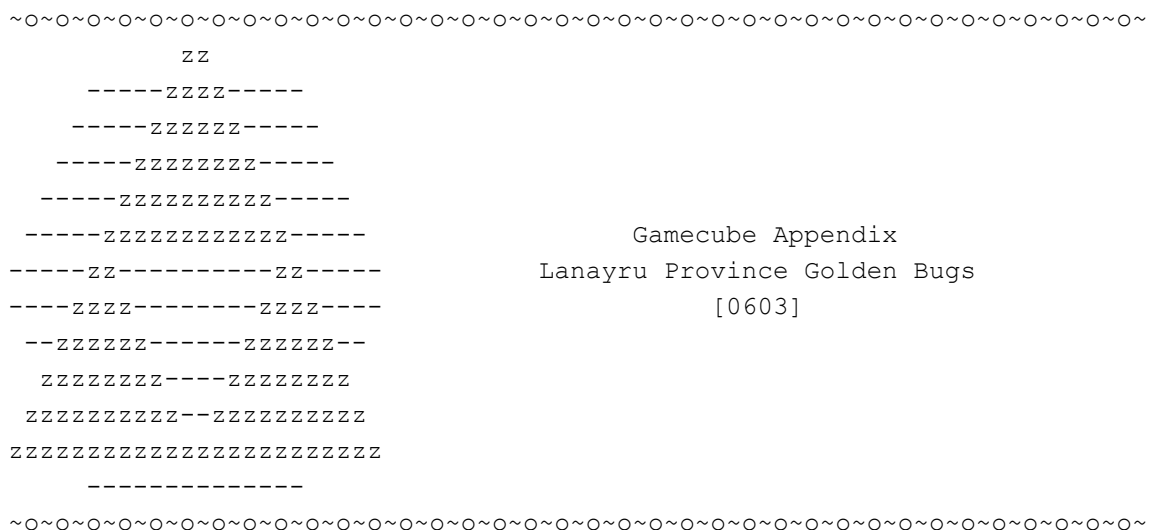
Head for the northeast corner of the field. Here, you'll find the bridge where you jousted with King Bulblin. On the south end of the bridge, you'll see the golden glow of the Male Phasmid on the east side of the arch. Use the Gale Boomerang to knock it from it's perch, and pick it up from the ground.

-----  
Golden Bug #10 [GBGCN10]  
Bug: Female Phasmid  
Found: Eldin Province - Hyrule Field: The Bridge of Eldin  
Items: Gale Boomerang, Bombs (optional), Clawshot (alternative)

This is area north out of Kakariko Village and east of Castle Town. The Bridge of Eldin is located here, and is also where you fought King Bulblin and his entourage when he kidnapped Colin.

Head to the north end of the Eldin Bridge in the northeast area of the Field. To the east of the north edge of the bridge, there is a boulder. Use a Bomb to destroy it, which will yield Rupees. Stand in the wreckage of the boulder, and look to the east on the cliff wall. You'll see the glow of the Female Phasmid up there. Use the Gale Boomerang to pull it down to you. You have to position yourself perfectly; if you're too far away, the Gale Boomerang won't be able to lock, and if you're too close, the Boomerang will just hit the cliff wall.

Alternatively, you can return later in the game with the Clawshot, and pull yourself up onto the cliff using the Clawshot Target to the left of the Phasmid.



Gamecube Appendix  
 Lanayru Province Golden Bugs  
 [0603]

-----  
 Golden Bug #11 [GBGCN11]  
 Bug: Male Mantis  
 Found: Lanayru Province - Lake Hylia  
 Items: Gale Boomerang

Go to the north end of the Great Bridge of Hylia, defeating the Bokoblins and Undead Dogs who get in the way. Once on the bridge, go to the inside of the northern arch, and look on the east side of the arch. A golden glow on the wall here indicates the presence of a Golden Bug; use your Gale Boomerang to pull it towards you. Claim the bug to get the Male Mantis.

-----  
 Golden Bug #12 [GBGCN12]  
 Bug: Female Mantis  
 Found: Lanayru Province - Lake Hylia  
 Items: Gale Boomerang

Now, head for the south end of the Bridge. There is a gigantic tree root located here, which grows right out over the road. Run underneath the tree to it's south end, defeating the Undead Dogs and Chus on the way (if you like, you can kill the Chus and capture the remnants to be used for Lantern Oil). On the south end of the tree, you can see the golden glow of the Female Mantis on the underside of one of the tree's roots. Use the Gale Boomerang to pull it towards you and capture it.

-----  
 Golden Bug #13 [GBGCN13]  
 Bug: Male Dragonfly  
 Found: Lanayru Province - Zora's Domain: Sleeping Waterfall  
 Items: None

Jump down into the pool of water below the Waterfall. Swim to the east side of the pond, climbing out on the other side. Climb up the ramp here; at the top, you'll see the golden flutter of the Male Dragonfly. Catch it.

-----  
Golden Bug #14 [GBGCN14]  
Bug: Female Dragonfly  
Found: Lanayru Province - Upper Zora's River  
Items: Gale Boomerang

Head for the shack on the east side of the area. Look out over the water on the west side of the Hut, and you'll see a Golden Bug fluttering over the water. Pull it towards you with the Gale Boomerang, and take it to get the Female Dragonfly.

-----  
Golden Bug #15 [GBGCN15]  
Bug: Male Butterfly  
Found: Lanayru Province - Hyrule Field: West  
Items: None

This is the area of Hyrule Field immediately west of Castle Town. Head to the bridge which leads into Hyrule Castle Town. A road stretches to the south from here; follow it a short ways, and near the edge of the zone you'll see some flowers beside the road. A Golden Bug flutters around this patch of flowers. Grab it to get the Male Butterfly.

-----  
Golden Bug #16 [GBGCN16]  
Bug: Male Stag Beetle  
Found: Lanayru Province - Hyrule Field: North  
Items: Gale Boomerang

This is the area of Hyrule Field immediately north of Castle Town. From the entrance to the area from Hyrule Field: West, ride east along the road, until you find a place where it splits. A rock marks the split. There is a tree very close to this rock. Look on it's south side, and you'll spot the golden glow of the Male Stag Beetle. Use the Gale Boomerang to pull it down towards you and capture it.

-----  
Golden Bug #17 [GBGCN17]  
Bug: Female Stag Beetle  
Found: Lanayru Province - Hyrule Field: North  
Items: Gale Boomerang

This is the area of Hyrule Field immediately north of Castle Town. Head up towards the cliff on the north end of the road (there are entrances to the road in the northwest and northeast corners of the area). The road that cuts through the cliff has two parts, one on the north and south side. Go along the south side of the road, where you'll eventually come to a large circular area. Look on the west side of this circular clearing, and you'll see a cave entrance which can be bombed open.

Look above the door and to the right. A golden glow on the cliff face indicates the presence of the Female Stag Beetle. Use the Gale Boomerang to pull it towards you, letting you capture it.

-----  
Golden Bug #18 [GBGCN18]  
Bug: Female Ladybug  
Found: Lanayru Province - Hyrule Field: South  
Items: Gale Boomerang (optional)





Gale Boomerang, and pull it towards you. Capture it the same way you caught the Male Beetle.

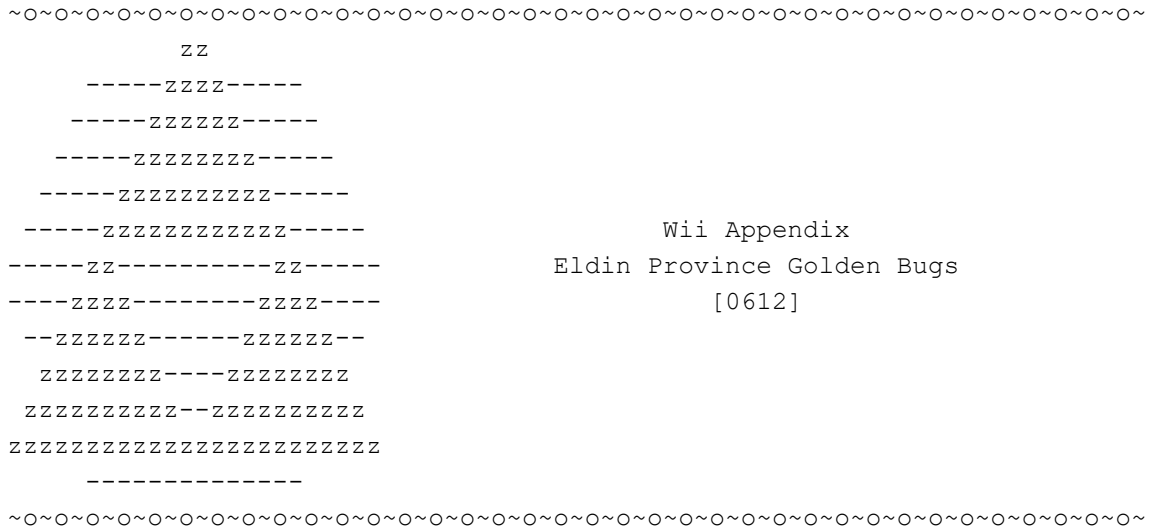
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Golden Bug #23 [GBWII23]  
Bug: Male Snail  
Found: Faron Province - Sacred Grove: The Temple of Time  
Items: Gale Boomerang

In the south end of the area, there is a broken stone structure. On the inside of the structure, just above the door, you'll see the Male Snail. Use the Gale Boomerang to pull it down to you, and take it.

-----  
Golden Bug #24 [GBWII24]  
Bug: Female Snail  
Found: Faron Province - Sacred Grove: The Temple of Time  
Items: Gale Boomerang

After you have finished Snowpeak Ruins, you can return to the Sacred Grove and insert the Master Sword into the Pedestal of Time. This will activate the Door of Time back in the south end of the zone, which you can use to travel to the Temple of Time in the past. Do so.

Head down the stairs in the restored Temple of Time, and look on the left side of the stairwell. Attached to the wall to the left of a statue is Golden Bug # 24, the Female Snail. Use the Gale Boomerang to pull it down to you.



-----  
Golden Bug #03 [GBWII03]  
Bug: Male Pillbug  
Found: Eldin Province - Hyrule Field: Kakariko Gorge  
Items: None

This is the area of Hyrule Field immediately surrounding Kakariko Village (it's also sometimes referred to as Kakariko Gorge, but the map refers to it as Hyrule Field, so I do as well to avoid confusion). Make sure you're in Eldin Province, not Faron Province, otherwise things will get confusing.

The Male Pill Bug, can be found on the south side of the Bridge (the same

bridge you teleported in with Midna). It's lying left in plain sight in the middle of the grass, to your left as you move south along the bridge. It shouldn't be difficult to find.

-----  
Golden Bug #04 [GBWII04]

Bug: Female Pillbug

Found: Eldin Province - Hyrule Field: Kakariko Gorge

Items: None

This is the area of Hyrule Field immediately surrounding Kakariko Village (it's also sometimes referred to as Kakariko Gorge, but the map refers to it as Hyrule Field, so I do as well to avoid confusion). Make sure you're in Eldin Province, not Faron Province, otherwise things will get confusing.

