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-----I. Introduction-----

Welcome to the next FAQ installment of TripleJump! This one is one of my many FAQs in production. (I have like 3 unfinished ones that are halfway done in my FAQ folder on the computer!) This one is for "Twilight Princess". If you are like me, you have waited around three years for this godly game to be released to the public. I had purchased a pre-order around Christmas last year. I was patient, waiting for the game to be released. It paid off. I received my game a day or two after the game was released in North America and immediately enjoyed it.

Twilight Princess brings something new to the series. The Wolf Link. Wow. This was a great touch. The panting, the sniffing, the growling. It was wonderful. Link turns into the Wolf when he enters "The Twilight". He then has to restore the light to the land in order to regain his human form. He progresses along and learns about some things that are far to great spoilers for me to disclose to you at the moment ;).

The Graphics of this game for a GameCube game are incredible. It was especially great during the cutscenes, where the graphics were improved. The only thing it was missing was Voice Acting. You know what? It doesn't need it. That would only end up making the game feel like it was a rip off of some other game, and not a true Zelda game.

THE MANUAL'S STORY:

Deep in the southernmost region of the kingdom of Hyrule lies a village by the name of Ordon. Cradled in the scenic beauty of pristine farmland, the villagers of Ordon make a living by raising livestock. Among the villagers is a boy known as the most skillful rider in all the land. A boy who, it is expected, will one day take over the responsibility of leading Ordon as the village chief. His name is Link.

Trusted and liked by all the villagers, Link is especially loved by the other children of Ordon, among whom he holds unofficial status as the leader of the pack. Link spends his days as a ranch hand and learns the ways of the sword from the village's lone swordsman, Rusl, in his spare time. He often displays his newly honed skills to the village youths, which makes him even more popular.

One day Link is showing off his swordsmanship as usual, when a monkey appears. "Hey! That's the monkey that's been causing trouble all over the village! Let's get him," cry the children. They run after the monkey into the forest. Link rushes into the heart of the woods after them and is shocked to find that the dark thickets are teeming with countless monsters. After fighting his way through their ranks, Link rescues the child and the monkey from the cage where they are held captive. Until now, the forest had

always been a safe place.

The next day, after much encouragement by Rusl, Link prepares to set out and deliver the village's tribute to Hyrule Castle. Having never visited the castle before, Link is in high spirits as he prepares for his journey, but when his childhood friend Ilia notices a wound on Epona's haunch, she gives Link an earful for being so careless with his horse. In a huff, Ilia leads Epona away.

Link tracks down Epona and Ilia at the mystical spring nearby and attempts to apologize for injuring Epona. But no matter how many times he says he's sorry, Ilia simply refuses to forgive Link. Then Colin, a young boy from the village who idolizes Link, steps forward to mediate the situation. Thanks to Colin's explanation, Link is finally able to get Ilia to drop her guard and talk with him. Having warmed back up, Ilia tells Link, "Come back safely, and don't do anything reckless!" Just then, A monster astride a huge boar comes crashing out of the forest. The fearsome monster and it's mount break through the gate to the spring and attack the youths.

Caught off guard by the sudden assault, Link is helpless to stop the monster from delivering a blow that renders him unconscious. Through the fog of his half-conscious mind, Link watches Colin and Ilia get swept off by the monster..

Enjoy my FAQ, and feel free to email me with a question.

-----II. Version History-----

June 23rd, 2008

Added the rest of the walkthrough, did the Cave of Ordeals and removed the unimportant fishing section. It's now 100% complete!

June 21st, 2008

Added the Palace of Twilight and have only one dungeon and Fishing/Cave of Ordeal guide to finish!

June 19th, 2008

Added all the Poe Souls, just two subsections and the finale of the game to come and this guide is ALL DONE!

May 17th, 2008

Added walkthrough up to the end of the City in the Sky and all the corresponding updates at the subsections at the end of it to go along with it.

January 3rd, 2008

Added Walkthrough up to the Cannon Launch into the City in the Sky. Also added Minigames, Poe Souls, all the Golden Bugs and the Shops section. Converted items up to par. It's about 474KB

August 21st, 2007

Added Walkthrough up to some of the Owl Statues and a ton of subsection things. I have a LOT more to add but it's on another tape I might do tomorrow or the day after. It's 458K.

August 17th, 2007

Added Walkthrough up to past the Temple of Time, as well as all Heart Pieces and Poe Souls that includes. It's quite big now, 418K.

August 16th, 2007

Added a CTRL + F search code, some new sections and a question to the FAQ. I have a baglog of things to add to the FAQ now.

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There is a double update as I add more to the guide today! The backlog is very small now, and stretches from the current part to the next temple. I added more Pieces of Heart, more Poe Souls and a minigame. I also fixed the margins so it will take less time to update!

August 13th, 2007

Well, I meant to do it earlier but I've been doing a Fire Emblem 7 GBA FAQ at the same time, so I apologize for that. I will try to do the rest whenever I can and then continue.

July 12th, 2007

Well, this is the first half of a big update. I decided to make a massive Heart, Poe and Bug update and go searching for a ton. I'm still missing several of the ones I wanted to add because I have two VHS's of recorded gameplay and only one has been watched and added. Anyway, Snowpeak is done and instruction in the walkthrough form for the items is also added. I found and replaced left/right and east/west for some of the subsections and made Wii sections too. This is about 70K of the 100K planned update.

July 4th, 2007

Happy Independence Day to my American readers, and Happy Belated Canada Day to my fellow Canadians. I made a miniscule update that moves everything right up to the Ruins in Snowpeak.

June 29th, 2007

I added up to catching and sniffing the Reekfish. Most of the information is option things, like sidequests and collectibles we might want to use later. This information totals about 16-18K of information. Enjoy!

June 27th, 2007

I added the rest of the Arbiter's Grounds. Did some fooling around and recorded data of stuff we need (such as golden bugs, poe souls and heart pieces) for update some other day. About 26K was added to the guide.

June 21st, 2007

I added up to the Arbiter's Grounds because I have the time to do that now! Look for constant updates over the summer holidays. This is about 23K of information.

June 20th, 2007

It's been over a month since I updated it due to school and exams and such. Now I am on my summer break until September and my FAQing goal is to hopefully put the rest of this guide into place for the public. I added about 18K of the rest of the Lakebed Temple, to saving Midna after the curse. As well as the heart pieces and added the first poe soul we find in this game. Hope it helps! Oh, and for your reading pleasure I went through and made some spelling corrections.

May 5th, 2007

Added most of the walkthrough for the Lakebed Temple. I just have some more to do I will probably finish sometime on Monday. Enjoy.

May 3rd, 2007

Added some odd kilobytes (around 25) to the guide. The walkthroughs are at the Lakebed Temple, items and heart Pieces are updated and so are the minigames. Quite good progress, considering I did this in about 2 days. I also added info

from my first reader email for this guide about the Wii Controls.

April 27th, 2007

It got accepted. I added about 21K to the guide and it's now at the part with the Bugs in the lake.

February 25th, 2007

Mr. Shotgun gave me an Idea, I found and replaced left/right and east/west to make a Wii version walkthrough as well.

February 3rd/4th, 2007

The FAQ is now at the Goron Mines. I had to record myself playing, take notes, and type the notes out in paragraph form. A lot of work.

January 30th, 2007

The FAQ was rejected. I converted it to about 80% Forest Temple done and added the stuff gained in the Walkthrough to the sections with Heart Pieces, Equipment etc.

January 11th, 2007

Submitted FAQ. Largely incomplete, I don't have access to my GC for probably a while, so don't expect it to be updated much in the next little while.

-----III. Basics-----

GAMECUBE CONTROLS

Control Stick - Move Link around

LINK

- A - Action Button/Roll
- B - Use Sword (When Obtained)
- X - Use Equipped Item
- Y - Use Equipped Item
- Z - Talk to Midna
- L - Target/Bring Up Shield
- R - Special Functions
- Start - Bring up Menu
- C-Stick - Change Camera Angles
- D-Pad - Bring up Map/Inventory

WOLF LINK

- A - Dash/Actions
- B - Attack
- X - Toggle Senses
- Y - Dig
- Z - Talk to Midna
- L - Target
- R - Special Functions
- Start - Bring Up Menu
- C-Stick - Change Camera Angle
- D-Pad - Bring Up Map/Inventory

EPONA

A - Speed Up/Mount/Dismount
B - Use Sword (When Obtained)
X - Use Equipped Item
Y - Use Equipped Item
Z - Talk to Midna
L - Target
R - Duck
Start - Bring up Menu
C-Stick - Change Camera Angles
D-Pad - Bring up Map/Inventory

ADVANCED

Rotate Control Stick + B - Quick Spin Attack
L + B - Vertical Slash
L + A(With Sword out) - Jump Attack
B (Hold) - Spin Attack
R + A on Epona - Backflip Dismount

WII CONTROLS

The following was graciously contributed to me by Mountrussmore. All credit goes to him for this.

NUNCHUCK

Control Stick - Walk/Run/Swim/Jump and Cycle through options
C Button - Switch to first person perspective
Z Button - Z target

WIIMOTE

Power Button - Turn the Wii Mote on/off
A Button - Talk/Check/Open/Pick up/Throw,etc and perform action displayed at the bottom of the screen
Minus Button - Toggle Items screen and Skip cutscene {press twice}
1 Button - View Map
2 Button - Toggle minimap on/offff
Home Button - Toggle Home Menu
Plus Button - Toggle collection screen
B Button - Use assigned item
Control Pad up - Talk to Midna
Control Pad left, right, and down - Assign an item to the B Button {Switch out assigned item}

COMBAT GUIDE

The first thing you have to learn to avoid problems in combat is this: If you cannot get hit, you cannot die. So this leaves us with a few options.

Shield: The easiest way to not get hit. Doesn't always work.

Dodge: A slightly harder way, but can be limited depending on your space and how the camera works.

Parry: Use a special move you unlock.

If there is an enemy that shoots fire arrows at you (such as the goblins in the Goron Mines), you don't want to parry. As it can easily hit you still. This leaves you with the option to Shield or Dodge. If there is not very much room to dodge, you should shield. Choose the easiest, yet most effective option always. Dodging attacks should mostly be used on enemies such as the Dodongo like lizards in the mines, where you can backflip or sidestep a breath attack.

Shielding can be useful in defense and offensive. If you hold Shield, you can run with it up. This allows you to get in close without damage. Shielding at the start isn't always trustworthy, as if you shield against a fire attack at the start, it burns up. A better shield that you gain later will solve this problem.

Dodging is probably the most important to learn in the long run. You cannot always use the shield. Now that means that you have to use Parry or Dodge. Parrying isn't always the best. So try to dodge the attack. To dodge, wait for an enemy to wind up for an attack. If the attack is fast, you should try and do a quick sidestep or two. If it will take them a second or two, backflip. If you lose sight of an enemy, which sometimes happens, as your Targeting can be messed up, do some rolls away from the enemy, then turn and face. Dodging is the only way to escape explosions as well.

Parrying is easier to use if you have a jump attack. An enemy can wind up for an attack, then you quickly jump at them, doing double damage and stopping the attack.

Battles should try to be avoided as much as possible by standing from afar and blasting with a weapon. An example of this is in the Goron Mines. You can hit the enemies hanging on the ceiling with the Bow to rid you of them. Spin attacks are only recommended on enemies like the mini-boss of the Lakebed Temple. Where it releases a ton of enemies. Try to avoid using them if you can, they are slow to charge up.

Try to carry Bottled Fairies with you as much as possible. On my 3 day run of Ocarina of Time, I did not fall once thanks to this. the more healing items you get, the better. Fairies are the best because you won't waste them. As soon as you die, they heal you. So you don't have to worry about using Milk or potions.

On the offense, you should always try to attack quickly, then either link it to another attack, or run like hell. If an enemy begins to recover, you might not be able to hit him. So run. If an enemy is up and taking damage, keep up the onslaught.

That reminds me, always aim for an enemy's weak point. If they have any. Don't bother beating the shielded bug if it's only to delay it! Dodge and attack from the back.

Weapon choice should be obvious. Try and use the sword as much as possible to save ammo, but that doesn't mean you shouldn't use the Bow and Slingshot! Try switching up items to get a jump on the enemy and more.

Finally, use your common sense. If you think about what you are going to do before you do it, then it will work better.

-----IV. Gamecube Walkthrough-----

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ORDON VILLAGE/ORDON RANCH
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You begin at Link's House. Fado comes over and asks you to help herd his goats. Talk to him. He asks you to get Epona. Go left facing your house and down the path. You are in a new area. Follow the road forward and turn left at the Creek area to find Epona and Ilia. She asks you to play the song on the Grass. Pick up the grass and blow on it. It makes Epona's Song. Oh the nostalgia! Epona follows you. Now ride her back to Link's House, then exit through the other opening to get to town.

In the town, head across the bridge and up the opening that goes uphill to the top right of the map. This leads you to Ordon Ranch. Go forward on Epona and talk to Fado, who is on the field I believe. You have to ride around the area and herd the goats into the barn. Get near a goat, and get on a side of them so that you angle them towards the barn. Whoop. This will make them run faster.

Get all ten goats into the barn to finish the chore. Fado will now place up some fences for you to practice jumping on with Epona. After you finish practicing to your heart's content, jump over the last gate and exit to the village.

You now start on the next day. You have a day off! You start inside his house when some chiddlers call up to you to play. Come down and go outside. Go talk to your posse and learn that a new Slingshot just came out in the shop. Go to the village. Let's check out that new Slingshot! Go inside Sera's Sundries to your left at the start. Talk to Sera. Oh no! She is too depressed that she hurt her cat's feelings over dinner and it won't come home. Now she won't sell you anything. She's been hitting the milk a little too hard if you ask me.

Anyway, go outside and head towards the bridge. Talk to Colin's mom here. She is sad that her cradle is missing. Go over the bridge and talk to Mayor Bo, he is just outside of the house before the ranch. Out of the blue, a goat comes down the hill. Get yourself in front of the goat (yes, I know that it seems stupid) and hold the A button when the button appears onscreen. You plant your feet and seize the goat's antlers. Dragging it to a stop and throwing it. If you mess up, talk to the mayor again. He now tells you about those darn monkeys from the temple that are stealing stuff. Hm, what in the village has gone missing lately?

Go back over the bridge and find the man that is standing on the platform with the vines leading up to it. He calls down to you and asks you to Target him and talk. Do so, then climb the vines up to him. Talk there and he shows you Serra's cat, and the grass. Get the grass and blow on it to summon a bird down to you. Release the bird anywhere. Now jump over onto the roof of Sera's Store, then over to the next platform, then the last one. Grab some grass and summon the hawk. Aim it at the monkey that is jumping up and down just down the water stream. The Hawk grabs the cradle from his grasp and gives it to you. Go back down to land and give it to Colin's Mom. Go up the hill and right to her house without waiting to get the Fishing Rod.

Go back to where the cat was (on the other side of the children's house) and cast in the water. To fish, wait until the bobber is set in the water. If it bobs up and down, hold back on the C-Stick to reel the fish in. once you have caught two fish, the cat takes one and goes back to Serra's store. Now we have to find a bunch of Rupees. Start by going up to the First Bird Grass point. Aim it at the Bee's nest above the house of the person closest to your house. Now climb up around the house and up the vine. There is a yellow and blue rupee on the top branches. Run around throwing the pumpkins to produce some green rupees.

Leave the areas and come back to get more each time. Once you have thirty, go inside Serra's Shop and get the Slingshot. She also gives you a free bottle with half a jug of milk already in it. We now have what we need, go back to Link's House.

At Link's house, Rusl, your master, will be there. He says he left you some stuff in your house. Go over to the Children and talk to them to reveal the fact that you have the Slingshot. Equip it and aim it at the targets the kid's set up around your yard. After they are all hit, go back over to the ladder to your house. Oh no! A nasty Spider is there. Aim and fire with the Slingshot to kill it. Now climb into your house. Open the chest that is right there. You now have a wooden sword. Go back outside and talk to those noisy kids that are loitering on your property. They now want you to give a demonstration with the sword. Do what the kids want you to do (the small one tells you exactly how to do it). They will complain about the monkeys, and then chase one of them. Get on Epona now and go down the road where you went down before to get Epona. Keep going ahead and go past all the kids, and over the bridge.

=====
FARON WOODS
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Turn right at the next spot possible and talk to the man sitting next to the trailer to get the free Lantern. now that we have it, leave back to the road. Follow it along until Epona can't go further. Get off and go in on foot. Beating up the Deku Baba along the way. Move forward until you see a round sort of mini pillar.

Swing the lantern at it. This lights the path. Put the Lantern away and go down the path, lighting the torches as you go. You also have to burn away the cobwebs in your way. Continue out and go down to the dirt area. Keep moving forwards and kill all Moblins and other enemies in the way. Head to the upper right tunnel and enter (It's marked on your map with a red circle). Kill the enemies and open the chest here to get a Small Key. Now whip out your Lantern and set the torches around you alight with a flame. This makes a chest with a Piece of Heart appear. Get it. Now leave the tunnel.

Go to the bottom left part of the map (yet again, it is marked with a red circle and open up the gate with your small key. Go down the cave here. Watch out for the other enemies here. Up ahead is a store run by a bird. Ignore all the stuff here and continue on. You will come across a winding path going up. There are some Moblin Guards and there is a cage with the monkey and the last child here. Break it open.

=====
ORDON VILLAGE/ORDON RANCH
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You have to finish up some chores before you can go out to the Castle and bring the gift to the castle. So pick a piece of grass and call for Epona. Get on top and talk to Fado. You have a time limit of three minutes to herd the goats. It shouldn't be a problem anymore, you have experience. Afterwords, ride Epona down to the villiage over the fence. You automatically talk to the Mayor. Bo orders you to take the gift right away, and send you off. Ilia then notices a wound on Epona and scolds you. She now takes her away. You have to follow her. Go over the bridge and back to your house. Colin is there. He asks if you can take him to see Ilia, as the other children are mean to him. Tell him you will.

Go over to the bullies. They only let you pass if you replace Talo's sword, as he lost it near the Forest Temple. Let him have it. Gee, the only thing that is

bad about that plan is that one day you might get brutally assaulted by creatures on a boar as they steal your little man and girl, then you get dragged into a strange realm by a creature and turn into a wolf, then thrown in prison. Psshaw, like that could ever happen! Go down the road. The path to the spring is shut off, so head left at the start and crawl in through the small crawlspace. There is a Yellow Rupee in there. Anyway, you have a long cutscene with Ilia and Colin. They talk to you, then a giant beast astride a boar will come over and snatch all of you. Rude little freaks. If you hadn't given up your sword, they would be dead. Anyway, enjoy prison.

=====
HYRULE CASTLE PRISON
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OH MY GOD! YOU ARE LOCKED IN PRISON. On the minor note, you are now a wolf. Cool. Try to break from the chain for a bit, then you see some girl talk to you. Mysterious, she gets out, then challenges you to do the same. Destroy the crate you see near the front of the cell. Now turn on your wolf senses with X and dig on the shiny spot beneath it. You escape. The girl (Midna) will jump on your back. Cool. Head over to the cell next to yours and Midna talks about a chain on the ceiling. Hold L and target it, then press A to bite onto it and trigger the pull switch. Go in the new passageway. At the end of the passage is a blob. Turn on the wolf sense to talk to the spirit. It can't see you, but you can listen to it.

Anyway, go forward down the tunnel, then left and bite the chain that is hanging from the roof. This opens a small tunnel with a blue rupee in a skull at the end. Get out, go right and through the open gate here. Bite the chain here to get a heart. Continue along the path until you come to a three way fork. Head right at the fork and bite the chain on the right side to flood the area. Turn around and float over the spikes on the other side.

Go up the path and turn right, Midna leaves here, and challenges you. Turn around and go to the other end. Bite the chain to drain the area. Go back to where Midna left you. There is a crawlspace to the right, go through it and turn left to find Midna. Head up the stairs and try to jump across. Oops, the thing broke. Go back up and Midna instructs you to use her to jump. Do so, by targeting her and leaping over. Go up to the slanted pillar thing, target jump up again. Continue up the stairs, ignoring the first rope (unless you need hearts.) Defeat the enemy here so you don't fall off.

Now continue up and take the next rope. Go up the stairs at the other side and target jump up. Kill the enemies at the top and then get on the pile of debris. Talk to Midna and she challenges you to get out. The camera pans up to the door. So target jump to the door to go outside.

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HYRULE CASTLE ROOFTOPS
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Move forwards, then climb the stone ledge. Midna tells you to talk to the spirit you see. It's another soldier, which she comments on. No it's not the person she wants to see. Go on the wooden bridge thing and push the block to the ledge, climb up on the block, then up. Jump down to the stone roof on the other side and kill the bird. On the map, go up. Ignore this enemy and jump over the gap. Climb up the ledge and jump again. Climb up to the wood part, and target jump down to the other roof. Move along it to the other end and enter the building.

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HYRULE CASTLE TOWER

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Jump down from the windowsill and go upstairs. Enter the door. Move over to the figure that is cloaked by the window to begin a cutscene. It's none other than DUN DUN DUN SPOILERS! Princess Zelda! She tells you something important and to get out of there before the guard comes. Run out and down the stairs, now you automatically escape. Midna now teleports you to Ordon (at the spring).

=====
ORDON VILLAGE
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You arrive in the Spring in the outskirts of the village. Midna requests a sword and a shield before you brave the unknown. Head towards town. Enemy units are outside your house. You can defeat or ignore them. Either way, go into the Town. On the way in, a squirrel calls out to you that you should talk to animals to learn things. As you enter, a man on top of the vine area prays to the gods. You ignore him right now, and cross the bridge.

Two men are conversing about the sword and shield. Sneak up until you can listen with A. If he doesn't reveal the location, sneak in a little more to learn that the shield is in the house in front of you, and the sword is at Rusl's. They then spot you and run for it.

Go back to the other side of the bridge and the man on the vine platform calls an eagle to attack you. Run away from him and around behind Serra's Sundries. Talk to the cat here to learn that you should scare him. There is a target jump spot you can use to get onto the roof of Serra's Sundries. Hop over to the man. He bails out, stopping the assault. Now face the shield house and target jump to the window.

Inside, jump onto the table and target jump to the shield ledge. Now ram into the wall twice to knock it down. Get the shield and exit the window on the ledge you are on now. As you exit, Rusl hears you hit the water. Now go to his house, avoiding him (not necessary, but helps). Go to the left side of his house and dig under the house by the wood, use senses for the exact glowing spot to dig at. After you get in, get the sword at the house and dig out.

Head all the way back to the spring where Epona was taken with Ilia. You are stopped by a voice. It announces an evil presense. Suddenly, a warp portal appears in the sky and drops a dark foe. Jump attack him to attach on, mash the A button to damage. Repeat this to defeat him. A light spirit appears and talks to you about his brothers and such. Listen to him, then leave and run over the bridge. At the orange/black area, Midna asks you to confirm your intentions to leave the area and enter the twilight. Confirm, and you get sucked in.

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FARON WOODS (TWILIGHT)
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Move forward to encounter another warp trap. Midna deserts you, leaving you alone. This time, instead of one enemy, there are three. Defeat them the same way, the third one will revive the other two. Begin to attack, and Midna comes back. This time, she opens an energy field. Summon the field by holding B, then move so that all enemies are in the field. Release B to attack them all. When defeated, you can now continue. Move up to the spring ahead. Walk up to the gold sphere ahead. check it out to gain the Vessel of Light. You also learn the location of the insects of light, which stole the tears of light. Notice a light pattern here?

Anyway, head forward and around the corner. Tune your senses in to see the first two insects. A quick attack with B will dispatch them. Collect the blue balls of light that drop. Move forward and head right at the fork. We are at Coro's camp. Head right and climb the wooden block and look at the window. Talk to Midna to target jump in. Go down and use your senses. Look at Coro and talk to him. He exclaims something about bugs. They now crawl into the open. Kill the two to get rid of them. Get the tears of light. Now listen to him one more time and leave through the window you came in. Outside, turn around and go to the opposite side of the house. There is an insect on the wall. Ram the wall to knock it down. Get the tears after you kill it.

Head back to the fork in the road. Dig under the gate and get the two on the other side. Enter the tunnel. Go to the other end. You are now in a giant section of the woods with purple fog in the middle. Don't walk in it. Turn right and flip your senses on. Kill the two insects and collect the Tears of Light they drop. Now Target Jump from the log to the other side. Climb the hill and jump to the center platform with Midna. There are two bugs and a dragonfly with a tear in each. Kill them to get them.

Now continue forth and jump to the other end. There are two burrowing insects of light here. Use the senses, and dig them up with Y. Kill them and get the tears. Head farther north to spring ANOTHER warp trap. Win this one like last time with the spin attack. Now head all the way to the temple and kill all the bugs (in the open) along the way. Go up to the temple entrance and turn on the senses to see the last ones, and a monkey. Kill the bugs to listen to the monkey talk about the temple. Collect the tears to finish up the tears of light. Now you automatically return to the spring. The light spirit Faron purifies you, and leaves you in your green "hero garb". Yay! Now check your rupee count. If you have 100 or more rupees, skip the paragraph below about Ordon Village. If not, read the below paragraph.

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ORDON VILLAGE
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Go into Link's house and climb into his basement. Use the Lantern to see a chest in the back. Open it for fifty rupees. Go back to Faron Woods. If you don't have enough rupees, keep gathering them.

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FARON WOODS
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Go all the way forth to the gate by Coro's camp. Go into the camp and talk to Coro to get a small key. He also offers to sell you a bottle of lantern oil for 100 rupees. Be sure to buy it. Now go open the gate with the key. Head through the tunnel. On the other side is the purple fog room. Use your lantern to have a monkey approach and steal it. Follow him along, he will guide you through the fog safely, while warding off the fog. There are several enemies on the way (three). Defeat them to continue. At the other end, the monkey drops the lantern and runs. Get the lantern. You are safely through, but are out of oil. Refill it with the bottle (put the bottle and lantern out to X and Y, then use the bottle) and head forward to the shop the bird owns. Refill the bottle. You can pay if you want, you just drop the money in the box. If not, you can only ONCE in the history of the game (including other files) steal the stuff by running. But pay every other time. Anyway, head up the path to the temple and burn the web with the lantern. Enter the Temple.

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FOREST TEMPLE

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As you enter, several Keese will attack you. Defeat them and move onwards. Kill the Deku Baba that sprouts up to your left, then go up the hill. There is a Moblin enemy and another Baba here. Defeat them, then break open the monkey cage. He will gesture to you to follow, as Midna obviously points out. Kill the Spiders on the vines and climb up. Open the door the monkey stops at.

Move down the stairs, and head up the other ones. Kill the giant spider that drops from the ceiling with four blows, then your finishing move. Light the four torches with your lamp. This raises steps to the room in front of you.

Go up the steps and turn right. Open the chest here for the Dungeon Map. Open the door the monkey wants you to (the only door) and watch the cutscene with the other, more evil monkey. We will refer to him as "Gepetto". Exit back into the four doors room.

Go back to the center platform, the monkey wants you to go left, but you can't because there is no bridge. Never fear! The monkey climbs up the scaffolding and hangs upside down. Jump to him, then swing to the other side. Open the door to the next area.

Turn left here and slash the spider. He turns into a bomb. Pick it up and place it next to the boulder. This blows it, and opens a new area. Go into it and smash the pot with the thing sticking out of it. This is Ooccoo, she can warp you out of an area, then you can warp back to the exact same spot at any time. There is one in each dungeon. Collect the blue rupees from the pots in this room and go around the other side.

Burn the spider web and continue forward. Kill the Baba and hop over the platforms. Follow the monkey over to the next one (ignoring the unlocked door) and shoot the spider down. This will kill it and make the monkey feel more comfortable. She now continues. Jump over, the door she wants you to continue in is locked! Oh no! Anyway, go right to the locked door, then jump down into the water. there is a tunnel leading to a chest with 10 rupees in it. Go back up, and go out the unlocked door.

It's a windy day! Cross the bridge as it turns towards you and kill the Keese over here. Open the door at the other side and get the chest to your left. This has the Small Key we need! Huzzah! Go back over the bridge and into the water room. Open the monkey's door that is locked.

It's another monkey room! Run down towards it, but oh no! The flimsy bridge collapses, and now you are trapped! Roll into the pillar several times to dislodge the monkey cage and free him. But just when you thought you were safe, some Moblins show up. Kill them. Behind the first part of the bridge (at the bottom) is a chest with 10 rupees. Now go back up to where the bridge was. The monkeys do that thing again, you know, where they let you swing on them. Swing the two monkey bridge and exit.

Head all the way back to the four door central room. Swing over one monkey to the next area, then get the other one to swing you to the next side. Burn the spider web and open the door.

Move forward and kill the Red Deku Baba. It will still survive after you sever it's stem. So kill it quickly. Climb the steps up and turn right to the top. Smack the bomb spider and pick it up. Throw it down the gap between the next area (up the steps and left) to destroy the flowery enemy that eats you if you try to go over. This kills it, allowing you passage across. Get another bomb bug and go over the gap now. Throw it at the boulder with not a second to spare.

Climb up the ledge and enter the boulder room. Another monkey. This is just great. Go down and turn right. See that pillar with the chest on it? Roll into it a couple times to knock it down. Go to the other side. The path to it is littered with floor tiles. Some have traps under them, creatures that will spring you away if you step on it. The left side of this area will be clean. So cross it.

Light the torches here (there are a couple already lit) to make a path to the monkey cage. Not yet though, go to the right of the room and climb the vines. You have to hold right, not diagonals to make it past the top. It takes a couple tries to get it right. Seriously. Open the chest at the top for a Red Rupee.

Jump down and go up to the monkey cage. A giant spider drops from the ceiling. Dispatch it quickly, before it can guard. If it gets it's guard up before you hit (the sparks will be blue, not red) then wait for it to attack you, then lay the smackdown on it. Open the monkey cage for another one, there is a yellow rupee in his cage. Get it and then exit and go back to the stairs room.

Go right and kill the Spiders on the vines. Jump to it and climb up. Before entering the door, there is a Piece of Heart to be ours. Get the spider and drop the bomb off the edge. This blows the plant below. Drop down and open the chest for the Piece of Heart. Climb back up and go in the door.

Yet another monkey room, and a locked one too. There is a key on the ground, but the giant baba and the flowery plant that eats you has it now. Start off by smacking the Baba silly, until it is dead. Then go over to the left of the path up to the monkey and get the spider bomb. Throw it into the flower enemy to blow it up and get the key. Yay! Unlock the monkey here. Leave this room.

Head back to the main room (down the stairs, up the ramp and out). The monkey will make a bridge back to the center, then they will beckon you up to the area we saw the evil monkey in. Follow them outside.

The four monkeys make a four man bridge for you to swing over. This one is over a chasm, so I hope you are a good swinger by now. Go into the door on the other side.

The door locks as you enter. A Zelda fan knows what that means.. MINIBOSS TIME! It's that stupid Gepetto and his red ass. This battle is very easy. Start by following him as he leaps from pillar to pillar. After he throws the boomerang he stole, charge towards him and roll into the pillar. It shakes it up a little, and he loses his balance. The boomerang comes back to him and smacks him upside the head. This knocks him off. Now go behind him and beat his buns with your sword. Repeat this process.

Sometimes he will knock a Red Deku Baba off of the ceiling. If it grabs you, use a spin attack by rotating the control stick a bunch of times and mashing B. This should free you of it. Anyway, after you defeat Gepetto a parasite will come out of him. He leaves and you receive his Gale Boomerang. Exit, oh wait, YOU CAN'T! You have to hit the fan above the door three times. This opens the door.

Head right, there are some bridges that change direction. They won't both face you simultaneously, but you can fix that. Aim at the fan on the bridge and use the boomerang. This turns the bridge. Do it on both and cross to the other side.

The other side yields a Moblin and... ANOTHER MONKEY! HOW MANY ARE THERE? *slaps self*. Sorry about that. Anyway, kill the moblin and free the monkey from the cage with the Boomerang. He runs off somewhere. Go left now, and out the way

with the two bridges. You have to change them manually to get out.

You are back in the stair room. Head right to the boulder room again. Cross the traps, if you want you can take out the traps with the Boomerang. Anyway, as you get to the torches, use it on them. This puts them out, lowering the stairs and revealing a chest with a Piece of Heart. Get it, and go back to the main room.

Use the Boomerang on the chest hanging from the spider web on the roof. This nets you the compass. Take it and put out some torches here. This will lower the platforms. Jump down and get the spider bomb. Blow the boulder here and move in for a chest with 20 Rupees.

Climb back up and swing to the east room. Go right, and over the platforms. All of them. Cross the bridge and you are at a gate. Throw the boomerang at the windmill in the 'Z' pattern you can see etched on the ground. This opens it up, allowing you to get the Big Key. Which in case you don't know, will open the boss lair.

Go back to the first door that was never locked. Enter that, and cross the bridge to where you got the key. Go down and turn the bridge in this area. Stand on it and turn it again. The moblins will decide to "ambush" you. This isn't a problem. 'No Problemo' as Schwartzenegger would say. Kill the enemies and head west into the room.

Kill the two spiders in the room and burn the webs. Fall down the one that is to the north of the room on the map. You land next to a monkey cage. Break it open to free it. Jump off the stump and climb the vines to the top. Exit the room. Turn the bridge north and go up there.

The gathering of the monkeys! Oh my god! Still two more to go? WHY OH WHY! Head to your left and get on the bridge. Turn it. Get on the next bridge and turn that one with your Gale Boomerang. Kill the moblin in the vine area, then use your Gale Boomerang to take down the enemies hiding on the vines. Climb them up (to the left). Drop onto the platform at the part where you can't go anywhere else.

Kill the one spider on the next vine section. Climb up the vine to the top and kill the moblin on your right. Enter the room. Head forward and kill the two Red Babas. Climb up the steps. Turn right and look at the spider bomb. Target it and lock on with the Boomerang, then turn and target the giant boulder. Release it, and it will scoop up the spider bomb and blow up the boulder with it. Now turn back to the bomb.

Throw the boomerang at the bomb spider and carry it. Run over to the flower enemy. Toss the bomb into it to blow it up, then get the chest behind it for the last Small Key of the dungeon.

Climb back up the vines where the boulder was and kill the moblin enemy. Get close to the flowers on the ceiling and use the boomerang to get the Red Baba's that pop out down to you. Kill them both. Now turn around and get a bomb from the spider. Throw it next to the boulder blocking the small opening. In getting the bomb, you don't leave the platform. The monkey behind the boulder runs back to the monkey gathering point. Get the yellow rupee in the cell if desired. Leave the room.

One monkey to go. Jump to the bottom area and turn the fans so you can make your way back to the room with the four doors that is one south of the monkey gathering point. Turn the bridge east while you are on it. Open the locked door with the key.

There are more of the trap tiles. Chuck the boomerang at them and spend some time killing the worm enemies below. After they are all dead, exit out the back area. Kill the giant spider, then throw the boomerang at the ones on the vines. Climb the vines as you hear the last monkey screaming. Shut up little monkey! We are coming!

At the top, run to the back and turn the two fans to open the last monkey cage. Turn around and instead of going down, go around the thing and jump to the chest out on the raised platform. Open it for a red rupee, then jump down and head back to the monkey gathering room.

The monkeys have all gathered. They plan to do something very risky. They all make a primate swing, every monkey is there except for Gepetto. Gepetto! I love you! Swing over the chasm with the monkeys.

Outside the giant door, there is a fairy you can catch in a bottle in one of the pots. Do so if desired and enter the boss room.

BOSS BATTLE: Twilit Parasite Diababa

First of all, look out at the three bomb spiders. Use the boomerang and lock on to one with R, then lock onto one of Diababa's two Babas. Let fly. The boomerang scoops up a spider, and then promptly deposits it in the Baba's mouth. This will kill off one of the heads. Repeat the process of moving the spider into the mouth with the Gale Boomerang to defeat the other one. Is it dead?

No, it isn't dead. It retreated beneath the water, but now is back out with a third head! It has an eye of some sort in the inside, and is looking dangerous. The Bomb Spider has been removed now! We have a short period to dodge enemy attacks, when suddenly, the giant monkey (who I affectionately named Gepetto) comes back and has a bomb spider in it's hand! We can focus our aim at it, then aim at the plants. Kill the two enemies around it, then aim at the center one and repeat. The monkey will get a new spider bomb after each one it uses.

After the center head it hit with the bomb, it falls down with a crash, and the eye is laying there in front of you. Lock onto it with L and slash him several times to hurt it. It will come back up after the fourth hit and will be raring to go again. The monkey will begin swinging again and the process repeats. Land another four hits onto the eye of the Diababa to finish it off.

After it is dead, a Heart Container drops out. But the darkness forms a strange item, which you get. Apparantly it is a "Fused Shadow". Hm, Midna appears and takes it from you, saying it's what she wants. She then tells you to collect the Heart Container and step into the darkness to leave. Get the Container and exit.

=====
FARON WOODS
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After a short chat with the Light Spirit, you are on your way. Head down to Coro the oil seller's trailer. Walk out the back end to find yourself in Hyrule Field!

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HYRULE FIELD
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Hyrule field is vast, mapped and full of enemies. Run out into the open part of

it to trigger a cutscene. Skip it or watch it, but run to the east (your right). On the map, there is a little thing jutting out to the right. That is where we want to go. When we are about 70 paces from it, we are stopped by a mail man, who delivers a letter that says "please don't flee when I come to you". I think it would be safer if he yelled that at you when he came to you, as fleeing is probably the safest thing to do when he is around. Anyway, if you keep going east, you will come across the twilight. Midna asks you to confirm that you want to enter. Do so, and get sucked in.

You are now the wolf. Simply follow the path along until you reach a wooden sword on the ground. Flashback to the little children! You then learn their scent. Turn on your senses to have a trail of scent appear. Follow it forward for a long ways until you run into a wall. There are three enemies that if you defeat, they release the warp portal. Kill them as last time, by using the energy field Midna releases when you hold B. Or you can kill one, then two using the field. After they die, you realize the bridge is out and that you need it.

Midna brings up the map and tells you about the portals. Move your cursor over the "N. Faron Woods" portal symbol and press A to warp there.

=====
FARON WOODS
=====

Oh no! Not this place again! Don't worry, since you are the wolf and can warp, it will take no time to return. Look at the giant wooden bridge that lay against the wall. Move to it and Midna want's to talk. Press Z and she asks you if this bridge is okay. Tell her it is and she warps you and the bridge back to the other portal.

=====
HYRULE FIELD
=====

The bridge will settle down over the gap. You can cross now. On the other side, flip your senses back on to see the trail of scent again. Keep following it, ignoring all the enemies until you come to a gate. A small cutscene happens in which Midna says you should dig in to see what's inside. Dig in the giant hole and you come up the other side. Kill the enemies and enter the Village.

=====
KAKARIKO VILLAGE
=====

It's a ghost town! Move forwards and guess what? Three more monsters drop from the sky and battle you for possession of the warp portal. Beat the crap out of them the same way we did last time, and the light spirit by the water spring cries out to you in help. Go over and talk to it.

He explains that he is being supressed, and needs the tears of light. So he will give you another one of those dang Vessels of Light, and the location of the Insects of light. Lets get to work, it will be a long endless night.

Head to the building on the right (the one that is closest to you and looks like a giant tipi. The left side has a tree and some things you can Target Jump up. Talk to Midna when she asks to get up. Inside, there are several spirits in one spot, and a one in another. Turn it on. It's those dang kids! Hi dang kids! They are with a guy with a big nose and a guy with a welding face shield. Watch the scene, Colin says that you will come. He really has faith in you. You also learn that you can open the basement by lighting the torches. Hmm.

Pick up the stick on the ground and set it on fire on both sides with the fire on the ground. Run up the steps, stick close to the wall and jump to the other side of the gap. This lights the torch. Do this all four times (relighting if necessary) to open the trapdoor on the bottom. Go down.

Move into the big area and flip our senses on. We are off to a good start, three of them are right here, in the safety of our own home. Kill them with the senses on and pick up the tears of light that they drop. In the next room at the end is a bunch of rafters. Target Jump all the way up and out.

=====
KAKARIKO GRAVEYARD
=====

There is an insect of light right here. If you attack him before he burrows, you can easily get his tear. If not, just dig him up. Then kill him and get his tear of light. We can head out the south exit to get back into town.

=====
KAKARIKO VILLAGE
=====

Head out to the next house on the map, the first one on the left. There is a hole on the left side we can crawl in. Inside, climb out of the hole and up the stuff. At the top is a bug on the wall. Turn on the senses and kill it. Get the Tear, then exit where you came from.

Climb up the hill before the house (the one that goes up, duh). Follow it to the sign, then jump over to the inn roof. Enter that door in front of you. Jump to the ground and pick up the stick by the fireplace. Set it on fire, then angle it so that it sets the wood in the fireplace on fire. This causes the insect to come out of the chimney, fodder for you to kill. Get the tear, then exit the door at ground level into the next part of the inn. There are several enemies by the bar. Kill them.

Open the chest with the red rupee, then climb the stairs. Enter the room at the top after you kill the enemy and run into the wall. The bug falls off, leaving you free to attack it for the tear of light. Now go back downstairs and leave where we came from.

Back outside, head down to the second to last dot on the map. There are some small sheds you can climb here. Notice the busted window on the wall? Jump into it to enter the Bomb Store. This area is important to remember, as you can get to the back hill from here.

Climb the steps and knock over the wardrobe. The bug behind it is released. Kill it and get it's tear. Run out the door on the top part of the area, not the bottom. We are on the hill behind it. Head right and over to the building up at the top.

As you approach, a bug runs into a hole in the side. Follow it in that hole. There are a whopping three bugs in here. How to get them? Well, you ignore the warning sign by lighting a stick on fire, then put it in the fireplace. The bugs go crazy and are on fire, then set the hole place up. Holy crap! Crawl out the hole you came.

That happened to be a BOMB storage house. So it goes up with a boom. No need to kill any enemies, as they are dead. Get the three tears. Now go over to the little wooden stand jutting off the cliff face. Look down and jump onto the roof

of the house. One part will cave in when you stand on it. Cool.

Inside the house, there is a block on ground level. Move it to release a bug. Kill that bug and get the tear. Then Target Jump out by standing in the correct position (on one of the crates).

Now jump down and go back into the bomb shop through the broken window. Climb up and at the top, go up the ramp and to the left. There is a lookout point here. Enter the building by digging through. Inside is the last couple bugs in the Kakariko Village area. Smash the pots to reveal them, but you have to dig them out of the dirt. Dig back out.

I fooled you! They are the last in the area, but we have to go up Death Mountain to get the last few in the province. I'm evil. I know. Jump down and go out the top part of the map (that goes up, not left).

=====
DEATH MOUNTAIN
=====

Head up the ramp to the right and Target Jump to the top. There is a Goron Spirit. Talk to it if you want. Otherwise, continue down the path. Climb up to that stone you can see jutting out of the thing. Press A to Howl at it. The directions it gives:

UP MIDDLE DOWN UP MIDDLE DOWN.

Press A again after the directions and repeat this by moving the control stick up with it wants up, release it for middle, and move it down for down. You will be warped to some weird place. Then repeat the process here. The Golden Wolf from earlier will talk to you. Telling you to find him. He is then marked on the map. We will worry about him later.

Back to reality, jump down one ledge and get the bugs burrowing around here. Now we have only a couple to go. Head back up and go down the path, avoiding all the steam jets. Then jump down to ground level and fight the four enemies that come to attack you for the portal. Kill them all by getting the secluded one, then the three close ones. This unlocks the portal. Now get the bug on the gate to the right. Go back out and target jump onto that same gate from the ramp to the right.

On top, head along the path to the Goron Spirit on the left. Climb the "ramp" which is more like a slanted wall and Target Jump to the platform above. You won't make it cleanly, and will have to pull yourself up. And sometimes the big bird will attack you. So if it does, kill it before proceeding. At the top, jump down into the hot springs. The last bug resides on the wall of the hot spring. We are automatically warped to Kakariko.

=====
KAKARIKO VILLAGE
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The light is restored to the land. Look! The children and everyone else come out

to say hello to you. Cool. They explain the bad relations to the Gorons now, and you will now against their will go and save them. So run back to the place you came from (the top).

=====
DEATH MOUNTAIN
=====

Move forward and climb up the rope net at the edge of the cliff. At the top, go towards the Goron. He will start to roll at you. Try to do what you did with the Goat, and plant your feet to stop it. It doesn't work, and you are violently thrown off the cliff. Then the Goron yells at you. Mumbling angrily and rubbing your injured anus, go back into the town.

=====
KAKARIKO VILLAGE
=====

Renado (the man that took care of the children) thought you might have gone up. He says only one man has bested the Gorons in a battle of strength. That one man is Mayor Bo, of your little town. So now we have to go ALL the way back to the town. God!

Head back to the south part of the town where we are closer to Ordon. What's this? It's brown, large and squealing! It's Epona, being harrassed by some bad guys. She shakes them off, but is still crazy. You leap on stupidly to try and calm her.

For this little mini-game, we have to hold the control stick left or right, depending on the direction it says to do. This makes you hold on for dear life. As Epona rears back, quickly press A to seize control of her. She is now rideable! This is great! Now we can cut the time it takes us to get to Ordon by two thirds!

Go out the bottom and back into the field.

=====
HYRULE FIELD
=====

Follow the field back to the west and over the bridge. After you are through the west path, go south and back into the Faron Woods.

=====
FARON WOODS
=====

Head south back into town. Past your house and in.

=====
ORDON VILLAGE
=====

It's good to be home. Go over the bridge and up to Ilia's house. The mayor is there and is all "HOLY CRAP! WHERE IS EVERYONE?" You explain that they are in Kakariko, but Ilia is still missing. Darn. He takes you inside and will show you the secret to beating the Gorons, if you keep it a secret.

He shows you the Sumo Wrestling mini-game. Link goes shirtless. Anyway, you can punch the enemy, grab them, or dodge. Dodging punches is different from dodging

grabs. Left and right will make you dodge grab. Pressing A and forward will make you dodge a punch. You seize them and must mash A to move them. When they grab you, mash A as well and throw the combatant off the platform. He says he wants a rematch, and won't go as easy on you as last time. Do this again, only change is that he will punch you back. After you beat him, he will teach you the real secret to beating the Gorons. Open the chest to get the Iron Boots.

Hey! He's a cheater! Ah well, we got what we wanted go back outside and into the Faron Woods on Epona.

=====
FARON WOODS
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On the way out to Hyrule Field, stop at the spring. The Golden Wolf is here. He jumps onto you and you go to Drugland. The skeleton friendly is here. He asks you to use the Finishing blow on him. Hit him four times, then plunge your blade into him. He gets up and teaches you the Shield Attack.

If you push "R" when you are Shielding, you strike it out at the enemy. Causing them to flinch, and you can attack. They can block it, but a good plan is to wait for them to attack you, but it hits your shield. Then quickly hit R as they have the recoil from the hit. You can now slash them. After you learn this great skill, head back to the field.

=====
HYRULE FIELD
=====

Head back to the east and to Kakariko Village YET AGAIN.

=====
KAKARIKO VILLAGE
=====

As we enter the village, we see a scene of some baddies (the ones that took you in the first place) enter the village and are about to squish one of the little girls. Colin bravely pushes her out of the way and gets abducted by the giant fat guy on the boar. We must pursue them! Follow them out the north entrance to Hyrule Field.

=====
HYRULE FIELD
=====

Dash after the boar guy on Epona. Try to put those million archers behind you. It's better to ignore them. Slash the crap out of the Boar as much as possible. The guy on it loses his armor, then takes you to a bridge. An archer on the roof seals the exit with fire. Leaving you with a one on one jousting match with the boar enemy.

Start by charging towards the enemy. As you approach, hold left or right and accelerate, then slash the enemy. Sometimes you miss, sometimes you hit. Just repeat the process until he falls off the cliff. You do a really cool pose for the camera, mister high and mighty. Then are warped back to Kakariko Village, where Colin regains consciousness, then passes out again. Oh well. Exit back to the Death Mountain area where we were before.

=====
DEATH MOUNTAIN

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Climb up the rope again. Switch on the Iron Boots and advance on the Goron, you are fearless. You are tough. YOU ARE A MAN TODAY! As he rolls on you, plant your feet, and chuck him off the mountain. Stand up away from the controller and beat your chest, yelling like Tarzan for all the mountainside to hear!

Now switch the boots off and head up the mountain, wrangling those Gorons as they come down to you. Switching boots on and off a lot. Climb up this other rope platform here, wrangling more Gorons. Head up to the clearing. OH NO! GERMAN SNIPERS! Wait a minute, World War II hasn't happened yet. I apologize to my German readers for thinking that you are ugly orc things. Which you aren't. You are good people with a healthy culture and society.

Run past them, these enemies can't hit anything, so keep running and you will be fine. As you enter the giant opening, two Gorons spot you, and rush to set up traps and tell the boss.

Head down from the top thing to the area where the gate was. Eventually there will be a giant meteor from the eruption of the mountain. Watch it fall, it's a meteor, meteor, meteor SMASH! Meteororite! Now that you have your daily dose of science, lets get back to the game.

Go over to a Goron and target him. Hold the shield, wait for him to attack and then Shield Bash him. He crouches into a ball. Jump on his back, and he launches you up to the ledge above. Go left and past the steam, then have the Goron launch you up after you beat him up. Jump down to the Hot Springs to refuel your health. The Enemies won't mind. It's okay, the springs make them lazy. Climb back up and out. Go to the Goron and have him launch you up.

There are three or four more gorons to go up, as well as a winding path to the top. The winding path has a couple Gorons rolling at you. At the top, get the hearts from the crates and enter the cave.

Six gorons will start rolling on the spot. The Elder tells them to stop. Then he challenges you to a test of strength. He will beat the crap out of you in a second. Oops. You forgot the boots. Talk to him again and fight this time. Treat him as a harder version of Bo. But it won't take long for you to ring him out! He then explains that the elder went crazy (just like the monkey) and is gone. There are three other elders, but they are in the mines. And he is the next one in charge. He tells those big Goron thugs guarding the mines that they should let you past.

Nervously walk past those big thugs. Seriously, they could rip off your head if they wanted. VIOLENCE! Enter the Goron Mines.

=====
Goron Mines
=====

Proceed forward down the path (go left, it's more like a trench) and head to the bottom. Hop onto the larger left platform and hop to the next one. Avoid the lava jets firing up and go to the large, caged platform.

Move into the cage platform and smash the wooden barricade to destroy it. Move inside, and step on the pressure switch to the right, then use the Iron Boots to activate it. Run past the disabled jet stream of lava to get to the next part.

Step on the next pressure switch and activate it in the same manner. Run past

this next stream of lava. Head left around the side and climb the ladder here. Be sure not to dawdle and get there before the time runs out.

Leap from the top of this to the rock platform to the right. Hop to the next one and turn left. Hop over this next platform and walk to the switch. Kill the enemy that drops from the ceiling.

Turn around after activating it and run as fast as you can straight ahead to the end. When you get to the deactivated lava geyser, turn left to avoid danger from being burned. On your way there, you might get hit by an enemy dropping dispatch of it quickly.

Now that we are on the other end, jump down onto the platform near the door below. Use the Iron Boots to make it sink into the floor, with you standing on it. Then enter the door behind the gate you just opened.

A small cutscene showing magnets awaits you. Head forward and turn right. Go down the path to the enemies, dispatch them, then open the chest for a small key. Turn around and head back up the path. This time go left at the fork in the path.

Near the top will be some rotating platforms, wait for them to flip, then jump onto them and over. Do this to both of them. Then open the locked door ahead. Turn left and go onto the bridge. Head down to the enemy here and defeat it. It is relatively easy to kill, wait for it to gather breath, move behind it and strike the tail.

Now hop over the rock platforms you see. Avoid the geysers and head to the far north. Kill the similar lizard enemy you see here. Then hop to the platform behind the gates. Kill the lizard, then grab the chain and pull the wall back. Use the C stick to see the Jets, when they are about to go out, release and run towards them. Hop around to the middle part of the path and head down the now opened way. Open the door.

Head forward and jump into the water. Submerge yourself with the Iron Boots, run under the broken fence and step on the switch. You get pulled to the surface by the magnet, and are stuck on a blue metal material. This is new to the game, and you can walk onto it until you take the boots off. Only the blue areas.

Walk forwards to go around the stuff and up to the top. Take the boots off and enter the door. This is the first Goron Elder room, with your friend, really old goron #1. He gives you a big key shard. Open the chest behind him for the dungeon map, and open the smaller one up at the top for a Red Rupee. Climb the ladder behind him and head left around. You will see a pot, pick it up to find Ooccoo. Head out the door here to be on top of the last room.