If you head west from the north side of the bridge, you'll come to a small cluster of trees on the far west border of the zone. The Female Pill Bug is sequestered here, lurking near the base of a tree near some flowers.

-----  
Golden Bug #05 [GBWII05]

Bug: Male Ant

Found: Eldin Province - Kakariko Village: Graveyard

Items: None

The Male Ant can be found in the northwest corner of the Graveyard, at the base of a tree. Just look for the bright gold glow; you can't miss it. Once you have it, head back to Kakariko Village.

-----  
Golden Bug #06 [GBWII06]

Bug: Female Ant

Found: Eldin Province - Kakariko Village: Single Bedroom House

Items: None

The Female Ant can be found in a small building in Kakariko Village's western row, crawling around on the side of the bed. Just look for the signature golden glow.

-----  
Golden Bug #07 [GBWII07]

Bug: Male Grasshopper

Found: Eldin Province - Hyrule Field: The Bridge of Eldin

Items: None

This is area north out of Kakariko Village and west of Castle Town. The Bridge of Eldin is located here, and is also where you fought King Bulblin and his entourage when he kidnapped Colin.

Ride north out of Kakariko Village, into Hyrule Field. This place is kind of barren, since this part of Hyrule Field is reserved mostly for a number of horseback fights. As you ride off of the mesa which leads from Kakariko Village, you'll begin to see Leever's coming out of the ground. Start moving to the west when this happens, and where the dirt on the ground becomes grass, you should see the golden glow of a bug. Capture it to get the Male Grasshopper. You'll have to walk slowly up to it; if you run, you'll spook it.

-----  
Golden Bug #08 [GBWII08]

Bug: Female Grasshopper







Items: None

This is the area of Hyrule Field immediately east of Castle Town. Head to the bridge which leads into Hyrule Castle Town. A road stretches to the south from here; follow it a short ways, and near the edge of the zone you'll see some flowers beside the road. A Golden Bug flutters around this patch of flowers. Grab it to get the Male Butterfly.

-----  
Golden Bug #16 [GBWII16]

Bug: Male Stag Beetle

Found: Lanayru Province - Hyrule Field: North

Items: Gale Boomerang

This is the area of Hyrule Field immediately north of Castle Town. From the entrance to the area from Hyrule Field: East, ride west along the road, until you find a place where it splits. A rock marks the split. There is a tree very close to this rock. Look on it's south side, and you'll spot the golden glow of the Male Stag Beetle. Use the Gale Boomerang to pull it down towards you and capture it.

-----  
Golden Bug #17 [GBWII17]

Bug: Female Stag Beetle

Found: Lanayru Province - Hyrule Field: North

Items: Gale Boomerang

This is the area of Hyrule Field immediately north of Castle Town. Head up towards the cliff on the north end of the road (there are entrances to the road in the northeast and northwest corners of the area). The road that cuts through the cliff has two parts, one on the north and south side. Go along the south side of the road, where you'll eventually come to a large circular area. Look on the east side of this circular clearing, and you'll see a cave entrance which can be bombed open.

Look above the door and to the left. A golden glow on the cliff face indicates the presence of the Female Stag Beetle. Use the Gale Boomerang to pull it towards you, letting you capture it.

-----  
Golden Bug #18 [GBWII18]

Bug: Female Ladybug

Found: Lanayru Province - Hyrule Field: South

Items: Gale Boomerang (optional)

The Female Ladybug flutters around in one of the planters on the east side of the stone steps before Hyrule Castle Town. The planter has three trees and some flowers in it, and is to the east of the pool. The Ladybug is very easily startled, and may run away before you even see it. Look around the steps, and even on the ground below the railing if you can't find the bug near the planter. You may need to use the Gale Boomerang to catch the bug.

-----  
Golden Bug #19 [GBWII19]

Bug: Male Ladybug

Found: Lanayru Province - Hyrule Field: South

Items: None

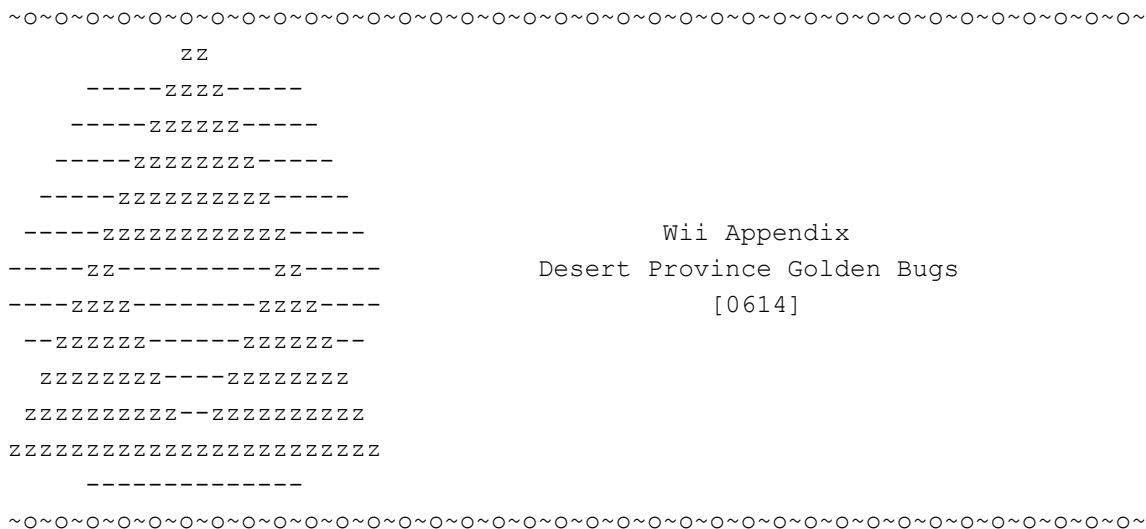
The Male Ladybug is found on the west end of the field, in a patch of flowers beneath a tall mesa. There are numerous Guays (crows) flying around the mesa;

you can't miss it.

-----

Golden Bug #20 [GBWII20]  
Bug: Female Butterfly  
Found: Lanayru Province - Hyrule Field: East  
Items: Clawshot

The Female Butterfly is in the east end of the zone. Just north of the pass that goes to Lake Hylia, there is a high ledge with a bit of ivy growing beneath it. Use the Clawshot to grapple yourself up to the ivy, then climb onto the ledge. The Female Butterfly floats around the ledge here, near a patch of flowers.



-----

Golden Bug #21 [GBWII21]  
Bug: Female Dayfly  
Found: Desert Province - Gerudo Mesa  
Items: Gale Boomerang

From the Gerudo Mesa Warp Portal and the entrance to the Cave of Ordeals, start heading west. There are two trenches that run through the sand here; go through the one to the north, and you'll find the Female Dayfly halfway through it. Use the Gale Boomerang to pull it down to you.

-----

Golden Bug #22 [GBWII22]  
Bug: Male Dayfly  
Found: Desert Province - Gerudo Mesa  
Items: Gale Boomerang (optional)

In the south-center of the area, west from where you Warp in, there is a wooden gate, which blocks a passage that cuts south into the wall. Directly northwest of this point, you'll find the Male Dayfly fluttering around. You may need to pull it towards you with the Gale Boomerang to get it.







-----  
Poe Soul #16 [PSGCN16]

Found: Eldin Province - Kakariko Village: Graveyard (nighttime)

Items: None

A second Poe appears in the Graveyard area at night. It's in plain sight in the middle of the area as soon as you come in.

-----  
Poe Soul #17 [PSGCN17]

Found: Eldin Province - Death Mountain (nighttime)

Items: None

Climb north up the Death Mountain path as Hylian Link. Get the assistance of several Gorons on the way to make the process faster. When you reach the second Goron, have him launch you up and to the west, where you'll land on an otherwise inaccessible ledge. Run to the south end of this ledge, where you'll find Death Mountain's only Poe at night. Kill it and steal it's Soul with Wolf Link.

-----  
Poe Soul #19 [PSGCN19]

Found: Eldin Province - Hyrule Field: Kakariko Gorge

Items: Bombs, Lantern

This is the area of Hyrule Field due south of Kakariko Village.

From the south end of the Gorge Bridge, head southeast, where you'll find a cave opening which can be opened with a Bomb. Do so, then go inside. This cavern contains a Poe Soul. The cavern is filled with enemies and several passages that are blocked by Spider Webs, which you'll need to burn away with the Lantern. Take two rights, and two lefts when going down the tunnel to find the Poe.

-----  
Poe Soul #20 [PSGCN20]

Found: Eldin Province - Hyrule Field: Kakariko Gorge (nighttime)

Items: None

This is the area of Hyrule Field due south of Kakariko Village.

From the south end of the Kakariko Gorge bridge, head to the top of the cliff to the west. The Poe is up here, near a single tree and a fence. Kill it to get it's Soul. It only appears at night.

-----  
Poe Soul #27 [PSGCN27]

Found: Eldin Province - Hyrule Field: The Bridge of Eldin (nighttime)

Items: None

Head into Castle Town, and leave through it's East Gate. A Poe Soul lurks on the drawbridge here, but only at night. Kill it to get it's Soul.

-----  
Poe Soul #28 [PSGCN28]

Found: Eldin Province - Hyrule Field: South (nighttime)

Items: None

This is the area of Hyrule Field which is due south of Clock Town.





boulders in this area; Bomb away the northern boulder to find a chest guarded by two Keese. Open the chest for a Yellow Rupee. Now, Bomb the west boulder, and open the chest on the other side to get five more Bombs.

Bomb the east boulder to reveal a tunnel. Run down it, using your map to guide you instead of relying on your Lantern. After you go around a corner, you'll find another torch at the top of a ramp. Light the torch with your Lantern. Kill the two Yellow Chus in this area, and sweep up the slime they leave behind in Empty Bottles. You can use this Yellow Chu Jelly as Lantern Oil if you want.

Bomb the boulder to the west, revealing a chest which contains a Red Rupee. Now, Bomb away the east boulder, and use your Hero's Bow to shoot down the Fire Slugs that hang from the ceiling. At the end of this tunnel, you'll find a lantern which indicates the presence of a Poe. Defeat it as Wolf Link and take it's Soul.

Bomb the boulder on the east end of the room, opening the chest on the other side to get ten arrows. Now, Bomb the boulder on the north end of the room, revealing a new opening. Keep your Lantern out as you head north up this new tunnel, where you'll find a large gap with a narrow wooden bridge. Cross the bridge, then put away your Lantern. Switch to Wolf Link and dispatch the Tektites in the area, using his Enhanced Senses to spot the Tektites in the darkness.

At the end of the tunnel is a wide room, with a Beamos statue in it. It's red eye is visible through the darkness; nail it with the Hero's Bow, then enter the room. An unlit torch is on the east side of the room. Light it with your Lantern. Bomb the boulder to the north, opening the chest inside to get a Red Rupee. Now, bomb the boulder to the west, revealing another new path.

At the next open room you come to, a Yellow Chu will drop down from the ceiling. Kill it and use it's remnants to fill your Lantern, if you're out of Oil. Light the two unlit torches in this area, and a chest will appear in the middle of the room. Open it to get an Orange Rupee.

Bomb the boulder to the north, releasing two Tektites. Kill them, and open their chest to get a Red Rupee. Bomb the west boulder, and head down the next tunnel. In the next wide open room, defeat a Dodongo (use the Back Slice, if you have it). Bomb the east wall, and you'll find a beam of light. DO NOT STEP INTO IT, or it will take you outside.

Bomb the boulder on north wall, releasing two Tektites. Open their chest to get five Bombs. Now, bomb the boulder on the west side of the room, opening a new tunnel. Run down this tunnel, using your Lantern to watch out for various pits. Kill another Beamos in the next open room you reach, and light the torches inside with your Lantern.

Bomb the boulder on the west wall, revealing a chest. Open it to get a Purple Rupee. Bomb the boulder to the south, revealing a cavern filled with Keese. Kill them and open their chest for ten arrows. Bomb the north wall, opening a new tunnel.

Head down the tunnel, killing Keese and Fire Slugs. Watch out for pits that appear in the floor halfway down the tunnel. In the next wide open room, light a torch, then switch to Wolf Link to kill another Poe and take it's Soul. Bomb the boulder to the north, revealing a chest with a purple rupee. Bombing the east boulder will release two Tektites, and a chest with ten Bombs. Bomb the south boulder to reveal the next tunnel.

In the next open room, you'll face two Dodongos. Defeat them with Back Slices and Jump Attacks. Bomb the north boulder, freeing a Yellow Chu (use it to refill your Lantern). Open the chest to get Slingshot Seeds (not that you ever use the Slingshot). Bomb the east boulder, opening the next tunnel.

In the next open room, light an unlit torch, then bomb the east boulder. Defeat the Keese on the other side, and open their chest for an Orange Rupee. Bomb the south boulder to reveal a new opening. Run down this new tunnel, using your Lantern to watch out for gaps in the floor. Kill the Keese who swoop down before they knock you into the pits.

In the next wide open room, defeat a third Poe with Wolf Link to get it's Soul. You can leave the cave now.

-----  
Poe Soul #05 [PSGCN05]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

At the far west end of the cliff that hugs the south wall of Lake Hylia, you'll find a stone tower. If it's nighttime, a Poe will also appear here, clearly visible by the light of it's Lantern. Kill it with Wolf Link to get it's Soul.

-----  
Poe Soul #06 [PSGCN06]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

A Poe can be found on the south edge of the area. Return to the Lake Hylia Warp Point, and head along a land-bridge on it's southeast corner. Dash Jump as Wolf Link across a series of islands to a broad plateau on the south end of the Lake. The Poe appears here at night, floating high above some grass. Attack it with Wolf Link's Jump Attack when it swoops low to strike, killing it and taking it's Soul.

-----  
Poe Soul #07 [PSGCN07]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

A Poe appears on a bit of land on the far east shore of the Lake. Swim there, where the Poe appears on the southend of the ledge near some grass. It floats high in the air, so use a Jump Attack when it swoops low.

-----  
Poe Soul #08 [PSGCN08]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

Go to Falbi's Flight-By-Fowl shop at the top of the lake using Fyer's Cannon Service. Pay Falbi's twenty-rupee fee to begin the game. Grab one of the Cuccos that wanders around the shop, and step onto the ledge that Falbi has vacated.

There are two Poe Souls which can be obtained using the Cuccos from this minigame. The first is actually found beneath the shop. Jump out with a Cucco over your head, and you'll begin to float slowly down. Turn the Cucco around as fast as you can by holding to the left or right, and you'll see a ledge far down the cliff beneath the shop. Land on the ledge and kill the Poe as Wolf Link to take it's Soul.

-----  
Poe Soul #09 [PSGCN09]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

Go to Falbi's Flight-By-Fowl shop at the top of the lake using Fyer's Cannon Service. Pay Falbi's twenty-rupee fee to begin the game. Grab one of the Cuccos that wanders around the shop, and step onto the ledge that Falbi has vacated.

Your goal is to land on the platform below. On your last attempt at this game, you earned a Piece of Heart by landing on the second-to-last tier of the platform. This time, your aim is for the second tier of the platform, where a Poe hangs out. Kill it VERY carefully to get it's Soul.

-----  
Poe Soul #10 [PSGCN10]

Found: Lanayru Province - Upper Zora's River (nighttime)

Items: None

There is a Poe Soul to be found in this area at night. On the south bank of the river, there is a large piece of land which rises upwards. The whole hill is covered with grass. The Poe's Lantern appears here. Swim over there and kill it with Wolf Link to get it's Soul.

-----  
Poe Soul #11 [PSGCN11]

Found: Lanayru Province - Zora's Domain: Sleeping Waterfall (nighttime)

Items: None

Head for the pool at the bottom of the Waterfall. Climb out of the pool on it's east side, and head south up a hill. The hill bends back around to the north. At the top of the hill, you'll find the area's first Poe. Kill it to get it's Soul.

-----  
Poe Soul #12 [PSGCN12]

Found: Lanayru Province - Zora's Domain: Sleeping Waterfall (nighttime)

Items: None

Head for the pool at the bottom of the Waterfall. Climb out on it's west side. From here, you can head north, performing a series of Midna Jumps to reach a ledge behind the waterfall. The second Poe of the area is hidden back here. Kill it to get it's Soul.

-----  
Poe Soul #22 [PSGCN22]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: Clawshot, Hero's Bow, Bombs

Head south through Lake Hylia's upper area, until you reach the wooden bridge near the south border of the zone. A Poe appears in this area, but it'll take some work to get to it. Look high on the south wall to see two sets boulders on top two cliffs. Use Bomb Arrows to destroy these boulders, revealing a Clawshot Targets beneath each.

Pull yourself up to the first Clawshot Target, and then to the second. A third Clawshot target is on a cliff even further to the west. Pull yourself over to it as well. The Poe appears in this area at night. Kill it to get it's Soul.



















-----  
Poe Soul #21 [PSWII21]  
Found: Faron Province - Hyrule Field (nighttime)  
Items: None

This is the area of Hyrule Field due north of Faron Woods.

A Poe has appeared near the edge of a cliff to the north of this area's small pool, but only at night. Kill it and steal it's Soul with Wolf Link.

-----  
Poe Soul #49 [PSWII49]  
Found: Faron Province - Sacred Grove: The Temple of Time (nighttime)  
Items: None

A Poe is found in the large circular area where you first got the Master Sword, but only appears at night. Kill it and steal it's soul with Wolf Link.

-----  
Poe Soul #50 [PSWII50]  
Found: Faron Province - Sacred Grove  
Items: Bombs

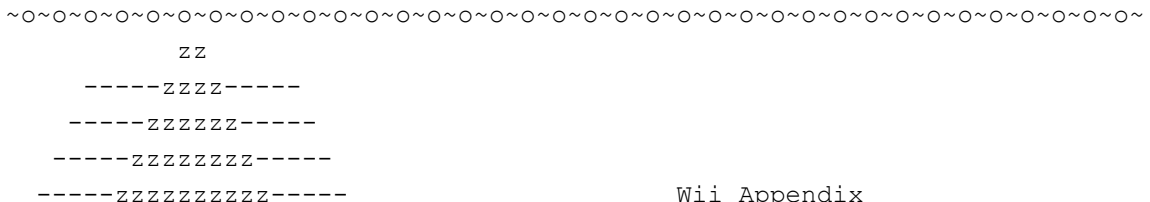
From the Sacred Grove Warp Point, head west to reach the circular ring where you fought the Skull Kid. There is a large boulder in the middle of the ring. Blow it away with a Bomb, and a Poe will appear. Kill it and steal it's Soul with Wolf Link.

-----  
Poe Soul #51 [PSWII51]  
Found: Faron Province - Sacred Grove (nighttime)  
Items: None

From the Sacred Grove Warp Point, head west to reach the circular ring where you fought the Skull Kid. Climb up the ivy in this ring to reach the large wooded area where you chased the Skull Kid. Take only lefts from the top of the ivy wall to reach an area with a high ledge, and a waterfall. Swim into the tunnel behind the waterfall, climb to the top, and you'll find the Poe on a large plateau at the top of the tunnel. It only appears at night.

-----  
Poe Soul #54 [PSWII54]  
Found: Faron Province - Sacred Grove: The Temple of Time  
Items: Dominion Rod

Go through the Door of Time to warp to the Temple of Time of the past. Head down the stairs, and use the Dominion Rod to move aside the Statue in the southeast corner of the room. Behind the southeast Statue is a Poe (if it's not there, try returning at night).







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Wii Appendix  
Lanayru Province  
Poe Souls  
[0713]

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Poe Soul #01 [PSWII01]  
Found: Lanayru Province - Hyrule Castle Town: Jovani's House  
Item: None

You'll get this Poe as part of the game's storyline, when you pass through Jovani's House on your way to meet Princess Zelda for the second time.

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Poe Soul #02 - #04 [PSWII02] [PSWII03] [PSWII04]  
Found: Lanayru Province - Lake Hylia: Darkened Cavern  
Items: Bombs, Lantern

Where you warp into Lake Hylia, head southeast, climb up a ladder, and go to the south wall. There is a cave mouth here you can blow open with a Bomb. Go inside.

You're going to use a lot of Lantern Oil and Bombs in this area; I strongly recommend that you bring a spare bottle of Lantern Oil, and a full bag of Bombs before heading inside.

Save your Lantern Oil in this incredibly dark cavern; use your map to guide you. Run forward up a ramp, where you'll eventually come across an unlit torch. Light it with your Lantern, and put it away quickly. There are three boulders in this area; Bomb away the northern boulder to find a chest guarded by two Keese. Open the chest for a Yellow Rupee. Now, Bomb the east boulder, and open the chest on the other side to get five more Bombs.

Bomb the west boulder to reveal a tunnel. Run down it, using your map to guide you instead of relying on your Lantern. After you go around a corner, you'll find another torch at the top of a ramp. Light the torch with your Lantern. Kill the two Yellow Chus in this area, and sweep up the slime they leave behind in Empty Bottles. You can use this Yellow Chu Jelly as Lantern Oil if you want.

Bomb the boulder to the east, revealing a chest which contains a Red Rupee. Now, Bomb away the west boulder, and use your Hero's Bow to shoot down the Fire Slugs that hang from the ceiling. At the end of this tunnel, you'll find a lantern which indicates the presence of a Poe. Defeat it as Wolf Link and take it's Soul.

Bomb the boulder on the west end of the room, opening the chest on the other side to get ten arrows. Now, Bomb the boulder on the north end of the room, revealing a new opening. Keep your Lantern out as you head north up this new tunnel, where you'll find a large gap with a narrow wooden bridge. Cross the bridge, then put away your Lantern. Switch to Wolf Link and dispatch the

Tektites in the area, using his Enhanced Senses to spot the Tektites in the darkness.