Get onto the blue stuff on the left and use the iron boots, move along the wall and kill the enemies you see (with sword, still with boots. Get off and head to the door ahead of you.

Move forwards and step on the switch to get sucked onto the roof. Use the map to see the paths. We want to go northeast, to the top back. There is a chest with a Piece of Heart here, get it, then turn around and head southwest to the very bottom, then follow the path to the door. Enter it.

Head forward down the path to a large group of assorted baddies. Kill them all, then step on the switch to start up the first swinging magnet. Head to the little western part at the back, then get sucked to the next platform. Drop off and kill the two enemies here. Step on the next switch.

Head to the door at the next side and get off. Jump in the water and get the key to the east side of the room (underwater, use the boots). Head to the southwest now, and push the block. Move into the caged part and float up to the top. Step on the switch on the floor to activate yet another magnet.

Drop on the platform ahead and step on the switch to get another magnet going. Jump off the edge and activate the magnets to be pulled into the wall. Head along the path here to reach the next platform. Hit the diamond with a weapon and drop to the bottom to enter a new room.

Go to the left side and use the boots to walk up the wall. Drop down on the ledge to the right and slice through the ropes that are stopping the bridge from falling. Head across to the left side of the room for a chest with a Piece of Heart. Now go back into the opened bridge.

You are in a huge open part of the mines. Head forward onto the long bridge and go until you can swing far to the left. Several archers are firing. Ignore them or shoot them with the slingshot. Anyway, there is a chest to the left of the big opening. Get it, then go reverse and head to the right back at that fork in the road.

This next room has some rotating platforms. Wait for the ones with 3 electric pads to come up and run to the first one, use the boots so you stick to the platform no matter which way it is. Wait for you to right-side up yourself and continue, stop at this one and wait. Repeat this until you are at the other side of the platform.

Inside the door is a Goron elder. Talk to him to get the second key shard. Now get out through the ladder at the top. Exit through the room above. Now you are in the spinning room on the roof. Walk across the walls to the next room with the mini-boss.

Since I named the last one, this one will be called "Fat Louie". Fat Louie is mad. First of all, we must remember our physics. He moves weight to one side, the weight counteracts on the other, raising it. Keep that in mind. If it behnds to go crazy, use the boots. They will fix you in place.

Start by going near him (bootless) and waiting for him to wind up for the crushing blow you will be receiving. As you tremble in your boots, smack him across the chest several times. Then QUICKLY strap on the Iron Boots and hold A. This will grab him and throw him. He is heavy, and won't go off the edge completely. He will toss the guy directly behind him. So you have to have your back to the edge, putting you in danger. After you throw him off, he comes back up from the fiery depths and glares at you with the intensity that would kill a sloth. Throw him off three times until he is vanquished. Actually, he won't be. But he will let you pass.

We now go into the next room to get a chest, inside the chest is a Hero's Bow. Inside the bow is a legacy that time will never remove. (author bursts into tears). Ahem. Aim the bow at the rope at the bridge and it will slice through it, dropping it down for you to cross.

Go into the area and into the giant room. There are several Beamos statues around you in the room. Shoot them in the eye to kill them. Then move them out of the way. The one on the direct east part of the room has the last room with the Elder. Enter it and get the last keyshard. Head back out and go behind the west statue for the compass. Head back into the room with the compass and go in the southern room.

Roll into the gates in front of you to open a path. There is another room now with several enemies on the roof. Shoot them down with the bow before advancing on. It will save you from deaths. After the door is a switch. Activate while wearing the boots to go to the ceiling. Walk to the hole in the roof to shoot the diamond switch. This opens the gate. Enter the door.

Head out to the big valley room. Step on the switch and get on the magnet. It takes you to the next area. Hit the rope with an arrow to sever it and go in the room behind it. Hit the next rope to enter the boss room.

BOSS BATTLE: Twilit Igniter Fyrus

Well, stay away from him at first, then aim at his glowing head and peg it with a mighty arrow. He is stunned. Quickly run around him and grab the chains by his legs and use the boots. Pull away from him and he trips. Now dash around to the front and beat the crud out of his glowing head.

Repeat this process until he is finished. A rather simple boss. Anyway, he turns back into the normal Goron elder. You get the fused shadow. Anyway, watch the scene with Midna, get the heart container and step into the twilight warper to go back to the village.

=====
KAKARIKO VILLAGE
=====

We start off here again, so head into Malo Mart, Malo's store. Talk to him and purchase the Hylian Shield. Head back up the mountain.

=====
DEATH MOUNTAIN
=====

Okay, so our new goal is to throw rocks until we get 20 rupees. So do just that. Head up the hill and throw rocks, some (going nearly to the Mines) have 5 in them. While some rocks and bushes have one. Anyway, we will total 120. If you had 300 before the Hylian Shield, that is. Head back down into the village.

=====
KAKARIKO VILLAGE
=====

Okay, so head into Barnes' Bombs. It has a goron and a sign outside it. Talk to Barnes inside, he sells you a bomb bag and bombs for 120. Yay. Now, head up the stairs to the right of him. At the top, ascend the ladder and go outside.

Now we want to go up the winding path to the left. At the top is a big building with a Goron. Talk to the goron and hop on his back. Aim yourself at the big building and launch up to the second floor. Climb the ladder to the top.

Here is one of the damn kids. Talk to them, and they want to see your skill with a bow. So, you appear on the ground with Malo. First, fire at the target to the right. Then the left. Then you have to hit the pole WAY up with the other kid. It is actually easy, just aim ABOVE the building. I made that mistake before. If you do this, Talon gives you a piece of heart

Get down and exfil on Epona to the south.

=====
HYRULE FIELD
=====

Head south, then you are stopped by the mail man. He gives you two letters. Now continue south over the wood bridge into the next part of the map. Head south again until you come to a lone tree with a gold bug flying around. Get off and press A by it to get the Male Beetle. Get back on Epona and head back into the last area (where you came from Kakariko). The wood bridge has a bug to the left of it (Male Pill Bug).

Head to the giant long bridge to the northeast. Cross this bridge. Now head over to the rocks. Blow them up to trigger a cutscene. The bridge will disappear and those darn Black Monsters will fall from the sky. Start a wolfless battle with them. Kill one with any means necessary, then use a spin attack on the last two to finish them. This opens a portal. Head back into the rock area on Epona. Dash past the Archers and to the twilight at the end of the tunnel and enter it.

=====
HYRULE FIELD (TWILIGHT)
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Head down the path until you come across a bag with a scent coming off of it. Sniff it to learn Ilia's scent. We are close to finding her. We now get to follow this magical scent for a long way. Until the castle is in view. Then we get a short cutscene and continue over a bridge, then up onto the bridge into the market.

=====
HYRULE MARKET (TWILIGHT)
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We are in the town now. You can decide to follow the scent directly, or wander around town a bit before. This will add to our map and make it easier in the future. Anyway, the scent leads you to the doctor's office, then down into a small pub. Enter it. Now examine the map by the soldiers in the back. It shows us our next destination. But first, let's talk to Ilia and some strange woman who is with a Zora.

We learn a bit, and now are ready to move out. Head back up and out the western entrance of the town.

=====
HYRULE FIELD (TWILIGHT)
=====

There is a path here almost exactly opposite the castle we will follow. So go down there. Continue on this path until we come to an opening with a large bridge with some sort of strange water on it. Walk out about halfway.

Sniff sniff, hmm, this place smells like a gas station. Wait a minute, that's because there's some form of gas or oil on this bridge! Then we see an enemy cock an arrow into the back end, then in front. Lighting the oil. It begins burning towards us. So we must push one of the crates to the side, then get on one. Look around you, where is there to go? Nowhere but DOWN! That's right. Leap straight off of this bridge and down 5000 feet.

=====
LAKE HYLIA (TWILIGHT)
=====

Somehow, even though we were a billion feet above this, we survived a fall into water. Hmm. Realism! Anyway, get out and shake your fur. Then head over to the building we see that looks something like a funhouse. Use the Senses to see an old guy. Talk to him to learn that the water is gone, and we see the locations of the places we want to go. Then he spots an enemy.

Go to the enemy and engage him to have him call a bird with the grass. Holy crap! Have you seen those twilight birds? If you can even call them that. We now have to fight them. First, run around and avoid the bird and it's rider. Then wait until it begins a swoop on you. Then do a jump attack. This will make you lockjaw with it. Now smack the A button to bite the crud out of it. Continue until the enemy falls off (two rounds of biting) and quickly deliver a can of whoop ass to the enemy.

Midna decides she will take over the bird. So you now begin a Flying game. You more or less control like the Wolf, without attacks though, but you can control your height. So head along, avoiding the archers, towers and sides. If you hit one, you fall off. Eventually some stone pillars will fall at you, so dodge them and the rocks further on. Get to the top. Phew! We are now in Upper Zora river.

=====
UPPER ZORA RIVER (TWILIGHT)
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To begin, lets jump down into that pit part below. Head along this path into Zora's Domain.

=====
ZORA'S DOMAIN (TWILIGHT)
=====

Head to the back of this part. There is a slightly elevated part. Get on it to get prompted to Target Jump. We shall do this and go up six times to the next part of it. Head along the path and jump again. This time it goes like this.

One jump, two jump. Wait. The stalactite falls. Jump, jump. Stalactite. Jump to the top. 10 total. Enter the throne room.

We are challenged by several monsters from the vortex here. We will battle them as usual, kill one and then get the rest together. After it is gone, we will get a portal. Talk to Midna and decideto warp out. Head to Death Mountain.

=====
DEATH MOUNTAIN
=====

Remember that meteor (or meteorite as I should call it) that fell earlier? Well, we need something to melt the ice. And this is still hot. Go examine it and Midna prompts you. Choose it, and you will warp back to the domain.

=====
ZORA'S DOMAIN (TWILIGHT)
=====

The ice is now melted! As we talk with Midna, a strange being appears. It's a dead Zora! She asks you to save her son, who is with Ilia. Anyway, jump into the water flow and let it carry you all the way back down to the lake.

=====

LAKE HYLIA (TWILIGHT)

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We come right back next to the Spirit Cave. How convenient! So, enter it. Then move near the yellow light. Talk to it. It's the spirit and it gives you the vessel of light and location of the insects.

Head back outside of this cavern and head to the left up the bridges. There is a bug where it fans off into the mainland and then the next bridge. Defeat it for the first tear of light.

Go down the next segment of bridge there is to come and you will be confronted by the portal enemies from above. This one will be slightly annoying, as the enemies are dropped split up by the invisible walls. So it may take you a little longer to get organized.

After you have control of the portal, head to the "funhouse" in the center. On the way, Midna comments. Ignore it for now and go to the funhouse and around the right side. Kill the insect floating around here by waiting until it lunges at you and then attack.

Head back to the portal area. There is an exit heading to the back with many platforms you will hop. Take these to the other part of the level and kill the burrowing bug.

Swim back out into the main area and head to the east. There is a bug marked on the map here. A Zora spirit is also staring at it. Head across the water to it and destroy it. Now look for one of the bird calling grasses and howl to the moons your prayer for a bird. It comes and you have to go up the tunnel again.

Never fear, there is less room for error, literally. Most of the traps are gone but you will have significantly less space to maneuver. Anyway, four different bugs are flying around this path. To kill them, use the senses, then lock on to them and pump your wings with A to kill them.

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UPPER ZORA'S RIVER (TWILIGHT)

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At the top is Upper Zora's River. Go over to the lady with the afro sitting there and talk to her. The bug comes out, letting you smoke it into the ground. Get the tear and talk to the lady to stop her from shivering. Now cross the bridge and head up to the howling stone. Examine it.

DOWN MIDDLE DOWN UP MIDDLE DOWN.

Head out to the back part of this. Use the Senses and talk to the Zora's here. They show you a way out indirectly to the market. Ignore it for now and go right where there is a path leading up to the domain.

=====

ZORA'S DOMAIN (TWILIGHT)

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Head into the central area of the pond part. There are some lily pad things that will support your weight for a few seconds. Jump on it and use the senses to target the two insects here and get their stuff.

There is a side of the domain that is populated with spirits. Head to that side and go up to the right. It should be a slope next to a big ice chunk. Target Jump up. Head forward. Target Jump again. Go forward. Target jump again, go forward, Target Jump, go, Target Jump Twice, make a round about by the geyser, go two Target Jumps, then four Target Jumps, Target Jump and go up. Head around the water to the throne room at the back.

Head around the side to the right part. There is a bug on the wall. Hit the wall just past the pillar to get it down. After the tear is yours, head on the left platform by the waterway down. In the next area, leap left down. You should land a few meters away from the platform we are going to. Climb up, then go around the corner to get a bug. Get his tear and continue up to find a chest with 10 rupees.

Turn back to the part with the several spirits. Start jumping back up. It goes like this. Target Jump 1, go up another 1, up 1, up 2, turn around at the geyser and go back up 2, up 4. Then one more and head downwards. There is a gap here. Take it to the next part.

There is another bug here. Kill it, and go to the ground and float down to the upper river.

=====
UPPER ZORA'S RIVER (TWILIGHT)
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Head back to the Zora's special exit to the town. Swim down it.

=====
HYRULE FIELD (TWILIGHT)
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Get out at the steps to the right hand side. As you pull out, go towards the castle (using the map). As you approach the outside, the familiar walls drop and you do battle with more enemy portal guards. Darn. Kill them all, then progress into the castle.

=====
HYRULE MARKET (TWILIGHT)
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Head in here and down to the Area with Telma's Bar. It is marked on the map, but if you seriously are terrible just use the senses to find it. There are some crates lying around. Destroy them to reveal the last bug on the map. Defeat it. What's this? We are still short 1 bug. Midna talks to you about it. Suddenly, a new enemy is revealed at the lake. So use the portals to Warp to Lake Hylia.

=====
LAKE HYLIA (TWILIGHT)
=====

Head out to the dot on the screen. There are several floating platforms here. Get onto a big one to start a fight with a HUGE bug. You think this should be worth around 50 insects? Anyway, he flies around, then lunges at you. Strafe

around him and wait for it to stop glowing. Jump attack it, then MASH the A button to bite.

Repeat this process three times until he falls back first into the water. Climb aboard the body and spin attack with the force field. This makes you walk on water (like a certain someone most of us know) and beat the crud out of it. Giving you the last one.

We now go to the spirit cavern, revitalized and ready to go. But not without a 5 minute creepy-as-hell scene with backstabbing, magic and dark Link's. After this, we regain control.

=====
LAKE HYLIA
=====

The next step is to run out into the "funhouse" thing. Talk to the man there. He tells you that he can give you a cannon ride up. Accept and pay the fee. Then get launched up to the top. Go through the house and out the front, ignoring all else around you. Continue along the path until you find a grass patch for a call out to Epona. Place one and mount up. Head down the road back towards the castle area.

=====
HYRULE FIELD
=====

As we draw near to the Market, there is a stop that we must make. Head to the right of the bridge into the castle and climb the vine wall. At the top is one of the Gold Wolves. Alright! Move nearby to get the new move, the Back Slice.

We begin with a short review of our last skill: The Shield Bash. Approach the enemy and beat him with your shield and deliver some blows to him. He will now grant you permission to learn the Back Slice.

We start by sidestepping, pressing sidestep while sidestepping and then attacking. Doing this while targeting makes you roll around and smack them. Like in Wind Waker. After you learn it, head to the bridge.

HEY! It's the mailman. He gives you two letters. One is about how the Bomb Shop now has Water Bombs. The other is about new businesses open on the River. Head into the market.

=====
HYRULE MARKET
=====

Our goal is to head to Telma's Bar (where Ilia was). There are several things to do in the city, but now isn't the time. So enter.

A scene ensues. Apparently Ilia has lost her memory. She is so focused on saving private Zora that you have to help. The doctor here is helpless with a Zora, but Renado is skilled with them. So they want to move across the dangerous lands. For a moment, it seems like you have a slew of men at your disposal, until Telma says how they will feel safe from the Dangerous Foes. Then all but one flee, who then realizes everyone is gone and runs. So it's up to you. You get to single handedly protect them.

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HYRULE FIELD

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All right maggots! Listen up. Our mission is to save Private Zora. Your job will be to provide some covering fire for the convoy as they move through the hot zone. At precisely 19:00 hours you will be positioned at the west bridge and engage the enemy boar rider in a jousting match.

To dispatch this foe, you will need Bomb Arrows. Take some practice runs at him until Midna contacts you on the Humvee Radio, telling you to blow him up. Ride towards him and aim between the armor, at about the time when you have to dodge and strike, release to hit him. Do this several times to dispatch the foe and receive the Gate Key.

At 19:10 the convoy will move out of the safe zone and into the Hot Zone. This is where you should stay just behind it and charge spin attacks. Technicals on Boars should ride after the convoy. Be sure to release spins to destroy them as they catch up.

JOC has received word that the enemies will be using fire on their arrows. If the convoy catches fire, be sure to put the flames out with the Boomerang. Then return to the fight.

The convoy won't advance unless you defeat all foes. Which means you will need to use the Arrows or Boomerang at the bombers above (birds). After you have walked them into Kakariko, a scene ensues.

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KAKARIKO VILLAGE

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Okay, so private Zora is under medical examination and I am no longer a Colonel. So, we see a scene about how he will be okay. Telma also hints that there is a path to the castle in her bar by telling you this outright.

We see the giant Zora spirit now. It wants us to follow it. It goes into the graveyard. Follow. At the back of the Graveyard is a stone. This disappears, making a hole just big enough to crawl in. The other side has a huge grave and a big pool of water. Swim to the other side to talk to the spirit.

It thanks you by granting you special Zora Armor that lets you swim like a Zora and stay underwater forever while wearing. There are a number of things we can get now, but I'll get back to it after you beat the ever approaching level.

Head back into the main area of Kakariko. Go over to the Bomb Shop. Remember the letter about Underwater Bombs? Sell your old ones at the right side of the counter and buy FIVE at the left. We don't need very many right now.

Turn around and leave to Hyrule Field at the south.

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HYRULE FIELD

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Go south, the same path we took long ago over the bridge and into the next area. Now head northwest to the Great Bridge of Hylia. Cross it. At the other side is a hut thing we came from when cannoning up. Go inside and talk to the person in it.

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LAKE HYLIA

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Pay 20 rupees to get a flight with a Cuccoo. Pick one up and float to the left. See the giant island? That's the target. There is a rotating platform on top. Aim for it by holding down while nearing it. You should be able to land. Open this chest for 100 rupees. Then time your jump so you land at the small platform below. It's more like a drop than a jump. Open this chest for a Piece of Heart. Now go down once more to get 50 Rupees. Continue down until you open all the chests. Now dive into the water and use the Zora Armor. You can swim in it now.

Head to the bottom of the lake. You can go surprisingly far, until you see a sort of sacred Zora temple. Use the Iron Boots and get the Water Bombs out. Now place one on the thing bubbling slightly to burst open a geyser. Then pull another out, wait a second then drop it. It will float up to the rock and blow it. Enter it.

=====

LAKEBED TEMPLE

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Swim along these tunnels ignoring the enemies until you surface and witness the title Scene. Climb out and go around the room opening the chests for arrows, and extra bombs. Which is the reason we only bought 5 water bombs.

Climb up to the door and turn around. Jump to the hanging switch to open the door behind you. Enter to begin the real start of the temple.

Move forward to the end of the top to see a Stalactite fall from above. Midna comments on how we should shoot them down before proceeding. Pull out the Bomb Arrows and aim at them. They fall, there are four of them.

Move down the path to find a Helmasaur and a Tektite. The Tektite is easy, just slash it. The Helmasaur can only be attacked from behind. So wait for it to charge, dodge and lay some blows to it's backside.

After they are gone, head up the stalactite path to the top. Go right and up to the chest for 10 Water Bombs. Now enter the door below you. Go down the bridge and defeat the Lizafos. Enter the door it was blocking.

Inside, move forward to start a small cutscene. Run down the step and go west around the room to the chest with 20 arrows. Turn around and pull the first lever to your right by jumping to it. This changes the stairs. Now go up them.

Head west around to battle a Tektite. Head past the door and break the pot for Ooccoo. Head back east and pull the lever at the east door. Go down the stairs and west for the Dungeon map. Now open the door in this part.

Move forwards to combat another Helmasaur. Open the door to the other side after. Whip out your bow and shoot down the nearby and far Stalactites. Go down the tunnel to the left of the entrance and up then around the vines. There should be a jump stretch with a jet blowing up a stalactite for us to cross. Open the Chest for a Small Key.

Remember the big circle room? This is the main room. Return there the way you came. Once here, climb the stairs and go east to the locked door. Open it and go down another bridge room with a Helmasaur.

Go down the path and you reach a gate. Defeat the Tektite and open the chest for

a bunch of bombs. Now turn around and look at the strange gate on the other side. Aum up to see two stalactites. Hit the right one and climb up to the vines. Go left while on them and drop to the roof part.

Turn and jump at the switch to open the gate below you, drop and continue. Blow the boulder ahead with a Bomb Arrow and continue to battle two Helmasaurs. Go up the path where they came from and in the door.

There is a strange bug in a bubble. Kill it by using a bomb arrow and striking with the sword. Go in the door we didn't come in that isn't locked. It's in the water trench. Jump down and kill the ChuChus.

Move down the path and go to the back. Open the chest for a Small Key. Now go back and open the door on the right. Jump onto the gear in the center and fight the Lizafos. Now go in the door it was by.

Go right and back to the bubble enemy room. We can now unlock the door here. Jump to the left and climb up the vines. Head along this long winding path. At the top are bombs. Now climb up the ladder and jump at the switch. This floods the room with water. Jump in the slide to go back down.

Now swim over to the pedestal in the center of the water and jump out at the switch to let water flow freely. Swim over to your entrance and exit.

Follow the water and go through the waterwheel. At the back is a fairy if you want to catch it. Exit the waterwheel and in the gear door. It's turning. Now jump below and back up so you can use the spinning platforms below.

Hop to the first door on the left that you spin around to and enter the room. Head down the path to the right and open the chest for a Small Key. Return to the spinning room now.

Jump on another spinning platform and let it carry you to the next part of the level. Jump off at the next door and enter. Head into the locked door here. Follow the path into the water. Swim in and then submerge with the boots. Follow the path until you see a jet stream. Go right and turn left to get a chest with water bombs.

Follow the stream now to get to a 20 rupee chest. Now go back out and head down the path. Drop a water bomb at the net to blow the rock up. Continue and you head into a new area. Follow this up to the surface. A cutscene happens and a couple fish fall down. This room is big, right?

Remember the Deku Tree in Ocarina of Time? Look up to start the mini-boss battle for the treasure. This boss is a pushover. Charge a spin as it launches the mini fish, release and then mash attack and do the quickspin by rotating the control stick and attacking. This is effective. The boss then jumps, run and roll around in a direction like crazy. The boss misses, now run around to the tongue in front of it and go mad. It repeats this process many times (three) until it is done for. The fishy foe is swimming with the fish now!

It spits out a chest, open it for the Clawshot. This is exactly like the Hookshot from the past except we can lower ourselves on targets and hang on. Go around the room and get some stuff from the targets. Mainly rupees. Anyway, when finished, hookshot the target by the gate to open it. Exit.

You can defeat the Helmasaur easier here by Clawshotting the shell off. It's front is still a weapon though. Anyway, exit and grapple up the targets to the door connecting you to the main room.

The main room is now filling up! Head up the stairs to the top and jump down to the bottom with the water. Open the chest here for 20 rupees. Now go back to the main part of the level at the top by the vines. Go along and pull the switch you first see. At the top, head to the east door.

Pull the switch with the clawshot and hit the bottom. Now open the door to the west floor on the bottom. Go through the water wheel and into the door here. Jump on the platform and clawshot onto one of the gear targets on the right.

Fall onto the platform and open the chest for bombs. Now clawshot up to the top and the vines. Climb to the platform here, then go up to the next set of vines. Get on the ground and clawshot to the last vines to get to a room with a railing. Open the door.

Head down the path for another bubble enemy. Use the Clawshot to pull him out instead of a bomb. Now turn around and go the other way. Pull the bomb arrows out and shoot both stalactites down. Climb on them and make your way to the top.

Jump over the small patch and kill the two Tektites. Clawshot up the edge to the door. Now get the bug in the bubble. Actually, both of them. Then Clawshot to the top with the vines and drop in. Clawshot to the vines to the left and go up the path. There are some parts where we must clawshot over gaps. When the time comes, do this.

There is a chest at the top. Open it for a bunch of bombs. Now go in the middle and clawshot to the target, open it up for a compass.

At the top is another ladder. Climb it and pull the switch, then ride the waves to the bottom. Head into the middle part of the room and get the switch pulled. Note the enemies in the water. Exit where we came from. Which was the vines if you forgot.

Take the right fork in the next room. We are in a room with a long stretch of water. Take the clawshot out and hit the enemies in the water with it to defeat the enemies. After both are dead, sink to the bottom and get the clam enemy here to free up the stretch. There is a chest with a red rupee at the end.

Float up to the top and run under the water wheel and open the door on the left. Jump on top of the spinning gear and engage the enemy to the left. Defeat him and hop to the second gear. Kill the enemy guarding the door. There is another platform in sight in the gear room with a chest. Clawshot to it. Then open the chest, turn around and clawshot to the pillar with the vines. Go to the platform and clawshot once more to the vines behind you and enter the door.

Follow the water and go under the waterwheel. There is a bubble enemy here. Kill it with the clawshot and sword. Open the chest at the back for 15 water bombs. Head back under the water wheel and climb over the wall with the use of the geysers. Clawshot up to the door here and enter.

Enter the door on the right fork yet again and ignore the jellyfish enemies as you go over them. Head under the waterwheel and back into the big gear room. Remember the door the enemy was guarding? Enter that now. It's the southeast door.

Head right and get 20 rupees from the chest. Go left and clawshot onto the target above to open the gate. Inside, head to the right and into the door. Kill the tektite and walk through the waterwheel and back to the main area. Pull the switch in front of you and head around to the opposite side of the room. Pull the switch that is a target and go down the stairs. Enter the room below.

Go under this waterwheel and enter the room. Hop on a platform and ride it around. Your new goal is to get onto an empty target moving around and drop on to the stationary stalactite. Now get onto another target and drop off at the western door.

Dive into the water here and head south. Turn around and go under the platform and follow this along the bottom to a small cove in the back. Float to the surface when you see this. Swim south to the back and sink down. Use the clawshot on the bomb fish and have it blow the boulder. Go in the tunnel to the right but do not go inside. Remember this spot and be ready to reverse these directions.

Turn around and surface. Open the chest for some water bombs. Now dive again and blow the boulder up to the south with a water bomb. Enter and swim to the top. Get on the small land and open the door. Now Kill the bubble enemy and clawshot to the target above you to lower yourself into the chest to get the big key. Dive into the water and reverse the directions in the paragraph above to get back into the main area. Return to the big stairway room.

Walk up the stairs with the iron boots and turn around. Clawshot to the target on the chandelier. Get the piece of heart in the chest in the middle. We have to climb to the top and pull the west lever now so water flows to the east. Enter the door and head across. The room fills up now. Jump down and climb over the bridge. Step on the switch to open the gate, then on the same spot, clawshot into the room to get the chest and defeat the enemy. Your reward is a piece of heart. Clawshot to the target and out and return to the main room.

Take the plunge into the water in the center and float to the top. Enter the boss door. Jump down the big hole here to the HUGE boss arena. Put the boots on and sink to the bottom to get a view of things as you fall. There is a tentacle. When you touch rock bottom, it starts a scene and:

BOSS BATTLE: Twilit Aquatic Morpheel

Morpheel is actually a strange looking thing with tentacles and one eye. Pull the eye out of the tentacles with the clawshot and slash away at it to get some damage on this thing. It's attack is mainly reaching out for you, then grabbing with the claw and beating you around. After you have hit it a couple times, it comes out of the whole. And HOLY CRAP! it's a freakin huge sea monster. Good thing it is weak. Swim next to it as fast as possible, then when you are near, tagert and clawshot. Then mash the B button to deliver some smoking blows to it and watch a neat cutscene. If you miss, get closer before using the shot. It will let some blood out, and as we know "If it bleeds, we can kill it!" like Arnold Schwarzenegger says. he won't hurt you in this stage (usually).

After you have killed him, it screams and drops the Fused Shadow and a Heart Container for all your troubles. The room also drains so you aren't underwater as often. Collect the Heart Container and enter Midna's warp portal.

=====
LAKE HYLIA
=====

We get a "neato" cutscene after saving with us being smug and good because we have all these fused shadows. But we turn around and see fish boy himself: Zant. The spirit tries to stop him but he is too powerful and twilight fills the room, changing you into the wolf. After a long scene, you get a wounded Midna. You appear in Hyrule Field.

=====
HYRULE FIELD
=====

Head up to the castle (it's on your map now, you shouldn't need directions!).
Enter the market.

=====
HYRULE MARKET
=====

We now have to head back to Telma's bar. Remember the hidden passage to the castle that she talked about? Enter the front door only to be kicked out brutally by the bar owned. The cat, who is named Louise, tells you to climb up to the top of the boxes to enter the top passage. At the top, you go inside and climb to the left with the ropes (don't smash or drop any jars if you don't want to be caught). You eavesdrop on the men below you if you want. Either way, enter the passage.

Jump down to the bottom, gold filled room. Flip the senses on and defeat the ghostly enemy by a couple hits, and then using a finish move with the wolf. You get the poe soul and the gold statue is actually a man who is trapped. He has a request for you to turn him good by getting spirits and opens the secret passage to the waterways with the chest.

=====
HYRULE CASTLE
=====

Float down the waterway and head around to the north part of the room. Jump and bite the hanging switch to be sent down the tunnel. Get out and head up to fight the spider you see ahead of you. There is another one as you approach the web. So kill it, then pick up a stick and set it alight. Burn the web down.

The next room has more torches, so relight the stick and set them as you go around. At the end, get the stick and climb the ledge with the stick (burning) in your mouth. Light this web here and follow the map down to a big dirt pile. Dig it to show up in the dungeons from the beginning of the game. Make your way to the top of the staircase here.

We are now on the rooftops. Like the beginning, just head along your way and enter the window at the very end of the path. Climb upstairs to find.. ZELDA! She sacrifices herself somehow for Midna. You now automatically show up in the field. Then a big protective pyramid barrier engulfs where Zelda was before. The plot thickens!

Now, we are going to Warp all the way back to more familiar ground, The Faron Woods North!

=====
FARON WOODS
=====

Move towards the forest temple. As you approach the stretch to it, one of your monkey pals (not Gepetto :() comes running towards you, under attack by some crazy baddies. So run up and defeat them (a spin attack is easy enough).

The monkey thanks you and tells you of a secret place around the back. Move up onto the stump and jump down without midna. There is a chest here with a Yellow

Rupee and an enemy. Get this, then climb backup to the top of the stump. Use Midna's target jump three times to get to a flat area, then walk to the edge and use it another three times to get to where we want to be.

Be sure to stop up IN the cave and take the bats out so you don't fall over the edge while battling. Then wait for the bridges to turn your way and quickly jump down onto them and dash along. Wait on the second until it turns to the land. Then get off. Crawl over the chasms (while avoiding the pendulums) with the rope and go to the Howl Stone at the other side.

Play the song (the usual drill) and then again to get Golden Wolf away from his TV, beer and chips and somewhere in Hyrule. After you have control again, go in the tunnel that is behind the stone. There is another one to the right. This one is different, no golden wolf is there.

This opens the main door you can see ahead of you, and it also drops some little man that blows on an instrument to summon enemies. Kill the ones you see here and follow through the door the little man open. Follow the path to the left and climb the ledge to see the little man again! Give him a smack to have him go out the tunnel and escape. Follow him out the tunnel you came through and in the area there go in the area by the waterfall.

Go in the path to the right of this room to hear his trumpet thing. Swim through the waterfal and climb the ledges to see him yet again. Beat him silly, but only to have him run. (He's already silly! So it wouldn't work to beat him silly!) Jump off the ledge where it comes down and head down his escape route and go in the door on the left. (Okay, these aren't doors, im just calling them that). Enter the sloping cave at the very back of this room.

At the top, you hear him playing. So go left and down again. There is a big bridge of trees you can climb up and cross into another area with him standing there. Give him one last smack to have him jump down again and lead you into a REAL door. This one is hard to miss because there are torches outside of it. Follow through there and jump to the bottom to start the mini-boss fight.

He will summon some enemies against you and sit on a spot. After you kill them, he has to pause to blow some more enemies into the battle. That's when you have to jump up onto his platform and give him a hit, otherwise he will run. After you have struck him thrice, he will disappear and the way will be clear!

Follow down the path and step on the triforme you see. Howl Zelda's Lullaby (the last diagram I showed you above to start this place) to begin a puzzle. The map of it looks like this:

X's denote the spots you want to get the statues to.

O's Denote the statues

W is you

```
  # #   # #  
  # X O X #  
  # # # # #  
    # W #  
    # # #  
      O
```

The bottom O will turn in the direction you are in. The top one turns in the opposite direction. You have to choose the directions and hop. The two statues CAN'T stand on the same square. But they can jump towards each other. They CAN'T jump into you or share the same spot. The statues CAN move against nothing, but you can't. Anyway, here is the solution:

Down
Up
Left
Right
Up
Right
Down
Down
Down
Up
Up
Left
Up
Up
Right
Down

After this puzzle, you can go up the gate ahead and find the Master Sword! Examine it to draw it from it's pedestal and restore yourself as a human being! You will get the Evil Zant put on you in a small idol. If you want to become a wolf, you can do so whenever you want. And vice versa for a human now. SWEET! Just talk to Midna to do this. We will examine this now by turning into a wolf and talking to her. Warp (for we can do this whenever now) to the castle.

=====
HYRULE FIELD
=====

Turn into a human and approach the castle to get a letter from none other than the big girl herself, TELMA! She tells you some powerful allies have shown up that she wants you to meet. So go there!

=====
HYRULE MARKET
=====

The "Powerful allies" turn out to be a geek with scrolls, some girl with no talent and Rusl! Your old sensei! Anyway, examine their scroll and you learn that some old guy is studying the Desert at Lake Hylia. Our goal is to go there now. So exit her Bar and turn into the wolf and warp there. Oh, you can also donate all your rupees to the guy near the entrance we came from. We won't need them for a while!

=====
LAKE HYLIA
=====

Follow the map to a ladder and climb up. Continue along until you see this massive tower! Climb the ladder by it to the top to see Auru, the old guy they wanted you to meet. He gives you a letter for the guy at the Cannon tour shop. Give him the letter and you get a free ride to the Desert!

=====
GERUDO DESERT
=====

Midna tells you more about where she is from and what happened to her. After this, we have a long trek ahead of us across the desert. Take out the clawshot because the enemies are mainly little buggers that burrow around in the sand and launch themselves at you. You can pull them out with the clawshot. Anyway, our destination can be seen from far and wide, it's a large pillar thing sticking out to the southwest. Avoid all the chasms and there will be a path right to it.

Once we get there, clawshot to the tree. Then aim up in the air to see a flying creature. Clawshot to that to drop off at the next ledge up. Move forward to battle three more enemies over a warp portal (be the wolf). After they die, climb up. There will be a poe soul on the right of the big debris chunk. Get his soul as the wolf, then talk to Midna when she asks you to about the big concrete slab. Warp it to the Bridge of Eldin in North Hyrule to fix the bridge. Then warp back with your new portal! Remember where the chunk was, later in the game there is an optional challenge here!

Now we jump down and head north to the big structure we can see here. There is a small enemy camp we can see from a distance. So approach the stick towers for some cover and fire at the three around the campfire, and the one in the tower. They die. Now hop aboard one of the boars and move closer to the big building we can see. Use the DASH! attack on the boar to smash the gates down and clear a path up to the building. Take the right fork for a chest with a bunch of arrows, which will be needed. Anyway, go back and take the left fork.

We can see a poe soul. Turn into the wolf and battle it for another poe soul for our collection. Now we want to continue up the hill to the big enemy base here. Turn into the human, for now we have a lot of stealth to do. Peg the enemy on the tower to the right before entering this area. Inside, snipe the enemy to the left and then go to the right. There are some blocks we can stand on. We can shoot arrows through the window now. Hit the enemy to the right, the one up on the tower, and there is another one we can see but not hit yet. So dismount the box.

Go to the left side of the base now. This is where we enter the camp. Before rounding the corner, there is an enemy by the torch. There is another in the tower a bit down. Then another against the wall which we can hit through the small brick removed part of the wall. Now enter the camp and hide behind the tent, then against the wall as we proceed. There is another break in the wall with an enemy who hides behind a box. We can see him move behind but he can't see you. Follow where he went and turn the bend to see an enemy with his back to you. Kill him and sneak around the bend to see another one guarding the gate. Kill this fool.

Move down the path and get the enemy to the left by the boar* over the fire to clear the area. Get the small key he dropped and head back to the locked gate

the enemy was guarding. Once we open it, roll into it to open it. Then enter to have it lock, and a big ugly enemy (the boar rider) comes into this boar pen and beats the boar up. Now you have to fight it. The easiest thing to do is to roll behind and smash, but also to try jump attacks to start combos. He isn't that easy as long as you go ahead and take the initiative.

*I forgot to mention the first time around the destroying the boar releases a heart piece.

He stumbles out now and sets the joint on fire! Crap! Good thing the boar wakes up and you can now ride it out where you came to smash through the other gates and get closer to the building! Dismount and move up to the top. Turn left and be the wolf to battle the next Poe Soul. Receive it and turn human. Go to the right side now, and light the two torches with the lamp to open a chest with 50 rupees. Now enter the door in the center to start the next Dungeon: Arbiter's Grounds.

=====
ARBITER'S GROUNDS
=====

Move forward to the main entrance to start the name scene. Head across the platforms and over into the right side of the room (with the opening from the spearlike fence) and defeat the skelton enemies, then pull the chain back to open the gate. Quickly run out and through it. At the top, head right and dip the lantern into the oil. And for good measure, dip an empty bottle into it. If your bottles are full, that's okay. Don't empty it just for the oil.

Now turn around and head to the opposite side and break the wooden barrier, then go to the chest and get the Small Key. Back to the center we go and unlock the door. Turn on the lantern here. As you walk to the corners, a ton of skeleton enemies appear, so start dispatching them. Get all of them dead so we can proceed with no worry. Light the two torches on the other sides of the door and go in the unlocked door.

As we walk forwards, the torches are stolen by some strange force. Just like Ocarina of Time's Forest Temple. One light remains. So go wolf and use the sense to see the poe. Target it to begin the fight. When it goes bright blue, attack it. Repeat this a few times to defeat it. Then use the finish move to get the soul from it. It also lights a torch again.

Smell the dead poe body to get the scent. Head to the northwest part of the room and hop the gap now to get a Piece of Heart in the chest! Also, the northeast part of the room has the Dungeon Map in it's chest. Return to the middle and use the wolf senses to find a western sand patch with poe scent coming out of it. Dig the patch of sand up and pull the chain to open some stairs going down. Head down these stairs and in the door.

Defeat the enemies and push the center east or counterclockwise. Kill the mummy in the room ahead and open the chest for a Small Key. Turn into human now and look up to see a target in the room above. Drop down and kill the vermin in the room. Now go out the north door. Head up the stairs to see more poe lights! Use the senses to see the real one and defeat him like the first on, earning you yet another Poe Soul!

Go back to the wall changing push room and put it back to normal and head back to the room with the first poe to see the second light returning. Turn around at the top of the stairs to see a door above the one we came out of. Go in this one. Because the bottom is normal again, we get to see more ways around. Go west and open the unlocked door here.

Head to the left and across the platforms and the spike maze. There is a way that goes up a ledge. Take that. Now go human and pull the block out south, then push it east as far as possible. Climb to the top and pull the big chain as far as you can (and over the block we moved. This raises the chandelier. DASH! Under the chandelier and up the stairs on the other side.

Open the chest to the south for the Compass. Now push the jagged part of the statue that is sticking out to the east (or counterclockwise). Go in the east room for a Small Key in the chest that is blocked by the wooden barrier and guarded by a mummy. Then go in the west door and unlock it with your key.

Advance down these paths and combat more of the mummy soldiers. Two of which can freeze you with their screams. Dispatch all of them to continue. Flip on the senses in the same corridor to find another sand patch we can dig in to get a chain. Pull this to open the wall to a new room with a poe in it! Use the senses and defeat this one to get another Poe Soul and the ability to advance.

Head down the corridor to the end door and enter. Follow this path and jump down to the south to find a small key. You will be slowed down. Use the senses to see crazy rat things on you. Use the spin attack to get rid of them all (don't use the force field). Open the locked door to the west. We see another scene with a returning torch light. Three down, one to go. Hop on the chandelier and cross to the door on the other side.

Go down the stairs as a human and push the block down the path to free an opening to the right and to form a bridge with the chain. You can head in the right opening to get a red rupee. Anyway, climb up the block we pushed and start to pull the chain. Keep going under the chandelier. If you want the red rupee, go to the other side and open the chest, then clawshot back to the target and head in the opening we uncovered. If you don't want it, stand in the center of the chandelier where the hole in it is. Either way, we'll have to get in the center of the chandelier eventually.

On the top, jump to the west and open a door. Break through the wooden barrier and the door locks as you battle a skeleton warrior. Kill it, then drop a bomb on it's remains quickly to destroy it before it revives itself. Now go out the other door and up the stairs. Cross to the other side and use the lantern to light the torch closest to the stairs, and then the one on the far left. This opens the door for you. Leave through it.

Turn into the wolf and look around to see the last Poe! This one will multiply. One of them will flash blue just before the fight starts. Target this one and follow it's movements. And when it is about to attack, leap at it and bite it. Do this several times to defeat this poe and have it's torch leave and it's soul in your grasp! This is just like another fight in Ocarina of Time. Now go back to the north and be a human. Clawshot to the target and go out the door below it to return to the main room and return the last flame. Now we can go in the door that opens.

Run through this room to the right side and jump to the bottom. Turn the center pillar east twice. Then go through the empty door and around to the chest with the small key. Now jump down and turn the pillar all the way to the west to get it to the bottom and go in the locked door.

This is another large spike maze. Head to the far left of this room. At one point on the way, you are slowed down. Turn wolf to find more of the rats and kill them. Remember the route here, and pull the chain you find on the side. This will show you the way through the center.

Head right down the path here. Kill the first wave of enemies that jumps on you and continue, ignoring the rest. To the left is Ooccoo! To the right is the door out of this area. Take it.

There is a giant spinning blade. Head around it and to the north part. Kill the enemies here. Then bomb the remains. Head to the east to find another one. Kill him. This opens the door to the south in the spinning room. So take that route. The door is another path With those annoying bug enemies. Kill them. Then continue. Take a leap over the giant path and open the door to the far north.

This is the miniboss. As the human, slice a rope around the sword in the middle. It will come to life! OH MY! Turn into the wolf and use the senses to see this foe. Wait for it to strike, then dodge. It glows blue. So jump attack this bad ass looking foe and it turns visible! Now for the human half of the battle. Aim at it and shoot it with an arrow to have it land. Then hit it in the head with the arrow to fell this foe. Smash his head repeatedly. Repeat this simple task until the idiot is sorry he fought against you. Open the chest in the room that opens to get the Spinner!

Turn around and use the spinner on one of the grooved edges to be able to slide right out of this room quickly with style! Then exit the door. Use the path on the right, then jump to the left to reach the door. Enter it.

Take the groove on the right. Jump to the left, then back to the right to make the groove where we have to swing further right. Then again to the left to go up on the big loop to the top. Open the chest at the top for a Piece of Heart! Now turn around. Use the slider path on the left, then leap to the right to make a jump to the bottom and climb up to the top part with the statue. Climb up to the top and use the slider to jump side to side when a spike is trying to hit you on this path. Way to go! You are at the top.

Open this chest for the Boss Key! Now slide back into the center area that we were in before using the side sliders. In the center is a little spot perfect for our slider. Keep mashin Spin until the wall opens up to show us a new area. Slider up the wall on the right to get to the top, then jump to the center and use the slider in the hole to light the torches and bring a path up. Use it and slide to the boss door at the very top!

Walk down the path into the center of the sand and Zant will appear and set the enemy here to life! Be prepared for possibly the most imaginative and ingenuitive battle of all time!

BOSS BATTLE: TWILIT FOSSIL STALLORD

Start by going to the edge of the area and using the spinner to build some speed to combat the foe. When a spike is near you, release with the jump button and aim for the enemy. As you approach, more enemies will pop up and try to block you. If you need to, defeat these foes in the way. Anyway, you have to smash against the bottom bone sticking out of the dirt twice to make him fall down a height level. Repeat this several times (it gets harder each time) to "Defeat" him.

Spoke too soon! The sand drains and you can use the spinner in the center of the platform to raise it, and the head comes alive! He knocks you to the bottom of the platform. Dammit. Anyway, get on the path on the center platform and ride it up. Eventually, you see him and he starts shooting fireballs. Jump from side to side to avoid these, until you are right by his head. Then QUICKLY jump again and smash into him. He falls to the ground, you are there too. Now

IMMEDIATELY start slashing the sword Zant placed in his head many times over and over until he gets back up. Repeat this process several times until he falls dead. Each time you ride this gets harder because eventually more and more spike traps are added.

After the fight, get the Heart Container and head out the door that opens. Move up the stairs now and at the top we are challenged by more twilight foes that guard warps. Be the wolf and defeat those idiots. See another spinner hole? Get in it and spin to show the mirror of twilight! BUT IT'S BROKEN! THE TWIST BEGINS!

Now some spirits from above show you Ganondorf.. and how they sent him into the zone. They think that Zant is using his power and said that Zant wanted to blow the mirror. He couldn't destroy it though, because he isn't the true ruler. So there are shards in three locations we need to visit. But first, there are a lot of things we need to get. Such as Golden Bugs, Hearts and Poe Souls. To begin, warp to Hyrule Castle.

=====
HYRULE FIELD
=====

As we approach, Barnes sends us a letter. It's about New Bombs and not very prominent at this time. So enter the Market.

=====
HYRULE MARKET
=====

Walk over to the man on the left and start donating him all your rupees. This is 600 now. 400 more are needed. Head to the South road and head to the street to the side that Telma isn't on. There is a fortune teller in the first house and the second has where we want to go. Give the girl inside your two bugs for a big wallet and 50 rupees! Leave and go down the west road and into this big tent for the Star Game minigame.

The rules are simple: Use the clawshot to latch onto the gates, and to the other side you go to get the glowing orbs before the time runs out. You can get several in one go. If you win, you get the bigger Quiver. So leave after this. You have fangirls! Anyway, go to the Southern exit and down.

=====
HYRULE FIELD
=====

Go wolf and get the poe soul. Now transform into human. There is a gold bug on the right (Female Beetle). Warp to Lake Hylia (there is more back there but I did it in a strange order and have to do this later).

=====
LAKE HYLIA
=====

Head up on the path to the right of the bridge that is behind where you warped from. You can see a light in the distance. This is a poe soul that we are going to get. So hop the platforms to there. Head up towards the big tower that the old man was studying the place on. You can see another soul up at the top we will get. Now warp to Zora's Domain.

=====

ZORA'S DOMAIN

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Hide behind a wall and transform to human. Now jump into the pool of water in the middle of it and sink with the Iron Boots to the bottom. There is the big rock. Use a water bomb to blow it up and you see a goron. Talk to him for a new Bomb Bag! There are also two torches on the way down we can light for a chest with 50 rupees.

Anyway, jump to the bottom and swim to Upper Zora's River. Surface and find your way to the land. See the bridge connecting the one side to the other at the hut? There is a bug floating there. Stand to the side and use the Boomerang to get it to come over to the land and you can then take it for yourself. Now Warp Back to the castle.

=====

HYRULE MARKET

=====

Head into the Princess's place and give her the other two bugs you've found. Now go to the field's south road.

=====

HYRULE FIELD

=====

Go human and down to the grass. Turn right to see the gold wolf! He is going to teach you the Helm Splitter, which is easy enough. Now head to the opposite side of the stairs. There is a glow in some bushes we see. Approach it to get the male Ladybug. Which completes the pair. Note that most of these glows are mainly Baba's. Now head back to where the wolf was, and jump into that big hole in the middle of the field that is in the area.

=====

LAKE HYLIA

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There should be a poe soul behind you and in the distance. Get it as the wolf. Now warp back to Kakariko Village and exit there in the north.

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HYRULE FIELD

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Move down the field and to the right is a big boulder. Ignore it for a second and fire two arrows at each boar (the riders). This kills them. Then head out into the field to find a grasshopper (Male). It has to be stopped with the Gale Boomerang to pick up. Now head back to the big boulder and blow it up. Then climb up the hill behind it. At the top, shoot the boulder on the other side with a Bomb Arrow and Clawshot to the vines. Jump to the other platform on the right and open the chest down here. You may need to wait until morning to see it if you are here in the night. It has a Piece of Heart. Warp Back to the Market.

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HYRULE MARKET

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Give Agitha those last couple bugs you have now, if you have 400, give them to the man begging for money for a Piece of Heart! Then head back into the field and warp to Zora's Domain.

=====
ZORA'S DOMAIN
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Head down just to the pool below. On the west is an icy path to the top. With a strange looking girl there. Talk to her as the human to see it's the talentless girl. She tells you about the Yeti and gives you a picture. Warp to Kakariko Village and run into the graveyard.

=====
KAKARIKO GRAVEYARD
=====

Head to the back, on the right is a couple torches we can light for a 50 rupee chest. Then head into the grave of the Zora. The boy is there, show him the yeti sketch and he gives you his earring which can catch his kind of food. Now warp to Zora's Domain.

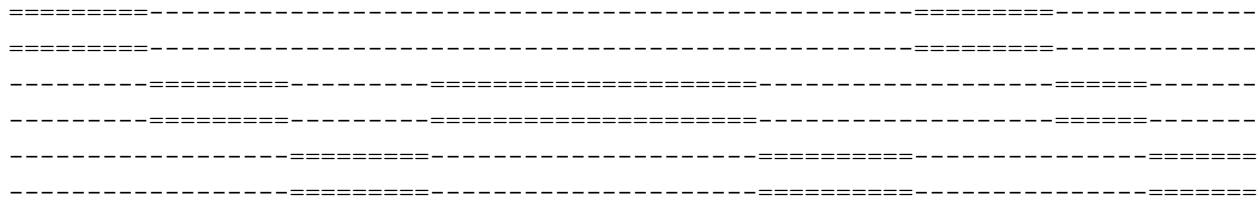
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ZORA'S DOMAIN
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Go down into the pool below and head east. There is a big and a small rock. Cast away around there and catch a fish. It's red, and it reeks. So go wolf and smell it to learn the Reekfish scent. We can now go down the path there was before!

=====
SNOWPEAK
=====

Run forwards and jump down to the bottom part. Flip on the senses to see the pathway through the fog. Be sure not to fall into the water. This path is a winding one and it will lead up the side of the mountain. It might seem like you can fall at some points but just keep going. At one point you are at a "dead end". Ram into the snowy part of the ledge to knock a path down for you. So you can now head up the ramp.

It also leads you to a Howling Stone. This one is the most complicated yet.



Now after you go back to following the trail, not too far from the stone is a cave you can enter and climb out the back at. To enter this cave, dig in the snow at the wall. Out the back is a warp portal that the enemies will try to defend. Defeat them to win it to your side. Be warned that those magic stakes that make the barrier around you won't stop you from falling off the edge. After the enemies are dead, you can see a creature by a tree. Turn human and talk to this creature. It will get a frozen leaf and go down the hill on it. Now it's your turn.

This is by far the funnest mini-game ever made in a Zelda game. Roll into the tree to knock a leaf down and get on it. You now "snowboard". You move as normal and hold down Roll if you want to jump. You can also attack as normal. Snowboard down the hill and leap over the gaps. At the bottom of the hill is a

big manor owned by the Yeti. Go inside to start the next dungeon known as Snowpeak Ruins.

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SNOWPEAK RUINS
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Whatever you do, BE SURE TO TAKE OFF THE ZORA TUNIC! It will amplify the damage you take. Start by heading forwards and battling the poe here for it's soul. After it perishes, head in the north door at the back as a human.

There is a Yeti woman in here. Talk to get. She tells you the location of the Bedroom key and gives you the map of the Mansion. Head in the east door to find the male Yeti! He is making Soup for his wife. It's just Simple soup at the moment, but it refills 2 hearts. There is a path going around the back of the area to the right. Head in there and pick up the pot with Ooccoo in it!