At the end of the tunnel is a wide room, with a Beamos statue in it. It's red eye is visible through the darkness; nail it with the Hero's Bow, then enter the room. An unlit torch is on the west side of the room. Light it with your Lantern. Bomb the boulder to the north, opening the chest inside to get a Red Rupee. Now, bomb the boulder to the east, revealing another new path.

At the next open room you come to, a Yellow Chu will drop down from the ceiling. Kill it and use it's remnants to fill your Lantern, if you're out of Oil. Light the two unlit torches in this area, and a chest will appear in the middle of the room. Open it to get an Orange Rupee.

Bomb the boulder to the north, releasing two Tektites. Kill them, and open their chest to get a Red Rupee. Bomb the east boulder, and head down the next tunnel. In the next wide open room, defeat a Dodongo (use the Back Slice, if you have it). Bomb the west wall, and you'll find a beam of light. DO NOT STEP INTO IT, or it will take you outside.

Bomb the boulder on north wall, releasing two Tektites. Open their chest to get five Bombs. Now, bomb the boulder on the east side of the room, opening a new tunnel. Run down this tunnel, using your Lantern to watch out for various pits. Kill another Beamos in the next open room you reach, and light the torches inside with your Lantern.

Bomb the boulder on the east wall, revealing a chest. Open it to get a Purple Rupee. Bomb the boulder to the south, revealing a cavern filled with Keese. Kill them and open their chest for ten arrows. Bomb the north wall, opening a new tunnel.

Head down the tunnel, killing Keese and Fire Slugs. Watch out for pits that appear in the floor halfway down the tunnel. In the next wide open room, light a torch, then switch to Wolf Link to kill another Poe and take it's Soul. Bomb the boulder to the north, revealing a chest with a purple rupee. Bombing the west boulder will release two Tektites, and a chest with ten Bombs. Bomb the south boulder to reveal the next tunnel.

In the next open room, you'll face two Dodongos. Defeat them with Back Slices and Jump Attacks. Bomb the north boulder, freeing a Yellow Chu (use it to refill your Lantern). Open the chest to get Slingshot Seeds (not that you ever use the Slingshot). Bomb the west boulder, opening the next tunnel.

In the next open room, light an unlit torch, then bomb the west boulder. Defeat the Keese on the other side, and open their chest for an Orange Rupee. Bomb the south boulder to reveal a new opening. Run down this new tunnel, using your Lantern to watch out for gaps in the floor. Kill the Keese who swoop down before they knock you into the pits.

In the next wide open room, defeat a third Poe with Wolf Link to get it's Soul. You can leave the cave now.

-----  
Poe Soul #05 [PSWII05]  
Found: Lanayru Province - Lake Hylia (nighttime)  
Items: None

At the far east end of the cliff that hugs the south wall of Lake Hylia, you'll find a stone tower. If it's nighttime, a Poe will also appear here, clearly visible by the light of it's Lantern. Kill it with Wolf Link to get it's Soul.



-----  
Poe Soul #06 [PSWII06]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

A Poe can be found on the south edge of the area. Return to the Lake Hylia Warp Point, and head along a land-bridge on it's southwest corner. Dash Jump as Wolf Link across a series of islands to a broad plateau on the south end of the Lake. The Poe appears here at night, floating high above some grass. Attack it with Wolf Link's Jump Attack when it swoops low to strike, killing it and taking it's Soul.

-----  
Poe Soul #07 [PSWII07]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

A Poe appears on a bit of land on the far west shore of the Lake. Swim there, where the Poe appears on the south end of the ledge near some grass. It floats high in the air, so use a Jump Attack when it swoops low.

-----  
Poe Soul #08 [PSWII08]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

Go to Falbi's Flight-By-Fowl shop at the top of the lake using Fyer's Cannon Service. Pay Falbi's twenty-rupee fee to begin the game. Grab one of the Cuccos that wanders around the shop, and step onto the ledge that Falbi has vacated.

There are two Poe Souls which can be obtained using the Cuccos from this minigame. The first is actually found beneath the shop. Jump out with a Cucco over your head, and you'll begin to float slowly down. Turn the Cucco around as fast as you can by holding to the right or left, and you'll see a ledge far down the cliff beneath the shop. Land on the ledge and kill the Poe as Wolf Link to take it's Soul.

-----  
Poe Soul #09 [PSWII09]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: None

Go to Falbi's Flight-By-Fowl shop at the top of the lake using Fyer's Cannon Service. Pay Falbi's twenty-rupee fee to begin the game. Grab one of the Cuccos that wanders around the shop, and step onto the ledge that Falbi has vacated.

Your goal is to land on the platform below. On your last attempt at this game, you earned a Piece of Heart by landing on the second-to-last tier of the platform. This time, your aim is for the second tier of the platform, where a Poe hangs out. Kill it VERY carefully to get it's Soul.

-----  
Poe Soul #10 [PSWII10]

Found: Lanayru Province - Upper Zora's River (nighttime)

Items: None

There is a Poe Soul to be found in this area at night. On the south bank of

the river, there is a large piece of land which rises upwards. The whole hill is covered with grass. The Poe's Lantern appears here. Swim over there and kill it with Wolf Link to get it's Soul.

-----  
Poe Soul #11 [PSWII11]

Found: Lanayru Province - Zora's Domain: Sleeping Waterfall (nighttime)

Items: None

Head for the pool at the bottom of the Waterfall. Climb out of the pool on it's west side, and head south up a hill. The hill bends back around to the north. At the top of the hill, you'll find the area's first Poe. Kill it to get it's Soul.

-----  
Poe Soul #12 [PSWII12]

Found: Lanayru Province - Zora's Domain: Sleeping Waterfall (nighttime)

Items: None

Head for the pool at the bottom of the Waterfall. Climb out on it's east side. From here, you can head north, performing a series of Midna Jumps to reach a ledge behind the waterfall. The second Poe of the area is hidden back here. Kill it to get it's Soul.

-----  
Poe Soul #22 [PSWII22]

Found: Lanayru Province - Lake Hylia (nighttime)

Items: Clawshot, Hero's Bow, Bombs

Head south through Lake Hylia's upper area, until you reach the wooden bridge near the south border of the zone. A Poe appears in this area, but it'll take some work to get to it. Look high on the south wall to see two sets boulders on top two cliffs. Use Bomb Arrows to destroy these boulders, revealing a Clawshot Targets beneath each.

Pull yourself up to the first Clawshot Target, and then to the second. A third Clawshot target is on a cliff even further to the east. Pull yourself over to it as well. The Poe appears in this area at night. Kill it to get it's Soul.

-----  
Poe Soul #23 [PSWII23]

Found: Lanayru Province - Hyrule Field: east (nighttime)

Items: None

This is the area of Hyrule Field due east of Castle Town.

Run southeast from where you warp in, following a rough stone road. After a short distance, you'll reach a dead in the south end of the area, which is marked by a destroyed theater. At night, the Poe rests on the left side of the "stage." Kill it to get it's Soul.

-----  
Poe Soul #24 [PSWII24]

Found: Lanayru Province - Hyrule Field: North (nighttime)

Items: None

This is the area of Hyrule Field due north of Castle Town.

Go to the stone bridge in the center of the area. A Poe hovers around in the air in the center of the bridge at night. Use Midna's Charge Attack to kill

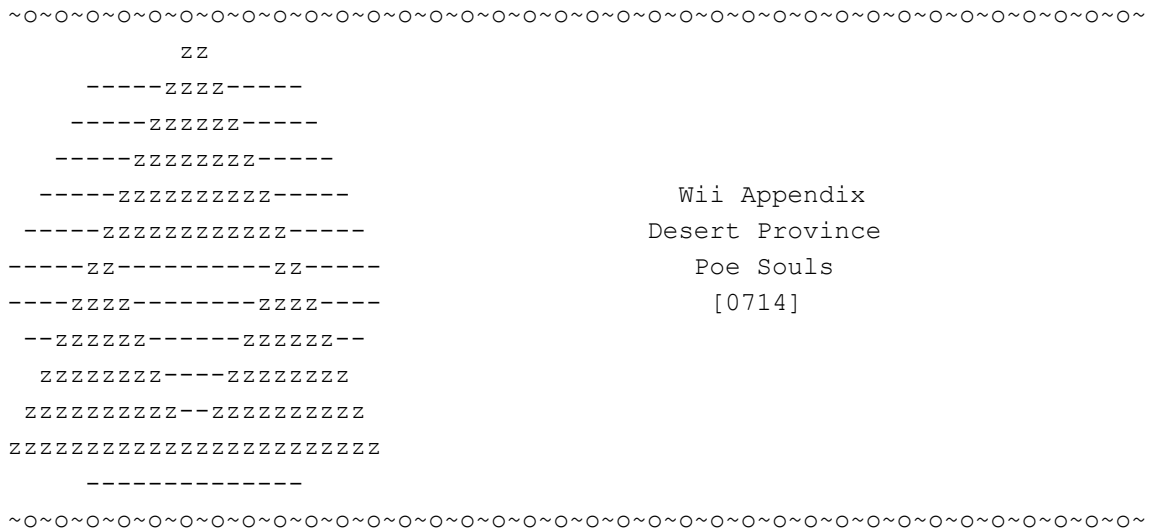
the Poe and both of the Lizalfos that guard the bridge, then pounce on the Poe to get it's Soul.

-----  
Poe Soul #25 - 26 [PSWII25] [PSWII26]  
Found: Lanayru Province - Hyrule Field: North  
Items: None

This is the area of Hyrule Field due north of Castle Town.

Head to the east end of the bridge in the center of the area, and start running towards the east edge of the area. In this area, you'll find two trees and an area of tall grass. Investigate the center of the grass with your Senses activated to find a place you can dig. Dig into to enter a hidden cave.

Two Poes are hidden in plain sight in this cave, among an army of Deku Babas. Use Midna's Charge attack to kill the Babas, then activate your Senses and use another Charge Attack to incapacitate both of Poes. Pounce on them both before they regenerate to get their Souls.



-----  
Poe Soul #29 [PSWII29]  
Found: Desert Province - Gerudo Mesa (nighttime)  
Items: Clawshot

Head for the Bokoblin Camp in the northeast edge of the area. Head west from the Bokoblin Camp. If it's nighttime, you can clearly see a Poe floating on the cliff to the north. Use the tree to the south of the Poe to grapple up onto the cliff, then run north to fight it.

-----  
Poe Soul #30 - 31 [PSWII30] [PSWII31]  
Found: Desert Province - Gerudo Mesa  
Items: Clawshot

Head for the Bokoblin Camp in the northeast edge of the area. Head west from the Bokoblin Camp. You'll come across a cliff, which has a tree you can grapple up to with the Clawshot. Use Wolf Link's Senses on this cliff to find a cave you can dig into. You'll find two more Poes inside the cave. Kill them and steal their Souls with Wolf Link.

-----  
Poe Soul #32 [PSWII32]  
Found: Desert Province - Gerudo Mesa (nighttime)  
Items: None

Head to the Gerudo Mesa Warp Point. If you've moved to the Eldin Bridge, you'll find another Poe near the entrance to the Cave of Ordeals, which is right next to Gerudo Mesa Warp Point. It only appears at night.

-----  
Poe Soul #33 [PSWII33]  
Found: Desert Province - Gerudo Mesa (nighttime)  
Items: None

Near the south wall in the southwest corner of Gerudo Mesa, a small bluff marks the home of another Poe. It only appears at night. Kill it to steal its Soul.

-----  
Poe Soul #34 [PSWII34]  
Found: Desert Province - Gerudo Mesa (nighttime)  
Items: None

North of the Bokoblin Camp, there is a series of steps which climb up north into the cliff face. Start jumping up these steps. To the east at the top of the steps, there is a rocky alcove. At night, a Poe hovers around in the air near in this alcove. Kill it and steal its Soul with Wolf Link.

-----  
Poe Soul #35 [PSWII35]  
Found: Desert Province - Bokoblin Base (nighttime)  
Items: None

After you have fought King Bulblin and the base has burned to the ground, you can return to the building where you fought Bulblin. At night, a Poe appears in the area.

-----  
Poe Soul #36 [PSWII36]  
Found: Desert Province - Outside the Arbiter's Grounds (nighttime)  
Items: None

Run up the stairs towards the entrance to the Arbiter's Grounds. Look to the right of the dungeon entrance. At night, a Poe hovers in a small area on the east side of the door. Kill it and steal its Soul with Wolf Link.

-----  
Poe Soul #58 [PSWII58]  
Found: Desert Province - Cave of Ordeals  
Items: Spinner

A Poe appears on the seventeenth floor of the Cave of Ordeals.

-----  
Poe Soul #59 [PSWII59]  
Found: Desert Province - Cave of Ordeals  
Items: Spinner, Ball and Chain, Dominion Rod

A Poe appears on the thirty-third floor of the Cave of Ordeals.



Follow the Reekfish Scent until it reaches a point where it climbs a vertical cliff. Run to the right a short ways to reach the top of the cliff, then run to the left again, going up the cliff to rejoin the Scent. Keep following it. Not long after that, the Scent will break off up another vertical cliff face. Look to the north to see a small landing with trees on it. A Poe appears near the southern tree at night. Jump down and kill it and steal it's Soul.

-----  
Poe Soul #44 [PSWII44]  
Found: Peak Province - Snowpeak: Top (nighttime)  
Items: None

Go to the entrance to Snowpeak Ruins. Head backwards from the entrance towards the south end of the bridge. There is a spiraling hill here; climb to the top of it as Wolf Link, and you'll find a Poe at the top, but only at night. Carefully kill it without falling off, then steal it's Soul.

-----  
Poe Soul #48 [PSWII48]  
Found: Peak Province - Snowpeak: Cavern  
Items: Ball and Chain

Head back to the Cavern which divides Snowpeak Bottom and Snowpeak Top. Near the west entrance of the cave, there are two chunks of ice. Smash them with the Ball and Chain, and you'll find a Poe. Kill it with Wolf Link and steal it's Soul.



-----  
Poe Soul #37 [PSWII37]  
Found: Arbiter's Grounds - First Poe Chamber  
Items: None

You automatically gain this Soul as part of the game's storyline.

-----  
Poe Soul #38 [PSWII38]  
Found: Arbiter's Grounds - Second Poe Chamber  
Items: None

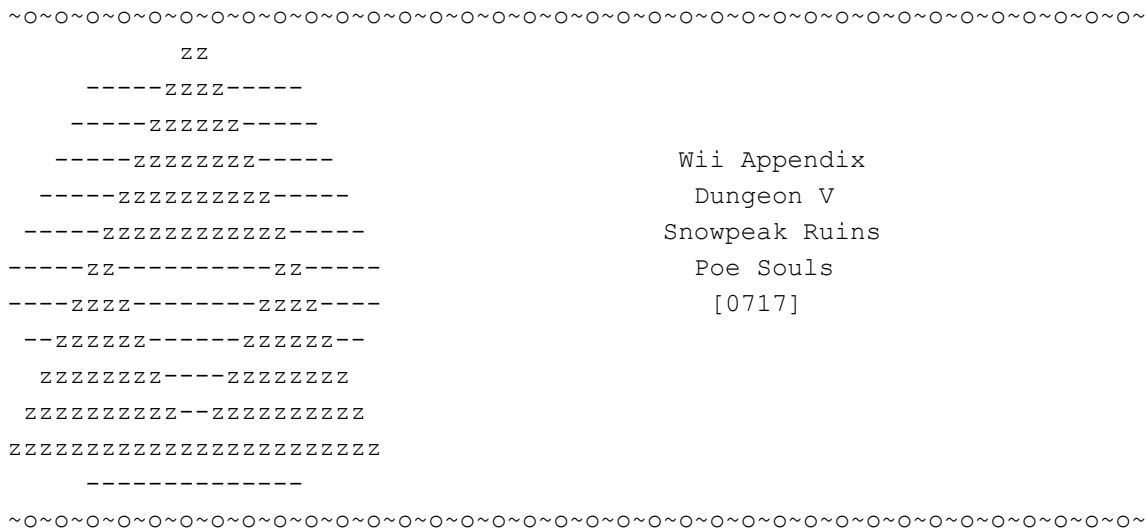
You automatically gain this Soul as part of the game's storyline.

-----  
Poe Soul #39 [PSWII39]  
Found: Arbiter's Grounds - Third Poe Chamber  
Items: None

You automatically gain this Soul as part of the game's storyline.

-----  
Poe Soul #40 [PSWII40]  
Found: Arbiter's Grounds - Fourth Poe Chamber  
Items: None

You automatically gain this Soul as part of the game's storyline.



-----  
Poe Soul #45 [PSWII45]  
Found: Snowpeak Ruins - Entrance Hall  
Items: None

A Poe hovers in plain sight in the first room of the dungeon. Kill it and steal it's Soul with Wolf Link.

-----  
Poe Soul #46 [PSWII46]  
Found: Snowpeak Ruins - Entrance Hall  
Items: Ball and Chain

There are some suits of armor near the front door of Snowpeak Ruins. Use the Ball and Chain to destroy them (you have to hit each suit twice to completely destroy it). Several of the Suits will reveal Rupees, and one of them has a Poe inside. Kill the Poe as Wolf Link and steal it's Soul.

-----  
Poe Soul #47 [PSWII47]  
Found: Snowpeak Ruins - Upper West Bedroom  
Items: Ball and Chain

Climb up to the upper west door in the first room, and go through it. Use your





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Wii Appendix  
 Dungeon VII  
 City in the Sky  
 Poe Souls  
 [0719]

-----  
 Poe Soul #56 [PSWII56]  
 Found: City in the Sky - Rooftops  
 Items: Double Clawshots

At the end of the dungeon's east wing, you'll reach a wide open area which is populated by floating Peahats. Look up, and you'll see a floating Peahat moving between the broken walls of the area. Grab onto the Peahat with a Clawshot, and ride it over the wall the top of the wall. Drop down on the other side, latching onto another Peahat to the north. Ride this Peahat over another wall.

Drop down on the other side of the wall, and look south to see a wide gap. A Peahat patrols this gap, but disappears behind a wall occasionally. Wait for it to appear, then latch onto it with a Clawshot. Grab onto it when it flies by, and quickly look south. There's another Peahat here, which floats above a solitary island with a giant tree in it. Pull yourself over to the Peahat, and then drop into the island.

A Poe habitates this island. Kill it with Wolf Link and steal it's Soul.

-----  
 Poe Soul #57 [PSWII57]  
 Found: City in the Sky - Gardens  
 Items: None

Near the top of the City, you'll find a large garden area with several tightropes suspended between the outer walls and the tower. Head for the northeast end of the area, looking on the high wall to see ivy climbing up. Use the Clawshot to grapple onto the ivy, climbing to the top and to the right, stepping onto a small ledge. From here, you can turn into Wolf Link and cross a tightrope to the center tower.

Head counter-clockwise around the tower, where you'll reach an ivy wall patrolled by Skullwalltulas. Knock down the Skullwalltulas with your Slingshot, and dispatch the Buzzard that patrols the area with the Hero's Bow. Now, climb along the ivy to the south end of the tower. There, you can open a chest to get a Red Rupee, then cross more tightropes to a small island on the west side of the area.

Beat a Poe on the island and steal it's Soul with Wolf Link.

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-----zz-----zz-----             Howling Stones and Special Attacks
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[0801] Howling Stones  
[0802] Special Attacks

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Howling Stone #01 [HSGCN01] [HSWII01]  
Found: Eldin Province - Death Mountain  
Song Title: Song of Healing (Majora's Mask)  
Golden Wolf: Ordon Province - Ordon Spring  
Musical Sequence:

	0	.5	1	.5	2	.5	3	.5	4	.5	5	.5
H	1	>	-	-	-	-	4	>	-	-	-	-
M	-	-	2	>	-	-	-	5	>	-	-	
L	-	-	-	-	3	>	-	-	-	-	6	>

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Howling Stone #02 [HSGCN02] [HSWII02]  
Found: Lanayru Province - Upper Zora's River  
Song Title: Requiem of Spirit (Ocarina of Time)  
Golden Wolf: Lanayru Province - Hyrule Field: West (GCN)/East (Wii)

Musical Sequence:

	0 .5	1 .5	2 .5	3 .5	4 .5				
H	-	-	-	4 >	-	-	-	-	
M	-	-	2	-	-	5 >	-	-	
L	1	>	-	3	-	-	-	6	>

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Howling Stone #03 [HSGCN03] [HSWII03]

Found: Faron Province - North Faron Woods  
Song Title: Prelude of Light (Ocarina of Time)  
Golden Wolf: Lanayru Province - Hyrule Field: South  
Musical Sequence:

	0 .5	1 .5	2 .5	3 .5			
H	1	-	-	3	-	-	6
M	-	-	-	-	-	5	-
L	-	2	>	>	-	4	-

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Howling Stone #04 [HSGCN04] [HSWII04]

Found: Lanayru Province - Lake Hylia  
Song Title: Title Theme, Oracle of Ages/Seasons  
Golden Wolf: Desert Province - Gerudo Mesa  
Musical Sequence:

	0 .5	1 .5	2 .5	3 .5	4 .5	5 .5	6
H	-	-	-	3 >	-	-	-
M	-	-	2 >	-	-	-	5
L	1	>	-	-	4 >	>	-

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Howling Stone #05 [HSGCN05] [HSWII05]

Found: Peak Province - Snowpeak Bottom  
Song Title: Unknown (Ballad of the Wind Fish?)  
Golden Wolf: Eldin Province - Kakariko Village: Graveyard  
Musical Sequence:

	0 .5	1 .5	2 .5	3 .5	4 .5	5 .5	6 .5	7 .5	8 .5
H	1	-	-	-	-	6	-	-	-
M	-	2	-	4 >	>	>	-	7	-
L	-	-	3 >	-	-	5	-	8 >	>

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Howling Stone #06 [HSGCN6] [HSWII06]

Found: Eldin Province - Hidden Village  
Song Title: Zelda Theme  
Golden Wolf: Hyrule Castle Gates  
Musical Sequence:

	0 .5	1 .5	2 .5	3 .5	4 .5	5 .5	6 .5	7 .5	8 .5	9
H	-	-	-	-	4 >	-	-	6	-	8
M	1	>	-	-	3 >	-	-	-	7	9
L	-	-	2 >	>	>	-	5 >	>	>	-







belly with sword strikes. His swing takes a while to charge up, but is too powerful to block, so jump out of range after two or three hits. If the Biggoron draws too close to the edge of the disc, then it will become dangerously close to the lava. If this happens, release your L-Lock on Biggoron, and run to the opposite end of the disc. The Biggoron will be forced to move closer to you, steadying the disc.