Now head out the door on the opposite side to the north. This room is a big sliding puzzle. Here is how to solve it: Push the left block (closest to you) to the east. Push the second block south, west, south, east, south. Go in the newly opened door.

Turn into the wolf and go to the crack in the wall and dig in the snow here to find your way outside. Battle the white wolves you see here and open the chest for 20 rupees. See the chest in the snow? Dig by it to allow you to open it. Inside is a small key. Now go human and open the door. Head left and unlock the door in here.

This is a big sliding ice room. Kill the three enemies to open the doors. Go in the one you didn't come in. There is a chest in a cutscene. As you approach the door some ice warriors come. Use the helm splitter or the back slice to defeat them swiftly and open the door. Inside, open the chest for the Ordon Pumpkin.

Head back through the other door in this room with the chest to be behind the block puzzle. Climb over the boxes and then jump down to the door that leads to the Yeti room. Talk to him to give him the pumpkin and upgrade the soup to some Good Soup. This restores 4 hearts. Now go back to the woman Yeti. Talk to her to get a new location and a new door opened.

You are in a big snow courtyard again. Turn into the wolf and defeat the white ones around you. Jump into the hole in the wall in the northwest part to be in a bigger room with ice. Kill the enemies and pick up the cannonball. Now avoid the next few enemies and head to the cannon at the back of the room.

Stand on the platform behind it and insert the ball into the cannon. Now get off the platform and push the handles so it aims south. Drop a bomb in the hole to blow the ice walls down. Head down the path that you cleared and go out the newly accessible door.

In this room, find your way across the platforms avoiding being knocked off by foes. This can be easier if you knock them off with the bow before crossing. You can also lead from platform to platform if you want. One chest in here has 20 rupees and the other has the compass. Now head back out of this room and to the big courtyard.

Flip the senses on as the wolf and look on the map. There is a part with a chest right where there is a dig hole. Dig three times to find the chest completely. Open it for a small key and use it on the door to the west side. Here, there is a strange machine. Pull the lever on it to drop the thing down. Put a ball on it and go to the other side in the courtyard. Pull the lever here to bring the ball

through. Now put it in the cannon and aim it at the door to the north. Fire!

This kills the enemy in front of you. Go inside the door he was guarding. Run past the first statue and to the door, but wait! The first one comes to life! Oh no, time for a miniboss fight. Just wait for him to approach, then clawshot onto the roof overhead of him to get behind. Then dodge as he throws his big ball and chain at you. Quickly run around to his rear and smash his tail with the sword as fast as possible. When he dies, you get the Ball and Chain.

Equip this and go into the front door. Smash down the ice blocks to show a chest with the Bedroom Ke... NO! It's Ordon Cheese! STUPID YETI! There is an Orange Rupee (100) hidden in one of the armor suits here you can get with the Ball and Chain. Head back into the courtyard.

Smash the ice blocks here to show the way back to the other side of the courtyard, take the same route we did last time to get back to the Yeti. Give him the goat cheese to make Superb Soup. It fills 8 hearts! Now go back and talk to the female yeti to get the next location (which better be right.. or else..)

Go out the door she recommended this time and walk up the sloped surface, there are caged enemies and openings in the cages a little ways up. Smack the enemy with it to make them split into small ones, then defeat them with the ball and chain too. Do this with the second one.

Smash the Ice at the top to reveal a cannon. Now go into the north door. Hit the ice warrior with the ball and chain, then the ice block on the right side of the room. Now hit the chandelier that is hanging to make it swing. Jump onto it and open the chest on the other side for a small key. Now go back to the other side and exit.

Head straight ahead now to see a new section behind the broken wall. See that hookshot target on the right hand side? Hit the floor below it to crash down to the lower floor and open the chest for a Piece of Heart. Use the target to go back up to the top, then go out the door.

Smash the block of ice to reveal a clawshot target. Anyway, bash the chandelier, then turn right and go along this path of chandeliers, hit and jump at the right moments. At the other end is a chest with a Piece of Heart. Collect it and then jump to the bottom floor. Go back to the exit of the manor but DO NOT leave. The center suit of armor on the right (from the entrance) holds a poe. Defeat it for it's soul. Go back to the stairs on the left side of the manor and clawshot to where you were before.

Cross to the other side and defeat the ice warrior. Go in the door to be in a big room full of ice and ice enemies. Destroy the enemies and smash the ice wall to show a poe. Defeat him for his soul. Exit the room from the north door.

We are above the puzzle room. Push the block down and jump to the puzzle. We can now smash the switch and block, making them useable. This is a trickier puzzle because there are three now and a new switch. Okay, see the one we just broke the ice off of? That will be Block X. The one on the switch is Block Y, and the remaining block is block Z

Move Block Y north

Move Block X South, East, North

Move Block Y West, South, East, North

The door on the upper floor is opened! Climb back up to the top of the room and make your way down to the door which is now unlocked. (For your information, it is the west door.

Run to the right and along the wall. Defeat the Ice Warriors with the Ball and Chain. Then Clawshot from one side of the wall to the other in the broken bit. Go in the door here. Smash the Ice Block to reveal a Clawshot Target. Hit the chandeliers and try to swing to the other end. Open the chest for a small key and go in the door.

Jump down to the puzzle then back up and go in the south door of the second floor in this room. Defeat the Ice Monsters and smash the wall for no apparent reason. Go in the door that leads west. Defeat the giant Ice Monsters here and push the blocks you see at the other end down. Now go out that way and down to the bottom of the spiral ramp.

Head out the door with the cannonball moving device. Grab one from the other side and bring it back through the door by means of the machine. Put it in the cannon at the top and aim it towards the blocks you came from. Fire it through the opening and follow it. Use the achine here on the left to get it outside.

Take it to the cannon and aim Northwest towards the Ice Monster. Fire it to kill him. Jump down and enter the door and then go right to the ladder and climb it to the top. Defeat the Ice Monsters and go in the door to the church. This is going to be FILLED with Ice Warriors that throw their icicle staves at you.

You can hide behind the pews in here, try to fight the first 2-3 with your sword and then when you have the room you can pull out the Ball and Chain to smash some major enemy butt. Then you can go in the opened door and FINALLY get the Bedroom Key. You better run out of the church now before they realize what you did to their house.

The Yeti woman is here! Hey Yeti! We didn't trash your church, why do you ask? Anyway, she walks slow and you can just run to the top and open the door to make her go faster.

BOSS BATTLE: Twilit Ice Mass Blizetta

The first stage of this fight is that we must hit Blizetta three times with the Ball and Chain. It's not over though, as she starts flying now and summons ice spikes to come and fall on your head. You have to run around now as fast as you can away from them, using the reflection as a guide. After they all hit, turn around and break them with the ball and chain, then RUN! If you made a gap in the ice because of the Icicles smashed, run out there because the boss will fall in the middle of the ice circle. Hit her as she is sitting there with the ball and chain. If you blow all of the icicles out, she summons new ones for you to deal with.

Striking her three times with the Ball and Chain will cause her to return to normal. The Yeti comes in and gives her some love. A million hearts fly from his head, including one Heart Container! You get the Mirror Shard and can now leave via Midna's portal.

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SNOWPEAK
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Okay, we are now going to spend the next ton of time collecting hearts, bugs, souls and more. Warp to South Faron Woods.

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FARON WOODS

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Head from here to towards the secret area. Only stop up at the purple fog. Do some Target Jumps into the log in the center to reveal a Poe Soul. Defeat him to get it, then warp out of here to South Faron again and leave via the Hyrule Field exit by the Oil Seller.

=====

HYRULE FIELD

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Go towards the bridge we can see. On the right of the the entrance to it is a tree with a Piece of Heart in it's Branches. Use the Gale Boomerang to retrieve it. Now go under the bridge and you can see a target inside the rafters. Use the clawshot to get inside and open the chest for an Orange Rupee. Head back out of it using the target. Now we can hang around the bridge until night. At that time you can cross the bridge and battle the poe for it's soul that we can clearly see glowing in the distance. Now warp all the way out to Kakariko Village.

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KAKARIKO VILLAGE

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Go to the Bomb Shop. Go through the the upperfloor and out the top. Now head up to the Storehouse that we blew up ages ago. Fight the poe soul (at night) and get his soul. Then head up the other side to the watch tower at night to battle another stupid poe. We aren't done here, but go to the Graveyard anyway.

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KAKARIKO GRAVEYARD

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There should be a poe floating around in here. Defeat him, then look to the graves. You can push a few of them. One of them has a poe beneath that you can call out by moving. Defeat it. Now head up to the back and you can see a golden Male Ant on the left tree. Now collect it, then battle the Gold Wolf we see here to get to learn the Jump Strike combat skill. After, head back into Kakariko Village.

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KAKARIKO VILLAGE

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The east house has a gold bug in it. It's the one with the hole in the roof. Just go in the door. It 's to the right of the bomb shop. Now head to the spring of the spirit. To the right of it is a bombable rock. Blow it up. Go in the cave to the back and sink with the Iron Boots to the bottom of the water pool. Open the chest to get a Piece of Heart. Surface and go back down to the same part of the village where you blew the boulder. Equip Bomb Arrows and look up to see some more rocks on the cliff. Blow those up and use the Gale Boomerang to get the Piece of Heart you can see there. Go now to Death Mountain.

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DEATH MOUNTAIN

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Go talk to the Goron at the foot of the climbing rope. Spring up to the left or behind him. You can see the poe to the left glowing at night time. Now run up

the cliff you are on and around the face of the rock. Drop down into the hole to the left and you find the chest with a Piece of Heart. Warp now to Kakariko Gorge!

=====
HYRULE FIELD
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You should get a Letter as you start to leave. One is from Agitha talking about nothing in particular and the other is from Yeta. Turn around and cross the other side of the Bridge to go up the part to the tree to see a Poe Soul. Defeat it to get the prized soul and then go down west a bit more to see a piece of heart on a spire. Throw the Boomerang to get it off of there. If you head to the south now you will see a boulder in the wall. Destroy it and enter.

Go along the path here. Conserve your Lamp Oil because it will take a while to get to the end. At the end is a chest with a piece of heart, and there are a lot of forks and paths. The correct path is always to the right, except for the one after the three forked room. There is a poe soul to the left. But keep going to the right to find the heart piece.

Go to the south end of the bridge and clawshot the bug on the pillar to you for a Male Phasmid. Now head along the edge of the field to the northwest part of the of the eastern Hyrule Field. There is a Female Grasshopper hopping around here. Get it with the Boomerang. Now head across the Bridge of Eldin. At the back is a golden bug up on the ledge. Clawshot up there and use the Boomerang or Clawshot to pull it down to you for collection. This one is a female Phasmid.

Head into the cave to the side of this area. Inside, jump off the edge and use the iron boots to be pulled to safety. Do this several times to get to the bottom. Light the torches here to get 100 rupees. There is also a Chest with a Piece of Heart. Use the clawshot targets to get back up onto the Bridge area.

Head north down the path now. We are going to keep going into the North Part of Hyrule Field. Head all the way to the south exit of this area to see a big row of rocks. Blow them to reveal a spinner track. Follow this track to the end to see a chest with the heart. Get it. Now if you go to find a lone boulder we will see a golden Female Stag Beetle. There is a male Stag Beetle in a nearby tree as well.

Warp to Hyrule Castle.

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HYRULE CASTLE
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We now want to enter the Market and work our way to Jovani's house. It has the unopenable door and a group of cats outside. Dig under as the wolf and you will see the Golden man again. Using the Poe Souls, he is somewhat restored and gives you a bottle of Fairy Tears. This is the third bottle we can obtain! Dig out.

Now leave the Market and reenter as a human.

=====
HYRULE MARKET
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Go down the west road and stop at Agitha's place. Give her your bugs if you have not already. If you have money for items like the Hawkeye at Malo Mart, buy it there first because then you replenish your stock of money. Leave and warp to

the summit at Snowpeak.

=====
SNOWPEAK TOP
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Talk to Yeta and her Wife to do a race with both of them. The male is simple enough, just do the normal track with few falls and you will be fine to beat him to the house. The Wife is much more difficult, to beat her, you have to use the shortcut hidden halfway through the course. Also know that you can trip her up with the sword. The shortcut is after the hops of the chasm leading to the stretch that goes without interruption to home. Go on the small path and pray you make it. After you win, you receive a Piece of Heart!

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ZORA'S DOMAIN
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Go here and make your way down to Upper Zora River.

=====
UPPER ZORA RIVER
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Go to the Afro person, then head to the left towards the fishing hole. There is a Warp Portal that you must fight for now. Defeat them with a Spin Attack (as human) and you get it, as well as let the Afro lady get back to work. She will invite you in and ask you to clear the rocks in the way. Agree and you get another bomb bag. Now do the chore and warp back to the top of Upper Zora's River.

Enter the Fishing Hole and go out on the boat. Head to the Piece of Heart you see on the big rock. Aim the Fishing Rod at it and reel in the Piece of Heart! Warp down to the Lake now!

=====
LAKE HYLIA
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There is an island by some howling plants, go to it and be the wolf because there is a bird. Talk to him to learn the rules, then howl to be able to do this minigame. You have to fly up the river, popping fruit ballons with your body to get it. ONLY aim for the Oranges, they are big and worth a bit. At the top you will get 10,000+ points and the piece of heart!

Warp back to the lake and go up the ladder, there is a howling stone to the right. Howl to the tune:

DOWN MIDDLE UP DOWN MIDDLE DOWN UP

Now turn around and blow the boulder. Be sure to have a lantern and a bottle full of oil for this. There is a big room, blow the walls on all three sides. Continue along this lighting torches for a ton of rupees. There are some chasms

inbetween rooms you might get stuck in, just be careful. There are THREE Poe Souls in here so keep an eye out for those. At the end are two torches, light them for a Piece of Heart!

=====
GERUDO DESERT
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Travel to the Desert and go to the base to get a golden wolf, you learn the next skill you have to learn. Also, go into the base to find a Poe Soul where the room you fought the fat guy that set it on fire, and you escaped with the boar.

Now warp to the Bridge of Eldin.

=====
HYRULE FIELD
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Move north down the path until you reach a wooden bridge, there is a spinner track on the other side. Follow it, then dig into the hole in the circle of weeds. Kill the enemy skeleton warriors and bomb the remains to get a Piece of Heart. Continue along the path to the bride in North Hyrule field. There is a poe soul on the bridge at night. Continue until you come across a rock that can be bombed (it faces the path south to the Castle). Inside is a couple of sliding ice puzzles. To a teenager, this is easy to figure out and will be good for you to work out yourself. If you can't, well then check DBM's FAQ, his heart piece section has it (just flip directions). I'm saying this because I didn't record my solutions on tape like the rest of this..

Warp to the North Faron Woods now.

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FARON WOODS
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Talk to Rusl at the part that leads to the Sacred Grove. He will give you a gold Cuccoo. Use it to float over to the Ledge ahead of you (quite far away). Then over to the huge tree root and down to the grove. Now turn the bridge with the Boomerang and float down to it, turn it again and continue down the path until you get into the Woods with the Skull Kid. He's back (sigh) and you have to do the chase thing again. He's in more places that are hidden, like behind a tree and on TOP of a tree. You can find him by looking in doors and finding the light of a lamp before it dissapears as you get close. Note that there is a poe soul in one of his old locations (going up the swimming place to the ledge).

You have to battle him again, this time it's MUCH easier now that you have the bow. Just aim at him and fire three times to finish him and his summoned minions to finish it. Light is restored and the door to the next area is opened! Go in to it.

=====
SACRED GROVE
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Push down the block and hop to the bottom of the area. On the map is an area to the west. Go into the area. Blow up the boulder by the pillar to get a Poe Soul. Not only that, but if you turn your wolf senses on you can find a dig spot that was concealed and use it to enter a cave. Defeat all the enemies down there to receive a Piece of Heart. Go back to the surface and to the main area.

Move to the part of the grove where the Master Sword was. There is a poe soul here you may battle. Then go up to the pedestal it was in and choose "Strike". You will cause the statue blocking the door at the start to disappear. Get out of the master sword area to find a warp portal! And a large group of croonies for you to battle for the stinking portal. Defeat them and go up the block you pushed to reach the door where the guard was. Open it, and you go back in time! Sort of...

Anyway, move forwards to the place where the Master Sword was and do another Strike into it. You open up the Temple of Time. Wait a minute, I thought this WAS the temple of time? Maybe the REAL one was behind the glass? Anyway, Ooccoo will go up the stairs and you want to follow it into the temple. I'll start typing it in a few minutes, because right now I'm making a cheese sandwich, ya' know?

=====
TEMPLE OF TIME
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Enter the temple and watch the cutscene. Know that with a Walkthrough, this is a quite short and easy temple to finish. Start by running forwards to see a scene with Midna talking about "something missing". Go wolf and turn on the senses to see a statue that isn't there.

Now Pick up that little rock statue thing and put it on the switch on the other platform to raise a little step you can use to climb up an area. Go to the top and then you will see Ooccoo! Now go down the steps to the east side and light the torches here with the torch to get a Small Key. Go back up and unlock the door that Ooccoo was in front of to continue.

In this room there is a mini spider enemy. Defeat it and set a jar on the switch to open a gate. The south one has a bundle of arrows, take them and go to the east one. Defeat the spider and go to the closed gate ahead, turn around and break the pot on the switch with an arrow to open it.

Battle the Lizards as you go up the stairs and clear the next room of them. Also kill the statue by hitting the eye thing behind it. Open the chest that appears for the dungeon map. Now go get the two statues on the left (and the red rupee if you need it) and put the statues on the other side of the room, on top of the switches.

Go up the stairs and battle MORE of the lizards to reach a strange room. Kill the lizards and go up the stairs, use the spinner when the broken part comes. At the top, there is a circle like place with a lever you can push. Go into the place with the circular blades and there is a statue on the left. Pick it up and place it on the switch at the next break. Now, push the lever clockwise to go down. Get the statue and get back on and push it counterclockwise. Place this one onto the switch and quickly jump onto the part that will raise soon. Go in the door.

Defeat the two Armos Statues to get a Small Key in a chest. Exit the room back into the circular one. Now sing "HAPPINESS RUNS IN A CIRCULAR MOTION" very loudly, then go to the other side and in the locked door.

Ignore the switch now and break the eye on the Beamos with and arrow. Go around now and hit the switch through the circular thing. Go to the next open area (first getting the beamons and get the Compass before hitting the switch. Use another arrow now through the circle to open the way out. Take it.

Hit the switch here from the platform and jump down and into the next part. Fight the Lizards (some of whom have some pretty defensive armor) and make your way to the next part, hitting the switch to advance. Go up the stairs and into the room. Defeat the Spiders and the Larva (Bomb Arrows work well, as well as the Jump Strike, or you can just toss a bomb into the middle of them and kill half of them with one thing). This makes a chest appear with 50 Rupees.

Now go up the stairs and there is a massive scale. Step onto it and your side will go down. Pick up the small statue and throw it onto the other side, you weigh the same as two of them so the scales even out. Now step onto the other one (your side goes down) and climb to the other side. Go into the door here to continue.

Kill the Beamos eye and dodge the enemies to the other door to the east. Fight the Lizards and continue up the stairs. Now dodge the rolling spike and the axe and open the chest in this room for a Small Key, and time your run past the rolling spike so that you head to the right and to the statue. Pick it up and dodge the blade and plant it on the ground to disable the electric field. Kill all the spider Larva in this room to get a chest, and defeat the Armos here to open the gate. Open the chest for 50 rupees and continue past the bell. Open the locked door to reach the miniboss!

There is a swordsman here, he has a rather large blade and a TON of armor. The key to beating him is to target him and keep your shield ready, when he strikes, sidestep ONCE to the side and attack him twice. Repeat this until his armor is gone. If he attacks, your shield can block it (somehow). After the armor is gone he will pull out a smaller, quicker blade. The key here is to do the back slice. He blocks it once, but then staggers and you can get a few easy hits in on this guy. After you kill him, open the chest for the Dominion Rod! This can control the statues you see in the temple!

Now there is a giant statue above with an Axe, you can control him with it, now move towards the door and get him to stand on the thing under the bell, it will transport him. Go in the door. Now you control the statue and press the same button you equipped it to to have him smash the gate. Move him near the way you want to go and stand behind the button, time it so that when he reaches the spot on the platform, you stand on the switch. He raises up, then you move him just off, stop controlling him and climb up yourself. Now control him again and continue.

Have him go through the electricity and stand on the switch to disable it. Stop controlling him and cross, then control him again. Have him smash the rolling traps and go through the door downstairs. Have him smash all the spinning traps AND the Beamos to show a switch. Have him stand on the platform, then use the Rod to get one of the smaller statues to stand on the switch. Then control him so he goes under the bell. Now turn around and continue out the way you came up the place. This is the scale room. He appears on the right of you and you want to bring him to the Scale. He weighs a whopping 3 statues!

Now after he is on the side closest to where he came from, jump down and climb up to the other side. To the right of the opposite scale is a pillar. Climb up it when the statues side is down and clawshot to the target. Go to the track and use the spinner to get to the next part. Defeat the Poe Soul and enter the door.

Defeat the enemies here and place a back of the shielded creature in view of the top. Clawshot to the top now and bring up his back with the Clawshot. Then place it on a switch. Use the dominion rod to get the statues to come onto the switches. This opens the door to the Big Key! Get it and go back to the room with the scale.

Jump down to the side with the statue and place him on the scale again. Climb to the other side and use the dominion rod to bring TWO statues down from the ceiling. You want to place them on your side and stand on it to level it out. Go to the other one and throw the statue back to the one closest to the way down. Then bring over the statue, then throw the rest of the statues onto the other side to bring this one level, get the statue with you and go downstairs. Have him get rid of the Larva and the enemies and place him under the bell to go to the next area. Leave out the bottom door.

You can control him through the wall. Have him smash his door down and then go to the other side (hit the switch and control him through the electric field. Bring him onto the switch and leave him there because it turns off the field of electricity. Go inside it and control the statue, have him break the door so you can get the Piece of Heart. Now move him through the field and place a small statue or a pot on the switch and follow. Have him smash your way along the path and down the stairs. Place him under the bell after he broke all the gates here and go out.

Hop to the bottom now, then there is a door here that is locked. Control a statue and drag him onto the switch behind the gate to open it. There is a Poe soul! Defeat it and climb back up to the top. Push the level clockwise so we go down and bring the statue from before to the top part and put the same two there on the switches. Go into that room now, there are several spiders and spider enemies. Kill them all!

Now we will go up the steps. There is a statue on the right behind the gate like thing which we will use the rod to drag down the stairs (still behind the wall) and it hits a switch. Pick up the other statue in the room and throw it on the left side so it's over the gate and control it so it hits the switch on that side. A chest appears, open it for a Piece of Heart! Now go back out and hit the switch counterclockwise so it goes up and you can collect the statue, bring it on the lever place and push it clockwise two times so it goes to the bottom.

Have it kill all the larva to open the electric field. Now it can break the gate and go into the bell. Exit out the bottom door and equip the Clawshot because you need it at the gate to get out (look up). Then control the Statue and bring it down the stairs. Destroy the gate and put it in the bell, then go down and out. We are in the main room! Enough of the statue! Control it and bring it to where it should be (by the door) and it opens the path further on.

Go into it and down the strange corridor with chasms and more. Disable the Beamos's and bring the statue (small) to the other side of the room. There is a switch. Put it on it and jump to the other side. It will open a gate and close another. Go past the first open gate and use the rod to pull it back so it will close the one in front and open the one behind. Go through and enter the door to face the Boss.

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BOSS BATTLE: TWILIT ARACHNID ARMOGOHMA
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Pull out your arrows and follow Armogohma's movements around the area, when the eye opens, shoot it with an arrow and then wait for it to fall. Run to the big statue it fell near (it falls near one EVERY time) and have it attack to slam the mighty fist on it. She will drop a load of eggs. Defeat them all then hit her eye again and repeat the fist slamming. Her eye will shoot lasers if you don't move quick enough, so watch out.

After the hits, she falls down, but not out! There is the eye as a spider

running around with a load of babies! Luckily, it flee's you, so just aim at the eye and hit it thrice with arrows (if you need more then kill the larva). This ends this pathetic boss and you get a Mirror Shard and Heart Container! Leave the area, then out of the Temple of Time back to Normal time. Ooccoo is there and tells you the rod ran out of magic. Head back to to Kakariko Village.

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KAKARIKO VILLAGE
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You may have to go somewhere with the postman to trigger this, but if you talk to Renado in his sanctuary then he will give you a letter to bring to Telma about Restoring Ilia's memory. Before leaving the Village, if you haven't bought the Hawkeye, do so now. And donate all your leftover rupees to the Goron inside Malo Mart. Now warp to the Castle

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CASTLE TOWN
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Go to Telma's Bar at the usual location and show her the Letter to get a money statement for the Doctor's Office. Travel to the East part of town (Doctor's Office) and show him it. He will get nervous and tell you the statue you want was stolen after a stinky medicine mess. Turn into the wolf (he turns his back) and go to the back right area. There is a crate, push it out of the way and against the wall and sniff the medicine it covered. Learn the scent and go up the crate. It leads you to Telma's Cat, who says it was stolen.

Before leaving, give Agitha any bugs you still haven't given her and then go outside to the area the Dogs that stole it from Telma's Cat are hanging out. It turns night automatically during this whole time so it will be there for you. Kill the packs of dogs to have them drop the Statue of Ilia's. Warp back to Kakariko.

=====
KAKARIKO VILLAGE
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Go inside of the Sanctuary and show Ilia the statue. She remembers a little bit about where she was. It was a lady in a Hidden Village. There is a blockage in the north bit of Hyrule by the Bridge of Eldin that you might have seen. Go out. We WOULD warp there normally, but it's ITEM COLLECTION TIME!.

=====
GERUDO DESERT
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Go to the Desert (Mesa, not the place with the Mirror). If you go north (to the base, NOT INSIDE) and then turn to the right, you should see a glow in the distance. Head there and Clawshot to the tree to find a Poe Soul! Defeat him. Then turn on the senses to find a dig spot below him, dig there to be in tunnel with TWO more! If you light the torches here then you get an Orange Rupee as well. Warp back to the Mesa now.

Head RIGHT now. There should be a series of trenches coming up. There is a Gold Dayfly buzzing around in the middle one. Capture it, then head right even more. South of a gate you can smash is another Dayfly hanging around in the middle of the sand area. Alright! Now warp to the Bridge of Eldin.

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HYRULE FIELD

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Go north along the path until you reach the spot marked on the map. The Goron has the main blockade down and is on the inside working on them. Go near him to learn of 20 bandits. This is where the Hawkeye and Bow is really handy. You want to defeat them one by one from a distance so they can't kill you.

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HIDDEN VILLAGE

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From a few steps in, you can see an archer (or two) left of the tower and the building behind it. You can shoot them one by one or just blow the barrel sky high with an arrow to kill them. Continue looking left (and go up a bit) on the roof to see another enemy. Move forwards so that you are closer, but NOT in the area so that you get a "New Area" cutscene. Aim into the far distance and you can see an Archer standing there. NOW you can see the New Area Scene.

It's a god damn Hodown! From exactly where you stand, pull the bow out and aim as far as you can with the hawkeye to see an enemy a centimeter to the right. Kill him and look FAR left. There is a nearby building with a plastic window (it looks like it) and you can see an enemy inside. Shoot him and look right again. Blow the barrels up in the distance to kill another one.

Now we can advance slightly. Climb on top of the crates we see and aim at the building on the left (back one) to see an enemy on the balcony. Shoot him, then hit the barrel below it (might kill someone). Now aim on the balcony to the right to see another enemy for you to murder. Around this time I had an enemy come up to me, aim down and shoot him.

If we look far into the distance and to the left slightly we can spot an enemy with a barrel. Shoot the barrel, and now is the time to move. Go to the fountain near you (just ahead) and there is an enemy in it. Shoot him (he won't see you for some reason) and go ahead of the railing by you. Turn right and you can head around the back of the house. One archer is there for you to deal with.

The building right ahead of us has an enemy in the upstairs that you can target through the wall, walk out back to the main street and peg him through the window. There's an idio.. I mean enemy inside on the bottom floor, as well as another on the top. Go into the massive building across the street through one of the windows on ground level. There's an enemy on the floor as well as one up on the second level (aim between the small gap in the crates). The last one is up on the roof and there's an enemy looking down between a gap.

An old lady now comes out. Talk to her, she gives you her charm. Unfortunately you can't turn wolf in here so you have to exit the area. Warp to Kakariko. There's some stuff to do in Hidden Village but not until later.

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KAKARIKO VILLAGE

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Go inside and give Ilia "Ilia's Charm". She remembers all the crap now, and will give you the Charm, but it turns out to be the Horse Call! It's like the grass but you can use it anywhere. We learn about the Dominion Rod. Now we can warp back to the Hidden Village.

=====

HIDDEN VILLAGE

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Head to the north part and kill that pesky archer. Now use the Dominion Rod on the statue marked on the map to the left. Move it slightly off it's spot and climb to where it was to see a glowing green thing. Step on it to get a Sky Character. Now move the statue to the other end of the bridge. On the right is a hole you can put it in and jump across. Then open the chest for a Piece of Heart (on the roof).

Go to the Kakariko Gorge. There is a statue on the map (marked in the north end) and you can get the Character. By using the statue as a hopping thing, you can use it to get around the gaps in the path behind it to reach a chest with 100 Rupees!

Now go to South Faron Woods.

=====
FARON WOODS
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Destination is Coro's Lantern Oil place. Once there, go past him and to the marked part on the map. Move the statue and get the Character, then Move it into the hole in the ground that's just behind you. This makes an area you can use the Midna Target Jumps to get to the top (as the wolf). In the next area is a chest you might have seen that has a Piece of Heart!

Warp to the Sacred Grove.

=====
SACRED GROVE
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Head towards where the door leading to the good looking temple was. On the way, there is a Golden Snail to the left (the door near the block you pushed has it). Now go back in time. Head down the stairs and left, move the statue here and there is a Poe Soul. Defeat it and go to the right side. There is a Snail on the wall and a Piece of Heart behind the statue. Warp back to Kakariko Village.

=====
KAKARIKO VILLAGE
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Talk to the Goron outside Malo Mart to get a quest! A quest to deliver fresh Hot Spring Water to some smelly goron that's stuck on a bridge. Accept, now you have to reach him. The best route (as said before) is JUST along the edge of the cliff. This is serious, because if you go in the middle area you will be attacked by several enemies coming out of the ground. Just ignore anything you see and keep running because the springwater can burst if attacked or cool if you take too long. At the bridge (far one, on the map) then you can see the goron. Target him and throw the water onto him. He is revitalized and after a cutscene he will drop you a Piece of Heart. Now go back to Kakarko because the price of the Malo Mart in Hyrule went down and you can get it for 200 rupees. If you don't have that much, give Agitha some bugs until you do. Go to Castle Town (but not inside). Turn around and head south. There is a glow in a patch of Flowers. It's a Golden Bug! A Butterfly!

Now we are going to head to the west. There is a ledge to the right of the path that goes onwards. Grapple up and get the other Butterfly there! Now jump down and move towards the lake down the west path. The Great Bridge of Hylia holds two bugs as well. One is by the closest part, there are some pillars it flies

around. Easiest to see at night because of the glow. Now cross the bridge to see a Gold Bug at the other side. There is a rocky overpass and it hangs out at a turn that goes south a bit.

There is also an Owl Statue! Aim the Dominion Rod up the cliff (at the side where the first one was) and pull it down towards you. Put it right below the grass that's hanging, and then grapple to it. Drop down and land on the statue and hop to the place where it was before. You will receive another Character, and then Move the statue from there so you can hop to the other side with a chest with 100 rupees. Note that you can also grapple onto the edge of the Great Bridge of Hylia that the first one was at. If you hold on to the edge and sidle over to the side there is a chest with 100 ruppees.

Go to Kakariko and out the south exit, then head towards the southeast part and look for a tree. There is a large amount of bushes, but in the middle is the female Pill Bug! Travel back to Kakariko. Now donate the last 200 rupees to the guy (it will be 200 if you did the quest). Travel to Faron Woods and go out to the field.

On the west side is a ledge in the distance. Travel there, look on the trees. There is a bug on one of them. Clawshot him to grab him and then leave the area by warping to Upper Zora's River.

=====
UPPER ZORA'S RIVER
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Here, go into the fishing pond. Walk around to the sign that says something about not littering, between the sign and the bridge is a small area that is slightly discoloured. Cast off into the water from there and pull it back later to get the last Empty Bottle! You can also enter the place and play ROLLGOAL! See minigame section for more details regarding that. After you finish playing to your heart's content, go to the Castle Town.

=====
CASTLE TOWN
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Start by Visiting Agitha and giving her bugs until you have 598 rupees. Go to the Malo Mart now (the one you recently opened in Hyrule Castle, it's in the center area) and you can now purchase the Magic Armor for 598 rupees. I wouldn't recommend using it though. Return to Agitha after and finish giving her all the bugs, because if you followed my FAQ you will have gotten them all. This earns you the Giant Wallet which holds up to 1000 rupees! Warp to Upper Zora's River now.

=====
UPPER ZORA'S RIVER
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Enter the boat rental place (not the fishing pond) and play the downstream bomb arrow shooting jar game. Score 25+ points and you receive bigger bomb bags! Now you can warp to the desert and continue our main quest for Owl Statues. Be sure to head to the Mesa too, not the other warp.

=====
GERUDO DESERT
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Move to the location marked on your map and use the Dominion Rod to pull the

statue down, use it to bridge the gap between the two platforms and hop across. Pick up the Sky Character and warp out of here to Castle Town.

=====
HYRULE FIELD
=====

Don't enter the castle, turn around and head to the location on the map. Kill the enemies and use the rod to pull the statue on the rock down. There is also a poe soul here at night you want to get. Anyway, jump to the Sky Character from the ledge and then you can move it to the other side for a chest with 100 rupees if you want too. Now we have all of the Sky Characters! You can return to the village now, but first, SAVE HERE!

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KAKARIKO VILLAGE
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Go into the basement of the area with the man in it. Give him the Sky Book and he reads it. It opens the seal on the statue, letting you pull it away with the rod. Go down to the area below to see a giant cannon. Now, whatever you do DO NOT SAVE HERE OR YOU WILL HAVE A GLITCH AND YOU WILL HAVE TO RESTART THE ENTIRE GAME. The man shows back up again, talk to him to have him leave. Now turn into wolf and have Midna warp it down to Lake Hylia.

=====
LAKE HYLIA
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Turn human and talk to the man at the big cannon thing in the center. He will examine the cannon and give you an offer to fix it for 300 rupees in advance. Accept this, or if not you will do some rupee searching for quite some time. By the way, before departing in the fixed cannon, at night time there is a poe in the middle of the lake thing you have to get from above. So be sure to catch it. After that, get in the cannon and blast to the sky.

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CITY IN THE SKY
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From the water you land in, put on your iron boots and sink to the bottom. There are a couple chests in here with Red Rupees and Water Bombs. After you get that, get out and head to the east part of the city, being careful not to get blown off by the wind.

Inside this door is the shop, talk to Ooccoo here to get the Ooccoo for the dungeon ahead and stock up on anything you need. Head North to the temple, using the Iron Boots to not get blown off by the wind. Use the Bow on the crystal switch above to open the gate to the Temple. Go inside of it (obviously).

Pick up the Ooccoo here and float across the gap with it. Kill the spike plated enemy and clawshot up to the next level on the vines. Clawshot one of the Ooccoo here and float down to the next furthest part.

Battle the spike enemies again and after you defeat them climb up to the door (left side has a thing you can walk up) and into the next room. Head to the left and clawshot to the gate up above. Go in the little hole in the fence and climb down the vines.

Use the Spinner and put it in the hole to spin a bridge across. Defeat the bird

that probably is there by now and go over to the bridge by clawshotting the gap. Cross the bridge with the Iron Boots and enter the building.

Inside, jump to the platform on the right, then Clawshot to the target on the roof leading to the left side. Drop and open the chest for a Small Key. Clawshot to the gate on the platform you were last on and jump back to the main part. Go back to the main part of the temple and through the door. As you approach, the dragon destroys the bridge back.

Clawshot to the pillar on the right and make your way around it so you can drop to land. Go up to the east door and go outside. Take a right and defeat the Baba enemies, then use the Spinner hole to make a bridge roll out, take it across to the other side and unlock the door.

Go to the left and put on the iron boots, cross past the giant wind thing and take them off, clawshot to the viny pillar and drop down. Go to the door and enter. Open the chest to the right for the Dungeon Map and go back out the door you came.

Go as close to the fan as you can and clawshot over to the pillar here, drop down to safety and go to the right side of the area (from the other door). Look left and you will see a red switch, hit this to turn the last fan off and go back to the other side, cross the blue blocks and go in the door.

In here, you have to cross the giant platform with gaps to the other side. Some tiles have the enemies that hide underneath them, so use the Boomerang on them to get rid of them. At the other side, open the door. It will lock on you and you now have to defeat a couple lizard enemies with swords.

After they die, this opens a thing up top. Clawshot to the vines hanging from it and climb to the top. Aim at the thing above the Ooccoo with your clawshot to pull a switch and start a fan. Grab an Ooccoo and float out onto the fan, use the updraft to fly to the door.

Clawshot to the switch on the right here to open a section, grab an Ooccoo and float across to the far west side of this room to get a chest with 50 rupees. Clawshot to the target back where you came from now and pull the Ooccoo off the wall with your Clawshot and use it to fly through the hole in the wall by standing over the fan. Use the second updraft to head to the left further. Drop off and clawshot the switch to activate another fan.

Float across on the first fan and then use the second (wait on it until it starts) to get through the second. Drop here and go through the door North. See the door in this cutscene? We want to go to that door by floating from Platform to Platform with the Ooccoo. When you reach the door, go inside.

Target the switch on the roof and use the Iron Boots in combination with hanging to activate the switch that stops the fan. Drop down through the fan and get ready for a Mini Boss. Target the Mini Boss and when he holds his shield up, release the clawshot at it and reel him in. Slash him a few times and fight until he goes in the air again. Repeat this process until he changes his attack structure, he will fly out a window and you have to constantly scan them until you see him come through, target him and repeat the process above until he is dead.

This will open an area up for you to clawshot to, drop down from the target and open the chest for... ANOTHER CLAWSHOT! When hanging from a target, you can use the second one to move to a new target! That's awesome, re-equip the clawshot now and head back to the main room. Clawshot to the back left target from the chest and then to the vines by the fan. Pull yourself up.

Go out the door and back into the giant room, we now want to clawshot around the targets until we arrive to at a point on the left side of the circular room with a switch, clawshot it to sink down a bit and open a gate, target one of the targets inside of it and clawshot to it to get inside before the gates close.

In here, clawshot from pillar to pillar quickly to get across (target them) and then open the chest here for the Compass. Go out the door and you'll be outside. Kill the enemies hanging from the bridge with two clawshots as you clawshot from patch to patch across to the other side. Climb the vine up to the top and go inside.

In here we want to hang from the pillar on the opposite side with the target and then clawshot again to the door to the west. Target the flying things outside here and go across each until we reach the door on the other side.

In here, go go the back and drop down to the bottom. Clawshot across the target pills as you did before and drop at the other end. Clawshot to the north target and then work your way up to the grating at the top. Defeat the enemies and open the chest here for some arrows.

Now target the top grating (turn around from the chest) and clawshot to it, aim down now and go to the bottom part. Clawshot to the wall target and then go left to see another grating, go there and in the hole in the wall.

Defeat the Chus around here and then clawshot to the grate on the wall and drop down to the bottom. Kill the Babas hanging from the roof as you did the ones outside and clawshot to the target, slide down on the clawshot chain and hit the switch to open the door, then go through the door with the clawshot. Target the grate inside, then the targets and grate until you reach the top.

Drop, then cross to the other side of the room (be careful of the tile monster) to reach a chest with some Bombs, and another nearby for some rupees. Go in the door to the north now and kill the enemy in the middle (defeat the giant baba and drop a bomb in the thing left over).

After defeating all the enemies, look to the target on the west side, then quickly grapple up to the vine pillar. From here, cross the thin platform (kill all enemies before proceeding) and look for the bats hanging from the ceiling of a nearby area. We want to get there, but first kill the bats and then hang from the ledge and sidle along to it. Once there, open the chest for a Piece of Heart.

After getting this go back and clawshot up onto the pillar this time, then along the side until you get even higher to the vine thing. From here, target the ceiling target in the center and fall down onto the platform. Kill the lizard swordsmen and continue through the door.

Wait for the flying thing to come here and grapple onto it, go over the wall here and to the second one, from the second one, grapple south to get to a chest with 50 Rupees and a Poe Soul nearby for you to collect. Grapple out the same way you came and continue on, hanging low to get through the next one and going in the door.

Grapple across the enemies until you reach one of the last few, then you can turn right and grapple to a new set heading back in the same direction you came from. Open the door here and grab the chest for another Piece of Heart. Get out and go back across the floating enemies and into the door there.

Head around the back of this area and defeat the enemies nearby, enter the door

on the south side of the center and defeat the enemies on the outside. Open the chest for a red rupee, then go back outside and around to the vines on the north west part of the map. Climb up them and shoot the birds you can see from here with your bow (three of them). Turn into Wolf Link and cross the tightropes.

Head right after crossing and climb up the vines across to the next part. Open the chest for a red rupee and cross the next couple tightropes to reach a Poe Soul and a chest with 50 rupees. Head back down to the bottom and go up the vines. Head left this time and around the tight ropes to the door. Go inside of it.

Inside, grapple to the thing on the roof that you can hang on to. Move down a bit and look through the gap to see a switch, clawshot across and wear the iron boots to stop the fan below. Open the chest here for the Boss Key. Almost finished, only maybe 10 minutes and the boss to go.

Drop down and aim at the grate of the part you were just on, you can grapple on. Now slide down the clawshot through the fan and aim for the nearby switch in the ceiling. Grapple to that and use the Iron Boots to activate the giant fan outside, go out the door below it that you drop by.

Before starting, use the Hawkeye and the Bow to take out all the birds flying around, then clawshot onto the moving fans (on the grates) and make your way across to the other side. Drop down and through the door. Maybe 5 more minutes to go before the boss!

The miniboss characters are here, you can kill them the same way except they're weaker and won't give you the same hell as the one did. After defeating them, stand in the center and clawshot to a high point on the grate above the door, aim to one of the spinning things in the center (but right now it's not), above the door grate is a switch. Now activate it and as you spin clawshot to the next one. Make your way on these spinning things to reach the top of the area. There's a switch near the top to get the top spinner spinning, then clawshot to the target and open the Boss Door.

From here, clawshot to the target to the left and then to the vines. Climb up the vines to reach the top. There you will find...

BOSS BATTLE: TWILIT DRAGON ARGOROK

To defeat this bad boy, you have to move to one of the giant pillars and claw shot to a point on it, then turn and clawshot to a higher point on another one. Keep this up until you can clawshot to the Dragon's tail, then use the Iron Boots to pull him to the ground. This will destroy some of his armor. Repeat this process until you see his weak point (one more time). He breaks the rest of his armor off and you now have to clawshot to the top of the platforms on the sides the same way as before.

Once you reach the top, target one of the flying plant things and then keep clawshotting sideways until you get around to the back of the dragon (watch out for his fire) and then clawshot to the Jewel on his back. Slash it a few times and he will knock you off, continue this until he is defeated.

After killing him, you get a Heart Container and the last Mirror Shard! We can now return to the Twilight place. After you get back, use the cannon to fire yourself back down to Hyrule.

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COLLECTING CRAP

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Before continuing the story, we have to pick up the rest of the stuff in the game. You can see the list of stuff in the subsections at the end, but I'll post just the ones you won't have if you've been following my guide from start to finish.

The last couple Heart Pieces (before the two others you will be collecting as part of the story later, and another piece I'm too lazy to do now) are located at Ordon Ranch (go there with Epona and herd all the goats again), if you complete it in the time limit then you will receive the piece of heart.

The other one is located right here in Lake Hylia, if you go to the place where the spirit was located at the back there should be a clawshot target. Get to the top and light the torches there with the lantern to get the chest with the piece of Heart. We're good on pieces of heart now.

What's really left to collect are just the Poe Souls, which there are quite a few of left. First of all, go to Lake Hylia and take the cannon ride (regular) to the top of the area. Grab a Cucco at the mini game and immediately after jumping, hold down and you will land on a ledge with a Poe Soul here. There's one down and several more to go.

At the bottom of Lake Hylia, take the Cannon to the desert. Head directly south to the squarelike brown thing sticking out of the sand, at nighttime this will have a Poe. You can also use the senses to see a digable spot where you can get 100 rupees for battling many big spiders.

Warp over to Gerudo Mesa and enter the stairs going down. This section is known as the Cave of Ordeals, please see the Cave of Ordeals section if you wish to learn how to beat it, but there are three inside of it. You may want to stock up on Potions and lots of Arrows and Bombs before beginning.

Head back to the Hidden Village at night now and defeat the Poe on the balcony you can go up using the net by the pool (with the Clawshot). I don't know why I forgot to instruct you to get this one before.

Go over to the mountain that leads up Snowpeak (from Zora's Domain). Follow the trail until you reach a point up on the mountains where you are sort of funnelled into a path |x| like that, after you get out of it turn left and you will see a Poe nearby. Defeat it and continue up the mountain.

When you reach a point where you can see two trees, jump off and run over to the second tree. Turn around and face out, then run and jump off of the side of the mountain, heading west until you are all the way to a single tree with a Poe Soul. After defeating it, keep going up. When you reach a point where the scent goes straight up, take a left and you'll find a poe by a tree.

Now continue to the cave, and inside the cave you'll see some ice blocks you couldn't destroy the first time through. Break them with the Ball and Chain and get the Poe the comes out. Now go to the literal Temple, but not inside. Turn Wolf, then head left as soon as you get onto the snow. Follow this until you reach the last poe in this area. Good job!

Head to Zora's Domain, on the bottom of the waterfall you can take the east side and go up the ledge to the top to get a Poe Soul here, you can also take the west side and target jump to Midna up a couple ledges to behind the waterfall for a Poe Soul. Head down to Upper Zora's River now.

Here, go to the south area where the river splits, there is a poe on the top of

the hill. Now we've got some confusing Hyrule Field ones. Head to Castle Town and find your way to the North end of it. Here there is a bridge, go west of this bridge and use your senses until you can find a digable spot by some nice looking grass. Inside are TWO Poes and some annoying enemies..

Now head to the east end of the Castle (remember the fixed bridge? Go there) and there should be a Poe on it at night time. Then leave to the Bridge of Hylia (the one above Lake Hylia). Go south from here until you reach ledges with boulders on them. Bomb Arrow them and then clawshot up to the top. Congratulations, you have all the Poe Souls!

Return to the Castle Town now and go to the STAR Minigame tent, you get to play a new collect-the-stars minigame, with the prize this time being a bigger quiver that will hold 100 arrows. This minigame isn't too hard, just try to get as many stars with one clawshot as you can. I finished with about three seconds left, so you are on a time limit! After you get it, leave and go to the Malo Mart. Burn up some rupees on supplies like Bombs, don't worry about wasting it. As long as you have room for 200 more rupees.

Transform into the wolf outside the city, then go back in. Go to Jovani's place and dig inside through the door. Talk to him to free him from his hell and he will reward you with a handsome 200 rupees. If you have no money at any time, you can talk to Jovani's cat to get 200 more whenever you want.

Now I want you to warp to the Mirror place in the desert, so do so now. Anyway, you get some cutscenes and that sort of thing that will advance the plot a little, then you will get warped into the Palace of Twilight.

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PALACE OF TWILIGHT
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After a short briefing by Midna, head into the middle area. You will see all these people who look like enemies, but Midna claims they are not. You can tickle your fancy if you want by slashing them a few times (they won't die) and then continuing on down west into the door.

In here, you want to kill all the enemies (Keese and Babas). Anyway, you should see some giant red things flying at you, and if you look to the source you see a giant Zant head. Reflect the orbs back at it with a shield attack and then kill it with several slices, if it disappears it will come back so do not fear. After all enemies in this room die, a chest with the Small Key will appear. Take it and clawshot to the ledge, then unlock the door.

In here, drop down to the area where it seems to be flooded with black energy. You turn auto-wolf while in this stuff, but that's okay because it won't hurt you lifewise. In here there will be another big Zant head that you can kill with one hit from your wolf spin move. After it dies you will get two chests, return to the door you entered from and open the chest nearby there for a Compass (a few enemies will assault you if you go near it, but they're weak) and the other one is on the other side, so traverse through the black fog stuff. At the other end, open the chest for a Small Key and clawshot up the ledge.

Open the door here and go into the next room. Go forwards now towards that odd device you see on the other side, you will be stopped with a Phantom Zant. His attacks are mainly summoning other creatures to deal with you, so watch out for them. While fighting him, just look and target him, then run over towards him always, he may disappear when you get near but he may also start an attack, and when that happens you have to absolutely paste him with your sword. After you do this for a while, he will fall.

Post-battle, walk over to that hand shaped thing touching a ball and Midna will explain its importance. Slash the hand after she finishes talking, and pick up the Sol orb after it drops. Carry it away from the hand and you'll see the big hand get up and follow after the orb. This hand will now follow you and try to get the orb back and not worry about you. If you throw the ball somewhere and run away, it goes for the ball. It can be stunned momentarily by using arrows or the Clawshot three times on it and you can tell where it is by the shadow. The music will get more "Jaws" like if it is nearby.

Anyway, run through the black fog that Phantom Zant dropped and place it in the circular depression in the floor. This will raise some steps, but it might be a good idea to stun the hand before running up them. After you get to the top of the steps (OFF the glowing part), turn around and clawshot the orb back to yourself and go through the door. Congratulate yourself on this great escape!

Whoa! I spoke too soon, because as you try to make it away the Hand will come through the wall to keep pursuing you. Remember, if he gets the orb you can still stun him and have him drop it, but only while he's still on this screen and not through the wall again. In the black fog here, you have to set down the orb and attack the enemies in here, then turn around and stun the hand. Drop the crystal into the hole and climb the stairs that come up, you may want to hit the hand again too on your way up to play it safe. At the top, again clawshot it and then make your way down the ledges to the door.

In this next room, just keep running until you reach the right side wall with the black twilight flowing, the orb will clear this area as you approach and you can jump through. Clawshot to the target and open the chest here for a Piece of Heart! Return back outside and run up to the door that leads outside of this area of the Temple. Phew, now you really will be safe from that damnable hand.

Make your way around the people here and the orb restores them to their original states, there's one up on top of the hill too but you can't go any further than him, so once you have all the people you can find good back down where the four or so of them are is another depression in the ground (two in fact) that you can put the orb in. Pick one (doesn't matter which) and it makes a glowing square in the ground. Stand on the square and wait because it will take you to the next area of the temple. At the other end jump off and enter the temple door here.

Inside kill the enemies and hop down to the bottom, move closer to the targets on the wall and Clawshot to them, then aim on the roof to see another one. Lower yourself onto the platform when it moves under you. Jump onto the ledge here and notice the Zant head. You will have to hop across all the platforms without the Zant head killing you, so remember to look out for those fireballs. Also note that they aren't homing, so you can sidestep them. After you cross the platforms you can kill the Head here. Open the chest that appears for a Small Key, and if you want you can get 50 rupees from the other chest. Unlock the door and continue.

You'll have to run into the black fog here again to see some of those beasts that you normally battle for control of a portal. Defeat them all in here to find some more in the fog, then a lot of Zant heads will show up and you will have to hurry around using the spin move to kill them all. They'll keep appearing until you say "How the heck many are there?" and then they'll stop. After they all die, then a chest appears. At the end is a target, grapple to it and target your way to the ceiling ones. On the sides as you can very well see are some chests, two have 50 rupees and the others contain a Small Key and the Dungeon Map. Collect them all and go through the door that is locked.

Run down the steps again to encounter Phantom Zant again, kill him the same way

as before (although he will disappear a lot more and it can be quite a bit annoying). Be sure to hit him quickly too because the enemies he can summon now are much more powerful (remember the portal enemies, he can bring them to the playing field). Anyway, after he dies you can get another Sol orb and the hand that goes with it. So take it and move to the fog, only to see those stinking portal foes again, defeat them FAST and then place it in the depression. Stun the hand and run up the steps, then clawshot the orb and continue.

Run into the fog as usual and kill all the enemies that will show up. I recommend now you run someplace not in the middle so the hand follows you, then stun him so he stays. Now run like hell back to the depression and drop the orb into it. Quickly run onto one of the squares that glows and it will raise you up on the stairs (you have to stand on the TOP ones, not the low level ones). At the top, clawshot the orb back and hop down to the door.

In here, hop down the ledge at the start and stand by the black ball thing, it will make platforms appear on the right and left side. Stand on the right side one (and stun that hand too while on it) to get raised up. Just keep waiting until you get to a chest. You can do this on both ends for both a purple rupee and a Piece of Heart! After this happens, you want to use those same platforms to get up by the door, then turn around and jump over the four platforms. Stun the hand again and place the orb by the two black balls. It lights them up and makes a new platform, so get on it and let it carry you to the other side, then clawshot the orb back quickly. Exit out the door here.

Take this orb back over the floating platform (The man here is automatically saved) and place this orb into the other floor depression to make the master sword glow with an ominous light. This will power it up to make it much more powerful in banishing these foes. Now run up the hill to where you couldn't go before with the orbs and use a spin attack to cut through the fog with your light sword. Hop through.

In here, cut your way through this fog and kill everyone to make life easier. At the other side there are two Sol orbs NOT guarded by hands, pick them up one at a time and drop them in the depressions revealed by the Master Sword (move the fog again if you have to). This will light up a staircase that you can take upstairs to the next level. Hit the black orb here to make a platform that will give you a ride. In here, kill the enemies and continue to the south to battle a crudload of Zant heads, however they are weak now and require one hit to kill because of your new powerful weapon. I suggest you put on a deep voice and yell something like "Sacred Powers, cast thine purifying light of judgement upon these corrupt souls!" as you kill them.

After they die, head to the chest that appears to get a Small Key, then go back north to the three orbs here. Do a spin attack in the middle to get a platform to raise up and it will move you to the next area. Hop off and go out the door here. Cool! We're outside now! You want to defeat EVERY single enemy around here which includes a lot of flying beasts, my advice is to take out your bow after killing the normal ones around you and sniping the flying ones, this will make them come close to you and allow you to kill them with your sword. When you believe they're all dead, cut through the black fog that's on the other side behind you to reveal more on the inside. Kill them, then Clawshot your way up the targets in this area.

At the top, you will reach the Boss Key! Cool, then go back through the fog and slash the two orbs to get a platform that rises and takes you to the next platform area. Kill the Zant head here, then light the other orbs up so they make a platform leading back. At the other end will be a crapload more Zant heads that will continuously appear. Keep one hit killing them with more manly phrases being shouted as you kill them and get the Small Key that appears.

Unlock the door and continue onwards!

In this room you will be assaulted by more of those portal guards. Kill them like normal and get rid of the fog. Spin attack the orbs here and ride the platform up, it will give you several options of where to go, but take the west platform. Then when it gets to another place, go right as this will take you to the next height. Kill the Deku Baba here and head to the next platform. It leads you to a Zant head, so be careful for its attacks. Clawshot to the target on the wall and kill the Zant head.

Target the wall again and then clawshot to the target on the roof, get onto it and lower yourself onto the platform that moves underneath you. Ride it to the next platform (another Zant Head) and clawshot to that one. After it dies you get another Small Key chest, so open that and go back to where the platform took you as there is a new one that will go up again. Jump onto the ledge here and ride it up to the door.

In this room you will battle a CRAPLOAD of those portal guards, and I mean a CRAPLOAD. Use your powerful Master Sword to defeat them all as fast as you can and when they all die you can move into the Boss Door. Unlock it and prepare yourself for a scene that will reveal some more story details and eventually set up your Zant Fight!

BOSS BATTLE: Usurper King Zant

Zant will take you to several different places, which are basically old dungeons that you have visited in your Twilight Princess past. The Rule of thumb to beating him in each one is to use the technology you had available at that point (ie, Forest place means Boomerang).

STAGE 1: Here we are in the Forest Boss room, he will teleport to a location and start firing some mini balls of energy at you. You can shield from them, but you want to target him and strafe sideways, quickly throwing the Boomerang at him to bring him closer to you. Run over to him and slash him four times, then repeat this process. Remember, you want to get the edge over him right from the start.

STAGE 2: You go to the Miniboss room of the Goron Mines, equip the Iron Boots at first because he will rock around the platform you are on and you don't want to slide off. He will teleport around a few times causing some trouble with the platform, and whenever he does this you want to immediately locate him and use the targeting system. He will sometimes fire those little energy balls at you and this is what you desire. Shield against them and after they stop coming he is tired and stands there, take off your boots, dash over to him and attack. Repeat until he dies.

STAGE 3: You go to the Lakebed Temple Boss. Turn on your Zora Armor and equip the Iron Boots. Have your Clawshot ready too, because he will do more of that energy ball attack. A giant Zant Mask thing will pop up and he will be in the mouth, shield the balls and after they finish coming Clawshot him to reel him in closer. Slash him several times and then he retreats into the thing four more Zant mask things pop out, and you have to constantly view around you until you see which one he's in. Then unequip the Iron Boots, swim over and reanchor yourself. Then Clawshot him over and slash him as before.

STAGE 4: You will return to the Forest Temple Miniboss where you fought that stupid monkey who I affectionately named something before that I cannot nor do I want to remember. Anyway, he will sit on top of the things and shoot those

stupid balls of energy at you, dodge them and run over to the columns he stands on and roll into them twice. Slash him while he is on the ground. He'll now run around and shift locations a lot because he is a shifty bastard. It's okay though because that's his thing. Just repeat what you were doing before.

STAGE 5: Zant will be in the Snowpeak Ruin boss place, and he decides that size matters as he grows huge. Unequip the Zora Armor and equip the Ball and Chain. Run like heck from him until he stomps, then target his foot and hit it with the Ball and Chain. He will run around and start shrinking, follow him because when he finishes shrinking you have to slash him. Repeat until he is done.

STAGE 6: Zant will finally face you like a man outside of Castle Town. He gets some pretty big swords and will run around like the mentally ill patient that he is. When he flaps his arms around like a chicken, stab him quickly. He will reappear somewhere else and do the same thing. Occasionally he does a spinning tornado attack, and when he does this TARGET HIM and shield. Eventually he will tire and let you kick his butt. Sometimes he'll only hit you a couple times then teleport somewhere else and start spinning again, so constantly be looking around you and use the targeting to get the edge on him and strike before he strikes you. After you finish him here, he's done for.

After the scene here, then pick up the Heart Container near the throne and go into Midna's warp thing. Then go back up to the place the Mirror of Twilight transported you to and return to the light world. Now we can get that last Piece of Heart and finish this game!

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KAKARIKO GORGE
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I want you to warp here now and head to the western ledge of the cliff by the bridge. There in the middle is a rock spire where we got a Piece of Heart a little while ago, Clawshot to the target on it, then to the target on the cliff face. Then Clawshot lastly to the vines and climb over to the chest to claim your last Piece of Heart! Now warp to Castle Town for the Showdown.

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HYRULE CASTLE
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Go in as Human Link (of course) and up to the North area, as this leads to the castle. Go inside to get a custcene where Midna goes all crazy and shatters the barrier to the castle. Anyways, once you get the starting scene we'll head west to the left door, as you approach it some enemies will form a barrier around you and start to fight. Once you've killed them all then you can open the door and continue.

Head forwards until you get caught in another barrier trap, more enemies will come out to play, my advice is to face the door and charge up the Hidden Skill Jump Attack upgrade, then when you can target one, do so and release to kill them all in the shockwave. After they've all been killed, continue west through the gate the enemies came from. Head northeast now and pull the chain by the gate to open it up. Inside, go walk on the pedestal thing here.

Remember the guy who stole Colin and you had to fight at Arbiter's Ground? You get to fight him again here, he's the same as before, use the roll behind attack and slash him to defeat him as usual, he's not that hard. After you've killed him he talks to you and you learn he's only going with the tough side. He gives you a key and leaves you alone! Anyway, there's a chest to the north with some rupees if you want it, but otherwise we can go back out to the main courtyard

and into the castle itself by unlocking the door.

I also just want to say that this guide does the bare minimum of the temple, there are a lot more things you can collect but I don't deem them necessary to get as most are just random crap that restore Rupees and equipment such as arrows/bombs. Anyway, once you enter there is another barrier trap and enemies will show up. Again, I just used the Hidden Skill for the Jump Attack to eliminate the large groups that show up. After you've cleared all the enemies, the lights will turn on in this room and a chest appears.

Head over to the black stairs we can see and Clawshot to the chandelier. Drop and open the chest for the Compass. Clawshot to the next chandelier now and do this once more to drop to the next door out. You get yet another barrier trap in this room and have to do battle with an Iron Knuckle enemy. After you dispatch him, yet another chest will appear. Head to the west now and if you are low on oil then fill your lantern up with the stuff. Then you can go to the east side and light the torches here to move two of the platforms up. Go climb to the top of them then aim the boomerang back at the torch by the lamp oil. This will move the last platform up and let you reach the top.

Open the chest here if you want it for 50 rupees and continue east and open the door. In here there are four torches in the corner that you have to light in the proper order (they're timed to burn out before you can get them all if its the wrong way. Dispatch the Keese, then light the torches as such:

2 4
 -> To door

3 1

Inside the next room that is unlocked by lighting the torches are two dino enemies with swords and shields. Defeat them and take the door going east. You will now be outside, so head straight ahead and you'll fight one of the flying dinosaur enemies. After defeating him with the Clawshot then you can get the chest he guarded for a Small Key. Head back to the door, but take a left before entering. You'll be on your way towards a new tower (there's a chest there on the map). A slew of enemies will charge towards you but in a cutscene of epic proportions you will be saved from this pathetic weaklings by... pathetic weaklings! Look, it's Rusl and your friends and they have a ****ing BAZOOKA! Why the heck couldn't you pick one of those up in the temples, eh?

Anyway, go to the chest on the map and open it for the Big Key. Now head back to the main part of the building and in the locked door in the middle area. Inside, turn to the wolf because those invisible rats that slow you down are here. Spin them off and then examine the soldier guy, he'll point you in one direction to another soldier. Keep following where they point you in a straight line to get to another soldier. This points you along blocks that won't collapse if you stand on them until you're on the other side. Now hop over the broken stairs up to the next floor.

Defeat the Lizard enemies here and afterwards pull out your Clawshot at the stairs. Aim at the torches to grapple to the grates on the outside and make your way up to the next floor where you will fight two more lizards with bones on their head as armor. Kill them then continue up the stairs but by using the Spinner this time. At the top is one last battle against and Iron Knuckle in Gold Armor. After you kill him you can go in the Boss Door behind him and move up to the top floor in the throne room. Up here you'll get some big cutscene and prepare for the final battle!

Boss Battle: Ganon's Puppet Zelda

Yes, that is correct, the first battle against Ganon is a possessed Zelda. Cool, huh? Anyway, stand still and reflect the ball of energy she sends at you back at her. If it hits her, just wait for her next move. Her other two attacks are to raise her sword and make a triform appear under you. If this happens, sidestep and roll off of it because it does some decent damage. She can also fly towards you but a simple backflip or sidestep and avoid this. The only attack you want her to use is the energy ball because after. Oh, and I don't think I mentioned it but you should know this: you reflect the balls back at her by slashing them with your sword.

After you defeat her, Ganon will change into a new form with some pretty freaking awesome music going on as he does it.

Boss Battle: Dark Beast Ganon

Ganon changes into a big huge beast creature. This battle may look daunting but it really is not that bad, change into Wolf Link to go beast to beast with this guy. Anyway, do you remember that goat thing where you had to stop the goats with your bare hands? It's the same idea here except that you do it as wolf, when he gets close just hold A and you'll stop him with Midna's help, then hold sideways and he gets sent to the side. Jump attack his giant cut on his stomach and bite away at it. After he takes damage, he'll circle you and vanish into a portal. You can look in a circle to see some portals flashing and moving. If they turn Blue, it means Ganon will come out so get ready to hold A because he will charge at you. If you see no portal, look on the ground by you because he's probably falling out of the sky and trying to land on you so be sure to move.

After this form is defeated Midna will put on her Mask things and warp you and Zelda out. She plans to fight him alone. Anyway, watch the scene that comes up (it's quite epic) and then get ready for the next phase of Ganon.

Boss Battle: Horseback Ganon

All you have to do is dash with Epona in a fairly straight line with Ganondorf, so that if he turns that you turn too. Zelda will charge up an arrow and release it at him, which is good. If it hits him, then you have to dash up to him and slash him with the Master Sword once (while still on Epona). This does some damage to him, if you hurry your butt off you can hit him again before he can summon his ghostly horsemen after you (which are hard to dodge and will make you fall off of Epona if you are hit by them. After several slashes, Ganon will fall down off his horse and you get to have the freaking coolest match against him ever.

Boss Battle: Dark Lord Ganon

The cool music is back, hoorah! Anyway, this is a 1 on 1 swordfight with Ganon, what you want to do it roll behind him and try to slash his back, which he will block. Then you want to sidestep him because he will try to kick you, at this

moment you can start slashing him for a few hits. If you want a cheap way to win then you can target him and cast the Fishing Rod at him, he looks at it and you can run up, pull out your sword and hit him, but its a lot less epic. If Ganon jumps into the air, stop targeting and roll away. If he puts his Sword back behind him with two hands and runs at you, press A and you will combat your sword against his. Keep mashing A and you can knock him back, then slash him more. The final blow is landed after one of these, as you then use the finish move. After he is dead, congratulations and thank you for using my guide, because you have just finished the game!

-----V. Wii Walkthrough-----

Just a heads up, if it says things like "all that's right to do" when it means "left to do" or things like "am I left?" when it should say "am I right?" it has no significance other than you should laugh at me for being a tool.

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ORDON VILLAGE/ORDON RANCH
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You begin at Link's House. Fado comes over and asks you to help herd his goats. Talk to him. He asks you to get Epona. Go right facing your house and down the path. You are in a new area. Follow the road forward and turn right at the Creek area to find Epona and Ilia. She asks you to play the song on the Grass. Pick up the grass and blow on it. It makes Epona's Song. Oh the nostalgia! Epona follows you. Now ride her back to Link's House, then exit through the other opening to get to town.

In the town, head across the bridge and up the opening that goes uphill to the top left of the map. This leads you to Ordon Ranch. Go forward on Epona and talk to Fado, who is on the field I believe. You have to ride around the area and herd the goats into the barn. Get near a goat, and get on a side of them so that you angle them towards the barn. Whoop. This will make them run faster.

Get all ten goats into the barn to finish the chore. Fado will now place up some fences for you to practice jumping on with Epona. After you finish practicing to your heart's content, jump over the last gate and exit to the village.

You now start on the next day. You have a day off! You start inside his house when some chiddlers call up to you to play. Come down and go outside. Go talk to your posse and learn that a new Slingshot just came out in the shop. Go to the village. Let's check out that new Slingshot! Go inside Sera's Sundries to your right at the start. Talk to Sera. Oh no! She is too depressed that she hurt her cat's feelings over dinner and it won't come home. Now she won't sell you anything. She's been hitting the milk a little too hard if you ask me.

Anyway, go outside and head towards the bridge. Talk to Colin's mom here. She is sad that her cradle is missing. Go over the bridge and talk to Mayor Bo, he is just outside of the house before the ranch. Out of the blue, a goat comes down the hill. Get yourself in front of the goat (yes, I know that it seems stupid) and hold the A button when the button appears onscreen. You plant your feet and seize the goat's antlers. Dragging it to a stop and throwing it. If you mess up, talk to the mayor again. He now tells you about those darn monkeys from the temple that are stealing stuff. Hm, what in the village has gone missing lately?

Go back over the bridge and find the man that is standing on the platform with the vines leading up to it. He calls down to you and asks you to Target him and

talk. Do so, then climb the vines up to him. Talk there and he shows you Serra's cat, and the grass. Get the grass and blow on it to summon a bird down to you. Release the bird anywhere. Now jump over onto the roof of Sera's Store, then over to the next platform, then the last one. Grab some grass and summon the hawk. Aim it at the monkey that is jumping up and down just down the water stream. The Hawk grabs the cradle from his grasp and gives it to you. Go back down to land and give it to Colin's Mom. Go up the hill and left to her house without waiting to get the Fishing Rod.

Go back to where the cat was (on the other side of the children's house) and cast in the water. To fish, wait until the bobber is set in the water. If it bobs up and down, hold back on the C-Stick to reel the fish in. once you have caught two fish, the cat takes one and goes back to Serra's store. Now we have to find a bunch of Rupees. Start by going up to the First Bird Grass point. Aim it at the Bee's nest above the house of the person closest to your house. Now climb up around the house and up the vine. There is a yellow and blue rupee on the top branches. Run around throwing the pumpkins to produce some green rupees.

Leave the areas and come back to get more each time. Once you have thirty, go inside Serra's Shop and get the Slingshot. She also gives you a free bottle with half a jug of milk already in it. We now have what we need, go back to Link's House.

At Link's house, Rusl, your master, will be there. He says he right you some stuff in your house. Go over to the Children and talk to them to reveal the fact that you have the Slingshot. Equip it and aim it at the targets the kid's set up around your yard. After they are all hit, go back over to the ladder to your house. Oh no! A nasty Spider is there. Aim and fire with the Slingshot to kill it. Now climb into your house. Open the chest that is left there. You now have a wooden sword. Go back outside and talk to those noisy kids that are loitering on your property. They now want you to give a demonstration with the sword. Do what the kids want you to do (the small one tells you exactly how to do it). They will complain about the monkeys, and then chase one of them. Get on Epona now and go down the road where you went down before to get Epona. Keep going ahead and go past all the kids, and over the bridge.

=====
FARON WOODS
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Turn left at the next spot possible and talk to the man sitting next to the trailer to get the free Lantern. now that we have it, leave back to the road. Follow it along until Epona can't go further. Get off and go in on foot. Beating up the Deku Baba along the way. Move forward until you see a round sort of mini pillar.

Swing the lantern at it. This lights the path. Put the Lantern away and go down the path, lighting the torches as you go. You also have to burn away the cobwebs in your way. Continue out and go down to the dirt area. Keep moving forwards and kill all Moblins and other enemies in the way. Head to the upper left tunnel and enter (It's marked on your map with a red circle). Kill the enemies and open the chest here to get a Small Key. Now whip out your Lantern and set the torches around you alight with a flame. This makes a chest with a Piece of Heart appear. Get it. Now leave the tunnel.

Go to the bottom right part of the map (yet again, it is marked with a red circle and open up the gate with your small key. Go down the cave here. Watch out for the other enemies here. Up ahead is a store run by a bird. Ignore all the stuff here and continue on. You will come across a winding path going up. There are some Moblin Guards and there is a cage with the monkey and the last

child here. Break it open.

=====
ORDON VILLAGE/ORDON RANCH
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You have to finish up some chores before you can go out to the Castle and bring the gift to the castle. So pick a piece of grass and call for Epona. Get on top and talk to Fado. You have a time limit of three minutes to herd the goats. It shouldn't be a problem anymore, you have experience. Afterwards, ride Epona down to the village over the fence. You automatically talk to the Mayor. Bo orders you to take the gift left away, and send you off. Ilia then notices a wound on Epona and scolds you. She now takes her away. You have to follow her. Go over the bridge and back to your house. Colin is there. He asks if you can take him to see Ilia, as the other children are mean to him. Tell him you will.

Go over to the bullies. They only let you pass if you replace Talo's sword, as he lost it near the Forest Temple. Let him have it. Gee, the only thing that is bad about that plan is that one day you might get brutally assaulted by creatures on a boar as they steal your little man and girl, then you get dragged into a strange realm by a creature and turn into a wolf, then thrown in prison. Psshaw, like that could ever happen! Go down the road. The path to the spring is shut off, so head right at the start and crawl in through the small crawlspace. There is a Yellow Rupee in there. Anyway, you have a long cutscene with Ilia and Colin. They talk to you, then a giant bwest astride a boar will come over and snatch all of you. Rude little freaks. If you hadn't given up your sword, they would be dead. Anyway, enjoy prison.

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HYRULE CASTLE PRISON
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OH MY GOD! YOU ARE LOCKED IN PRISON. On the minor note, you are now a wolf. Cool. Try to break from the chain for a bit, then you see some girl talk to you. Mysterious, she gets out, then challenges you to do the same. Destroy the crate you see near the front of the cell. Now turn on your wolf senses with X and dig on the shiny spot beneath it. You escape. The girl (Midna) will jump on your back. Cool. Head over to the cell next to yours and Midna talks about a chain on the ceiling. Hold L and target it, then press A to bite onto it and trigger the pull switch. Go in the new passageway. At the end of the passage is a blob. Turn on the wolf sense to talk to the spirit. It can't see you, but you can listen to it.

Anyway, go forward down the tunnel, then right and bite the chain that is hanging from the roof. This opens a small tunnel with a blue rupee in a skull at the end. Get out, go left and through the open gate here. Bite the chain here to get a heart. Continue along the path until you come to a three way fork. Head left at the fork and bite the chain on the left side to flood the area. Turn around and float over the spikes on the other side.

Go up the path and turn left, Midna leaves here, and challenges you. Turn around and go to the other end. Bite the chain to drain the area. Go back to where Midna right you. There is a crawlspace to the left, go through it and turn right to find Midna. Head up the stairs and try to jump across. Oops, the thing broke. Go back up and Midna instructs you to use her to jump. Do so, by targeting her and leaping over. Go up to the slanted pillar thing, target jump up again. Continue up the stairs, ignoring the first rope (unless you need hearts.) Defeat the enemy here so you don't fall off.

Now continue up and take the next rope. Go up the stairs at the other side and

target jump up. Kill the enemies at the top and then get on the pile of debris. Talk to Midna and she challenges you to get out. The camera pans up to the door. So target jump to the door to go outside.

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HYRULE CASTLE ROOFTOPS
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Move forwards, then climb the stone ledge. Midna tells you to talk to the spirit you see. It's another soldier, which she comments on. No it's not the person she wants to see. Go on the wooden bridge thing and push the block to the ledge, climb up on the block, then up. Jump down to the stone roof on the other side and kill the bird. On the map, go up. Ignore this enemy and jump over the gap. Climb up the ledge and jump again. Climb up to the wood part, and target jump down to the other roof. Move along it to the other end and enter the building.

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HYRULE CASTLE TOWER
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Jump down from the windowsill and go upstairs. Enter the door. Move over to the figure that is cloaked by the window to begin a cutscene. It's none other than DUN DUN DUN SPOILERS! Princess Zelda! She tells you something important and to get out of there before the guard comes. Run out and down the stairs, now you automatically escape. Midna now teleports you to Ordon (at the spring).

=====
ORDON VILLAGE
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You arrive in the Spring in the outskirts of the village. Midna requests a sword and a shield before you brave the unknown. Head towards town. Enemy units are outside your house. You can defeat or ignore them. Either way, go into the Town. On the way in, a squirrel calls out to you that you should talk to animals to learn things. As you enter, a man on top of the vine area prays to the gods. You ignore him left now, and cross the bridge.

Two men are conversing about the sword and shield. Sneak up until you can listen with A. If he doesn't reveal the location, sneak in a little more to learn that the shield is in the house in front of you, and the sword is at Rusl's. They then spot you and run for it.

Go back to the other side of the bridge and the man on the vine platform calls an eagle to attack you. Run away from him and around behind Serra's Sundries. Talk to the cat here to learn that you should scare him. There is a target jump spot you can use to get onto the roof of Serra's Sundries. Hop over to the man. He bails out, stopping the assault. Now face the shield house and target jump to the window.

Inside, jump onto the table and target jump to the shield ledge. Now ram into the wall twice to knock it down. Get the shield and exit the window on the ledge you are on now. As you exit, Rusl hears you hit the water. Now go to his house, avoiding him (not necessary, but helps). Go to the right side of his house and dig under the house by the wood, use senses for the exact glowing spot to dig at. After you get in, get the sword at the house and dig out.

Head all the way back to the spring where Epona was taken with Ilia. You are stopped by a voice. It announces an evil presense. Suddenly, a warp portal appears in the sky and drops a dark foe. Jump attack him to attach on, mash the A button to damage. Repeat this to defeat him. A light spirit appears and talks

to you about his brothers and such. Listen to him, then leave and run over the bridge. At the orange/black area, Midna asks you to confirm your intentions to leave the area and enter the twilight. Confirm, and you get sucked in.

=====
FARON WOODS (TWILIGHT)
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Move forward to encounter another warp trap. Midna deserts you, leaving you alone. This time, instead of one enemy, there are three. Defeat them the same way, the third one will revive the other two. Begin to attack, and Midna comes back. This time, she opens an energy field. Summon the field by holding B, then move so that all enemies are in the field. Release B to attack them all. When defeated, you can now continue. Move up to the spring ahead. Walk up to the gold sphere ahead. check it out to gain the Vessel of Light. You also learn the location of the insects of light, which stole the tears of light. Notice a light pattern here?

Anyway, head forward and around the corner. Tune your senses in to see the first two insects. A quick attack with B will dispatch them. Collect the blue balls of light that drop. Move forward and head left at the fork. We are at Coro's camp. Head left and climb the wooden block and look at the window. Talk to Midna to target jump in. Go down and use your senses. Look at Coro and talk to him. He exclaims something about bugs. They now crawl into the open. Kill the two to get rid of them. Get the tears of light. Now listen to him one more time and leave through the window you came in. Outside, turn around and go to the opposite side of the house. There is an insect on the wall. Ram the wall to knock it down. Get the tears after you kill it.

Head back to the fork in the road. Dig under the gate and get the two on the other side. Enter the tunnel. Go to the other end. You are now in a giant section of the woods with purple fog in the middle. Don't walk in it. Turn left and flip your senses on. Kill the two insects and collect the Tears of Light they drop. Now Target Jump from the log to the other side. Climb the hill and jump to the center platform with Midna. There are two bugs and a dragonfly with a tear in each. Kill them to get them.

Now continue forth and jump to the other end. There are two burrowing insects of light here. Use the senses, and dig them up with Y. Kill them and get the tears. Head farther north to spring ANOTHER warp trap. Win this one like last time with the spin attack. Now head all the way to the temple and kill all the bugs (in the open) along the way. Go up to the temple entrance and turn on the senses to see the last ones, and a monkey. Kill the bugs to listen to the monkey talk about the temple. Collect the tears to finish up the tears of light. Now you automatically return to the spring. The light spirit Faron purifies you, and leaves you in your green "hero garb". Yay! Now check your rupee count. If you have 100 or more rupees, skip the paragraph below about Ordon Village. If not, read the below paragraph.

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ORDON VILLAGE
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Go into Link's house and climb into his basement. Use the Lantern to see a chest in the back. Open it for fifty rupees. Go back to Faron Woods. If you don't have enough rupees, keep gathering them.

=====
FARON WOODS
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Go all the way forth to the gate by Coro's camp. Go into the camp and talk to Coro to get a small key. He also offers to sell you a bottle of lantern oil for 100 rupees. Be sure to buy it. Now go open the gate with the key. Head through the tunnel. On the other side is the purple fog room. Use your lantern to have a monkey approach and steal it. Follow him along, he will guide you through the fog safely, while warding off the fog. There are several enemies on the way (three). Defeat them to continue. At the other end, the monkey drops the lantern and runs. Get the lantern. You are safely through, but are out of oil. Refill it with the bottle (put the bottle and lantern out to X and Y, then use the bottle) and head forward to the shop the bird owns. Refill the bottle. You can pay if you want, you just drop the money in the box. If not, you can only ONCE in the history of the game (including other files) steal the stuff by running. But pay every other time. Anyway, head up the path to the temple and burn the web with the lantern. Enter the Temple.

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FOREST TEMPLE
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As you enter, several Keese will attack you. Defeat them and move onwards. Kill the Deku Baba that sprouts up to your right, then go up the hill. There is a Moblin enemy and another Baba here. Defeat them, then break open the monkey cage. He will gesture to you to follow, as Midna obviously points out. Kill the Spiders on the vines and climb up. Open the door the monkey stops at.

Move down the stairs, and head up the other ones. Kill the giant spider that drops from the ceiling with four blows, then your finishing move. Light the four torches with your lamp. This raises steps to the room in front of you.

Go up the steps and turn left. Open the chest here for the Dungeon Map. Open the door the monkey wants you to (the only door) and watch the cutscene with the other, more evil monkey. We will refer to him as "Gepetto". Exit back into the four doors room.

Go back to the center platform, the monkey wants you to go right, but you can't because there is no bridge. Never fear! The monkey climbs up the scaffolding and hangs upside down. Jump to him, then swing to the other side. Open the door to the next area.

Turn right here and slash the spider. He turns into a bomb. Pick it up and place it next to the boulder. This blows it, and opens a new area. Go into it and smash the pot with the thing sticking out of it. This is Ooccoo, she can warp you out of an area, then you can warp back to the exact same spot at any time. There is one in each dungeon. Collect the blue rupees from the pots in this room and go around the other side.

Burn the spider web and continue forward. Kill the Baba and hop over the platforms. Follow the monkey over to the next one (ignoring the unlocked door) and shoot the spider down. This will kill it and make the monkey feel more comfortable. She now continues. Jump over, the door she wants you to continue in is locked! Oh no! Anyway, go left to the locked door, then jump down into the water. there is a tunnel leading to a chest with 10 rupees in it. Go back up, and go out the unlocked door.

It's a windy day! Cross the bridge as it turns towards you and kill the Keese over here. Open the door at the other side and get the chest to your right. This has the Small Key we need! Huzzah! Go back over the bridge and into the water room. Open the monkey's door that is locked.

It's another monkey room! Run down towards it, but oh no! The flimsy bridge collapses, and now you are trapped! Roll into the pillar several times to dislodge the monkey cage and free him. But just when you thought you were safe, some Moblins show up. Kill them. Behind the first part of the bridge (at the bottom) is a chest with 10 rupees. Now go back up to where the bridge was. The monkeys do that thing again, you know, where they let you swing on them. Swing the two monkey bridge and exit.

Head all the way back to the four door central room. Swing over one monkey to the next area, then get the other one to swing you to the next side. Burn the spider web and open the door.

Move forward and kill the Red Deku Baba. It will still survive after you sever it's stem. So kill it quickly. Climb the steps up and turn left to the top. Smack the bomb spider and pick it up. Throw it down the gap between the next area (up the steps and right) to destroy the flowery enemy that eats you if you try to go over. This kills it, allowing you passage across. Get another bomb bug and go over the gap now. Throw it at the boulder with not a second to spare.

Climb up the ledge and enter the boulder room. Another monkey. This is just great. Go down and turn left. See that pillar with the chest on it? Roll into it a couple times to knock it down. Go to the other side. The path to it is littered with floor tiles. Some have traps under them, creatures that will spring you away if you step on it. The right side of this area will be clean. So cross it.

Light the torches here (there are a couple already lit) to make a path to the monkey cage. Not yet though, go to the left of the room and climb the vines. You have to hold left, not diagonals to make it past the top. It takes a couple tries to get it left. Seriously. Open the chest at the top for a Red Rupee.

Jump down and go up to the monkey cage. A giant spider drops from the ceiling. Dispatch it quickly, before it can guard. If it gets it's guard up before you hit (the sparks will be blue, not red) then wait for it to attack you, then lay the smackdown on it. Open the monkey cage for another one, there is a yellow rupee in his cage. Get it and then exit and go back to the stairs room.

Go left and kill the Spiders on the vines. Jump to it and climb up. Before entering the door, there is a Piece of Heart to be ours. Get the spider and drop the bomb off the edge. This blows the plant below. Drop down and open the chest for the Piece of Heart. Climb back up and go in the door.

Yet another monkey room, and a locked one too. There is a key on the ground, but the giant baba and the flowery plant that eats you has it now. Start off by smacking the Baba silly, until it is dead. Then go over to the right of the path up to the monkey and get the spider bomb. Throw it into the flower enemy to blow it up and get the key. Yay! Unlock the monkey here. Leave this room.

Head back to the main room (down the stairs, up the ramp and out). The monkey will make a bridge back to the center, then they will beckon you up to the area we saw the evil monkey in. Follow them outside.

The four monkeys make a four man bridge for you to swing over. This one is over a chasm, so I hope you are a good swinger by now. Go into the door on the other side.

The door locks as you enter. A Zelda fan knows what that means.. MINIBOSS TIME! It's that stupid Gepetto and his red ass. This battle is very easy. Start by following him as he leaps from pillar to pillar. After he throws the boomerang he stole, charge towards him and roll into the pillar. It shakes it up

a little, and he loses his balance. The boomerang comes back to him and smacks him upside the head. This knocks him off. Now go behind him and beat his buns with your sword. Repeat this process.

Sometimes he will knock a Red Deku Baba off of the ceiling. If it grabs you, use a spin attack by rotating the control stick a bunch of times and mashing B. This should free you of it. Anyway, after you defeat Gepetto a parasite will come out of him. He leaves and you receive his Gale Boomerang. Exit, oh wait, YOU CAN'T! You have to hit the fan above the door three times. This opens the door.

Head left, there are some bridges that change direction. They won't both face you simultaneously, but you can fix that. Aim at the fan on the bridge and use the boomerang. This turns the bridge. Do it on both and cross to the other side.

The other side yields a Moblin and... ANOTHER MONKEY! HOW MANY ARE THERE? *slaps self*. Sorry about that. Anyway, kill the moblin and free the monkey from the cage with the Boomerang. He runs off somewhere. Go right now, and out the way with the two bridges. You have to change them manually to get out.

You are back in the stair room. Head left to the boulder room again. Cross the traps, if you want you can take out the traps with the Boomerang. Anyway, as you get to the torches, use it on them. This puts them out, lowering the stairs and revealing a chest with a Piece of Heart. Get it, and go back to the main room.

Use the Boomerang on the chest hanging from the spider web on the roof. This nets you the compass. Take it and put out some torches here. This will lower the platforms. Jump down and get the spider bomb. Blow the boulder here and move in for a chest with 20 Rupees.

Climb back up and swing to the west room. Go left, and over the platforms. All of them. Cross the bridge and you are at a gate. Throw the boomerang at the windmill in the 'Z' pattern you can see etched on the ground. This opens it up, allowing you to get the Big Key. Which in case you don't know, will open the boss lair.

Go back to the first door that was never locked. Enter that, and cross the bridge to where you got the key. Go down and turn the bridge in this area. Stand on it and turn it again. The moblins will decide to "ambush" you. This isn't a problem. 'No Problemo' as Schwarzenegger would say. Kill the enemies and head east into the room.

Kill the two spiders in the room and burn the webs. Fall down the one that is to the north of the room on the map. You land next to a monkey cage. Break it open to free it. Jump off the stump and climb the vines to the top. Exit the room. Turn the bridge north and go up there.

The gathering of the monkeys! Oh my god! Still two more to go? WHY OH WHY! Head to your right and get on the bridge. Turn it. Get on the next bridge and turn that one with your Gale Boomerang. Kill the moblin in the vine area, then use your Gale Boomerang to take down the enemies hiding on the vines. Climb them up (to the right). Drop onto the platform at the part where you can't go anywhere else.

Kill the one spider on the next vine section. Climb up the vine to the top and kill the moblin on your left. Enter the room. Head forward and kill the two Red Babas. Climb up the steps. Turn left and look at the spider bomb. Target it and lock on with the Boomerang, then turn and target the giant boulder. Release it, and it will scoop up the spider bomb and blow up the boulder with it. Now

turn back to the bomb.

Throw the boomerang at the bomb spider and carry it. Run over to the flower enemy. Toss the bomb into it to blow it up, then get the chest behind it for the last Small Key of the dungeon.

Climb back up the vines where the boulder was and kill the moblin enemy. Get close to the flowers on the ceiling and use the boomerang to get the Red Baba's that pop out down to you. Kill them both. Now turn around and get a bomb from the spider. Throw it next to the boulder blocking the small opening. In getting the bomb, you don't leave the platform. The monkey behind the boulder runs back to the monkey gathering point. Get the yellow rupee in the cell if desired. Leave the room.

One monkey to go. Jump to the bottom area and turn the fans so you can make your way back to the room with the four doors that is one south of the monkey gathering point. Turn the bridge west while you are on it. Open the locked door with the key.

There are more of the trap tiles. Chuck the boomerang at them and spend some time killing the worm enemies below. After they are all dead, exit out the back area. Kill the giant spider, then throw the boomerang at the ones on the vines. Climb the vines as you hear the last monkey screaming. Shut up little monkey! We are coming!

At the top, run to the back and turn the two fans to open the last monkey cage. Turn around and instead of going down, go around the thing and jump to the chest out on the raised platform. Open it for a red rupee, then jump down and head back to the monkey gathering room.

The monkeys have all gathered. They plan to do something very risky. They all make a primate swing, every monkey is there except for Gepetto. Gepetto! I love you! Swing over the chasm with the monkeys.

Outside the giant door, there is a fairy you can catch in a bottle in one of the pots. Do so if desired and enter the boss room.

BOSS BATTLE: Twilit Parasite Diababa

First of all, look out at the three bomb spiders. Use the boomerang and lock on to one with R, then lock onto one of Diababa's two Babas. Let fly. The boomerang scoops up a spider, and then promptly deposits it in the Baba's mouth. This will kill off one of the heads. Repeat the process of moving the spider into the mouth with the Gale Boomerang to defeat the other one. Is it dead?

No, it isn't dead. It retreated beneath the water, but now is back out with a third head! It has an eye of some sort in the inside, and is looking dangerous. The Bomb Spider has been removed now! We have a short period to dodge enemy attacks, when suddenly, the giant monkey (who I affectionately named Gepetto) comes back and has a bomb spider in it's hand! We can focus our aim at it, then aim at the plants. Kill the two enemies around it, then aim at the center one and repeat. The monkey will get a new spider bomb after each one it uses.

After the center head it hit with the bomb, it falls down with a crash, and the eye is laying there in front of you. Lock onto it with L and slash him several times to hurt it. It will come back up after the fourth hit and will be raring to go again. The monkey will begin swinging again and the process repeats. Land another four hits onto the eye of the Diababa to finish it off.

After it is dead, a Heart Container drops out. But the darkness forms a strange item, which you get. Apparently it is a "Fused Shadow". Hm, Midna appears and takes it from you, saying it's what she wants. She then tells you to collect the Heart Container and step into the darkness to leave. Get the Container and exit.

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FARON WOODS
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After a short chat with the Light Spirit, you are on your way. Head down to Coro the oil seller's trailer. Walk out the back end to find yourself in Hyrule Field!

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HYRULE FIELD
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Hyrule field is vast, mapped and full of enemies. Run out into the open part of it to trigger a cutscene. Skip it or watch it, but run to the west (your left). On the map, there is a little thing jutting out to the left. That is where we want to go. When we are about 70 paces from it, we are stopped by a mail man, who delivers a letter that says "please don't flee when I come to you". I think it would be safer if he yelled that at you when he came to you, as fleeing is probably the safest thing to do when he is around. Anyway, if you keep going west, you will come across the twilight. Midna asks you to confirm that you want to enter. Do so, and get sucked in.

You are now the wolf. Simply follow the path along until you reach a wooden sword on the ground. Flashback to the little children! You then learn their scent. Turn on your senses to have a trail of scent appear. Follow it forward for a long ways until you run into a wall. There are three enemies that if you defeat, they release the warp portal. Kill them as last time, by using the energy field Midna releases when you hold B. Or you can kill one, then two using the field. After they die, you realize the bridge is out and that you need it.

Midna brings up the map and tells you about the portals. Move your cursor over the "N. Faron Woods" portal symbol and press A to warp there.

=====
FARON WOODS
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Oh no! Not this place again! Don't worry, since you are the wolf and can warp, it will take no time to return. Look at the giant wooden bridge that lay against the wall. Move to it and Midna want's to talk. Press Z and she asks you if this bridge is okay. Tell her it is and she warps you and the bridge back to the other portal.

=====
HYRULE FIELD
=====

The bridge will settle down over the gap. You can cross now. On the other side, flip your senses back on to see the trail of scent again. Keep following it, ignoring all the enemies until you come to a gate. A small cutscene happens in which Midna says you should dig in to see what's inside. Dig in the giant hole and you come up the other side. Kill the enemies and enter the Village.

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KAKARIKO VILLAGE

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It's a ghost town! Move forwards and guess what? Three more monsters drop from the sky and battle you for possession of the warp portal. Beat the crap out of them the same way we did last time, and the light spirit by the water spring cries out to you in help. Go over and talk to it.

He explains that he is being suppressed, and needs the tears of light. So he will give you another one of those dang Vessels of Light, and the location of the Insects of light. Lets get to work, it will be a long endless night.

Head to the building on the left (the one that is closest to you and looks like a giant tipi. The right side has a tree and some things you can Target Jump up. Talk to Midna when she asks to get up. Inside, there are several spirits in one spot, and a one in another. Turn it on. It's those dang kids! Hi dang kids! They are with a guy with a big nose and a guy with a welding face shield. Watch the scene, Colin says that you will come. He really has faith in you. You also learn that you can open the basement by lighting the torches. Hmm.

Pick up the stick on the ground and set it on fire on both sides with the fire on the ground. Run up the steps, stick close to the wall and jump to the other side of the gap. This lights the torch. Do this all four times (relighting if necessary) to open the trapdoor on the bottom. Go down.

Move into the big area and flip our senses on. We are off to a good start, three of them are left here, in the safety of our own home. Kill them with the senses on and pick up the tears of light that they drop. In the next room at the end is a bunch of rafters. Target Jump all the way up and out.

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KAKARIKO GRAVEYARD

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There is an insect of light left here. If you attack him before he burrows, you can easily get his tear. If not, just dig him up. Then kill him and get his tear of light. We can head out the south exit to get back into town.

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KAKARIKO VILLAGE

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Head out to the next house on the map, the first one on the right. There is a hole on the right side we can crawl in. Inside, climb out of the hole and up the stuff. At the top is a bug on the wall. Turn on the senses and kill it. Get the Tear, then exit where you came from.

Climb up the hill before the house (the one that goes up, duh). Follow it to the sign, then jump over to the inn roof. Enter that door in front of you. Jump to the ground and pick up the stick by the fireplace. Set it on fire, then angle it so that it sets the wood in the fireplace on fire. This causes the insect to come out of the chimney, fodder for you to kill. Get the tear, then exit the door at ground level into the next part of the inn. There are several enemies by the bar. Kill them.

Open the chest with the red rupee, then climb the stairs. Enter the room at the top after you kill the enemy and run into the wall. The bug falls off, leaving you free to attack it for the tear of light. Now go back downstairs and leave where we came from.

Back outside, head down to the second to last dot on the map. There are some small sheds you can climb here. Notice the busted window on the wall? Jump into it to enter the Bomb Store. This area is important to remember, as you can get to the back hill from here.

Climb the steps and knock over the wardrobe. The bug behind it is released. Kill it and get it's tear. Run out the door on the top part of the area, not the bottom. We are on the hill behind it. Head left and over to the building up at the top.

As you approach, a bug runs into a hole in the side. Follow it in that hole. There are a whopping three bugs in here. How to get them? Well, you ignore the warning sign by lighting a stick on fire, then put it in the fireplace. The bugs go crazy and are on fire, then set the hole place up. Holy crap! Crawl out the hole you came.

That happened to be a BOMB storage house. So it goes up with a boom. No need to kill any enemies, as they are dead. Get the three tears. Now go over to the little wooden stand jutting off the cliff face. Look down and jump onto the roof of the house. One part will cave in when you stand on it. Cool.

Inside the house, there is a block on ground level. Move it to release a bug. Kill that bug and get the tear. Then Target Jump out by standing in the correct position (on one of the crates).

Now jump down and go back into the bomb shop through the broken window. Climb up and at the top, go up the ramp and to the right. There is a lookout point here. Enter the building by digging through. Inside is the last couple bugs in the Kakariko Village area. Smash the pots to reveal them, but you have to dig them out of the dirt. Dig back out.

I fooled you! They are the last in the area, but we have to go up Death Mountain to get the last few in the province. I'm evil. I know. Jump down and go out the top part of the map (that goes up, not right).

=====
DEATH MOUNTAIN
=====

Head up the ramp to the left and Target Jump to the top. There is a Goron Spirit. Talk to it if you want. Otherwise, continue down the path. Climb up to that stone you can see jutting out of the thing. Press A to Howl at it. The directions it gives:

UP MIDDLE DOWN UP MIDDLE DOWN.

Press A again after the directions and repeat this by moving the control stick up with it wants up, release it for middle, and move it down for down. You will be warped to some weird place. Then repeat the process here. The Golden Wolf from earlier will talk to you. Telling you to find him. He is then marked on the map. We will worry about him later.

Back to reality, jump down one ledge and get the bugs burrowing around here.

Now we have only a couple to go. Head back up and go down the path, avoiding all the steam jets. Then jump down to ground level and fight the four enemies that come to attack you for the portal. Kill them all by getting the secluded one, then the three close ones. This unlocks the portal. Now get the bug on the gate to the left. Go back out and target jump onto that same gate from the ramp to the left.

On top, head along the path to the Goron Spirit on the right. Climb the "ramp" which is more like a slanted wall and Target Jump to the platform above. You won't make it cleanly, and will have to pull yourself up. And sometimes the big bird will attack you. So if it does, kill it before proceeding. At the top, jump down into the hot springs. The last bug resides on the wall of the hot spring. We are automatically warped to Kakariko.

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KAKARIKO VILLAGE
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The light is restored to the land. Look! The children and everyone else come out to say hello to you. Cool. They explain the bad relations to the Gorons now, and you will now against their will go and save them. So run back to the place you came from (the top).

=====
DEATH MOUNTAIN
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Move forward and climb up the rope net at the edge of the cliff. At the top, go towards the Goron. He will start to roll at you. Try to do what you did with the Goat, and plant your feet to stop it. It doesn't work, and you are violently thrown off the cliff. Then the Goron yells at you. Mumbling angrily and rubbing your injured anus, go back into the town.

=====
KAKARIKO VILLAGE
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Renado (the man that took care of the children) thought you might have gone up. He says only one man has bested the Gorons in a battle of strength. That one man is Mayor Bo, of your little town. So now we have to go ALL the way back to the town. God!

Head back to the south part of the town where we are closer to Ordon. What's this? It's brown, large and squealing! It's Epona, being harrassed by some bad guys. She shakes them off, but is still crazy. You leap on stupidly to try and calm her.

For this little mini-game, we have to hold the control stick right or left, depending on the direction it says to do. This makes you hold on for dear life. As Epona rears back, quickly press A to seize control of her. She is now rideable! This is great! Now we can cut the time it takes us to get to Ordon by two thirds!

Go out the bottom and back into the field.

=====
HYRULE FIELD
=====

Follow the field back to the east and over the bridge. After you are through the

east path, go south and back into the Faron Woods.

=====
FARON WOODS
=====

Head south back into town. Past your house and in.

=====
ORDON VILLAGE
=====

It's good to be home. Go over the bridge and up to Ilia's house. The mayor is there and is all "HOLY CRAP! WHERE IS EVERYONE?" You explain that they are in Kakariko, but Ilia is still missing. Darn. He takes you inside and will show you the secret to beating the Gorons, if you keep it a secret.

He shows you the Sumo Wrestling mini-game. Link goes shirtless. Anyway, you can punch the enemy, grab them, or dodge. Dodging punches is different from dodging grabs. Right and left will make you dodge grab. Pressing A and forward will make you dodge a punch. You seize them and must mash A to move them. When they grab you, mash A as well and throw the combatant off the platform. He says he wants a rematch, and won't go as easy on you as last time. Do this again, only change is that he will punch you back. After you beat him, he will teach you the real secret to beating the Gorons. Open the chest to get the Iron Boots.

Hey! He's a cheater! Ah well, we got what we wanted go back outside and into the Faron Woods on Epona.

=====
FARON WOODS
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On the way out to Hyrule Field, stop at the spring. The Golden Wolf is here. He jumps onto you and you go to Drugland. The skeleton friendly is here. He asks you to use the Finishing blow on him. Hit him four times, then plunge your blade into him. He gets up and teaches you the Shield Attack.

If you push "R" when you are Shielding, you strike it out at the enemy. Causing them to flinch, and you can attack. They can block it, but a good plan is to wait for them to attack you, but it hits your shield. Then quickly hit R as they have the recoil from the hit. You can now slash them. After you learn this great skill, head back to the field.

=====
HYRULE FIELD
=====

Head back to the west and to Kakariko Village YET AGAIN.

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KAKARIKO VILLAGE
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As we enter the village, we see a scene of some baddies (the ones that took you in the first place) enter the village and are about to squish one of the little girls. Colin bravely pushes her out of the way and gets abducted by the giant fat guy on the boar. We must pursue them! Follow them out the north entrance to Hyrule Field.

=====
HYRULE FIELD
=====

Dash after the boar guy on Epona. Try to put those million archers behind you. It's better to ignore them. Slash the crap out of the Boar as much as possible. The guy on it loses his armor, then takes you to a bridge. An archer on the roof seals the exit with fire. Leaving you with a one on one jousting match with the boar enemy.

Start by charging towards the enemy. As you approach, hold right or left and accelerate, then slash the enemy. Sometimes you miss, sometimes you hit. Just repeat the process until he falls off the cliff. You do a really cool pose for the camera, mister high and mighty. Then are warped back to Kakariko Village, where Colin regains consciousness, then passes out again. Oh well. Exit back to the Death Mountain area where we were before.

=====
DEATH MOUNTAIN
=====

Climb up the rope again. Switch on the Iron Boots and advance on the Goron, you are fearless. You are tough. YOU ARE A MAN TODAY! As he rolls on you, plant your feet, and chuck him off the mountain. Stand up away from the controller and beat your chest, yelling like Tarzan for all the mountainside to hear!

Now switch the boots off and head up the mountain, wrangling those Gorons as they come down to you. Switching boots on and off a lot. Climb up this other rope platform here, wrangling more Gorons. Head up to the clearing. OH NO! GERMAN SNIPERS! Wait a minute, World War II hasn't happened yet. I apologize to my German readers for thinking that you are ugly orc things. Which you aren't. You are good people with a healthy culture and society.

Run past them, these enemies can't hit anything, so keep running and you will be fine. As you enter the giant opening, two Gorons spot you, and rush to set up traps and tell the boss.

Head down from the top thing to the area where the gate was. Eventually there will be a giant meteor from the eruption of the mountain. Watch it fall, it's a meteor, meteor, meteor SMASH! Meteorite! Now that you have your daily dose of science, lets get back to the game.

Go over to a Goron and target him. Hold the shield, wait for him to attack and then Shield Bash him. He crouches into a ball. Jump on his back, and he launches you up to the ledge above. Go right and past the steam, then have the Goron launch you up after you beat him up. Jump down to the Hot Springs to refuel your health. The Enemies won't mind. It's okay, the springs make them lazy. Climb back up and out. Go to the Goron and have him launch you up.

There are three or four more gorons to go up, as well as a winding path to the top. The winding path has a couple Gorons rolling at you. At the top, get the hearts from the crates and enter the cave.

Six gorons will start rolling on the spot. The Elder tells them to stop. Then he challenges you to a test of strength. He will beat the crap out of you in a second. Oops. You forgot the boots. Talk to him again and fight this time. Treat him as a harder version of Bo. But it won't take long for you to ring him out! He then explains that the elder went crazy (just like the monkey) and is gone. There are three other elders, but they are in the mines. And he is the next one in charge. He tells those big Goron thugs guarding the mines that they should

let you past.

Nervously walk past those big thugs. Seriously, they could rip off your head if they wanted. VIOLENCE! Enter the Goron Mines.

=====
GORON MINES
=====

Proceed forward down the path (go right, it's more like a trench) and head to the bottom. Hop onto the larger right platform and hop to the next one. Avoid the lava jets firing up and go to the large, caged platform.

Move into the cage platform and smash the wooden barricade to destroy it. Move inside, and step on the pressure switch to the RIGHT, then use the Iron Boots to activate it. Run past the disabled jet stream of lava to get to the next part.

Step on the next pressure switch and activate it in the same manner. Run past this next stream of lava. Head right around the side and climb the ladder here. Be sure not to dawdle and get there before the time runs out.

Leap from the top of this to the rock platform to the RIGHT. Hop to the next one and turn right. Hop over this next platform and walk to the switch. Kill the enemy that drops from the ceiling.

Turn around after activating it and run as fast as you can straight ahead to the end. When you get to the deactivated lava geyser, turn right to avoid danger from being burned. On your way there, you might get hit by an enemy dropping dispatch of it quickly.

Now that we are on the other end, jump down onto the platform near the door below. Use the Iron Boots to make it sink into the floor, with you standing on it. Then enter the door behind the gate you just opened.

A small cutscene showing magnets awaits you. Head forward and turn RIGHT. Go down the path to the enemies, dispatch them, then open the chest for a small key. Turn around and head back up the path. This time go right at the fork in the path.