After you've hit the Biggoron a few times, he'll roll up into a ball and begin charging up, Sonic-style. Backflip towards the edge of the disc, giving yourself plenty of room. Equip your Iron Boots, and face the Biggoron. When he charges at you, press the Action button just before he hits you. If you time it properly, Link will grab a hold of the Biggoron. Now, press left or right on the joystick to toss the Biggoron into the lava. Repeat until he is defeated.

-M-I-N-I--B-O-S-S-  
Shadow Bird Rider

The Archer will float around on the back of a Shadow Bird, launching Fire Arrows at you. Keep the Rider L-Targeted, and sidejump or sidestep the Rider's arrows to avoid them. When the Rider swoops low, this is your chance to attack. Perform a Jump Attack to spring onto the Bird, and proceed to tap the Attack button to continue taking chomps out of the bird. Do this a few times, and the Rider will fall to the ground. Just beat the carp out of him to end the fight.

-M-I-N-I--B-O-S-S-  
Dark Insect Queen

Try to stay on the four little rafts which float around the area that the Miniboss appears in; if you fall in the water, you're highly vulnerable to it's attacks. Activate your Senses to see the Bug. Like it's smaller children, the Queen will charge itself with electricity and attempt to hurl itself at you. Unlike it's children, however, the Queen is huge, so this isn't quite so easy to dodge.

Wait for the Bug to charge at you, and doge out of the way of it's attack. When the electrical energy subsides, use a Jump Attack to leap onto the Queen, and mash the Attack button to start chewing the hell out of it. After you do this, the Queen will submerge itself in the lake and attempt to ram you. Stay on the rafts to avoid it. When it's done swimming around like an idiot, it will charge out of the water, usually trying to swipe you as it does. This is kind of hard to dodge; you'll probably end up diving into the water if you want to clear it entirely. At this point, the fight resets.

After you've chewed on the Bug for a while, it will land on the water with it's weak underside exposed. When this happens, jump out onto the Queen's belly, and use your Charge Attack to strike all six of the Queen's legs at the same time. This will kill the Queen, releasing the last Light Essence (16).

----M-I-N-I--B-O-S-S----  
King Bulblin, Round II

Bulblin has learned from his last Joust with you. Before, he was highly vulnerable to Spin Attacks from your Ordon Sword. He now carries a shield on each arm to counter that. But you've got some new equipment too, in the form of the Hero's Bow. Charge straight down the bridge as with the previous

battle, and when you draw close to him, aim an arrow at the gap between his Shields and fire it right into his torso (don't use Bomb Arrows; they work, but don't help any). Use the Hawkeye combined the Hero's Bow if you're having difficulty.

After you've hit Bulblin, he'll veer off course, avoiding ramming into you. Charge to the other end of the bridge, where Epona will automatically turn around. Repeat until Bulblin is defeated once more.

-M-I-N-I--B-O-S-S-

Giant Frog

At the start of the fight, the Giant Frog will unleash an army of Tadpoles at you. Make them your primary concern; use non-L-Targeted Spin Attacks to defeat them all quickly. Once they're disposed of, turn your attention to the Giant Frog.

The Frog will begin its attack phase after you've dispatched of the Tadpoles. He'll begin by jumping into the air and trying to land on you; successfully evade this attack by rolling out of the vicinity of the Frog's shadow. If the Frog misses, it will be stunned temporarily. Move around to the front of the Frog, where you can now L-Target his tongue and proceed to attack it. As always, open with a Jump Attack, then proceed with rapid sword swings.

After the Frog recovers, it will croak loudly. Fire a Bomb Arrow into its mouth when it does this to stun it again, allowing you to damage its exposed tongue a few more times. After the Croak, it will shake, releasing more Tadpoles at you. The fight resets at this point. Keep killing its offspring and damaging its tongue until the Frog is defeated.

-M-I-N-I--B-O-S-S-

Skull Kid

The Skull Kid will blow on his flute, and more Deku Golems will appear. Defeat them, but be wary; they'll continually spawn in groups of four through this whole fight, which will take you all over the Sacred Grove. Follow the Skull Kid through the opening that he created, then look to the left (right in Wii) from the entrance. A small tunnel leads up here; climb up it.

Follow the road through this area, and you'll begin to hear the Skull Kid playing the local theme (Saria's Song) on his flute (which for some reason sounds exactly the same as the Deku Pipes from Majora's Mask). Climb up onto the ledge to the left (right in Wii), and you'll find the Skull Kid. Attack him before he can summon more of his pals, and he'll run away again. Chase after him.

The Skull Kid has run back to the small pool. Return there, watching out for Deku Golems who will appear on the way. When you reach the pool, look between the waterfalls to see a new tunnel. Run up it. Follow the path in this area around the corner and through a tunnel, where you'll reach another small pool. The Skull Kid's music is audible in this area; jump into the water, and swim towards the waterfall in the back of the area. There is a tunnel behind the waterfall. Go through this tunnel, and climb up the platforms that appear behind the waterfall. At the top, you'll find the Skull Kid. Attack him, and he'll run away again.

Return to the first pool of water you found, and look for a new tunnel which has appeared on the right side of the area (the right side, as though you were



entering from the Sacred Grove entrance). Run up the tunnel to find an overgrown stone building, with the Skull Kid visible on a high tree branch. He's significantly out of your reach for the time being, so head through the tunnel to the left behind him (right in Wii).

There's a series of ledges in the back of this new area. Jump up them, then start running along a path which is really an extra-wide tree branch. Follow the path along, and through a tunnel which leads back to the Skull Kid. Attack him, and he'll drop down below. The stone wall blocking the door of the overgrown structure will vanish; follow him down this tunnel. Around another corner, you'll run through another tunnel, then drop into a deep area, where you'll have the Skull Kid cornered.

The Skull Kid will now begin to teleport randomly around this small area, summoning in progressively larger packs of Deku Golems. The Skull Kid has now gotten significantly smarter; if you try to attack him, he'll teleport away faster than you can hit him. The only time he's vulnerable is when he is blowing on his horn. The only times he does this is to either summon new Deku Golems, or to occasionally blow gusts of wind at you. Wipe out all of the Skull Kid's Deku Golems with Midna's Charge Attacks, then attack the Skull Kid while he is summoning more. Three hits will end the fight.

-----M-I-N-I--B-O-S-S-----

King Bulblin, Rounds III & IV

This is your first match against Bulblin on foot, and he now wields an absurdly large axe. He isn't very difficult, however. He's very easy to stun (simply striking him stuns him momentarily). He is highly vulnerable to Back Slice and Helm Splitter attacks, so use them a lot if you have them. If you don't have any of your special moves, then dodge around behind him and attack his back. Keep up a rapid salvo of attacks, and he won't even get the chance to swing.

-M-I-N-I--B-O-S-S-

The Fourth Poe

The final Poe will split into four identical versions, and begin to circle you. Three of the Poes are illusions, and the fourth is the real one. You can only damage the real one. You have two choices on identifying the real one: randomly pick one and try a Jump Attack on it, or else wait for them to quit circling you. Once they stop circling, they're preparing to attack. The real one will glow bright blue briefly just before it attacks; this is your chance to spring. Midna's Charge Attack isn't effective against this enemy.

-M-I-N-I--B-O-S-S-

Undead Prisoner

The Undead Prisoner is invisible, so activate Wolf Link's Senses to see him. L-Target him, and begin side-jumping to the right until the Prisoner attacks. His sword will be embedded in the ground, and the Prisoner will blow bright blue. This is your chance to attack; Jump Attack onto the Prisoner, then proceed to chew him to pieces.

Successfully completing this phase of the fight will cause the miniboss to enter his second phase. He is visible now, and you should fight him with Hylian Link. Shoot him down with an arrow from your Hero's Bow while dodging the projectiles the Prisoner throws at you (you can't L-Target him at the moment, unfortunately).

A successful hit will cause the Prisoner to spin rapidly around the room, eventually trying to hit you with his sword. Dodge the attack, and the sword will be stuck in the ground, leaving the Prisoner vulnerable to both your Sword and L-Targeting. Open with a Jump Attack, and proceed to use rapid swings. After a few hits, the miniboss will return to floating around the room. Shoot him down with another arrow; rinse, repeat.

-M-I-N-I--B-O-S-S-

Armored Lizard

The Armored Lizard doesn't have much health, but it is capable of taking away a significant chunk of yours with it's massive Ball and Chain weapon. It swings the wide in a wide arc, finally unleashing it at you. If it hits you when it does this, it's going to hurt. Wait for the Armored Lizard to swing the Ball and Chain, and backflip or sidejump out of the way of the ball. Now, while the Lizard is briefly stunned, run around behind it and beat on it's tail with your Sword. A few strikes is all it takes. Ignore the Clawshot Targets on the ceiling; you'll do more harm than good if you try to use them.

-M-I-N-I--B-O-S-S-

Dark Nut

The Dark Nut is a heavily armored foe, making him very difficult to hit. He uses his shield very well, blocking most of your attacks. If you have the Helm Splitter, this will be an easy fight. Simply hit him once to make him raise his shield, then use Helm Splitter to knock a chunk of his armor off. The Back Slice also works quite well. If you don't have any of these abilities, then the fight will be much more difficult. You'll have to wait for the Dark Nut to attack, dodge out of the way of the attack, where upon it's sword will be lodged into the ground. It is vulnerable to basic sword strikes when this happens. If you block the attack with your shield, you will not be able to damage the Darknut. You MUST dodge the attack.

After you have knocked all of the Dark Nut's armor off, the second phase of the fight begins, signified by a brief cut scene. Like fighting the armored Dark Nut without special abilities, you must wait for the Dark Nut to attack, successfully dodge the attack, and then damage him in the brief window when he is not able to defend himself. Repeat until the Dark Nut is dust.

-M-I-N-I--B-O-S-S-

Dragon Knight

First and foremost in this boss fight, watch out for the blue tiles in the floor. It's very easy to accidentally wander onto one of them while you're L-Targeting the Dragon Knight. Speaking of the Dragon Knight, notice the peculiar symbol on it's shield: it's actually a Clawshot Target. That should give you a clue.

Pursue the Dragon Knight as he hovers around the room, and wait for him to ready his sword and shield as though to strike. This is your opportunity to nail the Dragon Knight's shield with your Clawshot, dragging it to you for a good sword thrashing. After eight or so solid hits, the Dragon Knight will fly out of the one of the holes in the room, and the next phase of the fight begins.

The Dragon Knight will now start flying in and out of the four holes in the



distance. L-Target the eye, open with a Jump Attack, and proceed to use rapid sword strikes. Repeat until Diababa is dust.

Here's a handy tip I've discovered while fighting Diababa: even though you can only block while L-Targeted, it's still a good idea to not L-Target and just rely on your rolling ability to avoid Diababa's attacks. L-Targeting tends to interfere with the Gale Boomerang in really inconvenient ways.

-----B-O-S-S-----

Twilit Igniter FYRUS

Darbus, the Patriarch of the Goron Tribe, sort of went insane when he was consumed by the powers of a Fused Shadow. Oops. You'll have to administer his medicine, in arrow-and-sword-beating form.

Unlike the previous boss, Diababa, who had several distinct phases, Fyrus is relatively basic. In fact, he's probably the easiest boss in the game. His weak spot is the shiny red "eye" on his forehead. Hit it with an arrow using manual aiming (you can't L-Target Fyrus, which is really the only hard part of him). The arrow will stun Fyrus temporarily. Run around to the chains attached to his shackles, and equip the Iron Boots before grabbing hold of the chains. Pull backwards on the chains until they tighten, and Fyrus will be knocked to the ground. Now's your chance to run in and beat the carp out of his Eye (remove the Iron Boots first). You can L-Target him at this point, but you'll lose that ability once Fyrus recovers. As always, open with a Jump Attack, then proceed to use regular rapid swings. Rinse, repeat, dead.

Fyrus' attacks are about as tricky as he is to damage. Just keep your distance to avoid the majority of them, which is pretty easy since the room is quite large. Mostly, he'll swing his shackles at you, but occasionally he'll charge up an area-of-effect fire attack. The best way to avoid Fyrus' attacks is not let him use them; concentrate on stunning his eye. Don't give him the chance to attack, and he won't. If you do happen to be hurting for some hearts, more can be found in the pots around the perimeter of the room.

-----B-O-S-S-----

Twilit Aquatic MORPHEEL

Equip the Iron Boots to sink to the bottom of a disturbingly deep and large chamber (I'm afraid of deep water...). When you finally land, head for the middle of the chamber, where there is a tentacle-like object sticking out of the sand. Stand near it, and Morpheel will appear.

In the first phase of the fight, your goal is to strike the eyeball that travels around Morpheel's different tentacles. L-Target the eyeball and pull it out of the tentacles with the Clawshot, where you should proceed to beat the snot out of it with your Ordon Sword.

During this phase, Morpheel has a number of different attack methods. He'll occasionally release Bomb Fish; use a Spin Attack to destroy them, or grapple them to you with the Clawshot, and throw them at Morpheel before they explode. Another thing he can do is grab you with a tentacle, bringing you into his mouth to chew on you. If he does this, then as soon as you emerge from his mouth, remove the Iron Boots and swim out of his range, otherwise you'll fall right back into his maw.

After you've hit the eye a few times, Morpheel will emerge from the water entirely. Remove your Iron Boots and swim after him. The faster you tap the

swim button, the faster you'll swim. Don't L-Target the boss; swim after it manually. Your goal is still it's eye, which is now attached to the back of it's head. Swim towards the eye, and unleash the Clawshot when you get close enough. A successful hit will pull you to the eye, letting you stab it a few times. The boss' only attacks during this phase are to attempt to swallow you if you swim in front of it. Equip the Iron Boots if it tries to do this. One of the best ways to get to the eye is to not chase the boss, but instead wait for him to swim towards you, and charge right at him. This gives him plenty of opportunity to attempt to swallow you, but if you go fast enough, you can grapple to his eye without being turned into his food.

Repeat grappling to the eye and stabbing it until the boss is dead.

-----B-O-S-S-----

Twilit Fossil STALLORD

Go to the bottom of the stone ramp to begin the fight. At the beginning of the fight, your goal is snap Stallord's spine, which is embedded in the sand in the middle of the room. Get on the Spinner Track that runs around the perimeter of the arena, and build up some speed on it. Watch out for the Spikes that run along the track. Once you've got some momentum going, hop off the track and make your way to the piece of Stallord's spine that sticks out of the sand. When you near it, press the Attack button (attack with the Spinner, not the Sword) to damage the Spine. Damage the Spine three times to enter the second phase of the fight.

Stallord's attacks in the first phase are rather limited. He'll summon Skeletons from the sand, who don't actually attack, but act as obstacles for you to dodge on the Spinner (they have an annoying habit of sending you back to the Spinner Track when you bump into them). Stallord can also breathe toxic gas, which has a limited range and is really only a danger when you are going to damage his spine. If you run out of speed on your Spinner, you'll have to return to the stone perimeter of the room before you can get back on it; you can't start the Spinner on the sand.

After you have damaged Stallord's Spine three times, the sand will be drained from the arena, turning the arena into a large cylindrical chamber. Stallord is apparently defeated in this phase. Enter the Spinner Slot in the center of the arena, and Spin the Spinner rapidly to create a tall tower in the center of the arena. This truly begins the second phase.

Stallord will knock you off the tower at the beginning of the second phase. The boss will then begin circling very quickly around the perimeter of the room; you must chase after it using the Spinner Track on the inside tower. Stallord will occasionally spit volleys of fireballs at you; jump to the opposite wall just when he releases the fireball to avoid the attack. He'll always spit fireballs in clusters, and when he draws in right next to you is your time to attack.

When you grow parallel with Stallord's skull, jump out from the track to strike it. Stallord will fall to the ground and become vulnerable to Sword attacks. Beat the carp out of it until he recovers, where the phase starts over.

After you have damaged Stallord, Spikes will appear on the inside tower and perimeter wall. You get plenty of notice before the Spikes can hit you, so jump to the opposite Track before they do. Stay on the track long enough, and Stallord will return to spit fireballs at you, at which point the Spikes conveniently disappear. You can now repeat the same fireball-dodging strategy to stun and then damage Stallord.

-----B-O-S-S-----

Twilit Ice Mass BLIZZETA

After a cutscene, Yeta will be transformed by the power of the Mirror, just like Darbus was turned into Fyrus by the Fused Shadow.

In the first phase of the fight, Blizzeta will be a gigantic Ice Statue. L-Target Blizzeta, and start bombarding her with the Ball and Chain. Hitting her once will shrink her, causing her to ricochet around the room. Keep bombarding Blizzeta with the Ball and Chain to keep her from hitting you. After you've hit her a few times, she'll release an army of Freezzards. Ignore them, and keep hitting her. After you've hit Blizzeta about eight times, the next phase of the fight begins.

Blizzeta actually attacks in the second phase, so watch out. Watch Blizzeta's reflection in the ice floor to see where she is. When she hovers above you, she's about to strike with the group of ice shards that surrounds her. Roll quickly out of the way to avoid this attack. If you get the chance, smash one or two of the shards with the Ball and Chain.

Following this attack, Blizzeta will drop all of the shards in a circle, not counting gaps from shards which may be destroyed. Blizzeta herself will drop into the middle of the circle. Roll out of the way to avoid the initial ring of shards, and use the Ball and Chain while L-Targeted to hit Blizzeta when she lands in the center of the ring. Three hits in this phase will end the fight.

-----B-O-S-S-----

Twilit Arachnid ARMOGOHMA

When you enter the room, a cutscene will announce the presence of Armogohma. Armogohma's weak point is the giant eye on it's back; shoot it with an arrow from the Hero's Bow, and the spider will fall to the ground. Take control of one of the large statues in the room (the one nearest Armogohma is best), and instruct it to smash it's massive fist into Armogohma by swinging the Dominion Rod, whereupon the Boss returns to the ceiling, and the fight starts over. Watch the beams of light that fill the room; you can tell where Armogohma is by watching for the beams of light to disappear, indicating that Armogohma is crawling over one.

Armogohma is about as diverse in it's attacks as it is to damage it. It will either release an army of Tiny Skulltulas at you, which you should defeat with Spin Attacks and Jump Strikes. The Tiny Skulltulas are vulnerable while in their eggs; destroy as many of them as possible while they're in this form. Armogohma can also spit out a laser beam from it's eye. This is the only time that Armogohma opens her large eye, and is the only time you can shoot it with an arrow. If you fail to hit Armogohma and she does unleash a laser, run in a rapid zigzagging fashion towards the farthest wall to avoid the attack. You can still shoot the eye while Armogohma fires the laser, but only if you're quick.

Smash Armogohma with one of the room's statues three times, and Armogohma will turn into a tiny eye surrounded by Tiny Skulltulas. Aggressively attack the Armogohma's eye to get the Mirror Shard.

-----B-O-S-S-----

Twilit Dragon ARGOROK

Look above you as you enter the Boss' area, and you'll see a grating on a pillar. Pull yourself up to the grating with the Clawshot, then pull yourself up to the ivy opposite the grating with the other Clawshot. Climb up the ivy to the top of the tower, where the Boss Fight will truly begin.

At the start of the fight, Argorok will swoop around the sky, occasionally dive-bombing the tower in an attempt to knock you off. He'll also hover over the ground, and prepare to flap his wings at you to knock you off. When he does this, you're ready to attack. L-Target him, and grab his tail with a Clawshot. Now hanging from his tail, equip the Iron Boots to drag Argorok to the ground, where a piece of his armor will break off. Argorok will try to blow you off the tower at this point; keep the Iron Boots equipped to prevent this.

After you've broken off a chunk of Argorok's armor, the phase repeats. Except this time, when Argorok hovers, he will float very high in the air. To reach him, use the Clawshots to climb one of the four spires, getting you enough altitude to reach the boss. Get on his tail, and equip the Iron Boots again to break off more of his armor. Once you've broken enough of Argorok's Armor for the red crystal on his back to appear, the fight enter it's second phase.

Argorok's attack patterns remain similar to in the first phase. But the way you must damage him is now wholly different. Climb to the top of the four spires in the battlefield using the Double Clawshots. At the top of the spires, you'll find a ring of Peahats. Grapple onto one of the Peahats, and Argorok will swoop in to attack.

Argorok will attempt to breath fire at you now. Hold down the L Button and start grappling between the Peahats as fast as you can to avoid the attack. Keep grappling around the Peahats until you get behind Argorok, and then aim a Clawshot at the diamond on his back. Once you successfully grapple onto Argorok's back, you can start beating on the crystal with your sword until Argorok plummets to the ground, where you can start the phase again.

After Argorok is close to death, his fire-spitting phase changes slightly. He will spit fire in one direction, and then quickly turn and spit it in the other direction. When he does this, you must change the direction that you circle the Peahats in, or else you'll go right into his flames. Otherwise, it's identical. Get behind Argorok, grapple to his diamond, beat it with your sword.