Near the top will be some rotating platforms, wait for them to flip, then jump onto them and over. Do this to both of them. Then open the locked door ahead. Turn right and go onto the bridge. Head down to the enemy here and defeat it. It is relatively easy to kill, wait for it to gather breath, move behind it and strike the tail.

Now hop over the rock platforms you see. Avoid the geysers and head to the far north. Kill the similar lizard enemy you see here. Then hop to the platform behind the gates. Kill the lizard, then grab the chain and pull the wall back. Use the C stick to see the Jets, when they are about to go out, release and run towards them. Hop around to the middle part of the path and head down the now opened way. Open the door.

Head forward and jump into the water. Submerge yourself with the Iron Boots, run under the broken fence and step on the switch. You get pulled to the surface by the magnet, and are stuck on a blue metal material. This is new to the game, and you can walk onto it until you take the boots off. Only the blue areas.

Walk forwards to go around the stuff and up to the top. Take the boots off and enter the door. This is the first Goron Elder room, with your friend, really old goron #1. He gives you a big key shard. Open the chest behind him for the dungeon map, and open the smaller one up at the top for a Red Rupee. Climb the ladder behind him and head right around. You will see a pot, pick it up to find Ooccoo. Head out the door here to be on top of the last room.

Get onto the blue stuff on the right and use the iron boots, move along the wall and kill the enemies you see (with sword, still with boots. Get off and head to the door ahead of you.

Move forwards and step on the switch to get sucked onto the roof. Use the map to see the paths. We want to go northWEST, to the top back. There is a chest with a Piece of Heart here, get it, then turn around and head southeast to the very bottom, then follow the path to the door. Enter it.

Head forward down the path to a large group of assorted baddies. Kill them all, then step on the switch to start up the first swinging magnet. Head to the little eastern part at the back, then get sucked to the next platform. Drop off and kill the two enemies here. Step on the next switch.

Head to the door at the next side and get off. Jump in the water and get the key to the WEST side of the room (underwater, use the boots). Head to the southeast now, and push the block. Move into the caged part and float up to the top. Step on the switch on the floor to activate yet another magnet.

Drop on the platform ahead and step on the switch to get another magnet going. Jump off the edge and activate the magnets to be pulled into the wall. Head along the path here to reach the next platform. Hit the diamond with a weapon and drop to the bottom to enter a new room.

Go to the right side and use the boots to walk up the wall. Drop down on the ledge to the RIGHT and slice through the ropes that are stopping the bridge from falling. Head across to the right side of the room for a chest with a Piece of Heart. Now go back into the opened bridge.

You are in a huge open part of the mines. Head forward onto the long bridge and go until you can swing far to the right. Several archers are firing. Ignore them or shoot them with the slingshot. Anyway, there is a chest to the right of the big opening. Get it, then go reverse and head to the RIGHT back at that fork in the road.

This next room has some rotating platforms. Wait for the ones with 3 electric pads to come up and run to the first one, use the boots so you stick to the platform no matter which way it is. Wait for you to RIGHT-side up yourself and continue, stop at this one and wait. Repeat this until you are at the other side of the platform.

Inside the door is a Goron elder. Talk to him to get the second key shard. Now get out through the ladder at the top. Exit through the room above. Now you are in the spinning room on the roof. Walk across the walls to the next room with the mini-boss.

Since I named the last one, this one will be called "Fat Louie". Fat Louie is mad. First of all, we must remember our physics. He moves weight to one side, the weight counteracts on the other, raising it. Keep that in mind. If it behinds to go crazy, use the boots. They will fix you in place.

Start by going near him (bootless) and waiting for him to wind up for the crushing blow you will be receiving. As you tremble in your boots, smack him across the chest several times. Then QUICKLY strap on the Iron Boots and hold A. This will grab him and throw him. He is heavy, and won't go off the edge completely. He will toss the guy directly behind him. So you have to have your back to the edge, putting you in danger. After you throw him off, he comes back up from the fiery depths and glares at you with the intensity that would kill a sloth. Throw him off three times until he is vanquished. Actually, he won't be. But he will let you pass.

We now go into the next room to get a chest, inside the chest is a Hero's Bow. Inside the bow is a legacy that time will never remove. (author bursts into tears). Ahem. Aim the bow at the rope at the bridge and it will slice through it, dropping it down for you to cross.

Go into the area and into the giant room. There are several Beamos statues around you in the room. Shoot them in the eye to kill them. Then move them out of the way. The one on the direct EAST part of the room has the last room with the Elder. Enter it and get the last keyshard. Head back out and go behind the east statue for the compass. Head back into the room with the compass and go in the southern room.

Roll into the gates in front of you to open a path. There is another room now with several enemies on the roof. Shoot them down with the bow before advancing on. It will save you from deaths. After the door is a switch. Activate while wearing the boots to go to the ceiling. Walk to the hole in the roof to shoot the diamond switch. This opens the gate. Enter the door.

Head out to the big valley room. Step on the switch and get on the magnet. It takes you to the next area. Hit the rope with an arrow to sever it and go in the room behind it. Hit the next rope to enter the boss room.

BOSS BATTLE: Twilit Igniter Fyrus

Well, stay away from him at first, then aim at his glowing head and peg it with a mighty arrow. He is stunned. Quickly run around him and grab the chains by his legs and use the boots. Pull away from him and he trips. Now dash around to the front and beat the crud out of his glowing head.

Repeat this process until he is finished. A rather simple boss. Anyway, he turns back into the normal Goron elder. You get the fused shadow. Anyway, watch the scene with Midna, get the heart container and step into the twilight warper to go back to the village.

=====
KAKARIKO VILLAGE
=====

We start off here again, so head into Malo Mart, Malo's store. Talk to him and purchase the Hylian Shield. Head back up the mountain.

=====
DEATH MOUNTAIN
=====

Okay, so our new goal is to throw rocks until we get 20 rupees. So do just that. Head up the hill and throw rocks, some (going nearly to the Mines) have 5 in

them. While some rocks and bushes have one. Anyway, we will total 120. If you had 300 before the Hylian Shield, that is. Head back down into the village.

=====
KAKARIKO VILLAGE
=====

Okay, so head into Barnes' Bombs. It has a goron and a sign outside it. Talk to Barnes inside, he sells you a bomb bag and bombs for 120. Yay. Now, head up the stairs to the left of him. At the top, ascend the ladder and go outside.

Now we want to go up the winding path to the LEFT. At the top is a big building with a Goron. Talk to the goron and hop on his back. Aim yourself at the big building and launch up to the second floor. Climb the ladder to the top.

Here is one of the damn kids. Talk to them, and they want to see your skill with a bow. So, you appear on the ground with Malo. First, fire at the target to the left. Then the LEFT. Then you have to hit the pole WAY up with the other kid. It is actually easy, just aim ABOVE the building. I made that mistake before. If you do this, Talon gives you a piece of heart

Get down and exfil on Epona to the south.

=====
HYRULE FIELD
=====

Head south, then you are stopped by the mail man. He gives you two letters. Now continue south over the wood bridge into the next part of the map. Head south again until you come to a lone tree with a gold bug flying around. Get off and press A by it to get the Male Beetle. Get back on Epona and head back into the last area (where you came from Kakariko). The wood bridge has a bug to the LEFT of it (Male Pill Bug).

Head to the giant long bridge to the northEAST. Cross this bridge. Now head over to the rocks. Blow them up to trigger a cutscene. The bridge will disappear and those darn Black Monsters will fall from the sky. Start a wolfless battle with them. Kill one with any means necessary, then use a spin attack on the last two to finish them. This opens a portal. Head back into the rock area on Epona. Dash past the Archers and to the twilight at the end of the tunnel and enter it.

=====
HYRULE FIELD (TWILIGHT)
=====

Head down the path until you come across a bag with a scent coming off of it. Sniff it to learn Ilia's scent. We are close to finding her. We now get to follow this magical scent for a long way. Until the castle is in view. Then we get a short cutscene and continue over a bridge, then up onto the bridge into the market.

=====
HYRULE MARKET (TWILIGHT)
=====

We are in the town now. You can decide to follow the scent directly, or wander around town a bit before. This will add to our map and make it easier in the future. Anyway, the scent leads you to the doctor's office, then down into a small pub. Enter it. Now examine the map by the soldiers in the back. It shows us our next destination. But first, let's talk to Ilia and some strange woman

who is with a Zora.

We learn a bit, and now are ready to move out. Head back up and out the eastern entrance of the town.

=====
HYRULE FIELD (TWILIGHT)
=====

There is a path here almost exactly opposite the castle we will follow. So go down there. Continue on this path until we come to an opening with a large bridge with some sort of strange water on it. Walk out about halfway.

Sniff sniff, hmm, this place smells like a gas station. Wait a minute, that's because there's some form of gas or oil on this bridge! Then we see an enemy cock an arrow into the back end, then in front. Lighting the oil. It begins burning towards us. So we must push one of the crates to the side, then get on one. Look around you, where is there to go? Nowhere but DOWN! That's left. Leap straight off of this bridge and down 5000 feet.

=====
LAKE HYLIA (TWILIGHT)
=====

Somehow, even though we were a billion feet above this, we survived a fall into water. Hmm. Realism! Anyway, get out and shake your fur. Then head over to the building we see that looks something like a funhouse. Use the Senses to see an old guy. Talk to him to learn that the water is gone, and we see the locations of the places we want to go. Then he spots an enemy.

Go to the enemy and engage him to have him call a bird with the grass. Holy crap! Have you seen those twilight birds? If you can even call them that. We now have to fight them. First, run around and avoid the bird and it's rider. Then wait until it begins a swoop on you. Then do a jump attack. This will make you lockjaw with it. Now smack the A button to bite the crud out of it. Continue until the enemy falls off (two rounds of biting) and quickly deliver a can of whoop ass to the enemy.

Midna decides she will take over the bird. So you now begin a Flying game. You more or less control like the Wolf, without attacks though, but you can control your height. So head along, avoiding the archers, towers and sides. If you hit one, you fall off. Eventually some stone pillars will fall at you, so dodge them and the rocks further on. Get to the top. Phew! We are now in Upper Zora river.

=====
UPPER ZORA RIVER (TWILIGHT)
=====

To begin, lets jump down into that pit part below. Head along this path into Zora's Domain.

=====
ZORA'S DOMAIN (TWILIGHT)
=====

Head to the back of this part. There is a slightly elevated part. Get on it to get prompted to Target Jump. We shall do this and go up six times to the next part of it. Head along the path and jump again. This time it goes like this.

One jump, two jump. Wait. The stalactite falls. Jump, jump. Stalactite. Jump to

the top. 10 total. Enter the throne room.

We are challenged by several monsters from the vortex here. We will battle them as usual, kill one and then get the rest together. After it is gone, we will get a portal. Talk to Midna and decide to warp out. Head to Death Mountain.

=====
DEATH MOUNTAIN
=====

Remember that meteor (or meteorite as I should call it) that fell earlier? Well, we need something to melt the ice. And this is still hot. Go examine it and Midna prompts you. Choose it, and you will warp back to the domain.

=====
ZORA'S DOMAIN (TWILIGHT)
=====

The ice is now melted! As we talk with Midna, a strange being appears. It's a dead Zora! She asks you to save her son, who is with Ilia. Anyway, jump into the water flow and let it carry you all the way back down to the lake.

=====
LAKE HYLIA (TWILIGHT)
=====

We come left back next to the Spirit Cave. How convenient! So, enter it. Then move near the yellow light. Talk to it. It's the spirit and it gives you the vessel of light and location of the insects.

Head back outside of this cavern and head to the RIGHT up the bridges. There is a bug where it fans off into the mainland and then the next bridge. Defeat it for the first tear of light.

Go down the next segment of bridge there is to come and you will be confronted by the portal enemies from above. This one will be slightly annoying, as the enemies are dropped split up by the invisible walls. So it may take you a little longer to get organized.

After you have control of the portal, head to the "funhouse" in the center. On the way, Midna comments. Ignore it for now and go to the funhouse and around the left side. Kill the insect floating around here by waiting until it lunges at you and then attack.

Head back to the portal area. There is an exit heading to the back with many platforms you will hop. Take these to the other part of the level and kill the burrowing bug.

Swim back out into the main area and head to the west. There is a bug marked on the map here. A Zora spirit is also staring at it. Head across the water to it and destroy it. Now look for one of the bird calling grasses and howl to the moons your prayer for a bird. It comes and you have to go up the tunnel again.

Never fear, there is less room for error, literally. Most of the traps are gone but you will have significantly less space to maneuver. Anyway, four different bugs are flying around this path. To kill them, use the senses, then lock on to them and pump your wings with A to kill them.

=====

UPPER ZORA'S RIVER (TWLILGHT)

=====

At the top is Upper Zora's River. Go over to the lady with the afro sitting there and talk to her. The bug comes out, letting you smoke it into the ground. Get the tear and talk to the lady to stop her from shivering. Now cross the bridge and head up to the howling stone. Examine it.

DOWN MIDDLE DOWN UP MIDDLE DOWN.

Head out to the back part of this. Use the Senses and talk to the Zora's here. They show you a way out indirectly to the market. Ignore it for now and go left where there is a path leading up to the domain.

=====

ZORA'S DOMAIN (TWLILGHT)

=====

Head into the central area of the pond part. There are some lily pad things that will support your weight for a few seconds. Jump on it and use the senses to target the two insects here and get their stuff.

There is a side of the domain that is populated with spirits. Head to that side and go up to the left. It should be a slope next to a big ice chunk. Target Jump up. Head forward. Target Jump again. Go forward. Target jump again, go forward, Target Jump, go, Target Jump Twice, make a round about by the geyser, go two Target Jumps, then four Target Jumps, Target Jump and go up. Head around the water to the throne room at the back.

Head around the side to the left part. There is a bug on the wall. Hit the wall just past the pillar to get it down. After the tear is yours, head on the RIGHT platform by the waterway down. In the next area, leap RIGHT down. You should land

a few meters away from the platform we are going to. Climb up, then go around the corner to get a bug. Get his tear and continue up to find a chest with 10 rupees.

Turn back to the part with the several spirits. Start jumping back up. It goes like this. Target Jump 1, go up another 1, up 1, up 2, turn around at the geyser and go back up 2, up 4. Then one more and head downwards. There is a gap here. Take it to the next part.

There is another bug here. Kill it, and go to the ground and float down to the upper river.

=====

UPPER ZORA'S RIVER (TWLILGHT)

=====

Head back to the Zora's special exit to the town. Swim down it.

=====

HYRULE FIELD (TWILIGHT)

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Get out at the steps to the left hand side. As you pull out, go towards the castle (using the map). As you approach the outside, the familiar walls drop and you do battle with more enemy portal guards. Darn. Kill them all, then progress into the castle.

=====
HYRULE MARKET (TWILIGHT)
=====

Head in here and down to the Area with Telma's Bar. It is marked on the map, but if you seriously are terrible just use the senses to find it. There are some crates lying around. Destroy them to reveal the last bug on the map. Defeat it. What's this? We are still short 1 bug. Midna talks to you about it. Suddenly, a new enemy is revealed at the lake. So use the portals to Warp to Lake Hylia.

=====
LAKE HYLIA (TWILIGHT)
=====

Head out to the dot on the screen. There are several floating platforms here. Get onto a big one to start a fight with a HUGE bug. You think this should be worth around 50 insects? Anyway, he flys around, then lunges at you. Strafe around him and wait for it to stop glowing. Jump attack it, then MASH the A button to bite.

Repeat this process three times until he falls back first into the water. Climb aboard the body and spin attack with the force field. This makes you walk on water (like a certain someone most of us know) and beat the crud out of it. Giving you the last one.

We now go to the spirit cavern, revitalized and ready to go. But not without a 5 minute creepy-as-hell scene with backstabbing, magic and dark Link's. After this, we regain control.

=====
LAKE HYLIA
=====

The next step is to run out into the "funhouse" thing. Talk to the man there. He tells you that he can give you a cannon ride up. Accept and pay the fee. Then get launched up to the top. Go through the house and out the front, ignoring all else around you. Continue along the path until you find a grass patch for a call out to Epona. Place one and mount up. Head down the road back towards the castle area.

=====
HYRULE FIELD
=====

As we draw near to the Market, there is a stop that we must make. Head to the left of the bridge into the castle and climb the vine wall. At the top is one of the Gold Wolves. Alleft! Move nearby to get the new move, the Back Slice.

We begin with a short review of our last skill: The Shield Bash. Approach the enemy and beat him with your shield and deliver some blows to him. He will now grant you permission to learn the Back Slice.

We start by sidestepping, pressing sidestep while sidestepping and then attacking. Doing this while targeting makes you roll around and smack them. Like in Wind Waker. After you learn it, head to the bridge.

HEY! It's the mailman. He gives you two letters. One is about how the Bomb Shop now has Water Bombs. The other is about new businesses open on the River. Head into the market.

=====
HYRULE MARKET
=====

Our goal is to head to Telma's Bar (where Ilia was). There are several things to do in the city, but now isn't the time. So enter.

A scene ensues. Apparently Ilia has lost her memory. She is so focused on saving private Zora that you have to help. The doctor here is helpless with a Zora, but Renado is skilled with them. So they want to move across the dangerous lands. For a moment, it seems like you have a slew of men at your disposal, until Telma says how they will feel safe from the Dangerous Foes. Then all but one flee, who then realizes everyone is gone and runs. So it's up to you. You get to single handedly protect them.

=====
HYRULE FIELD
=====

All left maggots! Listen up. Our mission is to save Private Zora. Your job will be to provide some covering fire for the convoy as they move through the hot zone. At precisely 19:00 hours you will be positioned at the east bridge and engage the enemy boar rider in a jousting match.

To dispatch this foe, you will need Bomb Arrows. Take some practice runs at him until Midna contacts you on the Humvee Radio, telling you to blow him up. Ride towards him and aim between the armor, at about the time when you have to dodge and strike, release to hit him. Do this several times to dispatch the foe and receive the Gate Key.

At 19:10 the convoy will move out of the safe zone and into the Hot Zone. This is where you should stay just behind it and charge spin attacks. Technicals on Boars should ride after the convoy. Be sure to release spins to destroy them as they catch up.

JOC has received word that the enemies will be using fire on their arrows. If the convoy catches fire, be sure to put the flames out with the Boomerang. Then return to the fight.

The convoy won't advance unless you defeat all foes. Which means you will need to use the Arrows or Boomerang at the bombers above (birds). After you have walked them into Kakariko, a scene ensues.

=====
KAKARIKO VILLAGE
=====

Okay, so private Zora is under medical examination and I am no longer a Colonel. So, we see a scene about how he will be okay. Telma also hints that there is a path to the castle in her bar by telling you this outleft.

We see the giant Zora spirit now. It wants us to follow it. It goes into the

graveyard. Follow. At the back of the Graveyard is a stone. This disappears, making a hole just big enough to crawl in. The other side has a huge grave and a big pool of water. Swim to the other side to talk to the spirit.

It thanks you by granting you special Zora Armor that lets you swim like a Zora and stay underwater forever while wearing. There are a number of things we can get now, but I'll get back to it after you beat the ever approaching level.

Head back into the main area of Kakariko. Go over to the Bomb Shop. Remember the letter about Underwater Bombs? Sell your old ones at the left side of the counter and buy FIVE at the RIGHT. We don't need very many left now.

Turn around and leave to Hyrule Field at the south.

=====
HYRULE FIELD
=====

Go south, the same path we took long ago over the bridge and into the next area. Now head northeast to the Great Bridge of Hylia. Cross it. At the other side is a hut thing we came from when cannoning up. Go inside and talk to the person in it.

=====
LAKE HYLIA
=====

Pay 20 rupees to get a flight with a Cuccoo. Pick one up and float to the RIGHT. See the giant island? That's the target. There is a rotating platform on top. Aim for it by holding down while nearing it. You should be able to land. Open this chest for 100 rupees. Then time your jump so you land at the small platform below. It's more like a drop than a jump. Open this chest for a Piece of Heart. Now go down once more to get 50 Rupees. Continue down until you open all the chests. Now dive into the water and use the Zora Armor. You can swim in it now.

Head to the bottom of the lake. You can go surprisingly far, until you see a sort of sacred Zora temple. Use the Iron Boots and get the Water Bombs out. Now place one on the thing bubbling slightly to burst open a geyser. Then pull another out, wait a second then drop it. It will float up to the rock and blow it. Enter it.

=====
LAKEBED TEMPLE
=====

Swim along these tunnels ignoring the enemies until you surface and witness the title Scene. Climb out and go around the room opening the chests for arrows, and extra bombs. Which is the reason we only bought 5 water bombs.

Climb up to the door and turn around. Jump to the hanging switch to open the door behind you. Enter to begin the real start of the temple.

Move forward to the end of the top to see a Stalactite fall from above. Midna comments on how we should shoot them down before proceeding. Pull out the Bomb Arrows and aim at them. They fall, there are four of them.

Move down the path to find a Helmasaur and a Tektite. The Tektite is easy, just slash it. The Helmasaur can only be attacked from behind. So wait for it to charge, dodge and lay some blows to it's backside.

After they are gone, head up the stalactite path to the top. Go left and up to the chest for 10 Water Bombs. Now enter the door below you. Go down the bridge and defeat the Lizafos. Enter the door it was blocking.

Inside, move forward to start a small cutscene. Run down the step and go east around the room to the chest with 20 arrows. Turn around and pull the first lever to your left by jumping to it. This changes the stairs. Now go up them.

Head east around to battle a Tektite. Head past the door and break the pot for Ooccoo. Head back WEST and pull the lever at the WEST door. Go down the stairs and east for the Dungeon map. Now open the door in this part.

Move forwards to combat another Helmasaur. Open the door to the other side after. Whip out your bow and shoot down the nearby and far Stalactites. Go down the tunnel to the RIGHT of the entrance and up then around the vines. There should be a jump stretch with a jet blowing up a stalactite for us to cross. Open the Chest for a Small Key.

Remember the big circle room? This is the main room. Return there the way you came. Once here, climb the stairs and go WEST to the locked door. Open it and go down another bridge room with a Helmasaur.

Go down the path and you reach a gate. Defeat the Tektite and open the chest for a bunch of bombs. Now turn around and look at the strange gate on the other side. Aum up to see two stalactites. Hit the left one and climb up to the vines. Go RIGHT while on them and drop to the roof part.

Turn and jump at the switch to open the gate below you, drop and continue. Blow the boulder ahead with a Bomb Arrow and continue to battle two Helmasaurs. Go up the path where they came from and in the door.

There is a strange bug in a bubble. Kill it by using a bomb arrow and striking with the sword. Go in the door we didn't come in that isn't locked. It's in the water trench. Jump down and kill the ChuChus.

Move down the path and go to the back. Open the chest for a Small Key. Now go back and open the door on the left. Jump onto the gear in the center and fight the Lizafos. Now go in the door it was by.

Go left and back to the bubble enemy room. We can now unlock the door here. Jump to the RIGHT and climb up the vines. Head along this long winding path. At the top are bombs. Now climb up the ladder and jump at the switch. This floods the room with water. Jump in the slide to go back down.

Now swim over to the pedestal in the center of the water and jump out at the switch to let water flow freely. Swim over to your entrance and exit.

Follow the water and go through the waterwheel. At the back is a fairy if you want to catch it. Exit the waterwheel and in the gear door. It's turning. Now jump below and back up so you can use the spinning platforms below.

Hop to the first door on the RIGHT that you spin around to and enter the room. Head down the path to the left and open the chest for a Small Key. Return to the spinning room now.

Jump on another spinning platform and let it carry you to the next part of the level. Jump off at the next door and enter. Head into the locked door here. Follow the path into the water. Swim in and then submerge with the boots. Follow the path until you see a jet stream. Go left and turn RIGHT to get a chest with

water bombs.

Follow the stream now to get to a 20 rupee chest. Now go back out and head down the path. Drop a water bomb at the net to blow the rock up. Continue and you head into a new area. Follow this up to the surface. A cutscene happens and a couple fish fall down. This room is big, left?

Remember the Deku Tree in Ocarina of Time? Look up to start the mini-boss battle for the treasure. This boss is a pushover. Charge a spin as it launches the mini fish, release and then mash attack and do the quickspin by rotating the control stick and attacking. This is effective. The boss then jumps, run and roll around in a direction like crazy. The boss misses, now run around to the tongue in front of it and go mad. It repeats this process many times (three) until it is done for. The fishy foe is swimming with the fish now!

It spits out a chest, open it for the Clawshot. This is exactly like the Hookshot from the past except we can lower ourselves on targets and hang on. Go around the room and get some stuff from the targets. Mainly rupees. Anyway, when finished, hookshot the target by the gate to open it. Exit.

You can defeat the Helmasaur easier here by Clawshotting the shell off. It's front is still a weapon though. Anyway, exit and grapple up the targets to the door connecting you to the main room.

The main room is now filling up! Head up the stairs to the top and jump down to the bottom with the water. Open the chest here for 20 rupees. Now go back to the main part of the level at the top by the vines. Go along and pull the switch you first see. At the top, head to the WEST door.

Pull the switch with the clawshot and hit the bottom. Now open the door to the east floor on the bottom. Go through the water wheel and into the door here. Jump on the platform and clawshot onto one of the gear targets on the left.

Fall onto the platform and open the chest for bombs. Now clawshot up to the top and the vines. Climb to the platform here, then go up to the next set of vines. Get on the ground and clawshot to the last vines to get to a room with a railing. Open the door.

Head down the path for another bubble enemy. Use the Clawshot to pull him out instead of a bomb. Now turn around and go the other way. Pull the bomb arrows out and shoot both stalactites down. Climb on them and make your way to the top.

Jump over the small patch and kill the two Tektites. Clawshot up the edge to the door. Now get the bug in the bubble. Actually, both of them. Then Clawshot to the top with the vines and drop in. Clawshot to the vines to the RIGHT and go up the path. There are some parts where we must clawshot over gaps. When the time comes, do this.

There is a chest at the top. Open it for a bunch of bombs. Now go in the middle and clawshot to the target, open it up for a compass.

At the top is another ladder. Climb it and pull the switch, then ride the waves to the bottom. Head into the middle part of the room and get the switch pulled. Note the enemies in the water. Exit where we came from. Which was the vines if you forgot.

Take the left fork in the next room. We are in a room with a long stretch of water. Take the clawshot out and hit the enemies in the water with it to defeat the enemies. After both are dead, sink to the bottom and get the clam enemy here to free up the stretch. There is a chest with a red rupee at the end.

Float up to the top and run under the water wheel and open the door on the RIGHT.

Jump on top of the spinning gear and engage the enemy to the RIGHT. Defeat him and hop to the second gear. Kill the enemy guarding the door. There is another platform in sight in the gear room with a chest. Clawshot to it. Then open the chest, turn around and clawshot to the pillar with the vines. Go to the platform and clawshot once more to the vines behind you and enter the door.

Follow the water and go under the waterwheel. There is a bubble enemy here. Kill it with the clawshot and sword. Open the chest at the back for 15 water bombs. Head back under the water wheel and climb over the wall with the use of the geysers. Clawshot up to the door here and enter.

Enter the door on the left fork yet again and ignore the jellyfish enemies as you go over them. Head under the waterwheel and back into the big gear room. Remember the door the enemy was guarding? Enter that now. It's the southwest door.

Head left and get 20 rupees from the chest. Go RIGHT and clawshot onto the target above to open the gate. Inside, head to the left and into the door. Kill the tektite and walk through the waterwheel and back to the main area. Pull the switch in front of you and head around to the opposite side of the room. Pull the switch that is a target and go down the stairs. Enter the room below.

Go under this waterwheel and enter the room. Hop on a platform and ride it around. Your new goal is to get onto an empty target moving around and drop on to the stationary stalactite. Now get onto another target and drop off at the eastern door.

Dive into the water here and head south. Turn around and go under the platform and follow this along the bottom to a small cove in the back. Float to the surface when you see this. Swim south to the back and sink down. Use the clawshot on the bomb fish and have it blow the boulder. Go in the tunnel to the left but do not go inside. Remember this spot and be ready to reverse these directions.

Turn around and surface. Open the chest for some water bombs. Now dive again and blow the boulder up to the south with a water bomb. Enter and swim to the top. Get on the small land and open the door. Now Kill the bubble enemy and clawshot to the target above you to lower yourself into the chest to get the big key. Dive into the water and reverse the directions in the paragraph above to get back into the main area. Return to the big stairway room.

Walk up the stairs with the iron boots and turn around. Clawshot to the target on the chandelier. Get the piece of heart in the chest in the middle. We have to climb to the top and pull the east lever now so water flows to the west. Enter the door and head across. The room fills up now. Jump down and climb over the bridge. Step on the switch to open the gate, then on the same spot, clawshot into the room to get the chest and defeat the enemy. Your reward is a piece of heart. Clawshot to the target and out and return to the main room.

Take the plunge into the water in the center and float to the top. Enter the boss door. Jump down the big hole here to the HUGE boss arena. Put the boots on and sink to the bottom to get a view of things as you fall. There is a tentacle. When you touch rock bottom, it starts a scene and:

BOSS BATTLE: Twilit Aquatic Morpheel

Morpheel is actually a strange looking thing with tentacles and one eye. Pull the eye out of the tentacles with the clawshot and slash away at it to get some damage on this thing. It's attack is mainly reaching out for you, then grabbing with the claw and beating you around. After you have hit it a couple times, it comes out of the whole. And HOLY CRAP! it's a freakin huge sea monster. Good thing it is weak. Swim next to it as fast as possible, then when you are near, tagert and clawshot. Then mash the B button to deliver some smoking blows to it and watch a neat cutscene. If you miss, get closer before using the shot. It will let some blood out, and as we know "If it bleeds, we can kill it!" like Arnold Schwarzenegger says. he won't hurt you in this stage (usually).

After you have killed him, it screams and drops the Fused Shadow and a Heart Container for all your troubles. The room also drains so you aren't underwater as often. Collect the Heart Container and enter Midna's warp portal.

=====
LAKE HYLIA
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We get a "neato" cutscene after saving with us being smug and good because we have all these fused shadows. But we turn around and see fish boy himself: Zant. The spirit tries to stop him but he is too powerful and twilight fills the room, changing you into the wolf. After a long scene, you get a wounded Midna. You appear in Hyrule Field.

=====
HYRULE FIELD
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Head up to the castle (it's on your map now, you shouldn't need directions!). Enter the market.

=====
HYRULE MARKET
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We now have to head back to Telma's bar. Remember the hidden passage to the castle that she talked about? Enter the front door only to be kicked out brutally by the bar owned. The cat, who is named Louise, tells you to climb up to the top of the boxes to enter the top passage. At the top, you go inside and climb to the RIGHT with the ropes (don't smash or drop any jars if you don't want to be caught). You eavesdrop on the men below you if you want. Either way, enter the passage.

Jump down to the bottom, gold filled room. Flip the senses on and defeat the ghostly enemy by a couple hits, and then using a finish move with the wolf. You get the poe soul and the gold statue is actually a man who is trapped. He has a request for you to turn him good by getting spirits and opens the secret passage to the waterways with the chest.

=====
HYRULE CASTLE
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Float down the waterway and head around to the north part of the room. Jump and bite the hanging switch to be sent down the tunnel. Get out and head up to fight the spider you see ahead of you. There is another one as you approach the web. So kill it, then pick up a stick and set it alight. Burn the web down.

The next room has more torches, so relight the stick and set them as you go around. At the end, get the stick and climb the ledge with the stick (burning) in your mouth. Light this web here and follow the map down to a big dirt pile. Dig it to show up in the dungeons from the beginning of the game. Make your way to the top of the staircase here.

We are now on the rooftops. Like the beginning, just head along your way and enter the window at the very end of the path. Climb upstairs to find.. ZELDA! She sacrifices herself somehow for Midna. You now automatically show up in the field. Then a big protective pyramid barrier engulfs where Zelda was before. The plot thickens!

Now, we are going to Warp all the way back to more familiar ground, The Faron Woods North!

=====
FARON WOODS
=====

Move towards the forest temple. As you approach the stretch to it, one of your monkey pals (not Gepetto :) comes running towards you, under attack by some crazy baddies. So run up and defeat them (a spin attack is easy enough).

The monkey thanks you and tells you of a secret place around the back. Move up onto the stump and jump down without midna. There is a chest here with a Yellow Rupee and an enemy. Get this, then climb back up to the top of the stump. Use Midna's target jump three times to get to a flat area, then walk to the edge and use it another three times to get to where we want to be.

Be sure to stop up IN the cave and take the bats out so you don't fall over the edge while battling. Then wait for the bridges to turn your way and quickly jump down onto them and dash along. Wait on the second until it turns to the land. Then get off. Crawl over the chasms (while avoiding the pendulums) with the rope and go to the Howl Stone at the other side.

Play the song (the usual drill) and then again to get Golden Wolf away from his TV, beer and chips and somewhere in Hyrule. After you have control again, go in the tunnel that is behind the stone. There is another one to the left. This one is different, no golden wolf is there.

This opens the main door you can see ahead of you, and it also drops some little man that blows on an instrument to summon enemies. Kill the ones you see here and follow through the door the little man open. Follow the path to the RIGHT and climb the ledge to see the little man again! Give him a smack to have him go out the tunnel and escape. Follow him out the tunnel you came through and in

the area there go in the area by the waterfall.

Go in the path to the left of this room to hear his trumpet thing. Swim through the waterfal and climb the ledges to see him yet again. Beat him silly, but only to have him run. (He's already silly! So it wouldn't work to beat him silly!) Jump off the ledge where it comes down and head down his escape route and go in the door on the RIGHT. (Okay, these aren't doors, im just calling them that). Enter the sloping cave at the very back of this room.

At the top, you hear him playing. So go RIGHT and down again. There is a big bridge of trees you can climb up and cross into another area with him standing there. Give him one last smack to have him jump down again and lead you into a REAL door. This one is hard to miss because there are torches outside of it. Follow through there and jump to the bottom to start the mini-boss fight.

He will summon some enemies against you and sit on a spot. After you kill them, he has to pause to blow some more enemies into the battle. That's when you have to jump up onto his platform and give him a hit, otherwise he will run. After you have struck him thrice, he will disappear and the way will be clear!

Follow down the path and step on the triforce you see. Howl Zelda's Lullaby (the last diagram I showed you above to start this place) to begin a puzzle. The map of it looks like this:

X's denote the spots you want to get the statues to.
O's Denote the statues
W is you

```
  # #   # #  
  # X O X #  
  # # # # #  
    # W #  
    # # #  
      O
```

The bottom O will turn in the direction you are in. The top one turns in the opposite direction. You have to choose the directions and hop. The two statues CAN'T stand on the same square. But they can jump towards each other. They CAN'T jump into you or share the same spot. The statues CAN move against nothing, but you can't. Anyway, here is the solution:

Down
Up
RIGHT
Left
Up
Left
Down
Down
Down
Up
Up
RIGHT
Up
Up
Left
Down

After this puzzle, you can go up the gate ahead and find the Master Sword!

Examine it to draw it from it's pedestal and restore yourself as a human being!
You will get the Evil Zant put on you in a small idol. If you want to become a
wolf, you can do so whenever you want. And vice versa for a human now. SWEET!
Just talk to Midna to do this. We will examine this now by turning into a wolf
and talking to her. Warp (for we can do this whenever now) to the castle.

=====
HYRULE FIELD
=====

Turn into a human and approach the castle to get a letter from none other than
the big girl herself, TELMA! She tells you some powerful allies have shown up
that she wants you to meet. So go there!

=====
HYRULE MARKET
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The "Powerful allies" turn out to be a geek with scrolls, some girl with no
talent and Rusl! Your old sensei! Anyway, examine their scroll and you learn
that some old guy is studying the Desert at Lake Hylia. Our goal is to go there
now. So exit her Bar and turn into the wolf and warp there. Oh, you can also
donate all your rupees to the guy near the entrance we came from. We won't need
them for a while!

=====
LAKE HYLIA
=====

Follow the map to a ladder and climb up. Continue along until you see this
massive tower! Climb the ladder by it to the top to see Auru, the old guy they
wanted you to meet. He gives you a letter for the guy at the Cannon tour shop.
Give him the letter and you get a free ride to the Desert!

=====
GERUDO DESERT
=====

Midna tells you more about where she is from and what happened to her. After
this, we have a long trek ahead of us across the desert. Take out the clawshot
because the enemies are mainly little buggers that burrow around in the sand
and launch themselves at you. You can pull them out with the clawshot. Anyway,
our destination can be seen from far and wide, it's a large pillar thing
sticking out to the southeast. Avoid all the chasms and there will be a path
left to it.

Once we get there, clawshot to the tree. Then aim up in the air to see a flying
creature. Clawshot to that to drop off at the next ledge up. Move forward to
battle three more enemies over a warp portal (be the wolf). After they die,
climb up. There will be a poe soul on the left of the big debris chunk. Get his
soul as the wolf, then talk to Midna when she asks you to about the big concrete
slab. Warp it to the Bridge of Eldin in North Hyrule to fix the bridge. Then
warp back with your new portal! Remember where the chunk was, later in the game
there is an optional challenge here!

Now we jump down and head north to the big structure we can see here. There is
a small enemy camp we can see from a distance. So approach the stick towers for
some cover and fire at the three around the campfire, and the one in the tower.
They die. Now hop aboard one of the boars and move closer to the big building

we can see. Use the DASH! attack on the boar to smash the gates down and clear a path up to the building. Take the left fork for a chest with a bunch of arrows, which will be needed. Anyway, go back and take the RIGHT fork.

We can see a poe soul. Turn into the wolf and battle it for another poe soul for our collection. Now we want to continue up the hill to the big enemy base here. Turn into the human, for now we have a lot of stealth to do. Peg the enemy on the tower to the left before entering this area. Inside, snipe the enemy to the RIGHT and then go to the left. There are some blocks we can stand on. We can shoot arrows through the window now. Hit the enemy to the left, the one up on the tower, and there is another one we can see but not hit yet. So dismount the box.

Go to the RIGHT side of the base now. This is where we enter the camp. Before rounding the corner, there is an enemy by the torch. There is another in the tower a bit down. Then another against the wall which we can hit through the small brick removed part of the wall. Now enter the camp and hide behind the tent, then against the wall as we proceed. There is another break in the wall with an enemy who hides behind a box. We can see him move behind but he can't see you. Follow where he went and turn the bend to see an enemy with his back to you. Kill him and sneak around the bend to see another one guarding the gate. Kill this fool.

Move down the path and get the enemy to the RIGHT by the boar* over the fire to clear the area. Get the small key he dropped and head back to the locked gate the enemy was guarding. Once we open it, roll into it to open it. Then enter to have it lock, and a big ugly enemy (the boar rider) comes into this boar pen and beats the boar up. Now you have to fight it. The easiest thing to do is to roll behind and smash, but also to try jump attacks to start combos. He isn't that easy as long as you go ahead and take the initiative.

*I forgot to mention the first time around the destroying the boar releases a heart piece.

He stumbles out now and sets the joint on fire! Crap! Good thing the boar wakes up and you can now ride it out where you came to smash through the other gates and get closer to the building! Dismount and move up to the top. Turn RIGHT and be the wolf to battle the next Poe Soul. Receive it and turn human. Go to the left side now, and light the two torches with the lamp to open a chest with 50 rupees. Now enter the door in the center to start the next Dungeon: Arbiter's Grounds.

=====
ARBITER'S GROUNDS
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Move forward to the main entrance to start the name scene. Head across the platforms and over into the left side of the room (with the opening from the spearlike fence) and defeat the skelton enemies, then pull the chain back to open the gate. Quickly run out and through it. At the top, head left and dip the lantern into the oil. And for good measure, dip an empty bottle into it. If your bottles are full, that's okay. Don't empty it just for the oil.

Now turn around and head to the opposite side and break the wooden barrier, then go to the chest and get the Small Key. Back to the center we go and unlock the door. Turn on the lantern here. As you walk to the corners, a ton of skeleton enemies appear, so start dispatching them. Get all of them dead so we can proceed with no worry. Light the two torches on the other sides of the door and go in the unlocked door.

As we walk forwards, the torches are stolen by some strange force. Just like Ocarina of Time's Forest Temple. One light remains. So go wolf and use the sense to see the poe. Target it to begin the fight. When it goes bleft blue, attack it. Repeat this a few times to defeat it. Then use the finish move to get the soul from it. It also lights a torch again.

Smell the dead poe body to get the scent. Head to the northeast part of the room and hop the gap now to get a Piece of Heart in the chest! Also, the northWEST part of the room has the Dungeon Map in it's chest. Return to the middle and use the wolf senses to find a eastern sand patch with poe scent coming out of it. Dig the patch of sand up and pull the chain to open some stairs going down. Head down these stairs and in the door.

Defeat the enemies and push the center WEST or counterclockwise. Kill the mummy in the room ahead and open the chest for a Small Key. Turn into human now and look up to see a target in the room above. Drop down and kill the vermin in the room. Now go out the north door. Head up the stairs to see more poe lights! Use the senses to see the real one and defeat him like the first on, earning you yet another Poe Soul!

Go back to the wall changing push room and put it back to normal and head back to the room with the first poe to see the second light returning. Turn around at the top of the stairs to see a door above the one we came out of. Go in this one. Because the bottom is normal again, we get to see more ways around. Go east and open the unlocked door here.

Head to the RIGHT and across the platforms and the spike maze. There is a way that goes up a ledge. Take that. Now go human and pull the block out south, then push it WEST as far as possible. Climb to the top and pull the big chain as far as you can (and over the block we moved. This raises the chandelier. DASH! Under the chandolier and up the stairs on the other side.

Open the chest to the south for the Compass. Now push the jagged part of the statue that is sticking out to the WEST (or counterclockwise). Go in the WEST room for a Small Key in the chest that is blocked by the wooden barrier and guarded by a mummy. Then go in the east door and unlock it with your key.

Advance down these paths and combat more of the mummy soldiers. Two of which can freeze you with their screams. Dispatch all of them to continue. Flip on the senses in the same corridor to find another sand patch we can dig in to get a chain. Pull this to open the wall to a new room with a poe in it! Use the senses and defeat this one to get another Poe Soul and the ability to advance.

Head down the corridor to the end door and enter. Follow this path and jump down to the south to find a small key. You will be slowed down. Use the senses to see crazy rat things on you. Use the spin attack to get rid of them all (don't use the force field). Open the locked door to the east. We see another scene with a returning torch light. Three down, one to go. Hop on the chandelier and cross to the door on the other side.

Go down the stairs as a human and push the block down the path to free an opening to the left and to form a bridge with the chain. You can head in the left opening to get a red rupee. Anyway, climb up the block we pushed and start to pull the chain. Keep going under the chandelier. If you want the red rupee, go to the other side and open the chest, then clawshot back to the target and head in the opening we uncovered. If you don't want it, stand in the center of the chandelier where the hole in it is. Either way, we'll have to get in the center of the chandelier eventually.

On the top, jump to the east and open a door. Break through the wooden barrier

and the door locks as you battle a skeleton warrior. Kill it, then drop a bomb on it's remains quickly to destroy it before it revives itself. Now go out the other door and up the stairs. Cross to the other side and use the lantern to light the torch closest to the stairs, and then the one on the far RIGHT. This opens the door for you. Leave through it.

Turn into the wolf and look around to see the last Poe! This one will multiply. One of them will flash blue just before the fight starts. Target this one and follow it's movements. And when it is about to attack, leap at it and bite it. Do this several times to defeat this poe and have it's torch leave and it's soul in your grasp! This is just like another fight in Ocarina of Time. Now go back to the north and be a human. Clawshot to the target and go out the door below it to return to the main room and return the last flame. Now we can go in the door that opens.

Run through this room to the left side and jump to the bottom. Turn the center pillar WEST twice. Then go through the empty door and around to the chest with the small key. Now jump down and turn the pillar all the way to the east to get it to the bottom and go in the locked door.

This is another large spike maze. Head to the far RIGHT of this room. At one point on the way, you are slowed down. Turn wolf to find more of the rats and kill them. Remember the route here, and pull the chain you find on the side. This will show you the way through the center.

Head left down the path here. Kill the first wave of enemies that jumps on you and continue, ignoring the rest. To the RIGHT is Ooccoo! To the left is the door out of this area. Take it.

There is a giant spinning blade. Head around it and to the north part. Kill the enemies here. Then bomb the remains. Head to the WEST to find another one. Kill him. This opens the door to the south in the spinning room. So take that route. The door is another path With those annoying bug enemies. Kill them. Then continue. Take a leap over the giant path and open the door to the far north.

This is the miniboss. As the human, slice a rope around the sword in the middle. It will come to life! OH MY! Turn into the wolf and use the senses to see this foe. Wait for it to strike, then dodge. It glows blue. So jump attack this bad ass looking foe and it turns visible! Now for the human half of the battle. Aim at it and shoot it with an arrow to have it land. Then hit it in the head with the arrow to fell this foe. Smash his head repeatedly. Repeat this simple task until the idiot is sorry he fought against you. Open the chest in the room that opens to get the Spinner!

Turn around and use the spinner on one of the grooved edges to be able to slide left out of this room quickly with style! Then exit the door. Use the path on the left, then jump to the RIGHT to reach the door. Enter it.

Take the groove on the left. Jump to the RIGHT, then back to the left to make the groove where we have to swing further left. Then again to the RIGHT to go up on the big loop to the top. Open the chest at the top for a Piece of Heart! Now turn around. Use the slider path on the RIGHT, then leap to the left to make a jump to the bottom and climb up to the top part with the statue. Climb up to the top and use the slider to jump side to side when a spike is trying to hit you on this path. Way to go! You are at the top.

Open this chest for the Boss Key! Now slide back into the center area that we were in before using the side sliders. In the center is a little spot perfect for our slider. Keep mashin Spin until the wall opens up to show us a new area. Slider up the wall on the left to get to the top, then jump to the center

and use the slider in the hole to light the torches and bring a path up. Use it and slide to the boss door at the very top!

Walk down the path into the center of the sand and Zant will appear and set the enemy here to life! Be prepared for possibly the most imaginative and ingenuitive battle of all time!

BOSS BATTLE: TWILIT FOSSIL STALLORD

Start by going to the edge of the area and using the spinner to build some speed to combat the foe. When a spike is near you, release with the jump button and aim for the enemy. As you approach, more enemies will pop up and try to block you. If you need to, defeat these foes in the way. Anyway, you have to smash against the bottom bone sticking out of the dirt twice to make him fall down a height level. Repeat this several times (it gets harder each time) to "Defeat" him.

Spoke too soon! The sand drains and you can use the spinner in the center of the platform to raise it, and the head comes alive! He knocks you to the bottom of the platform. Dammit. Anyway, get on the path on the center platform and ride it up. Eventually, you see him and he starts shooting fireballs. Jump from side to side to avoid these, until you are left by his head. Then QUICKLY jump again and smash into him. He falls to the ground, you are there too. Now IMMEDIATELY start slashing the sword Zant placed in his head many times over and over until he gets back up. Repeat this process several times until he falls dead. Each time you ride this gets harder because eventually more and more spike traps are added.

After the fight, get the Heart Container and head out the door that opens. Move up the stairs now and at the top we are challenged by more twilight foes that guard warps. Be the wolf and defeat those idiots. See another spinner hole? Get in it and spin to show the mirror of twilight! BUT IT'S BROKEN! THE TWIST BEGINS!

Now some spirits from above show you Ganondorf.. and how they sent him into the zone. They think that Zant is using his power and said that Zant wanted to blow the mirror. He couldn't destroy it though, because he isn't the true ruler. So there are shards in three locations we need to visit. But first, there are a lot of things we need to get. Such as Golden Bugs, Hearts and Poe Souls. To begin, warp to Hyrule Castle.

=====
HYRULE FIELD
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As we approach, Barnes sends us a letter. It's about New Bombs and not very prominent at this time. So enter the Market.

=====
HYRULE MARKET
=====

Walk over to the man on the right and start donating him all your rupees. This is 600 now. 400 more are needed. Head to the South road and head to the street to the side that Telma isn't on. There is a fortune teller in the first house and the second has where we want to go. Give the girl inside your two bugs for a big wallet and 50 rupees! Leave and go down the east road and into this big tent for

the Star Game minigame.

The rules are simple: Use the clawshot to latch onto the gates, and to the other side you go to get the glowing orbs before the time runs out. You can get several in one go. If you win, you get the bigger Quiver. So leave after this. You have fangirls! Anyway, go to the Southern exit and down.

=====
HYRULE FIELD
=====

Go wolf and get the poe soul. Now transform into human. There is a gold bug on the left (Female Beetle). Warp to Lake Hylia (there is more back there but I did it in a strange order and have to do this later).

=====
LAKE HYLIA
=====

Head up on the path to the left of the bridge that is behind where you warped from. You can see a light in the distance. This is a poe soul that we are going to get. So hop the platforms to there. Head up towards the big tower that the old man was studying the place on. You can see another soul up at the top we will get. Now warp to Zora's Domain.

=====
ZORA'S DOMAIN
=====

Hide behind a wall and transform to human. Now jump into the pool of water in the middle of it and sink with the Iron Boots to the bottom. There is the big rock. Use a water bomb to blow it up and you see a goron. Talk to him for a new Bomb Bag! There are also two torches on the way down we can light for a chest with 50 rupees.

Anyway, jump to the bottom and swim to Upper Zora's River. Surface and find your way to the land. See the bridge connecting the one side to the other at the hut? There is a bug floating there. Stand to the side and use the Boomerang to get it to come over to the land and you can then take it for yourself. Now Warp Back to the castle.

=====
HYRULE MARKET
=====

Head into the Princess's place and give her the other two bugs you've found. Now go to the field's south road.

=====
HYRULE FIELD
=====

Go human and down to the grass. Turn left to see the gold wolf! He is going to teach you the Helm Splitter, which is easy enough. Now head to the opposite side of the stairs. There is a glow in some bushes we see. Approach it to get the male Ladybug. Which completes the pair. Note that most of these glows are mainly Baba's. Now head back to where the wolf was, and jump into that big hole in the middle of the field that is in the area.

=====

LAKE HYLIA

=====

There should be a poe soul behind you and in the distance. Get it as the wolf. Now warp back to Kakariko Village and exit there in the north.

=====

HYRULE FIELD

=====

Move down the field and to the left is a big boulder. Ignore it for a second and fire two arrows at each boar (the riders). This kills them. Then head out into the field to find a grasshopper (Male). It has to be stopped with the Gale Boomerang to pick up. Now head back to the big boulder and blow it up. Then climb up the hill behind it. At the top, shoot the boulder on the other side with a Bomb Arrow and Clawshot to the vines. Jump to the other platform on the left and open the chest down here. You may need to wait until morning to see it if you are here in the night. It has a Piece of Heart. Warp Back to the Market.

=====

HYRULE MARKET

=====

Give Agitha those last couple bugs you have now, if you have 400, give them to the man begging for money for a Piece of Heart! Then head back into the field and warp to Zora's Domain.

=====

ZORA'S DOMAIN

=====

Head down just to the pool below. On the east is an icy path to the top. With a strange looking girl there. Talk to her as the human to see it's the talentless girl. She tells you about the Yeti and gives you a picture. Warp to Kakariko Village and run into the graveyard.

=====

KAKARIKO GRAVEYARD

=====

Head to the back, on the left is a couple torches we can light for a 50 rupee chest. Then head into the grave of the Zora. The boy is there, show him the yeti sketch and he gives you his earring which can catch his kind of food. Now warp to Zora's Domain.

=====

ZORA'S DOMAIN

=====

Go down into the pool below and head west. There is a big and a small rock. Cast away around there and catch a fish. It's red, and it reeks. So go wolf and smell it to learn the Reekfish scent. We can now go down the path there was before!

=====

SNOWPEAK

=====

Run forwards and jump down to the bottom part. Flip on the senses to see the pathway through the fog. Be sure not to fall into the water. This path is a winding one and it will lead up the side of the mountain. It might seem like

you can fall at some points but just keep going. At one point you are at a "dead end". Ram into the snowy part of the ledge to knock a path down for you. So you can now head up the ramp.

It also leads you to a Howling Stone. This one is the most complicated yet.

Now after you go back to following the trail, not too far from the stone is a cave you can enter and climb out the back at. To enter this cave, dig in the snow at the wall. Out the back is a warp portal that the enemies will try to defend. Defeat them to win it to your side. Be warned that those magic stakes that make the barrier around you won't stop you from falling off the edge. After the enemies are dead, you can see a creature by a tree. Turn human and talk to this creature. It will get a frozen leaf and go down the hill on it. Now it's your turn.

This is by far the funnest mini-game ever made in a Zelda game. Roll into the tree to knock a leaf down and get on it. You now "snowboard". You move as normal and hold down Roll if you want to jump. You can also attack as normal. Snowboard down the hill and leap over the gaps. At the bottom of the hill is a big manor owned by the Yeti. Go inside to start the next dungeon known as Snowpeak Ruins.

=====
SNOWPEAK RUINS
=====

Whatever you do, BE SURE TO TAKE OFF THE ZORA TUNIC! It will amplify the damage you take. Start by heading forwards and battling the poe here for it's soul. After it perishes, head in the north door at the back as a human.

There is a Yeti woman in here. Talk to get. She tells you the location of the Bedroom key and gives you the map of the Mansion. Head in the WEST door to find the male Yeti! He is making Soup for his wife. It's just Simple soup at the moment, but it refills 2 hearts. There is a path going around the back of the area to the left. Head in there and pick up the pot with Ooccoo in it!

Now head out the door on the opposite side to the north. This room is a big sliding puzzle. Here is how to solve it: Push the right block (closest to you) to the WEST. Push the second block south, east, south, WEST, south. Go in the newly opened door.

Turn into the wolf and go to the crack in the wall and dig in the snow here to find your way outside. Battle the white wolves you see here and open the chest for 20 rupees. See the chest in the snow? Dig by it to allow you to open it. Inside is a small key. Now go human and open the door. Head right and unlock the door in here.

This is a big sliding ice room. Kill the three enemies to open the doors. Go in the one you didn't come in. There is a chest in a cutscene. As you approach the door some ice warriors come. Use the helm splitter or the back slice to defeat them swiftly and open the door. Inside, open the chest for the Ordon Pumpkin.

Head back through the other door in this room with the chest to be behind the

block puzzle. Climb over the boxes and then jump down to the door that leads to the Yeti room. Talk to him to give him the pumpkin and upgrade the soup to some Good Soup. This restores 4 hearts. Now go back to the woman Yeti. Talk to her to get a new location and a new door opened.

You are in a big snow courtyard again. Turn into the wolf and defeat the white ones around you. Jump into the hole in the wall in the northeast part to be in a bigger room with ice. Kill the enemies and pick up the cannonball. Now avoid the next few enemies and head to the cannon at the back of the room.

Stand on the platform behind it and insert the ball into the cannon. Now get off the platform and push the handles so it aims south. Drop a bomb in the hole to blow the ice walls down. Head down the path that you cleared and go out the newly accessible door.

In this room, find your way across the platforms avoiding being knocked off by foes. This can be easier if you knock them off with the bow before crossing. You can also lead from platform to platform if you want. One chest in here has 20 rupees and the other has the compass. Now head back out of this room and to the big courtyard.

Flip the senses on as the wolf and look on the map. There is a part with a chest left where there is a dig hole. Dig three times to find the chest completely. Open it for a small key and use it on the door to the east side. Here, there is a strange machine. Pull the lever on it to drop the thing down. Put a ball on it and go to the other side in the courtyard. Pull the lever here to bring the ball through. Now put it in the cannon and aim it at the door to the north. Fire!

This kills the enemy in front of you. Go inside the door he was guarding. Run past the first statue and to the door, but wait! The first one comes to life! Oh no, time for a miniboss fight. Just wait for him to approach, then clawshot onto the roof overhead of him to get behind. Then dodge as he throws his big ball and chain at you. Quickly run around to his rear and smash his tail with the sword as fast as possible. When he dies, you get the Ball and Chain.

Equip this and go into the front door. Smash down the ice blocks to show a chest with the Bedroom Ke... NO! It's Ordon Cheese! STUPID YETI! There is an Orange Rupee (100) hidden in one of the armor suits here you can get with the Ball and Chain. Head back into the courtyard.

Smash the ice blocks here to show the way back to the other side of the courtyard, take the same route we did last time to get back to the Yeti. Give him the goat cheese to make Superb Soup. It fills 8 hearts! Now go back and talk to the female yeti to get the next location (which better be left.. or else..)

Go out the door she recommended this time and walk up the sloped surface, there are caged enemies and openings in the cages a little ways up. Smack the enemy with it to make them split into small ones, then defeat them with the ball and chain too. Do this with the second one.

Smash the Ice at the top to reveal a cannon. Now go into the north door. Hit the ice warrior with the ball and chain, then the ice block on the left side of the room. Now hit the chandelier that is hanging to make it swing. Jump onto it and open the chest on the other side for a small key. Now go back to the other side and exit.

Head straight ahead now to see a new section behind the broken wall. See that hookshot target on the left hand side? Hit the floor below it to crash down to the lower floor and open the chest for a Piece of Heart. Use the target to go back up to the top.

Smash the block of ice to reveal a clawshot target. Anyway, bash the chandelier, then turn left and go along this path of chandeliers, hit and jump at the left moments. At the other end is a chest with a Piece of Heart. Collect it and then jump to the bottom floor. Go back to the exit of the manor but DO NOT leave. The center suit of armor on the left (from the entrance) holds a poe. Defeat it for it's soul. Go back to the stairs on the right side of the manor and clawshot to where you were before.

Cross to the other side and defeat the ice warrior. Go in the door to be in a big room full of ice and ice enemies. Destroy the enemies and smash the ice wall to show a poe. Defeat him for his soul. Exit the room from the north door.

We are above the puzzle room. Push the block down and jump to the puzzle. We can now smash the switch and block, making them useable. This is a trickier puzzle because there are three now and a new switch. Okay, see the one we just broke the ice off of? That will be Block X. The one on the switch is Block Y, and the remaining block is block Z

Move Block Y north

Move Block X South, West, North

Move Block Y East, South, West, North

The door on the upper floor is opened! Climb back up to the top of the room and make your way down to the door which is now unlocked. (For your information, it is the east door.

Run to the left and along the wall. Defeat the Ice Warriors with the Ball and Chain. Then Clawshot from one side of the wall to the other in the broken bit. Go in the door here. Smash the Ice Block to reveal a Clawshot Target. Hit the chandeliers and try to swing to the other end. Open the chest for a small key and go in the door.

Jump down to the puzzle then back up and go in the south door of the second floor in this room. Defeat the Ice Monsters and smash the wall for no apparent reason. Go in the door that leads east. Defeat the giant Ice Monsters here and push the blocks you see at the other end down. Now go out that way and down to the bottom of the spiral ramp.

Head out the door with the cannonball moving device. Grab one from the other side and bring it back through the door by means of the machine. Put it in the cannon at the top and aim it towards the blocks you came from. Fire it through the opening and follow it. Use the achine here on the right to get it outside.

Take it to the cannon and aim Northeast towards the Ice Monster. Fire it to kill him. Jump down and enter the door and then go left to the ladder and climb it to the top. Defeat the Ice Monsters and go in the door to the church. This is going to be FILLED with Ice Warriors that throw their icicle staves at you.

You can hide behind the pews in here, try to fight the first 2-3 with your sword and then when you have the room you can pull out the Ball and Chain to smash some major enemy butt. Then you can go in the opened door and FINALLY get the Bedroom Key. You better run out of the church now before they realize what you did to their house.

The Yeti woman is here! Hey Yeti! We didn't trash your church, why do you ask? Anyway, she walks slow and you can just run to the top and open the door to make her go faster.

BOSS BATTLE: Twilit Ice Mass Blizetta

The first stage of this fight is that we must hit Blizetta three times with the Ball and Chain. It's not over though, as she starts flying now and summons ice spikes to come and fall on your head. You have to run around now as fast as you can away from them, using the reflection as a guide. After they all hit, turn around and break them with the ball and chain, then RUN! If you made a gap in the ice because of the Icicles smashed, run out there because the boss will fall in the middle of the ice circle. Hit her as she is sitting there with the ball and chain. If you blow all of the icicles out, she summons new ones for you to deal with.

Striking her three times with the Ball and Chain will cause her to return to normal. The Yeti comes in and gives her some love. A million hearts fly from his head, including one Heart Container! You get the Mirror Shard and can now leave via Midna's portal.

=====
SNOWPEAK
=====

Okay, we are now going to spend the next ton of time collecting hearts, bugs, souls and more. Warp to South Faron Woods.

=====
FARON WOODS
=====

Head from here to towards the secret area. Only stop up at the purple fog. Do some Target Jumps into the log in the center to reveal a Poe Soul. Defeat him to get it, then warp out of here to South Faron again and leave via the Hyrule Field exit by the Oil Seller.

=====
HYRULE FIELD
=====

Go towards the bridge we can see. On the left of the the entrance to it is a tree with a Piece of Heart in it's Branches. Use the Gale Boomerang to retrieve it. Now go under the bridge and you can see a target inside the rafters. Use the clawshot to get inside and open the chest for an Orange Rupee. Head back out of it using the target. Now we can hang around the bridge until night. At that time you can cross the bridge and battle the poe for it's soul that we can clearly see glowing in the distance. Now warp all the way out to Kakariko Village.

=====
KAKARIKO VILLAGE
=====

Go to the Bomb Shop. Go through the the upperfloor and out the top. Now head up to the Storehouse that we blew up ages ago. Fight the poe soul (at night) and get his soul. Then head up the other side to the watch tower at night to battle another stupid poe. We aren't done here, but go to the Graveyard anyway.

=====
KAKARIKO GRAVEYARD
=====

There should be a poe floating around in here. Defeat him, then look to the

graves. You can push a few of them. One of them has a poe beneath that you can call out by moving. Defeat it. Now head up to the back and you can see a golden Male Ant on the right tree. Now collect it, then battle the Gold Wolf we see here to get to learn the Mortal Draw combat skill. After, head back into Kakariko Village.

=====
KAKARIKO VILLAGE
=====

The west house has a gold bug in it. It's the one with the hole in the roof. Just go in the door. It 's to the left of the bomb shop. Now head to the spring of the spirit. To the left of it is a bombable rock. Blow it up. Go in the cave to the back and sink with the Iron Boots to the bottom of the water pool. Open the chest to get a Piece of Heart. Surface and go back down to the same part of the village where you blew the boulder. Equip Bomb Arrows and look up to see some more rocks on the cliff. Blow those up and use the Gale Boomerang to get the Piece of Heart you can see there. Go now to Death Mountain.

=====
DEATH MOUNTAIN
=====

Go talk to the Goron at the foot of the climbing rope. Spring up to the right or behind him. You can see the poe to the right glowing at night time. Now run up the cliff you are on and around the face of the rock. Drop down into the hole to the right and you find the chest with a Piece of Heart. Warp now to Kakariko Gorge!

=====
HYRULE FIELD
=====

You should get a Letter as you start to leave. One is from Agitha talking about nothing in particular and the other is from Yeta. Turn around and cross the other side of the Bridge to go up the part to the tree to see a Poe Soul. Defeat it to get the prized soul and then go down east a bit more to see a piece of heart on a spire. Throw the Boomerang to get it off of there. If you head to the south now you will see a boulder in the wall. Destroy it and enter.

Go along the path here. Conserve your Lamp Oil because it will take a while to get to the end. At the end is a chest with a piece of heart, and there are a lot of forks and paths. The correct path is always to the left, except for the one after the three forked room. There is a poe soul to the right. But keep going to the left to find the heart piece. Warp to the Bridge of Eldin.

Go to the south end of the bridge and clawshot the bug on the pillar to you for a Male Phasmid. Now head along the edge of the field to the northwest part of the of the eastern Hyrule Field. There is a Female Grasshopper hopping around here. Get it with the Boomerang. Now head across the Bridge of Eldin. At the back is a golden bug up on the ledge. Clawshot up there and use the Boomerang or Clawshot to pull it down to you for collection. This one is a female Phasmid.

Head into the cave to the side of this area. Inside, jump off the edge and use the iron boots to be pulled to safety. Do this several times to get to the bottom. Light the torches here to get 100 rupees. There is also a Chest with a Piece of Heart. Use the clawshot targets to get back up onto the Bridge area.

Head north down the path now. We are going to keep going into the North Part of Hyrule Field. Head all the way to the south exit of this area to see a big row of rocks. Blow them to reveal a spinner track. Follow this track to the end to see a chest with the heart. Get it. Now if you go to find a lone boulder where we came we will see a golden Female Stag Beetle. There is a male Stag Beetle in a nearby tree as well.

Warp to Hyrule Castle.

=====
HYRULE CASTLE
=====

We now want to enter the Market and work our way to Jovani's house. It has the unopenable door and a group of cats outside. Dig under as the wolf and you will see the Golden man again. Using the Poe Souls, he is somewhat restored and gives you a bottle of Fairy Tears. This is the third bottle we can obtain!

Dig out.

Now leave the Market and reenter as a human.

=====
HYRULE MARKET
=====

Go down the east road and stop at Agitha's place. Give her your bugs if you have not already. If you have money for items like the Hawkeye at Malo Mart, buy it there first because then you replenish your stock of money. Leave and warp to the summit at Snowpeak.

=====
SNOWPEAK TOP
=====

Talk to Yeta and her Wife to do a race with both of them. The male is simple enough, just do the normal track with few falls and you will be fine to beat him to the house. The Wife is much more difficult, to beat her, you have to use the shortcut hidden halfway through the course. Also know that you can trip her up with the sword. The shortcut is after the hops of the chasm leading to the stretch that goes without interruption to home. Go on the small path and pray you make it. After you win, you receive a Piece of Heart!

=====
ZORA'S DOMAIN
=====

Go here and make your way down to Upper Zora River.

=====
UPPER ZORA RIVER
=====

Go to the Afro person, then head to the right towards the fishing hole. There is a Warp Portal that you must fight for now. Defeat them with a Spin Attack (as human) and you get it, as well as let the Afro lady get back to work. She will invite you in and ask you to clear the rocks in the way. Agree and you get another bomb bag. Now do the chore and warp back to the top of Upper Zora's River.

Enter the Fishing Hole and go out on the boat. Head to the Piece of Heart you

see on the big rock. Aim the Fishing Rod at it and reel in the Piece of Heart!
Warp down to the Lake now!

=====
LAKE HYLIA
=====

There is an island by some howling plants, go to it and be the wolf because there is a bird. Talk to him to learn the rules, then howl to be able to do this minigame. You have to fly up the river, popping fruit ballons with your body to get it. ONLY aim for the Oranges, they are big and worth a bit. At the top you will get 10,000+ points and the piece of heart!

Warp back to the lake and go up the ladder, there is a howling stone to the left. Howl to the tune:

DOWN MIDDLE UP DOWN MIDDLE DOWN UP

Now turn around and blow the boulder. Be sure to have a lantern and a bottle full of oil for this. There is a big room, blow the walls on all three sides. Continue along this lighting torches for a ton of rupees. There are some chasms inbetween rooms you might get stuck in, just be careful. There are THREE Poe Souls in here so keep an eye out for those. At the end are two torches, light them for a Piece of Heart!

=====
GERUDO DESERT
=====

Travel to the Desert and go to the base to get a golden wolf, you learn the next skill you have to learn. Also, go into the base to find a Poe Soul where the room you fought the fat guy that set it on fire, and you escaped with the boar.

Now warp to the Bridge of Eldin.

=====
HYRULE FIELD
=====

Move north down the path until you reach a wooden bridge, there is a spinner track on the other side. Follow it, then dig into the hole in the circle of weeds. Kill the enemy skeleton warriors and bomb the remains to get a Piece of Heart. Continue along the path to the bride in North Hyrule field. There is a poe soul on the bridge at night. Continue until you come across a rock that can be bombed (it faces the path south to the Castle). Inside is a couple of sliding ice puzzles. To a teenager, this is easy to figure out and will be good for you to work out yourself. If you can't, well then check DBM's FAQ, his heart piece section has it. I'm saying this because I didn't record my solutions on tape like the rest of this..

Warp to the North Faron Woods now.

=====
FARON WOODS
=====

Talk to Rusl at the part that leads to the Sacred Grove. He will give you a gold Cuccoo. Use it to float over to the Ledge ahead of you (quite far away). Then over to the huge tree root and down to the grove. Now turn the bridge with the Boomerang and float down to it, turn it again and continue down the path until you get into the Woods with the Skull Kid. He's back (sigh) and you have to do the chase thing again. He's in more places that are hidden, like behind a tree and on TOP of a tree. You can find him by looking in doors and finding the light of a lamp before it dissapears as you get close. Note that there is a poe soul in one of his old locations (going up the swimming place to the ledge).

You have to battle him again, this time it's MUCH easier now that you have the bow. Just aim at him and fire three times to finish him and his summoned minions to finish it. Light is restored and the door to the next area is opened! Go in to it.

=====
SACRED GROVE
=====

Push down the block and hop to the bottom of the area. On the map is an area to the east. Go into the area. Blow up the boulder by the pillar to get a Poe Soul. Not only that, but if you turn your wolf senses on you can find a dig spot that was concealed and use it to enter a cave. Defeat all the enemies down there to receive a Piece of Heart. Go back to the surface and to the main area.

Move to the part of the grove where the Master Sword was. There is a poe soul here you may battle. Then go up to the pedestal it was in and choose "Strike". You will cause the statue blocking the door at the start to disappear. Get out of the master sword area to find a warp portal! And a large group of croonies for you to battle for the stinking portal. Defeat them and go up the block you pushed to reach the door where the guard was. Open it, and you go back in time! Sort of...

Anyway, move forwards to the place where the Master Sword was and do another Strike into it. You open up the Temple of Time. Wait a minute, I thought this WAS the temple of time? Maybe the REAL one was behind the glass? Anyway, Ooccoo will go up the stairs and you want to follow it into the temple. I'll start typing it in a few minutes, because left now I'm making a cheese sandwich, ya' know?

=====
TEMPLE OF TIME
=====

Enter the temple and watch the cutscene. Know that with a Walkthrough, this is a quite short and easy temple to finish. Start by running forwards to see a scene with Midna talking about "something missing". Go wolf and turn on the senses to see a statue that isn't there.

Now Pick up that little rock statue thing and put it on the switch on the other platform to raise a little step you can use to climb up an area. Go to the top and then you will see Ooccoo! Now go down the steps to the west side and light the torches here with the torch to get a Small Key. Go back up and unlock the door that Ooccoo was in front of to continue.

In this room there is a mini spider enemy. Defeat it and set a jar on the switch

to open a gate. The south one has a bundle of arrows, take them and go to the west one. Defeat the spider and go to the closed gate ahead, turn around and break the pot on the switch with an arrow to open it.

Battle the Lizards as you go up the stairs and clear the next room of them. Also kill the statue by hitting the eye thing behind it. Open the chest that appears for the dungeon map. Now go get the two statues on the right (and the red rupee if you need it) and put the statues on the other side of the room, on top of the switches.

Go up the stairs and battle MORE of the lizards to reach a strange room. Kill the lizards and go up the stairs, use the spinner when the broken part comes. At the top, there is a circle like place with a lever you can push. Go into the place with the circular blades and there is a statue on the right. Pick it up and place it on the switch at the next break. Now, push the lever clockwise to go down. Get the statue and get back on and push it counterclockwise. Place this one onto the switch and quickly jump onto the part that will raise soon. Go in the door.

Defeat the two Armos Statues to get a Small Key in a chest. Exit the room back into the circular one. Now sing "HAPPINESS RUNS IN A CIRCULAR MOTION" very loudly, then go to the other side and in the locked door.

Ignore the switch now and break the eye on the Beamos with an arrow. Go around now and hit the switch through the circular thing. Go to the next open area (first getting the beamons and get the Compass before hitting the switch. Use another arrow now through the circle to open the way out. Take it.

Hit the switch here from the platform and jump down and into the next part. Fight the Lizards (some of whom have some pretty defensive armor) and make your way to the next part, hitting the switch to advance. Go up the stairs and into the room. Defeat the Spiders and the Larva (Bomb Arrows work well, as well as the Jump Strike, or you can just toss a bomb into the middle of them and kill half of them with one thing). This makes a chest appear with 50 Rupees.

Now go up the stairs and there is a massive scale. Step onto it and your side will go down. Pick up the small statue and throw it onto the other side, you weigh the same as two of them so the scales even out. Now step onto the other one (your side goes down) and climb to the other side. Go into the door here to continue.

Kill the Beamos eye and dodge the enemies to the other door to the west. Fight the Lizards and continue up the stairs. Now dodge the rolling spike and the axe and open the chest in this room for a Small Key, and time your run past the rolling spike so that you head to the left and to the statue. Pick it up and dodge the blade and plant it on the ground to disable the electric field. Kill all the spider Larva in this room to get a chest, and defeat the Armos here to open the gate. Open the chest for 50 rupees and continue past the bell. Open the locked door to reach the miniboss!

There is a swordsman here, he has a rather large blade and a TON of armor. The key to beating him is to target him and keep your shield ready, when he strikes, sidestep ONCE to the side and attack him twice. Repeat this until his armor is gone. If he attacks, your shield can block it (somehow). After the armor is gone he will pull out a smaller, quicker blade. The key here is to do the back slice. He blocks it once, but then staggers and you can get a few easy hits in on this guy. After you kill him, open the chest for the Dominion Rod! This can control the statues you see in the temple!

Now there is a giant statue above with an Axe, you can control him with it, now move towards the door and get him to stand on the thing under the bell, it will transport him. Go in the door. Now you control the statue and press the same button you equipped it to to have him smash the gate. Move him near the way you want to go and stand behind the button, time it so that when he reaches the spot on the platform, you stand on the switch. He raises up, then you move him just off, stop controlling him and climb up yourself. Now control him again and continue.

Have him go through the electricity and stand on the switch to disable it. Stop controlling him and cross, then control him again. Have him smash the rolling traps and go through the door downstairs. Have him smash all the spinning traps AND the Beamos to show a switch. Have him stand on the platform, then use the Rod to get one of the smaller statues to stand on the switch. Then control him so he goes under the bell. Now turn around and continue out the way you came up the place. This is the scale room. He appears on the left of you and you want to bring him to the Scale. He weighs a whopping 3 statues!

Now after he is on the side closest to where he came from, jump down and climb up to the other side. To the left of the opposite scale is a pillar. Climb up it when the statues side is down and clawshot to the target. Go to the track and use the spinner to get to the next part. Defeat the Poe Soul and enter the door.

Defeat the enemies here and place a back of the shielded creature in view of the top. Clawshot to the top now and bring up his back with the Clawshot. Then place it on a switch. Use the dominion rod to get the statues to come onto the switches. This opens the door to the Big Key! Get it and go back to the room with the scale.

Jump down to the side with the statue and place him on the scale again. Climb to the other side and use the dominion rod to bring TWO statues down from the ceiling. You want to place them on your side and stand on it to level it out. Go to the other one and throw the statue back to the one closest to the way down. Then bring over the statue, then throw the rest of the statues onto the other side to bring this one level, get the statue with you and go downstairs. Have him get rid of the Larva and the enemies and place him under the bell to go to the next area. Leave out the bottom door.

You can control him through the wall. Have him smash his door down and then go to the other side (hit the switch and control him through the electric field. Bring him onto the switch and leave him there because it turns off the field of electricity. Go inside it and control the statue, have him break the door so you can get the Piece of Heart. Now move him through the field and place a small statue or a pot on the switch and follow. Have him smash your way along the path and down the stairs. Place him under the bell after he broke all the gates here and go out.

Hop to the bottom now, then there is a door here that is locked. Control a statue and drag him onto the switch behind the gate to open it. There is a poe soul! Defeat it and climb back up to the top. Push the level clockwise so we go down and bring the statue from before to the top part and put the same two there on the switches. Go into that room now, there are several spiders and spider enemies. Kill them all!

Now we will go up the steps. There is a statue on the left behind the gate like thing which we will use the rod to drag down the stairs (still behind the wall) and it hits a switch. Pick up the other statue in the room and throw it on the right side so it's over the gate and control it so it hits the switch on that side. A chest appears, open it for a Piece of Heart! Now go back out and hit the

switch counterclockwise so it goes up and you can collect the statue, bring it on the lever place and push it clockwise two times so it goes to the bottom.

Have it kill all the larva to open the electric field. Now it can break the gate and go into the bell. Exit out the bottom door and equip the Clawshot because you need it at the gate to get out (look up). Then control the Statue and bring it down the stairs. Destroy the gate and put it in the bell, then go down and out. We are in the main room! Enough of the statue! Control it and bring it to where it should be (by the door) and it opens the path further on.

Go into it and down the strange corridor with chasms and more. Disable the Beamos's and bring the statue (small) to the other side of the room. There is a switch. Put it on it and jump to the other side. It will open a gate and close another. Go past the first open gate and use the rod to pull it back so it will close the one in front and open the one behind. Go through and enter the door to face the Boss.

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BOSS BATTLE: TWILIT ARACHNID ARMOGOHEMA
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Pull out your arrows and follow Armogohma's movements around the area, when the eye opens, shoot it with an arrow and then wait for it to fall. Run to the big statue it fell near (it falls near one EVERY time) and have it attack to slam the mighty fist on it. She will drop a load of eggs. Defeat them all then hit her eye again and repeat the fist slamming. Her eye will shoot lasers if you don't move quick enough, so watch out.

After the hits, she falls down, but not out! There is the eye as a spider running around with a load of babies! Luckily, it flee's you, so just aim at the eye and hit it thrice with arrows (if you need more then kill the larva). This ends this pathetic boss and you get a Mirror Shard and Heart Container! Leave the area, then out of the Temple of Time back to Normal time. Ooccoo is there and tells you the rod ran out of magic. Head back to Kakariko Village.

=====
KAKARIKO VILLAGE
=====

You may have to go somewhere with the postman to trigger this, but if you talk to Renado in his sanctuary then he will give you a letter to bring to Telma about Restoring Ilia's memory. Before leaving the Village, if you haven't bought the Hawkeye, do so now. And donate all your rightover rupees to the Goron inside Malo Mart. Now warp to the Castle

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CASTLE TOWN
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Go to Telma's Bar at the usual location and show her the Letter to get a money statement for the Doctor's Office. Travel to the West part of town (Doctor's Office) and show him it. He will get nervous and tell you the statue you want was stolen after a stinky medicine mess. Turn into the wolf (he turns his back) and go to the back left area. There is a crate, push it out of the way and against the wall and sniff the medicine it covered. Learn the scent and go up the crate. It leads you to Telma's Cat, who says it was stolen.

Before leaving, give Agitha any bugs you still haven't given her and then go outside to the area the Dogs that stole it from Telma's Cat are hanging out. It turns night automatically during this whole time so it will be there for you.

Kill the packs of dogs to have them drop the Statue of Ilia's. Warp back to Kakariko.

=====
KAKARIKO VILLAGE
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Go inside of the Sanctuary and show Ilia the statue. She remembers a little bit about where she was. It was a lady in a Hidden Village. There is a blockage in the north bit of Hyrule by the Bridge of Eldin that you might have seen. Go out. We WOULD warp there normally, but it's ITEM COLLECTION TIME!.

=====
GERUDO DESERT
=====

Go to the Desert (Mesa, not the place with the Mirror). If you go north (to the base, NOT INSIDE) and then turn to the left, you should see a glow in the distance. Head there and Clawshot to the tree to find a Poe Soul! Defeat him. Then turn on the senses to find a dig spot below him, dig there to be in tunnel with TWO more! If you light the torches here then you get an Orange Rupee as well. Warp back to the Mesa now.

Head LEFT now. There should be a series of trenches coming up. There is a Gold Dayfly buzzing around in the middle one. Capture it, then head left even more. South of a gate you can smash is another Dayfly hanging around in the middle of the sand area. Alleft! Now warp to the Bridge of Eldin.

=====
HYRULE FIELD
=====

Go north along the path until you reach the spot marked on the map. The Goron has the main blockade down and is on the inside working on them. Go near him to learn of 20 bandits. This is where the Hawkeye and Bow is really handy. You want to defeat them one by one from a distance so they can't kill you.

=====
HIDDEN VILLAGE
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From a few steps in, you can see an archer (or two) right of the tower and the building behind it. You can shoot them one by one or just blow the barrel sky high with an arrow to kill them. Continue looking right (and go up a bit) on the roof to see another enemy. Move forwards so that you are closer, but NOT in the area so that you get a "New Area" cutscene. Aim into the far distance and you can see an Archer standing there. NOW you can see the New Area Scene.

It's a god damn Hodown! From exactly where you stand, pull the bow out and aim as far as you can with the hawkeye to see an enemy a centimeter to the left. Kill him and look FAR right. There is a nearby building with a plastic window (it looks like it) and you can see an enemy inside. Shoot him and look left again. Blow the barrels up in the distance to kill another one.

Now we can advance slightly. Climb on top of the crates we see and aim at the building on the right (back one) to see an enemy on the balcony. Shoot him, then hit the barrel below it (might kill someone). Now aim on the balcony to the left to see another enemy for you to murder. Around this time I had an enemy come up to me, aim down and shoot him.

If we look far into the distance and to the right slightly we can spot an enemy with a barrel. Shoot the barrel, and now is the time to move. Go to the fountain near you (just ahead) and there is an enemy in it. Shoot him (he won't see you for some reason) and go ahead of the railing by you. Turn left and you can head around the back of the house. One archer is there for you to deal with.

The building left ahead of us has an enemy in the upstairs that you can target through the wall, walk out back to the main street and peg him through the window. There's an idio.. I mean enemy inside on the bottom floor, as well as another on the top. Go into the massive building across the street through one of the windows on ground level. There's an enemy on the floor as well as one up on the second level (aim between the small gap in the crates). The last one is up on the roof and there's an enemy looking down between a gap.

An old lady now comes out. Talk to her, she gives you her charm. Unfortunately you can't turn wolf in here so you have to exit the area. Warp to Kakariko. There's some stuff to do in Hidden Village but not until later.

=====
KAKARIKO VILLAGE
=====

Go inside and give Ilia "Ilia's Charm". She remembers all the crap now, and will give you the Charm, but it turns out to be the Horse Call! It's like the grass but you can use it anywhere. We learn about the Dominion Rod. Now we can warp back to the Hidden Village.

=====
HIDDEN VILLAGE
=====

Turn into the wolf and go into the house the last enemy died in. There is a window that leads to the back. As the wolf, there is a howling stone. Use it to get another song:

MIDDLE DOWN MIDDLE UP DOWN UP MIDDLE UP MIDDLE

Talk to the Chicken that is behind you now to get started on a Mini game. There are 20 cats that you must talk to as the wolf. If you want an awesome tip, go to the start, talk to one as a wolf and then turn human. Pick it up and bring them to the back area where the chicken was because they can't leave there and there aren't any back there. So now we can put those we talk to there, so we can keep track of who's been where! It's just time consuming, and remember to do ONE BY ONE so you don't accidentally put one you've talked to there. They are all over the village, roofs, buildings, you name it! After you get them all, talk to the chicken for a Piece of Heart!

Now go inside to the old Lady's house and whip out the Dominion Rod. She gives you a sacred book. Bring it to Kakariko Village.

=====
KAKARIKO VILLAGE
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Go into the sanctuary and downstairs into the basement, where Shad is studying a statue. Give him the book and he will try a spell. It won't work but it will restore the power to your Rod! Awesome! Now we are on a quest to get get the "Characters" (of a word) that was lost from the book. Shad marks locations of Owl Statues on the map for you to look for. Also, donate the rupees you have. If you had a lot, then you will have just given enough to repair the bridge. DO NOT donate anymore rupees yet though. That will come later and for a much cheaper price.

=====
CASTLE TOWN
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We're going to Castle Town. Go inside as human and talk to the Baby Goron that is by the entrance to Telma's Bar to learn of a fat lazy Goron that is stuck out the western exit. Cool. Now go to the LITERAL Castle (through the main entrance) to see the wolf. Battle him!

It's time for you to learn the final skill, and by doing so, fulfill your destiny as the hero. This is the Great Spin, and it takes no skill. If you have full health, so a spin attack and you do a Bigger one. Easy as that.

Now let out a sob and start crying that that's the end of the cool "learning" music. Leave through the town's Western Exit and talk to the Goron. Warp now to the Bridge of Eldin!

=====
HYRULE FIELD
=====

Head to the north part and kill that pesky archer. Now use the Dominion Rod on the statue marked on the map to the right. Move it slightly off it's spot and climb to where it was to see a glowing green thing. Step on it to get a Sky Character. Now move the statue to the other end of the bridge. On the left is a hole you can put it in and jump across. Then open the chest for a Piece of Heart (on the roof).

Go to the Kakariko Gorge. There is a statue on the map (marked in the north end) and you can get the Character. By using the statue as a hopping thing, you can use it to get around the gaps in the path behind it to reach a chest with 100 Rupees!

Now go to South Faron Woods.

=====
FARON WOODS
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Destination is Coro's Lantern Oil place. Once there, go past him and to the marked part on the map. Move the statue and get the Character, then Move it into the hole in the ground that's just behind you. This makes an area you can use the Midna Target Jumps to get to the top (as the wolf). In the next area is a chest you might have seen that has a Piece of Heart!

Warp to the Sacred Grove.

=====
SACRED GROVE
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Head towards where the door leading to the good looking temple was. On the way, there is a Golden Snail to the right (the door near the block you pushed has it).

Now go back in time. Head down the stairs and right, move the statue here and there is a Poe Soul. Defeat it and go to the left side. There is a Snail on the wall and a Piece of Heart behind the statue. Warp back to Kakariko Village.

=====
KAKARIKO VILLAGE
=====

Talk to the Goron outside Malo Mart to get a quest! A quest to deliver fresh Hot Spring Water to some smelly goron that's stuck on a bridge. Accept, now you have to reach him. The best route (as said before) is JUST along the edge of the cliff. This is serious, because if you go in the middle area you will be attacked by several enemies coming out of the ground. Just ignore anything you see and keep running because the springwater can burst if attacked or cool if you take too long. At the bridge (far one, on the map) then you can see the goron. Target him and throw the water onto him. He is revitalized and after a cutscene he will drop you a Piece of Heart. Now go back to Kakarko because the price of the Malo Mart in Hyrule went down and you can get it for 200 rupees. If you don't have that much, give Agitha some bugs until you do. Go to Castle Town (but not inside). Turn around and head south. There is a glow in a patch of Flowers. It's a Golden Bug! A Butterfly!

Now we are going to head to the east. There is a ledge to the left of the path that goes onwards. Grapple up and get the other Butterfly there! Now jump down and move towards the lake down the east path. The Great Bridge of Hylia holds two bugs as well. One is by the closest part, there are some pillars it flies around. Easiest to see at night because of the glow. Now cross the bridge to see a Gold Bug at the other side. There is a rocky overpass and it hangs out at a turn that goes south a bit.

There is also an Owl Statue! Aim the Dominion Rod up the cliff (at the side where the first one was) and pull it down towards you. Put it left below the grass that's hanging, and then grapple to it. Drop down and land on the statue and hop to the place where it was before. You will receive another Character, and then Move the statue from there so you can hop to the other side with a chest with 100 rupees. Note that you can also grapple onto the edge of the Great Bridge of Hylia that the first one was at. If you hold on to the edge and sidle over to the side there is a chest with 100 ruppees.

Go to Kakariko and out the south exit, then head towards the southwest part and look for a tree. There is a large amount of bushes, but in the middle is the female Pill Bug! Travel back to Kakariko. Now donate the last 200 rupees to the guy (it will be 200 if you did the quest). Travel to Faron Woods and go out to the field.

On the east side is a ledge in the distance. Travel there, look on the trees. There is a bug on one of them. Clawshot him to grab him and then leave the area by warping to Upper Zora's River.

=====
UPPER ZORA'S RIVER
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Here, go into the fishing pond. Walk around to the sign that says something about not littering, between the sign and the bridge is a small area that is slightly discoloured. Cast off into the water from there and pull it back later

to get the last Empty Bottle! You can also enter the place and play ROLLGOAL! See minigame section for more details regarding that. After you finish playing to your heart's content, go to the Castle Town.

=====
CASTLE TOWN
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Start by Visiting Agitha and giving her bugs until you have 598 rupees. Go to the Malo Mart now (the one you recently opened in Hyrule Castle, it's in the center area) and you can now purchase the Magic Armor for 598 rupees. I wouldn't recommend using it though. Return to Agitha after and finish giving her all the bugs, because if you followed my FAQ you will have gotten them all. This earns you the Giant Wallet which holds up to 1000 rupees! Warp to Upper Zora's River now.

=====
UPPER ZORA'S RIVER
=====

Enter the boat rental place (not the fishing pond) and play the downstream bomb arrow shooting jar game. Score 25+ points and you receive bigger bomb bags! Now you can warp to the desert and continue our main quest for Owl Statues. Be sure to head to the Mesa too, not the other warp.

=====
GERUDO DESERT
=====

Move to the location marked on your map and use the Dominion Rod to pull the statue down, use it to bridge the gap between the two platforms and hop across. Pick up the Sky Character and warp out of here to Castle Town.

=====
HYRULE FIELD
=====

Don't enter the castle, turn around and head to the location on the map. Kill the enemies and use the rod to pull the statue on the rock down. There is also a poe soul here at night you want to get. Anyway, jump to the Sky Character from the ledge and then you can move it to the other side for a chest with 100 rupees if you want too. Now we have all of the Sky Characters! You can return to the village now, but first, SAVE HERE!

=====
KAKARIKO VILLAGE
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Go into the basement of the area with the man in it. Give him the Sky Book and he reads it. It opens the seal on the statue, letting you pull it away with the rod. Go down to the area below to see a giant cannon. Now, whatever you do DO NOT SAVE HERE OR YOU WILL HAVE A GLITCH AND YOU WILL HAVE TO RESTART THE ENTIRE GAME. The man shows back up again, talk to him to have him leave. Now turn into wolf and have Midna warp it down to Lake Hylia.

=====
LAKE HYLIA
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Turn human and talk to the man at the big cannon thing in the center. He will

examine the cannon and give you an offer to fix it for 300 rupees in advance. Accept this, or if not you will do some rupee searching for quite some time. By the way, before departing in the fixed cannon, at night time there is a poe in the middle of the lake thing you have to get from above. So be sure to catch it. After that, get in the cannon and blast to the sky.

=====
CITY IN THE SKY
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From the water you land in, put on your iron boots and sink to the bottom. There are a couple chests in here with Red Rupees and Water Bombs. After you get that, get out and head to the west part of the city, being careful not to get blown off by the wind.

Inside this door is the shop, talk to Ooccoo here to get the Ooccoo for the dungeon ahead and stock up on anything you need. Head North to the temple, using the Iron Boots to not get blown off by the wind. Use the Bow on the crystal switch above to open the gate to the Temple. Go inside of it (obviously).

Pick up the Ooccoo here and float across the gap with it. Kill the spike plated enemy and clawshot up to the next level on the vines. Clawshot one of the Ooccoo here and float down to the next furthest part.

Battle the spike enemies again and after you defeat them climb up to the door (right side has a thing you can walk up) and into the next room. Head to the right and clawshot to the gate up above. Go in the little hole in the fence and climb down the vines.

Use the Spinner and put it in the hole to spin a bridge across. Defeat the bird that probably is there by now and go over to the bridge by clawshotting the gap. Cross the bridge with the Iron Boots and enter the building.

Inside, jump to the platform on the left, then Clawshot to the target on the roof leading to the right side. Drop and open the chest for a Small Key.

Clawshot

to the gate on the platform you were last on and jump back to the main part. Go back to the main part of the temple and through the door. As you approach, the dragon destroys the bridge back.

Clawshot to the pillar on the left and make your way around it so you can drop to land. Go up to the west door and go outside. Take a left and defeat the Baba enemies, then use the Spinner hole to make a bridge roll out, take it across to the other side and unlock the door.

Go to the right and put on the iron boots, cross past the giant wind thing and take them off, clawshot to the viny pillar and drop down. Go to the door and enter. Open the chest to the left for the Dungeon Map and go back out the door you came.

Go as close to the fan as you can and clawshot over to the pillar here, drop down to safety and go to the left side of the area (from the other door). Look right and you will see a red switch, hit this to turn the last fan off and go back to the other side, cross the blue blocks and go in the door.

In here, you have to cross the giant platform with gaps to the other side. Some tiles have the enemies that hide underneath them, so use the Boomerang on them to get rid of them. At the other side, open the door. It will lock on you and you now have to defeat a couple lizard enemies with swords.

After they die, this opens a thing up top. Clawshot to the vines hanging from it and climb to the top. Aim at the thing above the Ooccoo with your clawshot to pull a switch and start a fan. Grab an Ooccoo and float out onto the fan, use the updraft to fly to the door.

Clawshot to the switch on the left here to open a section, grab an Ooccoo and float across to the far east side of this room to get a chest with 50 rupees. Clawshot to the target back where you came from now and pull the Ooccoo off the wall with your Clawshot and use it to fly through the hole in the wall by standing over the fan. Use the second updraft to head to the right further. Drop off and clawshot the switch to activate another fan.

Float across on the first fan and then use the second (wait on it until it starts) to get through the second. Drop here and go through the door North. See the door in this cutscene? We want to go to that door by floating from Platform to Platform with the Ooccoo. When you reach the door, go inside.

Target the switch on the roof and use the Iron Boots in combination with hanging to activate the switch that stops the fan. Drop down through the fan and get ready for a Mini Boss. Target the Mini Boss and when he holds his shield up, release the clawshot at it and reel him in. Slash him a few times and fight until he goes in the air again. Repeat this process until he changes his attack structure, he will fly out a window and you have to constantly scan them until you see him come through, target him and repeat the process above until he is dead.

This will open an area up for you to clawshot to, drop down from the target and open the chest for... ANOTHER CLAWSHOT! When hanging from a target, you can use the second one to move to a new target! That's awesome, re-equip the clawshot now and head back to the main room. Clawshot to the back right target from the chest and then to the vines by the fan. Pull yourself up.

Go out the door and back into the giant room, we now want to clawshot around the targets until we arrive to at a point on the right side of the circular room with a switch, clawshot it to sink down a bit and open a gate, target one of the targets inside of it and clawshot to it to get inside before the gates close.

In here, clawshot from pillar to pillar quickly to get across (target them) and then open the chest here for the Compass. Go out the door and you'll be outside. Kill the enemies hanging from the bridge with two clawshots as you clawshot from patch to patch across to the other side. Climb the vine up to the top and go inside.

In here we want to hang from the pillar on the opposite side with the target and then clawshot again to the door to the east. Target the flying things outside here and go across each until we reach the door on the other side.

In here, go to the back and drop down to the bottom. Clawshot across the target pills as you did before and drop at the other end. Clawshot to the north target and then work your way up to the grating at the top. Defeat the enemies and open the chest here for some arrows.

Now target the top grating (turn around from the chest) and clawshot to it, aim down now and go to the bottom part. Clawshot to the wall target and then go right to see another grating, go there and in the hole in the wall.

Defeat the Chus around here and then clawshot to the grate on the wall and drop down to the bottom. Kill the Babas hanging from the roof as you did the ones

outside and clawshot to the target, slide down on the clawshot chain and hit the switch to open the door, then go through the door with the clawshot. Target the grate inside, then the targets and grate until you reach the top.

Drop, then cross to the other side of the room (be careful of the tile monster) to reach a chest with some Bombs, and another nearby for some rupees. Go in the door to the north now and kill the enemy in the middle (defeat the giant baba and drop a bomb in the thing right over).

After defeating all the enemies, look to the target on the east side, then quickly grapple up to the vine pillar. From here, cross the thin platform (kill all enemies before proceeding) and look for the bats hanging from the ceiling of a nearby area. We want to get there, but first kill the bats and then hang from the ledge and slide along to it. Once there, open the chest for a Piece of Heart.

After getting this go back and clawshot up onto the pillar this time, then along the side until you get even higher to the vine thing. From here, target the ceiling target in the center and fall down onto the platform. Kill the lizard swordsmen and continue through the door.

Wait for the flying thing to come here and grapple onto it, go over the wall here and to the second one, from the second one, grapple south to get to a chest with 50 Rupees and a Poe Soul nearby for you to collect. Grapple out the same way you came and continue on, hanging low to get through the next one and going in the door.

Grapple across the enemies until you reach one of the last few, then you can turn left and grapple to a new set heading back in the same direction you came from. Open the door here and grab the chest for another Piece of Heart. Get out and go back across the floating enemies and into the door there.

Head around the back of this area and defeat the enemies nearby, enter the door on the south side of the center and defeat the enemies on the outside. Open the chest for a red rupee, then go back outside and around to the vines on the north east part of the map. Climb up them and shoot the birds you can see from here with your bow (three of them). Turn into Wolf Link and cross the tightropes.

Head left after crossing and climb up the vines across to the next part. Open the chest for a red rupee and cross the next couple tightropes to reach a Poe Soul and a chest with 50 rupees. Head back down to the bottom and go up the vines. Head right this time and around the tight ropes to the door. Go inside of it.

Inside, grapple to the thing on the roof that you can hang on to. Move down a bit and look through the gap to see a switch, clawshot across and wear the iron boots to stop the fan below. Open the chest here for the Boss Key. Almost finished, only maybe 10 minutes and the boss to go.

Drop down and aim at the grate of the part you were just on, you can grapple on. Now slide down the clawshot through the fan and aim for the nearby switch in the ceiling. Grapple to that and use the Iron Boots to activate the giant fan outside, go out the door below it that you drop by.

Before starting, use the Hawkeye and the Bow to take out all the birds flying around, then clawshot onto the moving fans (on the grates) and make your way across to the other side. Drop down and through the door. Maybe 5 more minutes to go before the boss!

The miniboss characters are here, you can kill them the same way except they're

weaker and won't give you the same hell as the one did. After defeating them, stand in the center and clawshot to a high point on the grate above the door, aim to one of the spinning things in the center (but left now it's not), above the door grate is a switch. Now activate it and as you spin clawshot to the next one. Make your way on these spinning things to reach the top of the area. There's a switch near the top to get the top spinner spinning, then clawshot to the target and open the Boss Door.

From here, clawshot to the target to the right and then to the vines. Climb up the vines to reach the top. There you will find...

BOSS BATTLE: TWILIT DRAGON ARGOROK

To defeat this bad boy, you have to move to one of the giant pillars and claw shot to a point on it, then turn and clawshot to a higher point on another one. Keep this up until you can clawshot to the Dragon's tail, then use the Iron Boots to pull him to the ground. This will destroy some of his armor. Repeat this process until you see his weak point (one more time). He breaks the rest of his armor off and you now have to clawshot to the top of the platforms on the sides the same way as before.

Once you reach the top, target one of the flying plant things and then keep clawshotting sideways until you get around to the back of the dragon (watch out for his fire) and then clawshot to the Jewel on his back. Slash it a few times and he will knock you off, continue this until he is defeated.

After killing him, you get a Heart Container and the last Mirror Shard! We can now return to the Twilight place. After you get back, use the cannon to fire yourself back down to Hyrule.

=====
COLLECTING CRAP
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Before continuing the story, we have to pick up the rest of the stuff in the game. You can see the list of stuff in the subsections at the end, but I'll post just the ones you won't have if you've been following my guide from start to finish.

The last couple Heart Pieces (before the two others you will be collecting as part of the story later, and another piece I'm too lazy to do now) are located at Ordon Ranch (go there with Epona and herd all the goats again), if you complete it in the time limit then you will receive the piece of heart.

The other one is located left here in Lake Hylia, if you go to the place where the spirit was located at the back there should be a clawshot target. Get to the top and light the torches there with the lantern to get the chest with the piece of Heart. We're good on pieces of heart now.

What's really right to collect are just the Poe Souls, which there are quite a few of right. First of all, go to Lake Hylia and take the cannon ride (regular) to the top of the area. Grab a Cucco at the mini game and immediately after jumping, hold down and you will land on a ledge with a Poe Soul here. There's one down and several more to go.

At the bottom of Lake Hylia, take the Cannon to the desert. Head directly south to the squarelike brown thing sticking out of the sand, at nighttime this will have a Poe. You can also use the senses to see a digable spot where you can get

100 rupees for battling many big spiders.

Warp over to Gerudo Mesa and enter the stairs going down. This section is known as the Cave of Ordeals, please see the Cave of Ordeals section if you wish to learn how to beat it, but there are three inside of it. You may want to stock up on Potions and lots of Arrows and Bombs before beginning.

Head back to the Hidden Village at night now and defeat the Poe on the balcony you can go up using the net by the pool (with the Clawshot). I don't know why I forgot to instruct you to get this one before.

Go over to the mountain that leads up Snowpeak (from Zora's Domain). Follow the trail until you reach a point up on the mountains where you are sort of funnelled into a path |x| like that, after you get out of it turn right and you will see a Poe nearby. Defeat it and continue up the mountain.

When you reach a point where you can see two trees, jump off and run over to the second tree. Turn around and face out, then run and jump off of the side of the mountain, heading east until you are all the way to a single tree with a Poe Soul. After defeating it, keep going up. When you reach a point where the scent goes straight up, take a right and you'll find a poe by a tree.

Now continue to the cave, and inside the cave you'll see some ice blocks you couldn't destroy the first time through. Break them with the Ball and Chain and get the Poe the comes out. Now go to the literal Temple, but not inside. Turn Wolf, then head right as soon as you get onto the snow. Follow this until you reach the last poe in this area. Good job!

Head to Zora's Domain, on the bottom of the waterfall you can take the west side and go up the ledge to the top to get a Poe Soul here, you can also take the east side and target jump to Midna up a couple ledges to behind the waterfall for a Poe Soul. Head down to Upper Zora's River now.

Here, go to the south area where the river splits, there is a poe on the top of the hill. Now we've got some confusing Hyrule Field ones. Head to Castle Town and find your way to the North end of it. Here there is a bridge, go east of this bridge and use your senses until you can find a digable spot by some nice looking grass. Inside are TWO Poes and some annoying enemies..

Now head to the west end of the Castle (remember the fixed bridge? Go there) and there should be a Poe on it at night time. Then leave to the Bridge of Hylia (the one above Lake Hylia). Go south from here until you reach ledges with boulders on them. Bomb Arrow them and then clawshot up to the top. Congratulations, you have all the Poe Souls!

Return to the Castle Town now and go to the STAR Minigame tent, you get to play a new collect-the-stars minigame, with the prize this time being a bigger quiver that will hold 100 arrows. This minigame isn't too hard, just try to get as many stars with one clawshot as you can. I finished with about three seconds right, so you are on a time limit! After you get it, leave and go to the Malo Mart. Burn up some rupees on supplies like Bombs, don't worry about wasting it. As long as you have room for 200 more rupees.

Transform into the wolf outside the city, then go back in. Go to Jovani's place and dig inside through the door. Talk to him to free him from his hell and he will reward you with a handsome 200 rupees. If you have no money at any time, you can talk to Jovani's cat to get 200 more whenever you want.

Now I want you to warp to the Mirror place in the desert, so do so now.

Anyway, you get some cutscenes and that sort of thing that will advance the plot a little, then you will get warped into the Palace of Twilight.

=====
PALACE OF TWILIGHT
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After a short briefing by Midna, head into the middle area. You will see all these people who look like enemies, but Midna claims they are not. You can tickle your fancy if you want by slashing them a few times (they won't die) and then continuing on down east into the door.

In here, you want to kill all the enemies (Keese and Babas). Anyway, you should see some giant red things flying at you, and if you look to the source you see a giant Zant head. Reflect the orbs back at it with a shield attack and then kill it with several slices, if it disappears it will come back so do not fear. After all enemies in this room die, a chest with the Small Key will appear. Take it and clawshot to the ledge, then unlock the door.

In here, drop down to the area where it seems to be flooded with black energy. You turn auto-wolf while in this stuff, but that's okay because it won't hurt you lifewise. In here there will be another big Zant head that you can kill with one hit from your wolf spin move. After it dies you will get two chests, return to the door you entered from and open the chest nearby there for a Compass (a few enemies will assault you if you go near it, but they're weak) and the other one is on the other side, so traverse through the black fog stuff. At the other end, open the chest for a Small Key and clawshot up the ledge.

Open the door here and go into the next room. Go forwards now towards that odd device you see on the other side, you will be stopped with a Phantom Zant. His attacks are mainly summoning other creatures to deal with you, so watch out for them. While fighting him, just look and target him, then run over towards him always, he may disappear when you get near but he may also start an attack, and when that happens you have to absolutely paste him with your sword. After you do this for a while, he will fall.

Post-battle, walk over to that hand shaped thing touching a ball and Midna will explain its importance. Slash the hand after she finishes talking, and pick up the Sol orb after it drops. Carry it away from the hand and you'll see the big hand get up and follow after the orb. This hand will now follow you and try to get the orb back and not worry about you. If you throw the ball somewhere and run away, it goes for the ball. It can be stunned momentarily by using arrows or the Clawshot three times on it and you can tell where it is by the shadow. The music will get more "Jaws" like if it is nearby.