Repeat until Argorok is defeated.

-----B-O-S-S-----  
Usurper King ZANT

After a lengthy cutscene which more fully explains the relationship between Zant, Midna, and Ganondorf, the fight begins. Most revealing of all: Zant is apparently the court jester. Go figure.

The fight against Zant passes through six distinct phases, each of which are clearly marked by a new battlefield. The first takes place in the Diababa battlefield from the Forest Temple.

PHASE ONE: Forest Temple

Zant will hover over the toxic goo in the far side of the room, occasionally firing projectiles at you. You can block these projectiles with the Hylian Shield. After his barrage, Zant will teleport to another part of the pool. To

damage Zant, you have to successfully dodge his projectile attack, then hit him with the Gale Boomerang. He'll bounce towards you after a successful hit, letting you give him a good thrashing with the Light Sword, just to remind him why it isn't cool to mess with Midna. After you've hit Zant a few solid times, you'll warp to the Biggoron's battlefield in Goron Mines.

#### PHASE TWO: Goron Mines

Zant will waste no time rocking the giant iron disc in an attempt to knock you into the lava, so equip your Iron Boots to stick to the magnetic surface. When Zant isn't jumping up and down on the disc in an attempt to knock you off, he'll be throwing more projectiles at you. Remove the Iron Boots when he does this, dodge the attack, and run towards him to give him another good thrashing in his short cooldown period. After a few rounds of this, you'll be warped to the underwater battlefield of Morpheel.

#### PHASE THREE: Lakebed Temple

Equip the Zora Armor and Iron Boots as soon as you enter this battlefield to keep from drowning and having to deal with the bad swimming controls. After a few seconds, a giant Mask of Zant will emerge from the ground. When the mouth of the Mask opens, L-Target Zant and block his projectiles with the Hylian Shield. Pull him out of the Mask with the Hookshot when his barrage has ended, and proceed with the thrashing. After he takes some damage, four Masks of Zant will appear in the arena, and Zant will appear randomly in one of them. The method is exactly the same, you just have to get lucky and be close enough to Zant to hit him with the Clawshot. After a few more rounds of this, you'll warp to the Baboon's room in the Forest Temple.

#### PHASE FOUR: Forest Temple Again

Remove the Iron Boots and switch back to the Hero's Clothes as you enter. Just like the infamous Baboon, Zant will hop around on the pillars in the room. Wait for him to begin firing his projectiles at you, then roll into the pillar that he is standing on TWICE. He'll fall to the ground, letting you continue the thrashing. Repeat until you warp to the next battlefield.

#### PHASE FIVE: Snowpeak Ruins

Zant grows to ridiculous size as you enter this battlefield, then begins to defy gravity and fly around in the air. Notice that the camera angle is conveniently tilted so that you can see the ice floor beneath you. Watch Zant's reflection in the floor, and wait for him to crash down to the ground. Roll out of the way of the attack, and nail Zant's foot with the Ball and Chain. Zant will now start running around the room on one foot, rapidly shrinking to his original size. Chase after him and continue the thrashing. After a while, he grow back to giant size. Repeat until you warp to the final battlefield.

#### PHASE SIX: Hyrule Field

The final match against Zant takes place before the steps to Hyrule Castle Town's south entrance. Zant isn't playing games anymore; the two swords that he carries in this phase clearly state "this is for keeps."

Zant's got a few tricks in his attack repertoire this time around. Mostly, his attacks consist of slow forward lunges, with obvious gaps between each lunge. Use a Jump Attack or a Jump Strike against him during each gap. Another attack has him spinning rapidly. Perform the first two steps of the Jump Strike (but don't attack) to avoid this attack. Alternatively, just hop to the left or right twice. After he is done spinning, he'll have a long cooldown period, giving you ample thrashing time.

The longer the fight lasts, the faster Zant will attack. Keep striking him when the opportunity is ripe, and he'll fall.



-----B-O-S-S-----

#### Ganon's Puppet ZELDA

Being the King of Evil, Ganon will pit you against the game's namesake to start. Yeah, he's cool that way. Puppet Zelda will hover around the battlefield, and you never really attack her directly (not that you'd want to). She'll use three attacks: one, she'll dive-bomb you with her sword. This can actually be blocked with your shield, so it's no big deal. It does make you lose your L-Target, though, so be careful of that. The second is to summon a giant golden triangle on the ground, which damages you if you stand in it's area of effect.

Her last attack, and the one she uses most often, is the attack where you can actually damage Puppet Zelda. Zelda will raise her sword over her head, and then fling a ball of gold light at you. Strike this light with your Sword to reflect it back at her. She'll reflect it back at you. Hit it again to send it back to her. Repeat going back and forth until one of you misses. The closer you are to Puppet Zelda when you reflect the ball, the faster it will travel. This means it's easier to hit the ball from a great distance, but you can defeat her much faster if you strike from close range. Strike Puppet Zelda with the golden ball three times to end this boss fight.

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#### Dark Beast GANON

In Ganon's next form, he'll take on the form of a giant four-legged beast (which, for some reason, looks a lot like a Felhound in Warcraft lore). This is a two phase battle, and is relatively quick if you know what you're doing. In case it wasn't obvious, the giant silver scar on his belly is the weak spot.

For the first part of the fight, Ganon will run around the room, smashing through pillars and anything else that gets in his way, then disappear through a portal. Position yourself with your back to the nearest wall when he disappears through the portal. Whip out your Hero's Bow, and start manually aiming around the room until you spot a series of portals that will appear close together (a loud pulsing noise indicates their appearance). Ganon will pop out of the portal which flashes blue. When he emerges, nail him on the forehead with an arrow to stun him, where you can then run in and thrash the scar on his belly for a little while.

After you've hit Ganon, then he will appear out of a portal in the sky and try to land on you. Roll or Dash as quick as you can when his shadow appears above you to avoid this attack. Wait for Ganon to start rampaging around the room again, where you can hit his forehead with another arrow and hurt some more.

It won't take long for Ganon to catch wise to your arrow-firing tricks, and he'll disappear through a portal when you fire one (usually to come crashing down on your head). When this happens, switch to Wolf Link. It's time for the next phase of the fight.

Wait for Ganon to disappear through another one of his portals. When the portals start appearing, position yourself roughly in front of them, but still with a good amount of distance between you and the portals. When Ganon emerges from the portal, L-Target him and wait until just before he hits you. You can press the action button here, and Midna will grab onto Ganon with her arm. You can now toss him to the left or right, and then Jump Attack onto his scar and start chewing the hell out of him.

When he's near death, Ganon will give you no notice on the portals - he'll just appear out of one and charge at you. The method is still the same, but you've got to be quick. Chomp the heck out of Ganon until he succumbs... again.

-----B-O-S-S-----

Dark Lord GANONDORF, Part I

The battle now moves to Hyrule Field, where you'll combat Ganondorf on horseback (at least Epona is good for something at this point in the game). Zelda also replaces Midna as your companion for this fight. This battle has glaring similarities to your first battle with King Bulblin, so you should already be well practiced for the fight.

Ganondorf cannot be injured until Zelda stuns him with one of her arrows. So your job through most of the fight is to keep as close to Ganondorf as possible, and also to L-Target him (for whatever reason, Zelda refuses to aim her Light Arrows until you L-Target Ganondorf). Once Zelda has stunned Ganondorf, you're free to give him a good beating with the Master Sword.

But it won't be as easy as all that. Get behind Ganondorf, and start burning all of Epona's dashes to keep up with him (his horse is wicked fast). Charge up a Spin Attack while you pursue him. Ganondorf will attempt to throw you off his trail by zigzagging a lot, and he'll also unleash his Phantoms when you draw near him. If you hit one of the phantoms, you'll be knocked off Epona, so aim for the gaps between the phantoms to slip on through. Release your L-Target on Ganondorf briefly to make slipping through these gaps easier.

Once you've slashed Ganondorf a surprisingly few number of times, he'll fall off his horse, and the final battle will begin.

-----B-O-S-S-----

Dark Lord GANONDORF, Part II

Finally, the boss fight with Ganondorf that people have been demanding for decades. A sword fight. Too bad it's more of a cinematic treat than an actual boss fight, ala the final boss in Final Fantasy VII in a way. If you're feeling silly, try using the Bobber Fishing Rod on Ganondorf. You'll see.

First, a few ground rules: don't use Shield Attack. You've been warned. Second: If you've got the Back Slice, then use it. Use it a lot. Because Ganondorf just plain sucks at blocking it. Once you've hit him once, he's open to a few more hits, so by all means continue. His attacks are swings with his massive sword. Dodge out of their range by backflipping or side-jumping. Side-jumping to the right is preferable (left in Wii), as Ganondorf is right-handed (left-handed in Wii), so you'll be jumping away from his sword.

Ganondorf's only fancy moves in this phase are when he leaps into the air, and tries to land on you. You'll know when he's done this, as you'll lose your L-Target and Ganondorf will vanish. Roll forward when this happens to avoid the attack. Then, continue your Back Slashing and Boss Thrashing habits. Occasionally (and usually when you are far away from him), he'll charge at you, and you'll be prompted to press the Action button. Do so just before Ganondorf strikes you, and you'll enter an Action Button Tapping Duel. Win, and you'll knock Ganondorf to the ground, letting you get in several free hits (and maybe a game-ending Ending Blow).

After you've hit Ganondorf what seems to be an unnecessarily large number of



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Contact Information

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If you would like to contact me online, you can e-mail me at [Andrew.ComfortablyNumb\[at\]gmail.com](mailto:Andrew.ComfortablyNumb[at]gmail.com). Poorly spelled letters, letters asking questions already covered in the guide, letters without a clearly defined subject, or just plain stupid letters will probably be ignored. If I do respond to a stupid letter, it's merely for my own entertainment. Don't expect me to be polite. If I don't respond immediately to your letter, it doesn't mean I haven't read it - I get lots of e-mails concerning my work, and I simply don't have time to respond to them all. I do, however, make a point of reading as many letters concerning my work as possible. Letters MUST contain the game's title in the heading. If they do not, then they will not be read and they will be deleted.

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Special Thanks

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Thanks to the following people for giving their critiques or additions to any one of my guides: Qtipdoom, Chris Paxton, Insanityrest, Superguy415, Al, Erik Kwaakernat, Niek Rood, Matt, ChippyBlane, CyborgDragon, Diego Berdegja, Thomas N/A, Jennings Jin, Corey Clark, The Croz, Andrew Kovalcik, Luise Felipe Camarena R., Poe Tokoro, Living NightMare 185, RJ, Norman Lee, Dark Crono, Ben Ritz, Scott M., Curtis Hunt, Daffy22853, Matt Steven, Atrimis, Les Labbauf, Bart Van De Winkel, Sam Clements, Andrew Hintz, KyuubiKitsune19, WOLFMANCTL, Devin Pierce, Aaron Ramsey, Patrick D'Aoust, Preston Sumner, Christopher Moore, thehardencorpse, Mark Ehrhart, Parker Iller, Andrew Sprague, Jayson Jesposito

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