Anyway, run through the black fog that Phantom Zant dropped and place it in the circular depression in the floor. This will raise some steps, but it might be a good idea to stun the hand before running up them. After you get to the top of the steps (OFF the glowing part), turn around and clawshot the orb back to yourself and go through the door. Congratulate yourself on this great escape!

Whoa! I spoke too soon, because as you try to make it away the Hand will come through the wall to keep pursuing you. Remember, if he gets the orb you can still stun him and have him drop it, but only while he's still on this screen and not through the wall again. In the black fog here, you have to set down the orb and attack the enemies in here, then turn around and stun the hand. Drop the crystal into the hole and climb the stairs that come up, you may want to hit the hand again too on your way up to play it safe. At the top, again clawshot it and then make your way down the ledges to the door.

In this next room, just keep running until you reach the left side wall with the black twilight flowing, the orb will clear this area as you approach and you can jump through. Clawshot to the target and open the chest here for a Piece of Heart! Return back outside and run up to the door that leads outside of this area of the Temple. Phew, now you really will be safe from that damnable hand.

Make your way around the people here and the orb restores them to their original states, there's one up on top of the hill too but you can't go any further than him, so once you have all the people you can find good back down where the four or so of them are is another depression in the ground (two in fact) that you can put the orb in. Pick one (doesn't matter which) and it makes a glowing square in the ground. Stand on the square and wait because it will take you to the next area of the temple. At the other end jump off and enter the temple door here.

Inside kill the enemies and hop down to the bottom, move closer to the targets on the wall and Clawshot to them, then aim on the roof to see another one. Lower yourself onto the platform when it moves under you. Jump onto the ledge here and notice the Zant head. You will have to hop across all the platforms without the Zant head killing you, so remember to look out for those fireballs. Also note that they aren't homing, so you can sidestep them. After you cross the platforms you can kill the Head here. Open the chest that appears for a Small Key, and if you want you can get 50 rupees from the other chest. Unlock the door and continue.

You'll have to run into the black fog here again to see some of those bwests that you normally battle for control of a portal. Defeat them all in here to find some more in the fog, then a lot of Zant heads will show up and you will have to hurry around using the spin move to kill them all. They'll keep appearing until you say "How the heck many are there?" and then they'll stop. After they all die, then a chest appears. At the end is a target, grapple to it and target your way to the ceiling ones. On the sides as you can very well see are some chests, two have 50 rupees and the others contain a Small Key and the Dungeon Map. Collect them all and go through the door that is locked.

Run down the steps again to encounter Phantom Zant again, kill him the same way as before (although he will disappear a lot more and it can be quite a bit annoying). Be sure to hit him quickly too because the enemies he can summon now are much more powerful (remember the portal enemies, he can bring them to the playing field). Anyway, after he dies you can get another Sol orb and the hand that goes with it. So take it and move to the fog, only to see those stinking portal foes again, defeat them FAST and then place it in the depression. Stun the hand and run up the steps, then clawshot the orb and continue.

Run into the fog as usual and kill all the enemies that will show up. I recommend now you run someplace not in the middle so the hand follows you, then stun him so he stays. Now run like hell back to the depression and drop the orb into it. Quickly run onto one of the squares that glows and it will raise you up on the stairs (you have to stand on the TOP ones, not the low level ones). At the top, clawshot the orb back and hop down to the door.

In here, hop down the ledge at the start and stand by the black ball thing, it will make platforms appear on the left and right side. Stand on the left side one (and stun that hand too while on it) to get raised up. Just keep waiting until you get to a chest. You can do this on both ends for both a purple rupee and a Piece of Heart! After this happens, you want to use those same platforms to get up by the door, then turn around and jump over the four platforms. Stun the hand again and place the orb by the two black balls. It lights them up and makes a new platform, so get on it and let it carry you to the other side, then clawshot the orb back quickly. Exit out the door here.

Take this orb back over the floating platform (The man here is automatically saved) and place this orb into the other floor depression to make the master sword glow with an ominous light. This will power it up to make it much more powerful in banishing these foes. Now run up the hill to where you couldn't go before with the orbs and use a spin attack to cut through the fog with your light sword. Hop through.

In here, cut your way through this fog and kill everyone to make life easier. At the other side there are two Sol orbs NOT guarded by hands, pick them up one at a time and drop them in the depressions revealed by the Master Sword (move the fog again if you have to). This will light up a staircase that you can take upstairs to the next level. Hit the black orb here to make a platform that will give you a ride. In here, kill the enemies and continue to the south to battle a crudload of Zant heads, however they are weak now and require one hit to kill because of your new powerful weapon. I suggest you put on a deep voice and yell something like "Sacred Powers, cast thine purifying light of judgement upon these corrupt souls!" as you kill them.

After they die, head to the chest that appears to get a Small Key, then go back north to the three orbs here. Do a spin attack in the middle to get a platform to raise up and it will move you to the next area. Hop off and go out the door here. Cool! We're outside now! You want to defeat EVERY single enemy around here which includes a lot of flying bwests, my advice is to take out your bow after killing the normal ones around you and sniping the flying ones, this will make them come close to you and allow you to kill them with your sword. When you believe they're all dead, cut through the black fog thats on the other side behind you to reveal more on the inside. Kill them, then Clawshot your way up the targets in this area.

At the top, you will reach the Boss Key! Cool, then go back through the fog and slash the two orbs to get a platform that rises and takes you to the next platform area. Kill the Zant head here, then light the other orbs up so they make a platform leading back. At the other end will be a crapload more Zant heads that will continuously appear. Keep one hit killing them with more manly phrases being shouted as you kill them and get the Small Key that appears. Unlock the door and continue onwards!

In this room you will be assaulted by more of those portal guards. Kill them like normal and get rid of the fog. Spin attack the orbs here and ride the platform up, it will give you several options of where to go, but take the east platform. Then when it gets to another place, go left as this will take you to the next height. Kill the Deku Baba here and head to the next platform. It leads you to a Zant head, so be careful for its attacks. Clawshot to the target on the wall and kill the Zant head.

Target the wall again and then clawshot to the target on the roof, get onto it and lower yourself onto the platform that moves underneath you. Ride it to the next platform (another Zant Head) and clawshot to that one. After it dies you get another Small Key chest, so open that and go back to where the platform took you as there is a new one that will go up again. Jump onto the ledge here and ride it up to the door.

In this room you will battle a CRAPLOAD of those portal guards, and I mean a CRAPLOAD. Use your powerful Master Sword to defeat them all as fast as you can and when they all die you can move into the Boss Door. Unlock it and prepare yourself for a scene that will reveal some more story details and eventually set up your Zant Fight!

BOSS BATTLE: Usurper King Zant

Zant will take you to several different places, which are basically old dungeons that you have visited in your Twilight Princess past. The Rule of thumb to beating him in each one is to use the technology you had available at that point (ie, Forest place means Boomerang).

STAGE 1: Here we are in the Forest Boss room, he will teleport to a location and start firing some mini balls of energy at you. You can shield from them, but you want to target him and strafe sideways, quickly throwing the Boomerang at him to bring him closer to you. Run over to him and slash him four times, then repeat this process. Remember, you want to get the edge over him left from the start.

STAGE 2: You go to the Miniboss room of the Goron Mines, equip the Iron Boots at first because he will rock around the platform you are on and you don't want to slide off. He will teleport around a few times causing some trouble with the platform, and whenever he does this you want to immediately locate him and use the targeting system. He will sometimes fire those little energy balls at you and this is what you desire. Shield against them and after they stop coming he is tired and stands there, take off your boots, dash over to him and attack. Repeat until he dies.

STAGE 3: You go to the Lakebed Temple Boss. Turn on your Zora Armor and equip the Iron Boots. Have your Clawshot ready too, because he will do more of that energy ball attack. A giant Zant Mask thing will pop up and he will be in the mouth, shield the balls and after they finish coming Clawshot him to reel him in closer. Slash him several times and then he retreats into the thing four more Zant mask things pop out, and you have to constantly view around you until you see which one he's in. Then unequip the Iron Boots, swim over and reanchor yourself. Then Clawshot him over and slash him as before.

STAGE 4: You will return to the Forest Temple Miniboss where you fought that stupid monkey who I affectionately named something before that I cannot nor do I want to remember. Anyway, he will sit on top of the things and shoot those stupid balls of energy at you, dodge them and run over to the columns he stands on and roll into them twice. Slash ihm while he is on the ground. He'll now run around and shift locations a lot because he is a shifty bastard. It's okay though because that's his thing. Just repeat what you were doing before.

STAGE 5: Zant will be in the Snowpeak Ruin boss place, and he decides that size matters as he grows huge. Unequip the Zora Armor and equip the Ball and Chain. Run like heck from him until he stomps, then target his foot and hit it with the Ball and Chain. He will run around and start shrinking, follow him because when he finishes shrinking you have to slash him. Repeat until he is done.

STAGE 6: Zant will finally face you like a man outside of Castle Town. He gets some pretty big swords and will run around like the mentally ill patient that he is. When he flaps his arms around like a chicken, stab him quickly. He will reappear somewhere else and do the same thing. Occasionally he does a spinning tornado attack, and when he does this TARGET HIM and shield. Eventually he will tire and let you kick his butt. Sometimes he'll only hit you a couple times then teleport somewhere else and start spinning again, so constantly be looking around you and use the targeting to get the edge on him and strike before he strikes you. After you finish him here, he's done for.

After the scene here, then pick up the Heart Container near the throne and go into Midna's warp thing. Then go back up to the place the Mirror of Twilight transported you to and return to the light world. Now we can get that last Piece of Heart and finish this game!

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KAKARIKO GORGE
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I want you to warp here now and head to the eastern ledge of the cliff by the bridge. There in the middle is a rock spire where we got a Piece of Heart a little while ago, Clawshot to the target on it, then to the target on the cliff face. Then Clawshot lastly to the vines and climb over to the chest to claim your last Piece of Heart!

=====
HYRULE CASTLE
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Go in as Human Link (of course) and up to the North area, as this leads to the castle. Go inside to get a custcene where Midna goes all crazy and shatters the barrier to the castle. Anyways, once you get the starting scene we'll head east to the right door, as you approach it some enemies will form a barrier around you and start to fight. Once you've killed them all then you can open the door and continue.

Head forwards until you get caught in another barrier trap, more enemies will come out to play, my advice is to face the door and charge up the Hidden Skill Jump Attack upgrade, then when you can target one, do so and release to kill them all in the shockwave. After they've all been killed, continue east through the gate the enemies came from. Head northwest now and pull the chain by the gate to open it up. Inside, go walk on the pedestal thing here.

Remember the guy who stole Colin and you had to fight at Arbiter's Ground? You get to fight him again here, he's the same as before, use the roll behind attack and slash him to defeat him as usual, he's not that hard. After you've killed him he talks to you and you learn he's only going with the tough side. He gives you a key and leaves you alone! Anyway, there's a chest to the north with some rupees if you want it, but otherwise we can go back out to the main courtyard and into the castle itself by unlocking the door.

I also just want to say that this guide does the bare minimum of the temple, there are a lot more things you can collect but I don't deem them necessary to get as most are just random crap that restore Rupees and equipment such as arrows/bombs. Anyway, once you enter there is another barrier trap and enemies will show up. Again, I just used the Hidden Skill for the Jump Attack to eliminate the large groups that show up. After you've cleared all the enemies, the lights will turn on in this room and a chest appears.

Head over to the black stairs we can see and Clawshot to the chandelier. Drop and open the chest for the Compass. Clawshot to the next chandelier now and do this once more to drop to the next door out. You get yet another barrier trap in this room and have to do battle with an Iron Knuckle enemy. After you dispatch him, yet another chest will appear. Head to the east now and if you are low on oil then fill your lantern up with the stuff. Then you can go to the west side and light the torches here to move two of the platforms up. Go climb to the top of them then aim the boomerang back at the torch by the lamp oil. This will move the last platform up and let you reach the top.

Open the chest here if you want it for 50 rupees and continue west and open the door. In here there are four torches in the corner that you have to light in the proper order (they're timed to burn out before you can get them all if its the wrong way. Dispatch the Keese, then light the torches as such:

<- To door

1 3

Inside the next room that is unlocked by lighting the torches are two dino enemies with swords and shields. Defeat them and take the door going west. You will now be outside, so head straight ahead and you'll fight one of the flying dinosaur enemies. After defeating him with the Clawshot then you can get the chest he guarded for a Small Key. Head back to the door, but take a right before entering. You'll be on your way towards a new tower (there's a chest there on the map). A slew of enemies will charge towards you but in a cutscene of epic proportions you will be saved from this pathetic weaklings by... pathetic weaklings! Look, it's Rusl and your friends and they have a ****ing BAZOOKA! Why the heck couldn't you pick one of those up in the temples, eh?

Anyway, go to the chest on the map and open it for the Big Key. Now head back to the main part of the building and in the locked door in the middle area. Inside, turn to the wolf because those invisible rats that slow you down are here. Spin them off and then examine the soldier guy, he'll point you in one direction to another soldier. Keep following where they point you in a straight line to get to another soldier. This points you along blocks that won't collapse if you stand on them until you're on the other side. Now hop over the broken stairs up to the next floor.

Defeat the Lizard enemies here and afterwards pull out your Clawshot at the stairs. Aim at the torches to grapple to the grates on the outside and make your way up to the next floor where you will fight two more lizards with bones on their head as armor. Kill them then continue up the stairs but by using the Spinner this time. At the top is one last battle against and Iron Knuckle in Gold Armor. After you kill him you can go in the Boss Door behind him and move up to the top floor in the throne room. Up here you'll get some big cutscene and prepare for the final battle!

Boss Battle: Ganon's Puppet Zelda

Yes, that is correct, the first battle against Ganon is a possessed Zelda. Cool, huh? Anyway, stand still and reflect the ball of energy she sends at you back at her. If it hits her, just wait for her next move. Her other two attacks are to raise her sword and make a triforme appear under you. If this happens, sidestep and roll off of it because it does some decent damage. She can also fly towards you but a simple backflip or sidestep and avoid this. The only attack you want her to use is the energy ball because after. Oh, and I don't think I mentioned it but you should know this: you reflect the balls back at her by slashing them with your sword.

After you defeat her, Ganon will change into a new form with some pretty freaking awesome music going on as he does it.

Boss Battle: Dark Bwest Ganon

Ganon changes into a big huge bwest creature. This battle may look daunting but

it really is not that bad, change into Wolf Link to go bwest to bwest with this guy. Anyway, do you remember that goat thing where you had to stop the goats with your bare hands? It's the same idea here except that you do it as wolf, when he gets close just hold A and you'll stop him with Midna's help, then hold sideways and he gets sent to the side. Jump attack his giant cut on his stomach and bite away at it. After he takes damage, he'll circle you and vanish into a portal. You can look in a circle to see some portals flashing and moving. If they turn Blue, it means Ganon will come out so get ready to hold A because he will charge at you. If you see no portal, look on the ground by you because he's probably falling out of the sky and trying to land on you so be sure to move.

After this form is defeated Midna will put on her Mask things and warp you and Zelda out. She plans to fight him alone. Anyway, watch the scene that comes up (it's quite epic) and then get ready for the next phase of Ganon.

Boss Battle: Horseback Ganon

All you have to do is dash with Epona in a fairly straight line with Ganondorf, so that if he turns that you turn too. Zelda will charge up an arrow and release it at him, which is good. If it hits him, then you have to dash up to him and slash him with the Master Sword once (while still on Epona). This does some damage to him, if you hurry your butt off you can hit him again before he can summon his ghostly horsemen after you (which are hard to dodge and will make you fall off of Epona if you are hit by them. After several slashes, Ganon will fall down off his horse and you get to have the freaking coolest match against him ever.

Boss Battle: Dark Lord Ganon

The cool music is back, hoorah! Anyway, this is a 1 on 1 swordfight with Ganon, what you want to do it roll behind him and try to slash his back, which he will block. Then you want to sidestep him because he will try to kick you, at this moment you can start slashing him for a few hits. If you want a cheap way to win then you can target him and cast the Fishing Rod at him, he looks at it and you can run up, pull out your sword and hit him, but its a lot less epic. If Ganon jumps into the air, stop targeting and roll away. If he puts his Sword back behind him with two hands and runsat you, press A and you will combat your sword against his. Keep mashing A and you can knock him back, then slash him more. The final blow is landed after one of these, as you then use the finish move. After he is dead, congratulations and thank you for using my guide, because you have just finished the game!

-----VI. Items/Equipment-----

ORDON CLOTHES

The beginning clothes, they make you look like a homeless poor kid. Well, you are a poor kid at least. Naw, I'm joking. It's your cultural clothes. I prefer the generic clothing. Though you have a little bit of armor on your shoulder where you roll on.

HERO'S CLOTHES

You receive these clothes when you are turned back from a wolf to a human. The clothes is the clothes of the hero, your ancestors from long ago. Remember the Ocarina of Time clothing? Imagine that, only modernized. You now have some light chain mail underneath, but that doesn't appear to protect you. These clothes are much cooler looking than the last ones.

WOODEN SWORD

The Wooden Sword is more of a toy than a weapon. It was given to you by Rusl, and you stupidly abandoned it to some children, so you could get kidnapped without a weapon. Genius. Anyway, it is very weak and deals a small amount of damage to unarmored, weak creatures.

ORDON SWORD

The standard weapon. This one is made from the horn of an Ordon goat. Or bone, or something like that. This one can harm lightly armored foes, and will serve you for about 40% of the game. Even after you upgrade it, you can still use it by selecting it in the menu. You stole this from the couch of Rusl's house while in wolf form, in order to please Midna. You end up using it instead of her, however.

ORDON SHIELD

The weak shield. The Ordon Shield is made of wood, and can burn up if faced with a fire enemy. It's not that big of an issue, however. As long as you pay attention to the enemies around you. You can upgrade this to the Hylian Shield later on. You also stole this from a villager while in wolf form, in order to please Midna. Though you end up using it instead of her.

BOTTLE

Empty Bottles are incredibly useful. You can store Fairies, Milk, Potions, Oil and other items for use later. There are four bottles located throughout the game. They will be posted in here as the Guide covers them. Here are the current locations:

1. Get this one from Serra, after you return her cat. She gives you it as a thank you, it is already half full of milk.
2. The second time you come across Coro (Post Twilight) he will offer you a Bottle of oil for 100 Rupees. Buy it, you get the Oil and the Bottle.
3. By rescuing Jovani (with 20 Poe Souls) you get this full of Fairy Tears.
4. You get this one by fishing between the sign and the side at the Fishing Pond by the bridge.

LANTERN

The Lantern can be used to temporarily light areas, light torches (which will in turn keep the area lit forever) or burn through Spider Webs and other obstacles. You can keep it on your belt, so you can light areas while you fight enemies. The Lantern requires oil to keep it burning. After it runs out, you can refill it by using a bottle of Lantern Oil while the Lantern is equipped. Lantern Oil is 20 rupees a bottle, or you can fill a bottle free of charge in some areas, where a bowl of oil is sitting there. The Lantern is given to you free from Coro. He makes his living selling oil, and wants you to come back and buy more things.

SLINGSHOT

This is the Childlike version of the Bow and Arrow. You use it until you get the Bow, but it won't do much damage to strong enemies. Sort of like the Wooden Sword is to the Ordon Sword, the Slingshot is to the Bow. You only really need it to show off to the children, and it is purchased at the beginning of the game at Serra's Sundries.

OCCCOO

Ooccco is a strange creature that you learn more about later. There is one found in each dungeon, and collecting it offers you a way out. Use it, and it warps you outside of the Dungeon with Ooccco Jr., Ooccco's son. You can travel and do business (such as buy supplies) and then warp back to the exact same spot in the dungeon. Cool.

GALE BOOMERANG

The Gale Boomerang is the treasure you find in the Forest Temple. It can be thrown at up to five targets, which you can lock onto with R and then hit them all in the order selected. The Boomerang will slice through strands of web and other vines hanging from the ceiling, but carries the power of wind with it. This can turn fans and bring far-off objects to you. What a useful contraption!

FISHING ROD

The Fishing Rod is an inexpertly crafted device, made by your little man Colin, who made it under his father's instruction. You can use it to catch fish for fun, or for the Fishing Pond mini-game. You also need to use it three times total during your quest (twice at the beginning, once later). To fish, cast out with the equipped button, and wait for the bobber to sink. Then hold Down-C to pull it in.

IRON BOOTS

These boots are heavy, magnetic and stylish. They are heavy enough to allow you to sink in water, but you won't be able to last long without a way to breath under water. These are so heavy, that your speed is decreased by three quarters! They are so heavy, that the Gorons can't even budge you. Incredible! Whats more is that you can walk on walls that have a magnetic field on them, because they are metal plated! Neat!

HERO'S BOW

This bow is a powerful, superior version of the slingshot with less curve and more accuracy. It can fire quick, shorter attacks. Or held down for the more long range, pinpoint accuracy shots. This is your standard long range weapon and you will rely on it a lot.

ZORA ARMOR

Zora Armor was made by the Zora's for the heroes of old. It looks sort of silly, but it grants you special abilities. You can now swim like a Zora through the water, though with less speed. You can also breathe underwater. Allowing you to use the Iron Boots forever. This is extremely handy. However, wearing this armor makes you weak against fire and ice based attacks. Which isn't nice, as I forgot this and found myself dieing often in the Snow Manor.

CLAWSHOT

The Clawshot is the Twilight Princess's version of Link to the Past and Ocarina of Time's hookshot. It's the exact same (almost). You aim at a target (vines or a specific target, no wood this time) and let fly. It attaches on and you fly to it. This time, there is a change though. You don't automatically fall off. You can sit there and hang from the target. Vertical ones allow you to raise up and down, while horizontal ones you can just sit there (until later in the game, that is..). The Clawshot is found in the Lakebed Temple.

In the City in the Sky Temple, you can get an additional clawshot that gives you TWO, you can now move up and down along the chain and grapple to more targets while hanging from a current one.

MASTER SWORD

The best sword in the game. This is said to only be used by the Hero of Time or in this case, the one chosen by the gods. It repels evil, so touching it will make you human again. Coupled with the item of evil you receive, you can turn to human or wolf at will now! This also glows, neat!

SPINNER

This is a device we can stand on and ride like a surfboard over surfaces that are hard to ride on. There are also grooves we can ride against to go very fast and above ground. There are also some holes we can use this as a key with to open new areas.

BALL AND CHAIN

A rather neat invention that is sort of the Megaton Hammer of this game. It's strong enough to break through ice, boulders and armor. You can't run while using this due to it's weight. It's not practical for a combat use but for some special enemies it dispatches them extremely quick. You can also use it in place of Bombs in some places to save you some money.

BOMBS

There are several kinds of bombs, plain Bombs, Water Bombs and walking bombs. Water Bombs can be used in water, Plain bombs on land and walking bombs on land and they will walk in a direction you give. You start off with Plain Bombs and can buy more later. To get more bomb bags, do the below:

1. Rescue the Goron below Zora's Domain that came in with the big meteor rock that you brought.
2. Do the chore of clearing the River run with the Afro Lady at Upper Zora's River.

To double your bomb bags, go play the river jar shooting game and get 25 or more points shooting down the jars. All your bomb bags can hold twice as much now!

DOMINION ROD

The Dominion Rod is used to control Statues, you can make them move and hop or swing their weapon in sync with you. This is a useful tool found in the Temple of Time as the Dungeon weapon.

HAWKEYE

This item is used to extend your vision. If you use it normally, you can use it like a telescope. If you use it with the bow, it's exactly like a scope on a sniper rifle. It's bought at Malo Mart for 100 Rupees.

MAGIC ARMOR

The magic armor is terrible, it gives you a much better defense, but it costs something like two rupees per second that it's equipped. If you run out of rupees then you move like the Iron Boots are on.

-----VII. Heart Pieces-----

GAME CUBE VERSION HERE!

=====
=Heart Piece #1=====

=Location: Faron Woods=====

=Specific Location: In the purple fog area (when there is no fog) you have to====
=detour to an area with a key. In this cave, there is a couple of unlit torches=
=present. Light them up to make a chest with it appear=====

=====

=====
=Heart Piece #2=====

=Location: Forest Temple=====

=Specific Location: In the room where you first encounter Red Deku Babas, there=
=is a Flower Enemy on ground level blocking your path to a chest. Go up to the==
=very top (jump to the vines, then climb up). Kill the bomb spider and drop it==
=off the edge. It will swallow it, and blow up. Opening your path to it.=====

=====

=====
=Heart Piece #3=====

=Location: Forest Temple=====

=Specific Location: In the room with the floor tile creature traps, the north===
=area holds a bunch of torches you have to light. After you get the Gale=====
=Boomerang, return to the area and use it on the torches. This puts them out,==
=causing the platforms to lower. They were blocking a chest in a small cranny.==
=In the chest is obviously the Piece.=====

=====

=====
=Heart Piece #4=====

=Location: Goron Mines=====

=Specific Location: The room with the many roof magnet paths. You walk around.==
=It is found in the northwest corner of the room.=====

=====

=====
=Heart Piece #5=====

=Location: Goron Mines=====

=Specific Location: In the room with the side walls and where we first see the==
=Beamos statue, you can go up and left on the magnet walls. It is there in the==
=Chest.=====

=====

=====
=Heart Piece #6=====

=Location: Kakariko Village=====

=Specific Location: Climb up above the Bomb Shop and to the lookout point. Use==
=the Goron to get up, then climb to the last bit of the top. Talk to the child==
=to start the Bow minigame. Finish it for the Piece.=====

=====

=====
=Heart Piece #7=====

=Location: Lake Hylia=====

=Specific Location: Taking the flight mini game with the Cucco, you have to try=
=and land on the platforms. Aim for the second chest from the top spinning one=
=to earn the piece in the chest.=====

=====

=====
=Heart Piece #8=====

=Location: Lakebed Temple=====

=Specific Location: In the middle of the main room is a giant chandelier. Use==
=the clawshot to reach the targets on it and drop down to find the chest with==
=the piece in it.=====

=====

=Heart Piece #9=====

=Location: Lakebed Temple=====

=Specific Location: The eastern room from the main room (low room) has a bridge=
=that is at the bottom. Bring the flow from the upper west near the end to that=
=side and it rises up. You can cross. Now stand on the switch and clawshot into=
=the gate because it closes the second you step off of it. Open the chest for==
=the piece. There is also an enemy here, and the only way out is to clawshot====
=the target above.=====

=Heart Piece #10=====

=Location: Arbiter's Grounds=====

=Specific Location: In the northwest corner of the room with the Poe Torches.==
=You can get over the gap easily and open the chest.=====

=Heart Piece #11=====

=Location: Arbiter's Grounds=====

=Specific Location: In the giant room with several spinning paths, we can take==
=the one on the right hand side up to the top to see a chest with this. See the=
=guides for more information how.=====

=Heart Piece #12=====

=Location: Hyrule Field=====

=Specific Location: At the north exit of Kakariko Village, there is a boulder to=
=the right. Blow it up, then climb to the top. Blow the other boulder with a====
=bomb arrow, then Clawshot to the vines and hop down. There is a chest with one=
=there.=====

=Heart Piece #13=====

=Location: Hyrule Market=====

=Specific Location: From the entrance where the warp is, there is a man begging=
=for some cash. Donate him 1000 rupees and you will get the piece.=====

=Heart Piece #14=====

=Location: Snowpeak Ruins=====

=Specific Location: In the room before the door that leads you out to the upper=
=floor of the manor's main hall, there is a floor section by a clawshot target==
=that looks different than the surrounding floor. Beat it with the Ball and====
=Chain to drop down to the floor below to see the chest with it.=====

=Heart Piece #15=====

=Location: Snowpeak Ruins=====

=Specific Location: On the upper floor of the first room of the manor is a set==
=of chandeliers leading right. Beat these and hop along them to reach a chest==
=with the piece inside.=====

=Heart Piece #16=====

=Location: Hyrule Field=====

=Specific Location: In south hyrule field (Exit from Faron) there is a bridge.==
=The tree on the right of the side of the bridge that is closest to the woods==
=has the heart piece in the branches. It's easy to see at night. Use the Gale==
=Boomerang to reach it.=====

=Heart Piece #17=====

=Location: Kakariko Village=====

=Specific Location: At the spirit spring is a bombable rock to the right. Bomb==
=it and follow the path to the water at the back. Sink to the bottom and open==
=the chest for the Piece.=====

=====

=Heart Piece #18=====

=Location: Kakariko Village=====

=Specific Location: The cliff directly above the boulder in #17 has some more==
=boulders, blow them up with the Bomb Arrows and use the Gale Boomerang to get==
=them back.=====

=====

=Heart Piece #19=====

=Location: Death Mountain=====

=Specific Location: At the rope ledge you climb up at the very start of the=====
=Kakariko Entrance is a Goron. Talk to him and go up the left edge, not the=====
=rope ledge on his back. Follow the cliff ledge north and you will see a hole=====
=in the wall that you can drop down and open the chest to get a piece of heart==
=in.=====

=====

=Heart Piece #20=====

=Location: Hyrule Field=====

=Specific Location: In the center of the Kakariko Gorge is a spire. There is a==
=Piece of Heart on it. From the western edge you can reach it with the Gale=====
=Boomerang.=====

=====

=Heart Piece #21=====

=Location: Hyrule Field=====

=Specific Location: South of the Heart in Kakariko Gorge is a boulder in the=====
=wall. Blow it up and enter the cave. Fight your way (always right) to the back=
=to get the piece of heart.=====

=====

=Heart Piece #22=====

=Location: Gerudo Desert=====

=Specific Location: In the enemy camp, there is a boar roasting over the fire.==
=Knock it down to get the piece of heart.=====

=====

=Heart Piece #23=====

=Location: North Hyrule Field=====

=Specific Location: The far north end has a big spinner track by the south=====
=exit. Make some big leaps and you will eventually reach it.=====

=====

=Heart Piece #24=====

=Location: Eldin Bridge=====

=Specific Location: The clawshot ledge behind Eldin Bridge has a cave. Enter it=
=and use the Iron boots to go to the bottom. Down here is a chest with 100=====
=rupees and a Piece of Heart.=====

=====

=Heart Piece #25=====

=Location: Snowpeak Top=====

=Specific Location: Beat Yeti and his wife Yeta in a race down the mountain.=====
=====

=====
=Heart Piece #26=====

=Location: Fishing Hole=====

=On the rock in the middle. Easy to see, to get, rent a boat and use the rod on=
=it to reel it in.=====

=====
=====
=Heart Piece #27=====

=Location: Hyrule Field=====

=In the north end of the field is a rock that can be bombed that faces the=====

=castle to the south. Inside are some slider puzzles that you can figure out or=
=read DBM's FAQ. (Just reverse left and right directions).=====

=====
=====
=Heart Piece #28=====

=Location: Hyrule Field=====

=Past Bridge of Eldin (going north) is another bridge that is made of wood. On==
=the other side is a spinner track. Use it and dig in the center of the weed=====

=circle. Defeat the skeleton enemies inside and bomb their remains to get a=====

=chest with it.=====

=====
=====
=Heart Piece #29=====

=Location: Lake Hylia=====

=Talk to the parrot on the island with the wolf to start a game. Fly into the==
=Oranges ONLY until you reach the top with 10,000 points and you will get the==
=Piece from the Parrot.=====

=====
=====
=Heart Piece #30=====

=Location: Lake Hylia=====

=The cave that you see if you turn around from the Howling Stone. There is a=====

=Piece of Heart if you light the torches at the end.=====

=====
=====
=Heart Piece #31=====

=Location: Sacred Grove=====

=The area where you fought the Skull Kid the first time there is a rock. Blow==
=it up and go inside. Defeat all the enemies to make the chest with it appear.==

=====
=====
=Heart Piece #32=====

=Location: Temple of Time=====

=The area with the Switch that you can hit and go between the areas (with the==
=electricity) you can use the statue to hit the switch and go inside. On the==
=right is the statue.=====

=====
=====
=Heart Piece #33=====

=Location: Temple of Time=====

=The non locked door on the top part of the lever elevator room has a statue==
=on a sort of enclosed track. Use the Dominion Rod to control them, bring one==
=on the right to the switch, then throw a statue back and control the one on==
=the left to get it on the switch to make a chest appear with the Heart Piece.==

=====
=====
=Heart Piece #34=====

=Location: Hidden Village=====

=After the enemies are gone and the old lady is gone, you can play a minigame==
=with the cats. If you can find all 20 of them and talk to them as the wolf==
=then you will be awarded this.=====

=====

=Heart Piece #44=====

=Location: Palace of Twilight=====

=While taking the second Sol Orb back, there is a room with a black orb on the==

=floor that you can light up to take two platforms that lead to chests with the==

=Piece of Heart and 50 rupees respectively.=====

=Heart Piece #45=====

=Head to Kakariko Gorge and go to the eastern ledge of the cliff by the bridge.=

=There in the middle is a rock spire where we got a Piece of Heart a little=====

=while ago, Clawshot to the target on it, then to the target on the cliff=====

=face. Then Clawshot lastly to the vines and climb over to the chest to claim==

=your last Piece of Heart!=====

WII VERSION HERE!

=====

=Heart Piece #1=====

=Location: Faron Woods=====

=Specific Location: In the purple fog area (when there is no fog) you have to==

=detour to an area with a key. In this cave, there is a couple of unlit torches=

=present. Light them up to make a chest with it appear=====

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=Heart Piece #2=====

=Location: Forest Temple=====

=Specific Location: In the room where you first encounter Red Deku Babas, there=

=is a Flower Enemy on ground level blocking your path to a chest. Go up to the==

=very top (jump to the vines, then climb up). Kill the bomb spider and drop it==

=off the edge. It will swallow it, and blow up. Opening your path to it.=====

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=Heart Piece #3=====

=Location: Forest Temple=====

=Specific Location: In the room with the floor tile creature traps, the north==

=area holds a bunch of torches you have to light. After you get the Gale=====

=Boomerang, return to the area and use it on the torches. This puts them out,==

=causing the platforms to lower. They were blocking a chest in a small cranny.==

=In the chest is obviously the Piece.=====

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=Heart Piece #4=====

=Location: Goron Mines=====

=Specific Location: The room with the many roof magnet paths. You walk around.==

=It is found in the northeast corner of the room.=====

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=Heart Piece #5=====

=Location: Goron Mines=====

=Specific Location: In the room with the side walls and where we first see the==

=Beamos statue, you can go up and right on the magnet walls. It is there in the=

=Chest.=====

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=Heart Piece #6=====

=Location: Kakariko Village=====

=Specific Location: Climb up above the Bomb Shop and to the lookout point. Use==
=the Goron to get up, then climb to the last bit of the top. Talk to the child==
=to start the Bow minigame. Finish it for the Piece.=====

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=Location: Lake Hylia=====

=Specific Location: Taking the flight mini game with the Cucco, you have to try=
=and land on the platforms. Aim for the second chest from the top spinning one=
=to earn the piece in the chest.=====

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=Heart Piece #8=====

=Location: Lakebed Temple=====

=Specific Location: In the middle of the main room is a giant chandelier. Use==
=the clawshot to reach the targets on it and drop down to find the chest with==
=the piece in it.=====

=====

=Heart Piece #9=====

=Location: Lakebed Temple=====

=Specific Location: The western room from the main room (low room) has a bridge=
=that is at the bottom. Bring the flow from the upper east near the end to that=
=side and it rises up. You can cross. Now stand on the switch and clawshot into=
=the gate because it closes the second you step off of it. Open the chest for==
=the piece. There is also an enemy here, and the only way out is to clawshot==
=the target above.=====

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=Location: Arbiter's Grounds=====

=Specific Location: In the northeast corner of the room with the Poe Torches.==
=You can get over the gap easily and open the chest.=====

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=Heart Piece #11=====

=Location: Arbiter's Grounds=====

=Specific Location: In the giant room with several spinning paths, we can take==
=the one on the left hand side up to the top to see a chest with this. See the==
=guides for more information how.=====

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=Heart Piece #12=====

=Location: Hyrule Field=====

=Specific Location: At the north exit of Kakariko Village, there is a boulder==
=to the left. Blow it up, then climb to the top. Blow the other boulder with a==
=bomb arrow, then Clawshot to the vines and hop down. There is a chest with one=
=there.=====

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=Location: Hyrule Market=====

=Specific Location: From the entrance where the warp is, there is a man begging=
=for some cash. Donate him 1000 rupees and you will get the piece.=====

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=Heart Piece #14=====

=Location: Snowpeak Ruins=====

=Specific Location: In the room before the door that leads you out to the upper=

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=that looks different than the surrounding floor. Beat it with the Ball and=====

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=Specific Location: On the upper floor of the first room of the manor is a set==
=of chandeliers leading left. Beat these and hop along them to reach a chest====
=with the piece inside.=====

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=Location: Hyrule Field=====

=Specific Location: In south hyrule field (Exit from Faron) there is a bridge.==
=The tree on the left of the side of the bridge that is closest to the woods====
=has the heart piece in the branches. It's easy to see at night. Use the Gale====
=Boomerang to reach it.=====

=Heart Piece #17=====

=Location: Kakariko Village=====

=Specific Location: At the spirit spring is a bombable rock to the left. Bomb====
=it and follow the path to the water at the back. Sink to the bottom and open====
=the chest for the Piece.=====

=Heart Piece #18=====

=Location: Kakariko Village=====

=Specific Location: The cliff directly above the boulder in #17 has some more====
=boulders, blow them up with the Bomb Arrows and use the Gale Boomerang to get====
=them back.=====

=Heart Piece #19=====

=Location: Death Mountain=====

=Specific Location: At the rope ledge you climb up at the very start of the====
=Kakariko Entrance is a Goron. Talk to him and go up the right edge, not the====
=rope ledge on his back. Follow the cliff ledge north and you will see a hole====
=in the wall that you can drop down and open the chest to get a piece of heart====
=in.=====

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=Location: Hyrule Field=====

=Specific Location: In the center of the Kakariko Gorge is a spire. There is a a====
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=Location: Hyrule Field=====

=Specific Location: South of the Heart in Kakariko Gorge is a boulder in the====
=wall. Blow it up and enter the cave. Fight your way (always left) to the back====
=to get the piece of heart.=====

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=Location: Gerudo Desert=====

=Specific Location: In the enemy camp, there is a boar roasting over the fire.==

=Knock it down to get the piece of heart.=====

=Heart Piece #23=====

=Location: North Hyrule Field=====

=Specific Location: The far north end has a big spinner track by the south=====

=exit. Make some big leaps and you will eventually reach it.=====

=Heart Piece #24=====

=Location: Eldin Bridge=====

=Specific Location: The clawshot ledge behind Eldin Bridge has a cave. Enter it=====

=and use the Iron boots to go to the bottom. Down here is a chest with 100=====

=rupees and a Piece of Heart.=====

=Heart Piece #25=====

=Location: Snowpeak Top=====

=Specific Location: Beat Yeti and his wife Yeta in a race down the mountain.=====

=Heart Piece #26=====

=Location: Fishing Hole=====

=On the rock in the middle. Easy to see, to get, rent a boat and use the rod on=====

=it to reel it in.=====

=Heart Piece #27=====

=Location: Hyrule Field=====

=In the north end of the field is a rock that can be bombed that faces the=====

=castle to the south. Inside are some slider puzzles that you can figure out or=====

=read DBM's FAQ.=====

=Heart Piece #28=====

=Location: Hyrule Field=====

=Past Bridge of Eldin (going north) is another bridge that is made of wood. On=====

=the other side is a spinner track. Use it and dig in the center of the weed=====

=circle. Defeat the skeleton enemies inside and bomb their remains to get a=====

=chest with it.=====

=Heart Piece #29=====

=Location: Lake Hylia=====

=Talk to the parrot on the island with the wolf to start a game. Fly into the=====

=Oranges ONLY until you reach the top with 10,000 points and you will get the=====

=Piece from the Parrot.=====

=Heart Piece #30=====

=Location: Lake Hylia=====

=The cave that you see if you turn around from the Howling Stone. There is a=====

=Piece of Heart if you light the torches at the end.=====

=Heart Piece #31=====

=Location: Sacred Grove=====

=The area where you fought the Skull Kid the first time there is a rock. Blow=====

=it up and go inside. Defeat all the enemies to make the chest with it appear.=====

=Heart Piece #32=====

=Location: Temple of Time=====

=The area with the Switch that you can hit and go between the areas (with the===
=electricity) you can use the statue to hit the switch and go inside. On the====
=left is the chest.=====

=Heart Piece #33=====

=Location: Temple of Time=====

=The non locked door on the top part of the lever elevator room has a statue====
=on a sort of enclosed track. Use the Dominion Rod to control them, bring one===
=on the left to the switch, then throw a statue back and control the one on====
=the right to get it on the switch to make a chest appear with the Heart Piece.=

=Heart Piece #34=====

=Location: Hidden Village=====

=After the enemies are gone and the old lady is gone, you can play a minigame===
=with the cats. If you can find all 20 of them and talk to them as the wolf====
=then you will be awarded this.=====

=Heart Piece #35=====

=Location: Hyrule Field=====

=At the Bridge of Eldin you can move the owl statue from one end to the other===
=and place it in a gap that you can then cross and get a Piece of Heart on.=====

=Heart Piece #36=====

=Location: Faron Woods=====

=The Owl statue at Faron Woods can be moved into a hole to make a jumping path==
=as the wolf to get to the top and open a chest for the piece.=====

=Heart Piece #37=====

=Location: Sacred Grove=====

=In the Temple of Time area (back in time) is an owl statue on the left side===
=of the stairs. Move it to get the Piece.=====

=Heart Piece #38=====

=Location: Hyrule Field=====

=Talk to the Goron outside the Malo Mart and you start a quest. Deliver the hot=
=spring water to the Goron, he will leave the Piece of Heart.=====

=Heart Piece #39=====

=Location: City in the Sky=====

=In the circular room with the giant Baba, there is a part where you cross the==
=thin platform along the wall, you can see some bats hanging from the roof and==
=shoot them with your bow, crawl along the platform to where they were to get===
=the chest with the Piece of Heart.=====

=Heart Piece #40=====

=Location: City in the Sky=====

=In the area past the part where you have to clawshot to the moving plant=====
=creatures is a big row of them going to the other side, instead of going all==
=the way across take a left and head back to the door paralell to where you====
=came from. It's behind the door in a chest.=====

=Heart Piece #41=====

=Location: Ordon Ranch=====

=Return to the Ordon Ranch after obtaining Epona and herd the goats again in====

=under a certain amount of time to receive a Piece of Heart.=====

=Heart Piece #42=====

=Location: Lake Hylia=====

=At the place where the Light Spirit is, you can go around to the back and use==

=the clawshot to get to the top. Light the torches here to get a chest with the=

=Pieces.=====

=Heart Piece #43=====

=Location: Palace of Twilight=====

=While taking the first Sol Orb, there is a room with twilight on the walls. On=

=the left side wall with the black twilight flowing, the orb will clear this====

=area as you approach and you can jump through. Clawshot to the target and open=

=the chest here for a Piece=====

=of Heart!=====

=Heart Piece #44=====

=Location: Palace of Twilight=====

=While taking the second Sol Orb back, there is a room with a black orb on the==

=floor that you can light up to take two platforms that lead to chests with the=

=Piece of Heart and 50 rupees respectively.=====

=Heart Piece #45=====

=Head to Kakariko Gorge and go to the eastern ledge of the cliff by the bridge.=

=There in the middle is a rock spire where we got a Piece of Heart a little=====

=while ago, Clawshot to the target on it, then to the target on the cliff=====

=face. Then Clawshot lastly to the vines and climb over to the chest to claim==

=your last Piece of Heart!=====

-----VIII. Golden Bug-----

GAMECUBE VERSION

+-----+

|Bug: Male Beetle-----|

|Location: An area south of Karariko. Not quite at the back, but close. There--|

|is a lone tree. It is hovering around it.-----|

+-----+

+-----+

|Bug: Female Beetle-----|

|Location: The eastern edge of the field outside of Faron is a bug sitting on--|

|a tree (it's on the ledge, so it's hard to spot.)-----|

+-----+

+-----+

|Bug: Male Pill Bug-----|

|Location: By the bridge leading into the area of the Male Beetle. It is easier|
|to spot going backwards, as it is coming back from the first one.-----|
+-----+

+-----+
|Bug: Female Pill Bug-----|
|Location: South of the entrance to Kakariko is a patch of flowers.The bug is--|
|there.-----|
+-----+

+-----+
|Bug: Male Grasshopper-----|
|Location: By the north exit to Kakariko, it's flying around and you have to---|
|stop it with your Gale Boomerang-----|
+-----+

+-----+
|Bug: Female Grasshopper-----|
|Location: Hopping around northeast of the north entrance to Kakariko Village.-|
+-----+

+-----+
|Bug: Male Dragonfly-----|
|Location: The Waterfall by Zora's Domain has a path going up near the bottom.-|
|Follow it to see it flying around some boxes.-----|
+-----+

+-----+
|Bug: Female Dragonfly-----|
|Location: In front of the boat rental. Stand to one of the sides on the shore-|
|then use the Boomerang to pull it to you.-----|
+-----+

+-----+
|Bug: Female Ladybug-----|
|Location: In the south hyrule castle exit, there is a bug down below the-----|
|castle part and to the left in some bushes. You can see the glow best at night|
+-----+

+-----+
|Bug: Male Ladybug-----|
|Location: In south hyrule castle exit. Go to the right immediately and it's by|
|one of the trees.-----|
+-----+

+-----+
|Bug: Male Phasmid-----|
|Location: In south Eldin Bridge. It's on one of the pillars.-----|
+-----+

+-----+
|Bug: Female Phasmid-----|
|Location: On the north end of Eldin Bridge. Use the clawshot target to the---|
|ledge and get it off the wall-----|
+-----+

+-----+
|Bug: Female Stag Beetle-----|
|Location: It's above the Ice Cave in north Hyrule Field.-----|
+-----+

+-----+
|Bug: Male Stag Beetle-----|
|Location: In a lone tree near the Female Stag Beetle-----|
+-----+

+-----+
|Bug: Male Butterfly-----|
|Location: South of the warp to Castle Town is this bug in Flowers.-----|
+-----+

+-----+
|Bug: Female Butterfly-----|
|Location: Near the western exit of the warp area is a ledge to the right that-|
|you can grapple up to the top with. He's floating around there.-----|
+-----+

+-----+
|Bug: Male Dayfly-----|
|Location: In the Desert is a gate to the south that you can break down. Behind|
|it is a gold bug in the distance.-----|
+-----+

+-----+
|Bug: Female Dayfly-----|
|Location: From the warp, head right and go down to see a series of trenches.--|
|The Middle one holds the bug.-----|
+-----+

+-----+
|Bug: Male Snail-----|
|Location: After dropping the block there is a bug near the opening to the big-|
|area. It's on the roof/wall on the right.-----|
+-----+

+-----+
|Bug: Female Snail-----|
|Location: Inside the old temple of time, go to the right and around the stairs|
|to see the bug on the wall.-----|
+-----+

+-----+
|Bug: Male Mantis-----|
|Location: On the East edge of the bridge of Hylia. It's on the pillars.-----|
+-----+

+-----+
|Bug: Female Mantis-----|
|Location: It's found in the area on the far west part of the Bridge of Hylia.-|
|There is a turn south, and you can find it on the wall.-----|
+-----+

WII VERSION

+-----+
|Bug: Male Beetle-----|
|Location: An area south of Karariko. Not quite at the back, but close. There--|

|is a lone tree. It is hovering around it.)-----|

+-----+

+-----+
|Bug: Female Beetle-----|

|Location: The western edge of the field outside of Faron is a bug sitting on--|
|a tree (it's on the ledge, so it's hard to spot.-----|

+-----+

+-----+
|Bug: Male Pill Bug-----|

|Location: By the bridge leading into the area of the Male Beetle. It is easier|
|to spot going backwards, as it is coming back from the first one.-----|

+-----+

+-----+
|Bug: Female Pill Bug-----|

|Location: South of the entrance to Kakariko is a patch of flowers.The bug is--|
|there.-----|

+-----+

+-----+
|Bug: Male Grasshopper-----|

|Location: By the north exit to Kakariko, it's flying around and you have to---|
|stop it with your Gale Boomerang-----|

+-----+

+-----+
|Bug: Female Grasshopper-----|

|Location: Hopping around northwest of the north entrance to Kakariko Village.-|

+-----+

+-----+
|Bug: Male Dragonfly-----|

|Location: The Waterfall by Zora's Domain has a path going up near the bottom.-|
|Follow it to see it flying around some boxes.-----|

+-----+

+-----+
|Bug: Female Dragonfly-----|

|Location: In front of the boat rental. Stand to one of the sides on the shore-|
|then use the Boomerang to pull it to you.-----|

+-----+

+-----+
|Bug: Female Ladybug-----|

|Location: In the south hyrule castle exit, there is a bug down below the-----|
|castle part and to the right in some bushes. You can see the glow best at-----|
|night.-----|

+-----+

+-----+
|Bug: Male Ladybug-----|

|Location: In south hyrule castle exit. Go to the left immediately and it's by-|
|one of the trees.-----|

+-----+

+-----+
|Bug: Male Phasmid-----|

|Location: In south Eldin Bridge. It's on one of the pillars.-----|

+-----+
+-----+
|Bug: Female Phasmid-----|
|Location: On the north end of Eldin Bridge. Use the clawshot target to the----|
|ledge and get it off the wall-----|
+-----+

+-----+
|Bug: Female Stag Beetle-----|
|Location: It's above the Ice Cave in north Hyrule Field.-----|
+-----+

+-----+
|Bug: Male Stag Beetle-----|
|Location: In a nearby tree by the Female Stag Beetle.-----|
+-----+

+-----+
|Bug: Male Butterfly-----|
|Location: South of the warp to Castle Town is this bug in Flowers.-----|
+-----+

+-----+
|Bug: Female Butterfly-----|
|Location: Near the eastern exit of the warp area is a ledge to the left that--|
|you can grapple up to the top with. He's floating around there.-----|
+-----+

+-----+
|Bug: Male Dayfly-----|
|Location: In the Desert is a gate to the south that you can break down. Behind|
|it is a gold bug in the distance.-----|
+-----+

+-----+
|Bug: Female Dayfly-----|
|Location: From the warp, head left and go down to see a series of trenches.---|
|The Middle one holds the bug.-----|
+-----+

+-----+
|Bug: Male Snail-----|
|Location: After dropping the block there is a bug near the opening to the big-|
|area. It's on the roof/wall on the left.-----|
+-----+

+-----+
|Bug: Female Snail-----|
|Location: Inside the old temple of time, go to the left and around the stairs-|
|to see the bug on the wall.-----|
+-----+

+-----+
|Bug: Male Mantis-----|
|Location: On the West edge of the bridge of Hylia. It's on the pillars.-----|
+-----+

+-----+
|Bug: Female Mantis-----|
+-----+

|Location: It's found in the area on the far east part of the Bridge of Hylia.-|
|There is a turn south, and you can find it on the wall.-----|

-----IX. Poe Souls-----

Note: If you can't find some of these, try looking at night time. They appear mostly then.

+-----+
|Poe Soul #1

|Location: As you carry the wounded Midna on your back through Telma's hidden |
|passage, you come across this, the first poe in the game. |

+-----+
|Poe Soul #2

|Location: This soul is located in the Gerudo Desert. When you discover the |
|Piece of the Bridge of Eldin, it is to the right of it. Plenty of room to kill|
|the foe. |

+-----+
|Poe Soul #3

|Location: After you get the first boar and smash through the first set of wood|
|gates at the external enemy camp, it's to the left fork after you climb the |
|small ledges. |

+-----+
|Poe Soul #4

|Location: To the left of the entrance to Arbiter's Grounds (or the second time|
|you smash through the gates after the fire in the boar pen) is the poe soul, |
|ready for you to take it apart. |

+-----+
|Poe Soul #5

|Location: This is the soul of one of the four poes that steal the torches at |
|the start of the level "Arbiter's Grounds". |

+-----+
|Poe Soul #6

|Location: This is the soul of one of the four poes that steal the torches at |
|the start of the level "Arbiter's Grounds". |

+-----+
|Poe Soul #7

|Location: This is the soul of one of the four poes that steal the torches at |
|the start of the level "Arbiter's Grounds". |

+-----+
|Poe Soul #8

|Location: This is the soul of one of the four poes that steal the torches at |
|the start of the level "Arbiter's Grounds". |

+-----+
|Poe Soul #9

|Location: In the southern exit of Hyrule Market, it's standing right there. |

|Poe Soul #10 |
|Location: At the south exit of Hyrule Market is a chasm to the right of the |
|stairs. Jump straight down to end up in Lake Hylia, then go behind you to see |
|the light in the distance. Go there to battle it. |

+-----+
+-----+
|Poe Soul #11 |
|Location: After Warping to Lake Hylia, you can see it in the distance behind |
|you. Go there by taking the slope to the right of the bridge. |

+-----+
+-----+
|Poe Soul #12 |
|Location: By the tower the old man is standing on in Lake Hylia. Just below it |
|is the poe soul. Note that this is the old man studying the desert, not the |
|cannon guy. |

+-----+
+-----+
|Poe Soul #13 |
|Location: In the suit of Armor to the right at the beginning of the Snowpeak |
|Ruins. It's the one in the center. |

+-----+
+-----+
|Poe Soul #14 |
|Location: In a block of Ice in the Snowpeak Ruins. See the Walkthrough for the |
|specific location. |

+-----+
+-----+
|Poe Soul #15 |
|Location: Right at the start of snowpeak manor when you walk up it will be |
|there waiting for you. |

+-----+
+-----+
|Poe Soul #16 |
|Location: Northern Faron. In the purple fog area you can find it it in center |
|of the target jumping log area. Follow the jumps. |

+-----+
+-----+
|Poe Soul #17 |
|Location: South Hyrule Field, it's at nighttime over the bridge. You can see |
|it glowing in the distance. |

+-----+
+-----+
|Poe Soul #18 |
|Location: Kakariko Village, climb up the back of the Bomb Shop and go to where |
|the explosion in the storehouse was. At night, there is a Poe there. |

+-----+
+-----+
|Poe Soul #19 |
|Location: Kakariko Village, climb up the back of the Bomb Shop and go to the |
|lookout point building to see a poe soul at night at the door. |

+-----+
+-----+
|Poe Soul #20 |
|Location: Kakariko Graveyard, there is one sitting there at nighttime. |

+-----+
+-----+
|Poe Soul #21 |
|Location: Kakariko Graveyard. One is sitting in a grave that you must move to |
|call him out. |

-----+
|Poe Soul #22 |
|Location: Death Mountain, launch yourself up the first goron from the Kakariko |
|entrance to see the poe soul on the left. |
-----+

-----+
|Poe Soul #23 |
|Location: Kakariko Gorge, there is a tree that you can see up on a cliff above |
|the bridge that has the poe at night. |
-----+

-----+
|Poe Soul #24 |
|Location: In the southern cave, there is a poe soul after the three way fork, |
|take the left fork to find him. |
-----+

-----+
|Poe Soul #25 |
|Location: At Lake Hylia, there is a howling stone. Face it, then turn around |
|to see a bombable rock. There is a dark cave behind it which has a poe Soul. |
|There are three to be precise. |
-----+

-----+
|Poe Soul #26 |
|Location: At Lake Hylia, there is a howling stone. Face it, then turn around |
|to see a bombable rock. There is a dark cave behind it which has a poe Soul. |
|There are three to be precise. |
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-----+
|Poe Soul #27 |
|Location: At Lake Hylia, there is a howling stone. Face it, then turn around |
|to see a bombable rock. There is a dark cave behind it which has a poe Soul. |
|There are three to be precise. |
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-----+
|Poe Soul #28 |
|Location: At the bridge in the North Area of Hyrule. Only at nighttime will it |
|appear for you to defeat. |
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-----+
|Poe Soul #29 |
|Location: In the enemy camp in the desert. Remember the battle with the fat |
|green guy? Where you escaped from on the boar? Yeah, that's where it is, at |
|night only I believe. |
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|Poe Soul #30 |
|Location: On the search of the enemy skull kid, there is place you can swim to |
|where the skull kid was the first time. There is a poe there the second time. |
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-----+
|Poe Soul #31 |
|Location: In the area where the skull kid was the first time is a boulder. |
|Blow it up and the poe soul is there. |
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-----+
|Poe Soul #32 |
|Location: In the area where the Master Sword was, before you go back in time. |
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-----+
|Poe Soul #33 |
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|Location: Temple of Time, behind the gate in the room with the big lever that
|makes the elevator go up and down. Use the rod to get a statue on the switch
|to get it.

|Poe Soul #34

|Location: Temple of Time, in the room with the huge scales is a spinner track.
|At the top it's there.

|Poe Soul #35

|Location: Gerudo Desert. East of the entrance to the base is a raised area.
|Clawshot to the tree and defeat the Poe on top.

|Poe Soul #36

|Location: Gerudo Desert. Right below Poe Soul #35 is a digable spot that has
|two Poe Souls in it.

|Poe Soul #37

|Location: Gerudo Desert. Right below Poe Soul #35 is a digable spot that has
|two Poe Souls in it.

|Poe Soul #38

|Location: Temple of Time. In the area back in time, go left and move the
|owl statue to gain access to a Poe Soul.

|Poe Soul #39

|Location: Hyrule Field. Near the Owl Statue by the colliseum like thing. At
|night only.

|Poe Soul #40

|Location: Lake Hylia. On the second bottom part of the cucco flying mini-game
|at nighttime only.

|Poe Soul #41

|Location: City in the Sky. In the area with the moving flying plants, after
|clawshotting to the second you can turn right and clawshot to a new one. It is
|by the tree down here.

|Poe Soul #42

|Location: City in the Sky. In the area with the giant fan you can drop through
|(near Poe Soul 41, a few rooms along) you can climb up the vines in the wall
|and come to a fork in the road, go right and follow this path until you reach
|it, it is found near the chest with 50 rupees.

|Poe Soul #43

|Location: At the Cuccoo flight mini game Grab a Cuccoo at the mini game and
|immediately after jumping, hold down and you will land on a ledge with a Poe
|Soul here.

|Poe Soul #44

|Location: South of where the Cannon deposits you in the desert is a brown
|square, and at night he will come out to play.

|Poe Soul #45

|Location: This one is located in the Cave of Ordeals.

|Poe Soul #46

|Location: This one is located in the Cave of Ordeals.

|Poe Soul #47

|Location: This one is located in the Cave of Ordeals.

|Poe Soul #48

|Location: At the Hidden village on the northwest balcony (use the net by the
|water pool).

|Poe Soul #49

|Location: Go over to the mountain that leads up Snowpeak (from Zora's Domain).
|Follow the trail until you reach a point up on the mountains where you are
|sort of funneled into a path |x| like that, after you get out of it turn left
|and you will see a Poe nearby.

|Poe Soul #50

|Location: When you reach a point where you can see two trees, jump off and run
|over to the second tree. Turn around and face out, then run and jump off of
|the side of the mountain, heading west until you are all the way to a single
|tree with a Poe Soul. This is on Snowpeak, by the way, continuing off of #49.

|Poe Soul #51

|Location: In Snowpeak on the way up is a cave. Inside the cave you'll see some
|ice blocks you couldn't destroy the first time through. Break them with the
|Ball and Chain and get the Poe the comes out.

|Poe Soul #52

|Location: Go to Snowpeak Ruins (outside of the Manor). Turn Wolf, then head
|left as soon as you get onto the snow. Follow this until you reach the last
|poe in this area.

|Poe Soul #53

|Location: Zora's Domain, on the on the bottom of the waterfall you can take
|the east side and go up the ledge to the top to get a Poe Soul here.

|Poe Soul #54

|Location: Zora's Domain, continuing from #53 you can also take the west side
|and target jump to Midna up a couple ledges to behind the waterfall for a Poe
|Soul.

|Poe Soul #55

|Location: Snowpeak, I misplaced this one while typing. Continuing from #50,

| When you reach a point where the scent goes straight up, take a left and
| you'll find a poe by a tree.

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|Poe Soul #56
|Location: Upper Zora's River, go to the south area where the river splits,
|there is a poe on the top of the hill.

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|Poe Soul #57
|Location: Head to Castle Town Hyrule Field and find your way to the North end
|of it. Here there is a bridge, go west of this bridge and use your senses
|until you can find a digable spot by some nice looking grass. Inside are TWO
|Poes and some annoying enemies..

-----+
-----+
|Poe Soul #58
|Location: Head to Castle Town Hyrule Field and find your way to the North end
|of it. Here there is a bridge, go west of this bridge and use your senses
|until you can find a digable spot by some nice looking grass. Inside are TWO
|Poes and some annoying enemies..

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-----+
|Poe Soul #59
|Location: Now head to the east end of the Castle (remember the fixed bridge?
|Go there) and there should be a Poe on it at night time.

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|Poe Soul #60
|Location: Go to the Bridge of Hylia (the one above Lake Hylia). Go south from
|here until you reach ledges with boulders on them. Bomb Arrow them and then
|clawshot up to the top. Congratulations, you have all the Poe Souls!

WII VERSION

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|Poe Soul #1
|Location: As you carry the wounded Midna on your back through Telma's hidden
|passage, you come across this, the first poe in the game.

-----+
-----+
|Poe Soul #2
|Location: This soul is located in the Gerudo Desert. When you discover the
|Piece of the Bridge of Eldin, it is to the left of it. Plenty of room to kill
|the foe.

-----+
-----+
|Poe Soul #3
|Location: After you get the first boar and smash through the first set of wood
|gates at the external enemy camp, it's to the right fork after you climb the
|small ledges.

-----+
-----+
|Poe Soul #4
|Location: To the right of the entrance to Arbiter's Grounds (or the second
|time you smash through the gates after the fire in the boar pen) is the poe

|soul, ready for you to take it apart. |

+-----+
+-----+
|Poe Soul #5 |

|Location: This is the soul of one of the four poes that steal the torches at |
|the start of the level "Arbiter's Grounds". |

+-----+
+-----+
|Poe Soul #6 |

|Location: This is the soul of one of the four poes that steal the torches at |
|the start of the level "Arbiter's Grounds". |

+-----+
+-----+
|Poe Soul #7 |

|Location: This is the soul of one of the four poes that steal the torches at |
|the start of the level "Arbiter's Grounds". |

+-----+
+-----+
|Poe Soul #8 |

|Location: This is the soul of one of the four poes that steal the torches at |
|the start of the level "Arbiter's Grounds". |

+-----+
+-----+
|Poe Soul #9 |

|Location: In the southern exit of Hyrule Market, it's standing left there. |

+-----+
+-----+
|Poe Soul #10 |

|Location: At the south exit of Hyrule Market is a chasm to the left of the |
|stairs. Jump straight down to end up in Lake Hylia, then go behind you to see |
|the light in the distance. Go there to battle it. |

+-----+
+-----+
|Poe Soul #11 |

|Location: After Warping to Lake Hylia, you can see it in the distance behind |
|you. Go there by taking the slope to the left of the bridge. |

+-----+
+-----+
|Poe Soul #12 |

|Location: By the tower the old man is standing on in Lake Hylia. Just below it |
|is the poe soul. Note that this is the old man studying the desert, not the |
|cannon guy. |

+-----+
+-----+
|Poe Soul #13 |

|Location: In the suit of Armor to the left at the beginning of the Snowpeak |
|Ruins. It's the one in the center. |

+-----+
+-----+
|Poe Soul #14 |

|Location: In a block of Ice in the Snowpeak Ruins. See the Walkthrough for the |
|specific location. |

+-----+
+-----+
|Poe Soul #15 |

|Location: Left at the start of snowpeak manor when you walk up it will be |
|there waiting for you. |

+-----+
+-----+
|Poe Soul #16 |

|Location: Northern Faron. In the purple fog area you can find it in center |
|of the target jumping log area. Follow the jumps. |

+-----+
+-----+
|Poe Soul #17 |

|Location: South Hyrule Field, it's at nightttime over the bridge. You can see |
|it glowing in the distance. |

+-----+
+-----+
|Poe Soul #18 |

|Location: Kakariko Villlage, climb up the back of the Bomb Shop and go to where |
|the explosion in the storehouse was. At night, there is a Poe there. |

+-----+
+-----+
|Poe Soul #19 |

|Location: Kakariko Villlage, climb up the back of the Bomb Shop and go to the |
|lookout point building to see a poe soul at night at the door. |

+-----+
+-----+
|Poe Soul #20 |

|Location: Kakariko Graveyard, there is one sitting there at nightttime. |

+-----+
+-----+
|Poe Soul #21 |

|Location: Kakariko Graveyard. One is sitting in a grave that you must move to |
|call him out. |

+-----+
+-----+
|Poe Soul #22 |

|Location: Death Mountain, launch yourself up the first goron from the Kakariko |
|entrance to see the poe soul on the right. |

+-----+
+-----+
|Poe Soul #23 |

|Location: Kakariko Gorge, there is a tree that you can see up on a cliff above |
|the bridge that has the poe at night. |

+-----+
+-----+
|Poe Soul #24 |

|Location: In the southern cave, there is a poe soul after the three way fork, |
|take the right fork to find him. |

+-----+
+-----+
|Poe Soul #25 |

|Location: At Lake Hylia, there is a howling stone. Face it, then turn around |
|to see a bombable rock. There is a dark cave behind it which has a poe Soul. |
|There are three to be precise. |

+-----+
+-----+
|Poe Soul #26 |

|Location: At Lake Hylia, there is a howling stone. Face it, then turn around |
|to see a bombable rock. There is a dark cave behind it which has a poe Soul. |
|There are three to be precise. |

+-----+
+-----+
|Poe Soul #27 |

|Location: At Lake Hylia, there is a howling stone. Face it, then turn around |
|to see a bombable rock. There is a dark cave behind it which has a poe Soul. |
|There are three to be precise. |

|Poe Soul #28 |
|Location: At the bridge in the North Area of Hyrule. Only at nighttime will it |
appear for you to defeat.

|Poe Soul #29 |
|Location: In the enemy camp in the desert. Remember the battle with the fat |
|green guy? Where you escaped from on the boar? Yeah, that's where it is, at |
night only I believe.

|Poe Soul #30 |
|Location: On the search of the enemy skull kid, there is place you can swim to |
where the skull kid was the first time. There is a poe there the second time.

|Poe Soul #31 |
|Location: In the area where the skull kid was the first time is a boulder. |
Blow it up and the poe soul is there.

|Poe Soul #32 |
Location: In the area where the Master Sword was, before you go back in time.

|Poe Soul #33 |
|Location: Temple of Time, behind the gate in the room with the big lever that |
|makes the elevator go up and down. Use the rod to get a statue on the switch |
to get it.

|Poe Soul #34 |
|Location: Temple of Time, in the room with the huge scales is a spinner track. |
At the top it's there.

|Poe Soul #34 |
|Location: Temple of Time, in the room with the huge scales is a spinner track. |
At the top it's there.

|Poe Soul #35 |
|Location: Gerudo Desert. West of the entrance to the base is a raised area. |
Clawshot to the tree and defeat the Poe on top.

|Poe Soul #36 |
|Location: Gerudo Desert. Right below Poe Soul #35 is a digable spot that has |
two Poe Souls in it.

|Poe Soul #37 |
|Location: Gerudo Desert. Right below Poe Soul #35 is a digable spot that has |
two Poe Souls in it.

|Poe Soul #38 |
|Location: Temple of Time. In the area back in time, go right and move the |
owl statue to gain access to a Poe Soul.

|Poe Soul #39 |
|Location: Hyrule Field. Near the Owl Statue by the colliseum like thing. At |
night only.

|Poe Soul #40 |
|Location: Lake Hylia. On the second bottom part of the cucco flying mini-game |
at nighttime only.

|Poe Soul #41 |
|Location: City in the Sky. In the area with the moving flying plants, after |
|clawshotting to the second you can turn right and clawshot to a new one. It is |
by the tree down here.

|Poe Soul #42 |
|Location: City in the Sky. In the area with the giant fan you can drop through |
|(near Poe Soul 41, a few rooms along) you can climb up the vines in the wall |
|and come to a fork in the road, go right and follow this path until you reach |
it, it is found near the chest with 50 rupees.

|Poe Soul #43 |
|Location: At the Cuccoo flight mini game Grab a Cuccoo at the mini game and |
|immediately after jumping, hold down and you will land on a ledge with a Poe |
Soul here.

|Poe Soul #44 |
|Location: South of where the Cannon deposits you in the desert is a brown |
square, and at night he will come out to play.

|Poe Soul #45 |
Location: This one is located in the Cave of Ordeals.

|Poe Soul #46 |
Location: This one is located in the Cave of Ordeals.

|Poe Soul #47 |
Location: This one is located in the Cave of Ordeals.

|Poe Soul #48 |
|Location: At the Hidden village on the northeast balcony (use the net by the |
water pool).

|Poe Soul #49 |
|Location: Go over to the mountain that leads up Snowpeak (from Zora's Domain). |
|Follow the trail until you reach a point up on the mountains where you are |
|sort of funneled into a path |x| like that, after you get out of it turn right |
and you will see a Poe nearby.

|Poe Soul #50
|Location: When you reach a point where you can see two trees, jump off and run |
|over to the second tree. Turn around and face out, then run and jump off of |
|the side of the mountain, heading east until you are all the way to a single |
|tree with a Poe Soul. This is on Snowpeak, by the way, continuing off of #49. |
+-----+
+-----+

|Poe Soul #51
|Location: In Snowpeak on the way up is a cave. Inside the cave you'll see some |
|ice blocks you couldn't destroy the first time through. Break them with the |
|Ball and Chain and get the Poe the comes out. |
+-----+
+-----+

|Poe Soul #52
|Location: Go to Snowpeak Ruins (outside of the Manor). Turn Wolf, then head |
|right as soon as you get onto the snow. Follow this until you reach the last |
|poe in this area. |
+-----+
+-----+

|Poe Soul #53
|Location: Zora's Domain, on the on the bottom of the waterfall you can take |
|the west side and go up the ledge to the top to get a Poe Soul here. |
+-----+
+-----+

|Poe Soul #54
|Location: Zora's Domain, continuing from #53 you can also take the east side |
|and target jump to Midna up a couple ledges to behind the waterfall for a Poe |
|Soul. |
+-----+
+-----+

|Poe Soul #55
|Location: Snowpeak, I misplaced this one while typing. Continuing from #50, |
| When you reach a point where the scent goes straight up, take a right and |
|you'll find a poe by a tree. |
+-----+
+-----+

|Poe Soul #56
|Location: Upper Zora's River, go to the south area where the river splits, |
|there is a poe on the top of the hill. |
+-----+
+-----+

|Poe Soul #57
|Location: Head to Castle Town Hyrule Field and find your way to the North end |
|of it. Here there is a bridge, go east of this bridge and use your senses |
|until you can find a digable spot by some nice looking grass. Inside are TWO |
|Poes and some annoying enemies.. |
+-----+
+-----+

|Poe Soul #58
|Location: Head to Castle Town Hyrule Field and find your way to the North end |
|of it. Here there is a bridge, go east of this bridge and use your senses |
|until you can find a digable spot by some nice looking grass. Inside are TWO |
|Poes and some annoying enemies.. |
+-----+
+-----+

|Poe Soul #59
|Location: Now head to the west end of the Castle (remember the fixed bridge? |
|Go there) and there should be a Poe on it at night time. |
+-----+
+-----+

|Poe Soul #60 |

|Location: Go to the Bridge of Hylia (the one above Lake Hylia). Go south from |
|here until you reach ledges with boulders on them. Bomb Arrow them and then |
|clawshot up to the top. Congratulations, you have all the Poe Souls! |

+-----+

-----X. Boss Guide-----

Boss: Twilit Parasite Diababa

Location: Forest Temple

Walkthrough:

First of all, look out at the three bomb spiders. Use the boomerang and lock on to one with R, then lock onto one of Diababa's two Babas. Let fly. The boomerang scoops up a spider, and then promptly deposits it in the Baba's mouth. This will kill off one of the heads. Repeat the process of moving the spider into the mouth with the Gale Boomerang to defeat the other one. Is it dead?

No, it isn't dead. It retreated beneath the water, but now is back out with a third head! It has an eye of some sort in the inside, and is looking dangerous. The Bomb Spider has been removed now! We have a short period to dodge enemy attacks, when suddenly, the giant monkey (who I affectionately named Gepetto in the Walkthrough) comes back and has a bomb spider in it's hand! We can focus our aim at it, then aim at the plants. Kill the two enemies around it, then aim at the center one and repeat. The monkey will get a new spider bomb after each one it uses.

After the center head it hit with the bomb, it falls down with a crash, and the eye is laying there in front of you. Lock onto it with L and slash him several times to hurt it. It will come back up after the fourth hit and will be raring to go again. The monkey will begin swinging again and the process repeats. Land another four hits onto the eye of the Diababa to finish it off.

Boss: Twilit Igniter Fyrus

Location: Goron Mines

Walkthrough:

Well, stay away from him at first, then aim at his glowing head and peg it with a mighty arrow. He is stunned. Quickly run around him and grab the chains by his legs and use the boots. Pull away from him and he trips. Now dash around to the front and beat the crud out of his glowing head.

Boss: Twilit Aquatic Morpheel

Location: Lakebed Temple

Walkthrough:

Morpheel is actually a strange looking thing with tentacles and one eye. Pull the eye out of the tentacles with the clawshot and slash away at it to get some damage on this thing. It's attack is mainly reaching out for you, then grabbing with the claw and beating you around. After you have hit it a couple times, it comes out of the whole. And HOLY CRAP! it's a freakin huge sea monster. Good thing it is weak. Swim next to it as fast as possible, then when you are near, tagert and clawshot. Then mash the B button to deliver some smoking blows to it

and watch a neat cutscene. If you miss, get closer before using the shot. It will let some blood out, and as we know "If it bleeds, we can kill it!" like Arnold Schwarzenegger says. He won't hurt you in this stage (usually).

Boss: Twilit Fossil Stallord

Location: Arbiter's Grounds

Walkthrough:

Start by going to the edge of the area and using the spinner to build some speed to combat the foe. When a spike is near you, release with the jump button and aim for the enemy. As you approach, more enemies will pop up and try to block you. If you need to, defeat these foes in the way. Anyway, you have to smash against the bottom bone sticking out of the dirt twice to make him fall down a height level. Repeat this several times (it gets harder each time) to "Defeat" him.

Spoke too soon! The sand drains and you can use the spinner in the center of the platform to raise it, and the head comes alive! He knocks you to the bottom of the platform. Dammit. Anyway, get on the path on the center platform and ride it up. Eventually, you see him and he starts shooting fireballs. Jump from side to side to avoid these, until you are left by his head. Then QUICKLY jump again and smash into him. He falls to the ground, you are there too. Now IMMEDIATELY start slashing the sword Zant placed in his head many times over and over until he gets back up. Repeat this process several times until he falls dead. Each time you ride this gets harder because eventually more and more spike traps are added.

Boss: Twilit Ice Mass Blizetta

Location: Snowpeak Ruins

Walkthrough:

The first stage of this fight is that we must hit Blizetta three times with the Ball and Chain. It's not over though, as she starts flying now and summons ice spikes to come and fall on your head. You have to run around now as fast as you can away from them, using the reflection as a guide. After they all hit, turn around and break them with the ball and chain, then RUN! If you made a gap in the ice because of the Icicles smashed, run out there because the boss will fall in the middle of the ice circle. Hit her as she is sitting there with the ball and chain. If you blow all of the icicles out, she summons new ones for you to deal with.

Striking her three times with the Ball and Chain will cause her to return to normal.

Boss: Twilit Arachnid Armogohma

Location: Temple of Time

Walkthrough:

Pull out your arrows and follow Armogohma's movements around the area, when the eye opens, shoot it with an arrow and then wait for it to fall. Run to the big statue it fell near (it falls near one EVERY time) and have it attack to slam the mighty fist on it. She will drop a load of eggs. Defeat them all then hit her eye again and repeat the fist slamming. Her eye will shoot lasers if you

don't move quick enough, so watch out.

After the hits, she falls down, but not out! There is the eye as a spider running around with a load of babies! Luckily, it flee's you, so just aim at the eye and hit it thrice with arrows (if you need more then kill the larva). This ends this pathetic boss and you get a Mirror Shard and Heart Container!

Boss: Twilit Dragon Argorok

Location: City in the Sky

Walkthrough:

To defeat this bad boy, you have to move to one of the giant pillars and claw shot to a point on it, then turn and clawshot to a higher point on another one. Keep this up until you can clawshot to the Dragon's tail, then use the Iron Boots to pull him to the ground. This will destroy some of his armor. Repeat this process until you see his weak point (one more time). He breaks the rest of his armor off and you now have to clawshot to the top of the platforms on the sides the same way as before.

Once you reach the top, target one of the flying plant things and then keep clawshotting sideways until you get around to the back of the dragon (watch out for his fire) and then clawshot to the Jewel on his back. Slash it a few times and he will knock you off, continue this until he is defeated.

Boss: Usurper King Zant

Location: Palace of Twilight

Walkthrough:

Zant will take you to several different places, which are basically old dungeons that you have visited in your Twilight Princess past. The Rule of thumb to beating him in each one is to use the technology you had available at that point (ie, Forest place means Boomerang).

STAGE 1: Here we are in the Forest Boss room, he will teleport to a location and start firing some mini balls of energy at you. You can shield from them, but you want to target him and strafe sideways, quickly throwing the Boomerang at him to bring him closer to you. Run over to him and slash him four times, then repeat this process. Remember, you want to get the edge over him right from the start.

STAGE 2: You go to the Miniboss room of the Goron Mines, equip the Iron Boots at first because he will rock around the platform you are on and you don't want to slide off. He will teleport around a few times causing some trouble with the platform, and whenever he does this you want to immediately locate him and use the targeting system. He will sometimes fire those little energy balls at you and this is what you desire. Shield against them and after they stop coming he is tired and stands there, take off your boots, dash over to him and attack. Repeat until he dies.

STAGE 3: You go to the Lakebed Temple Boss. Turn on your Zora Armor and equip the Iron Boots. Have your Clawshot ready too, because he will do more of that energy ball attack. A giant Zant Mask thing will pop up and he will be in the mouth, shield the balls and after they finish coming Clawshot him to reel him in closer. Slash him several times and then he retreats into the thing four more Zant mask things pop out, and you have to constantly view around you until you see which one he's in. Then unequip the Iron Boots, swim over and reanchor

yourself. Then Clawshot him over and slash him as before.

STAGE 4: You will return to the Forest Temple Miniboss where you fought that stupid monkey who I affectionately named something before that I cannot nor do I want to remember. Anyway, he will sit on top of the things and shoot those stupid balls of energy at you, dodge them and run over to the columns he stands on and roll into them twice. Slash ihm while he is on the ground. He'll now run around and shift locations a lot because he is a shifty bastard. It's okay though because that's his thing. Just repeat what you were doing before.

STAGE 5: Zant will be in the Snowpeak Ruin boss place, and he decides that size matters as he grows huge. Unequip the Zora Armor and equip the Ball and Chain. Run like heck from him until he stomps, then target his foot and hit it with the Ball and Chain. He will run around and start shrinking, follow him because when he finishes shrinking you have to slash him. Repeat until he is done.

STAGE 6: Zant will finally face you like a man outside of Castle Town. He gets some pretty big swords and will run around like the mentally ill patient that he is. When he flaps his arms around like a chicken, stab him quickly. He will reappear somewhere else and do the same thing. Occasionally he does a spinning tornado attack, and when he does this TARGET HIM and shield. Eventually he will tire and let you kick his butt. Sometimes he'll only hit you a couple times then teleport somewhere else and start spinning again, so constantly be looking around you and use the targeting to get the edge on him and strike before he strikes you. After you finish him here, he's done for.

Boss: Ganondorf
Location: Hyrule Castle
Walkthrough:

Boss Battle: Ganon's Puppet Zelda

Yes, that is correct, the first battle against Ganon is a possessed Zelda. Cool, huh? Anyway, stand still and reflect the ball of energy she sends at you back at her. If it hits her, just wait for her next move. Her other two attacks are to raise her sword and make a triforme appear under you. If this happens, sidestep and roll off of it because it does some decent damage. She can also fly towards you but a simple backflip or sidestep and avoid this. The only attack you want her to use is the energy ball because after. Oh, and I don't think I mentioned it but you should know this: you reflect the balls back at her by slashing them with your sword.

After you defeat her, Ganon will change into a new form with some pretty freaking awesome music going on as he does it.

Boss Battle: Dark Bwest Ganon

Ganon changes into a big huge bwest creature. This battle may look daunting but it really is not that bad, change into Wolf Link to go bwest to bwest with this guy. Anyway, do you remember that goat thing where you had to stop the goats with your bare hands? It's the same idea here except that you do it as wolf, when he gets close just hold A and you'll stop him with Midna's help, then hold sideways and he gets sent to the side. Jump attack his giant cut on his stomach and bite away at it. After he takes damage, he'll circle you and vanish

into a portal. You can look in a circle to see some portals flashing and moving. If they turn Blue, it means Ganon will come out so get ready to hold A because he will charge at you. If you see no portal, look on the ground by you because he's probably falling out of the sky and trying to land on you so be sure to move.

After this form is defeated Midna will put on her Mask things and warp you and Zelda out. She plans to fight him alone. Anyway, watch the scene that comes up (it's quite epic) and then get ready for the next phase of Ganon.

Boss Battle: Horseback Ganon

All you have to do is dash with Epona in a fairly straight line with Ganondorf, so that if he turns that you turn too. Zelda will charge up an arrow and release it at him, which is good. If it hits him, then you have to dash up to him and slash him with the Master Sword once (while still on Epona). This does some damage to him, if you hurry your butt off you can hit him again before he can summon his ghostly horsemen after you (which are hard to dodge and will make you fall off of Epona if you are hit by them. After several slashes, Ganon will fall down off his horse and you get to have the freaking coolest match against him ever.

Boss Battle: Dark Lord Ganon

The cool music is back, hoorah! Anyway, this is a 1 on 1 swordfight with Ganon, what you want to do it roll behind him and try to slash his back, which he will block. Then you want to sidestep him because he will try to kick you, at this moment you can start slashing him for a few hits. If you want a cheap way to win then you can target him and cast the Fishing Rod at him, he looks at it and you can run up, pull out your sword and hit him, but its a lot less epic. If Ganon jumps into the air, stop targeting and roll away. If he puts his Sword back behind him with two hands and runs at you, press A and you will combat your sword against his. Keep mashing A and you can knock him back, then slash him more. The final blow is landed after one of these, as you then use the finish move. After he is dead, congratulations and thank you for using my guide, because you have just finished the game!

-----XI. Hidden Skills-----

NOTICE: YOU CAN GO TO ANY STONE AT ANY TIME AND GET THE WOLF, THE SKILLS WILL ALWAYS BE LEARNED IN ORDER THOUGH.

SKILL #1: Ending Blow

HOW TO PERFORM: Target an enemy that has been knocked down and press A. It will automatically kill them, but they must be down.

STONE LOCATION: NO STONE.

WOLF LOCATION: The path to the forest temple.

HOWLING PATTERN:

NONE

===

SKILL #2: Shield Attack

HOW TO PERFORM: Target an enemy and press R to bash them. It doesn't hurt them, but opens their defenses for you to exploit.

STONE LOCATION: The path to Death Mountain.

WOLF LOCATION: Near Ordon Spring.

HOWLING PATTERN:

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UP MIDDLE DOWN UP MIDDLE DOWN

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SKILL #3: Back Slice

HOW TO PERFORM: Target the enemy and hop sideways two times, you will roll around them and can press attack to slash quickly.

STONE LOCATION: Upper Zora River

WOLF LOCATION: Hidden around a corner of the east entrance to the Market.

HOWLING PATTERN:

DOWN MIDDLE DOWN UP MIDDLE DOWN

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SKILL #4: Helm Splitter

HOW TO PERFORM: Beat the enemy with a shield attack and follow up by pressing the action button to leap over their head and slice their helm.

STONE LOCATION: Lake Hylia

WOLF LOCATION: In the Desert, on the way to the temple.

HOWLING PATTERN:

=====

UP DOWN UP DOWN MIDDLE UP

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SKILL #5: Mortal Draw

HOW TO PERFORM: Put your weapon away, face the enemy and don't target. Use the action button when it reads "Draw" and you will do a turn and slice the foe. Only a few can block it.

STONE LOCATION: Sacred Grove (Outside)

WOLF LOCATION: Outside The Castle Southern Exit

HOWLING PATTERN:

DOWN MIDDLE UP DOWN MIDDLE DOWN UP

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SKILL #6: Jump Strike

HOW TO PERFORM: Target and hold down action button, in a few seconds you can release a huge slash that will devastate opponents.

STONE LOCATION: Snowpeak, on the way up.

WOLF LOCATION: Graveyard in Kakariko

HOWLING PATTERN:

UP MIDDLE DOWN MIDDLE DOWN UP MIDDLE DOWN

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SKILL #7: Great Spin

HOW TO PERFORM: When you have full hearts, do a Spin Attack.

STONE LOCATION: Hidden Village, out back.

WOLF LOCATION: Hyrule Castle, the actual castle.

HOWLING PATTERN:

MIDDLE DOWN MIDDLE UP DOWN UP MIDDLE UP MIDDLE

-----XII. Cave of Ordeals-----

The Cave of Ordeals is located in the desert and is no easy task to complete.

There are a certain set of things I'd like you to have before attempting it, and they are:

- As many hearts as possible (preferably all)
- All equipable items (dungeon items)
- All Bottles full with blue potion
- All hidden skills
- All Bomb Bags full of regular old bombs (if you have one with water bombs then thats okay too)

There are three poe souls hidden in this dungeon, and you get fairies sent to a Spirit Spring in Hyrule for each 10 floors you descend, as well as a jar of fairy tears at the bottom one. Cool! To descend a floor, you must simply kill all the enemies on each floor. This can vary from a couple moblins to 40-50 skeleton warriors. This guide gives you the best way to move down through each floor. Read on!

FLOOR 1

This Floor has a a moblin, just defeat him and move on.

FLOOR 2

This first floor has several rats and Keese. I reccomend just going down to the bottom and going all B button crazy on your enemies. If you can't figure out why the door isn't opening, it's most likely because one of the rats is hiding in the shadows somewhere. Make a few rounds and look for something that moves.

FLOOR 3

The next room has some Baba's hanging from the ceiling, Clawshot the stem of them to drop them to the floor, then jump down after them and slash them all. There are also a few that are growing out of the floor that you should be aware of too.

FLOOR 4

The next room has a few spider enemies, jump down and battle them one on one if you can, or if they all gang up on you use the jump attack hidden skill to kill them all quickly.

FLOOR 5

This next floor has several archers, you can fire at them from the top with arrows by quickly peeking out, shooting and retreating. Or if you are very good at running and dodging, jump to the bottom and sprint towards them all and slash them. Always swing the sword as you run as this can deflect arrows.

FLOOR 6

The next room has many lava bug enemies on the ceiling, use the clawshot on them

all to conserve your arrows and then jump to the ground to deal with the lava bug enemies that started off on the ground with your sword.

FLOOR 7

There are lots of flying Keese here, as well as Dodongo enemies that breathe fire. I focused on slashing the Dodongo tails first, then I killed all the Keese with my sword.

FLOOR 8

The next floor is littered with Tektites, try to hide in the corner and then use the Hidden Jump attack skill or just quickly slash them all before they can fight back.

FLOOR 9

The next floor is a set of archers and Dinosaur enemies with swords. If you assault them head on, then be careful of those archers because they can be quite annoying with their arrows as you battle the dino enemies. If you Bomb arrow the enemies first, then it can be somewhat easier.

FLOOR 10

This Floor has the first fairy Mist stuff. Talk to it to release fairies to the first Spring and open the door.

FLOOR 11

In here are some clawshot points, and the floor contains those enemies with the heavy metal shields on their backs and many rats that will automatically flock to you when they see you above them. What I did was clawshot to the target on the roof, then go back to the one above the platforms. The rats should be right below the platform, then drop a bomb off the edge and stand there as it kills all of them. You can then hit the floor and deal with the enemies with the shields. To reach the door now you use the spinner and hop off when above it.

FLOOR 12

This room has a giant purple chu blob, you can slash them to split them into smaller pieces and quickly keep slashing to eliminate the small pieces. If you take too long they get back together, so quickly kill them!

FLOOR 13

This room has those enemies in a bubble and is a sinch, clawshot them out of the bubbles one by one and slash them all to defeat them.

FLOOR 14

This room seems complicated at first as there are too many enemies to waste all

your arrows on, but just jump into the middle of the skulls as Wolf Link and do the spin attack move to eliminate a lot of them quickly.

FLOOR 15

In here are some enemies walking around the ground (sword wielding baddies). If you shoot a crowd of two or so with the Bomb arrows, the others come to investigate giving you an easy target to hit several more of them with another Bomb arrow, after there are few left just jump down and attack them yourself.

FLOOR 16

This floor has quite a few Keese flying around, as well as rats. Just like the first one, you can use the Wolf Spin move to eliminate a lot of the Keese and then dor some exploring to make sure you have all the rats dead to open the door to the next floor.

FLOOR 17

This floor has the Skeletal Dogs (and a Poe Soul too). Stand in the middle and use the Spin move as wolf to kill them all).

FLOOR 18

This next room has the pot plants that come out of the ground. I used the wolf spin move attack to kill them all very quickly and at once.

FLOOR 19

Turn human and aim the bomb arrows at the shining thing on the ceiling to kill a lot of chus. Then jump down and you'll find a TON more will drop. Be the wolf then and just keep holding target and mashing the jump attack button to get them down to nothing rather quickly.

FLOOR 20

This is the second fairy room, talk to the fairy to release the next set of fairies to the next spring, and then continue through the open door.

FLOOR 21

This room contains some Ice Keese and more Moblin enemies, I found rolling behind the moblins and using the back slice will kill Keese and Moblins at the same time as you go up into the air.

FLOOR 22

There are a lot of Keese and Rats in this room, again just use the wolf spin attack. There are also a lof ot the invisible rats that slow you down. Spin attack them, and make sure all enemies are gone (including the rats, be careful that there isn't just a single one stuck on you, I made that mistake once and

was looking for quite a while for the last enemy).

FLOOR 23

This room has a lot of the little skeleton soldier enemies. Use the Wolf Spin attack to literally massacre them around 15-20 at one time.

FLOOR 24

The next room has the skeleton enemies that can scream to stun you. I stayed away from them at one side with Human Link and did the Hidden Skill Jump attack and this is really effective because it one hit kills them. If they trap you with their scream, mash A and you'll usually get out seconds before they hit you and can roll away.

FLOOR 25

Halfway there! Before going through the door to this floor, shoot the archer on the tower first, then look down to see more archers. Quickly shoot them both before they see you and then bomb arrow the last one, the enemies on the floor come to look at him and you can bomb arrow all of them at once! To the next room... away!

FLOOR 26

This has the enemies that you have to bomb the remains so they don't come back. I did again the hidden skill jump attack and then bombed all three of them with one bomb.

FLOOR 27

In this room, clawshot the spiders to get them off their webs and then jump down. I recommend you kill the skulls first before starting on the spiders as they will be less aggressive and annoying to you.

FLOOR 28

In here, there are a lot of enemies on the ground. Pull out your bomb arrows and shoot one, they all flock to the spot you shot it at, so keep using this to kill more of them. At the end, jump down and kill whatever is still moving.

FLOOR 29

This is another skeleton soldier floor but it also has some flying skulls and the bombing skeletons. Do the wolf spin on all the small enemies first and bomb the skeletal remains of your enemies to open the next door. Also note that most flying skeletons won't activate until you touch them so search around for them.

FLOOR 30

The next fairy floor, talk to the mist again to get her to release fairies to the next spring and then you can continue on.

FLOOR 31

Start on the top here and shoot out every single eye on the Beamos statues. After you have killed them, hop down and kill all the Keese to open the door, however it is still blocked. Use the Dominion Rod and move the statues off the switches they're standing on. This will open the gate.

FLOOR 32

In here are a bunch more enemies on the ceilings who are easy to kill with your Clawshot, then you will deal with the flying skulls that are still on the floor. Just keep swinging fast to kill them all. There is also a Dodongo or two here.

FLOOR 33

This room here has more reedeads on the ground. Use the jump attack hidden skill to dispatch all of them before you get killed. This room also has a Poe Soul for you to get.

FLOOR 34

A lot of chus will fall again and you want to eliminate them all incredibly quickly before they merge together to get bigger ones. There are also a lot of enemies that are invisible that will slow you down, so get them too.

FLOOR 35

Here is an Ice Monster, jump down with the ball and chain and expect to get frozen several times as you quickly hit him twice to break him, then attack all the Ice Keese around you.

FLOOR 36

Here are the Ice Warriors, you can either try and Ball and Chain them really fast or do some melee combatting to eliminate them all, expect to take some hits from them though as they'll throw stuff at you when fighting others. This is also the first floor I used a Blue Potion on.

FLOOR 37

This is another skeleton head floor, jump down as the wolf and eliminate them with the spin moves. There are also those plants that come out of the ground and you can kill them with the spin move as well.

FLOOR 38

This room has TWO ice monsters, Ice Warriors and plenty of keese. Kill the one Ice Monsters first, then the warriors and then the keese and flying skulls. Get the second monster last as you can keep your distance for the whole time you kill everyone else. Expect to lose a decent 4-6 hearts.

FLOOR 39

Down here are TWO Iron Knuckles, to defeat them keep your distance and clawshot one so it jumps away. Keep doing this until it is a ways away from the enemies and quickly slash it on the back. Repeat this until you take them down one on one because doing them at the same time basically means you run out of hearts.

FLOOR 40

This floor has the fairy again and you can talk to her to get the last spring filled with fairies.

FLOOR 41

This room has a load of Armos statues, you can kill them by slashing their asses or by bomb arrowing all of them (a bit easier because there's so many of them). Anyway, just find some way to kill them all and use the clawshot targets to get to the door.

FLOOR 42

In here are a number of Moblin-like enemies and Deku Babas. Kill them all with the spin move and then finish off the Baba enemies to open the door.

FLOOR 43

There are a lot of Archers and such below that you can bomb arrow to eliminate them all quickly. Finish off whoever is leftover (because there probably will be a few more) and avoid the arrows especially.

FLOOR 44

Bomb arrow one of the enemies, then get them all when they run into a single group. Jump down and finish off whoever is left and get the final Poe Soul that is in the Caves.

FLOOR 45

Before moving into this room get the two archers with arrows, then go inside. At the bottom you will find reedeads and plenty of chu enemies. The chu enemies can actually be helpful in freeing you from the readead screams before they can hit you, but overall they're just a big nuisance.

FLOOR 46

This room has a couple of the ice monsters and assorted other ice enemies, try to kill the warriors in the same throw as you hit the ice monster, then defeat the others. There are also the rat enemies that slow you down here, so be aware of that.

FLOOR 47

This room has a large pile of skeleton warriors and rats. The rats will swarm you once they see you, so you may have to mash the jump attack or normal attack button. If you're able to perform a spin before you get hit by everyone then good for you.

FLOOR 48

There is an iron knuckle who you want to dispatch first, then deal with the flying enemies that you can clawshot their shields to you. After they are all killed then move to the next room.

FLOOR 49

Prepare yourself for the hardest battle in the game. If you still have a good number of hearts then don't use up your bottles yet, first you have to jump down and do what you did with the two Iron Knuckles, separate one from the others. This is vital because there are THREE of them here. If you attack them like normal (as I made the mistake of doing, you'll end up losing a total 30 something hearts (including when you healed yourself) and winning because of dumb luck. (I was on my last heart and barely dodged an attack). Anyway, kill them all one by one with the clawshot separating them to win.

FLOOR 50

Talk to the fairy here to get some Fairy Tears and the ability to get some at any spring in the game providing you don't have some already. Cool!

-----XIII. Shops-----

=====
SERA'S SUNDRIES
=====

Item	COST
----	----
BEE LARVA	10
LANTERN OIL	20
MILK	10
SLINGSHOT	30

=====
TRILL'S SHOP
=====

Item	COST
----	----
LANTERN OIL	20
RED POTION	30

=====
CORO'S OIL SHOP
=====

Item	COST
----	----
LANTERN OIL	20

=====
MALO MART
=====

Item	COST
----	----
ARROWS	10
HAWKEYE	100
HYLIAN SHIELD	200
RED POTION	30
WOODEN SHIELD	50

=====
BOMB SHOP
=====

Item	COST
----	----
BOMBLING	6
BOMBS	30
WATER BOMBS	30

=====
HOT SPRING STORE
=====

Item	COST
----	----
ARROWS	10
LANTERN OIL	20
MILK	20
WOODEN SHIELD	50

=====
GORON SHOP
=====

Item	COST
----	----
BLUE POTION	100
LANTERN OIL	20
RED POTION	30

=====
GORONS IN CASTLE TOWN
=====

Item	COST
----	----
ARROWS	40
HOT SPRINGWATER	20
LANTERN OIL	30

=====
MALO MART CASTLE TOWN
=====

Item	COST
----	----
ARROWS	5
BLUE POTION	50
BOMBLING	30
BOMB	30
MAGIC ARMOR	598
RED POTION	15
WATER BOMB	45

=====
OCCOO SHOP
=====

Item	COST
----	----
ARROWS	30
BLUE POTION	100
BOMBS	90
LANTERN OIL	20
RED POTION	30

-----XIV. FAQ-----

Q. Why can't I warp at any time?
A. Only Wolf Link can warp.

Q. Why isn't this FAQ complete?
A. Because it isn't. Okay? Write one yourself if you want. Geez.

Q. Who is Midna?
A. You'll have to play a while and figure it out for yourself ;)

Q. What is Target Jumping?
A. Target Jumping is my way of saying "Lock onto midna and jump to the platform she is at".

Q. Whats with the Goat grabbing game?
A. It trains you for the Gorons, and the final boss.

Q. Some parts of the Wii Walkthrough make no sense!
A. That's because I found and replaced all the lefts and rights, so it might be messed up.

Q. What is JOC? You used it with the stuff for rescuing the Zora.

A. Joint Operations Center. It's for when armies combine and command together. In this case, Playable and Non Playable are the armies.

Q. Where the hay are the poe souls?

A. Search at night. They are more prominent then.

Q. Why are the enemies at Snowpeak so strong?

A. You are probably wearing your Zora Armor, which will amplify ice and fire damage. So remove this at once.

Q. I've been getting different skills than you from a Howling Stone, what's up?

A. The Hidden skills are learned in order, not depending on which stone you choose. The locations are the same, but the skills aren't.

-----XV. Mini-Games-----

GOAT HERDING

Goat herding is a simple game designed to teach you the basics of riding Epona. You ride with the control stick, and angle the goats into the barn. Pressing A will cause link to "Whoop". This speeds up the goat's run. If you abuse the Whoop button, the goat will become very angry, and begin lashing out at you. You can get knocked off. You do this several times. The third time can net you a Piece of Heart if you do it in a time limit.

EPONA TAMING

Down in Kakariko Village, you have to tame Epona. Who is quite wild and agitated by the enemies. Hold down the Control stick in the direction the screen shows. It will change several times, so get ready to change it at any moment. Epona will eventually rear back on her hind legs. Quickly press A to seize control. If you mess up, you get knocked off. Quickly dash back to her and leap on the back to get back on the horse and try again.

SUMO WRESTLING

Sumo Wrestling is not a complicated mini-game. Link goes shirtless. Anyway, you can punch the enemy, grab them, or dodge. Dodging punches is different from dodging grabs. Left and right will make you dodge grab. Pressing A and forward will make you dodge a punch. You seize them and must mash A to move them. When they grab you, mash A as well and throw the combatant off the platform. He says he wants a rematch, and won't go as easy on you as last time. Do this again, only change is that he will punch you back. After you beat him, he will teach you the real secret to beating the Gorons. Open the chest to get the Iron Boots. Controls are A for grab, left and right for dodge, and B to slug them. Slugging them and grabbing is a way to ensure they can't dodge your grab, they can still dodge the punch though.

Sumo Wrestling the second time is a little more difficult. You have to face a Goron Elder. Without the Iron Boots, you will get destroyed. Fight the same way as you did against Mayor Bo to defeat him. He is stronger and harder to move,

but you are also very strong and hard to move ;).

JOUSTING

Yet another mini-game you do twice. Start by charging towards the enemy. As you approach, hold left or right and accelerate, then slash the enemy. Sometimes you miss, sometimes you hit. Just repeat the process until he falls off the cliff. You do a really cool pose for the camera, mister high and mighty.

The second time is harder. The enemy has reinforced armor, with only one weak point. Pull out a bomb arrow and aim at the crack inbetween. Fire to damage him. Repeat this to kill him for good. You will still need to dodge though.

SAVING THE ZORA

All right maggots! Listen up. Our mission is to save Private Zora. Your job will be to provide some covering fire for the convoy as they move through the hot zone. At precisely 19:00 hours you will be positioned at the east bridge and engage the enemy boar rider in a jousting match.

To dispatch this foe, you will need Bomb Arrows. Take some practice runs at him until Midna contacts you on the Humvee Radio, telling you to blow him up. Ride towards him and aim between the armor, at about the time when you have to dodge and strike, release to hit him. Do this several times to dispatch the foe and receive the Gate Key.

At 19:10 the convoy will move out of the safe zone and into the Hot Zone. This is where you should stay just behind it and charge spin attacks. Technicals on Boars should ride after the convoy. Be sure to release spins to destroy them as they catch up.

JOC has received word that the enemies will be using fire on their arrows. If the convoy catches fire, be sure to put the flames out with the Boomerang. Then return to the fight.

The convoy won't advance unless you defeat all foes. Which means you will need to use the Arrows or Boomerang at the bombers above (birds).

CUCCO FLYING

At Lake Hylia, there is a flying game from above where you can aim for the Isle of Riches. You go down towards the bottom. There are rupees in the air. There are also chests there. Several (5 or 6) with Prizes from 10-100 rupees and even a Piece of Heart for your fancy flying. It's possible to win all of them in one by going down from the top. The second has the piece of heart.

STAR GAME

Enter the tent in West Hyrule Market to play a minigame where you are in a cage that can be clawshotted anywhere. There are a number of glowing circles you have to collect. To do this, clawshot from side to side. You have a time limit. Doing this in the time gets you a bigger quiver. There is also a second challenge that

if you return after getting the Double Clawshots you can go for a 100 Arrow Quiver.

SNOWBOARDING

On the leaf you can brake, speed up, jump and attack. Use this as you will as you go down the mountain. It's a barrel of fun! Found in Snowpeak as you look at the Yeti for the first time. You can also play it again by coming back and talking to them at the top of the hill later.

CLEARING THE RIVER RUN

You get to go down the river in a canoe and break the rocks with bomb arrows. Follow the Zora to make your way down and at the bottom you receive the bomb bag.

RIVER RUN FUN

It costs 20 rupees to get in a boat and go downstream, firing bomb arrows at big jars. If you break 25 or more total (in points) you receive bigger bomb bags, if you hit into stuff you lose points.

FRUIT GAME

Talk to the Parrot at Lake Hylia as the Wolf and play the game. Fly into one type of fruit only to get the best score. Oranges are recommended, because they are big and worth some amount of points. The amount doubles everytime you pick one of the same fruit up. Getting 10,000 points lets you get the Piece of Heart from this game.

CAT MINIGAME

At the Hidden Village, talk to the Cuccoo out back to play a game with the cats. You must talk to all of them, there are twenty in total. To beat this easily, talk to one then pick it up and drop it by the Cuccoo, this area is unescapable for the cats. Then you can do them all 1 by 1. After they are all talked to, you talk to the Cuccoo for a Piece of Heart.

ROLLGOAL

To play Rollgoal, enter the Fishing Pond and into the building. You have to look at it (it's to the left of entry) and it costs rupees. You have to slowly make your way across by using the C-Stick, it's tilt sensitive so be careful you don't go too fast. There are a total of 8 different stages (1-1 to 1-8) but you replay them until you get to 8-8. Each time you fish one whole group of 8 you unlock a new Lure for the fishing pond.

LEGEND:

- or | is a straight path
S is start
G is goal
/ or \ designates a 90 degree turn
D is a slope going down
U is a slope going up
_/ is a full 180 degree turn

STAGE 1-1

```
      G
      |
      \--\
        |
/-----/
  |
  \--\
    |
    S
```

STAGE 1-2

```
      G
      |
/---/
  |
  \- \ /-\
    | | |
    \-/ |
      |
    /--\
      |
      S
```

STAGE 1-3

```
      G
      |
/---/
  |  \-/
  |  | |
  \---/ |
      |
/---\ |
  |  | |
  S  \--/
```

STAGE 1-4

```
      G
    /-\ |
    | | |
  /- / \--/
  |
```

```
\-----\  
|  
/-----/  
|  
\-----\  
|  
/--\ |  
| | |  
S \--/
```

STAGE 1-5

```
    G  
    |  
  _ |  
 / \ |  
 | | |  
U | |  
U | |  
D \_ /  
D  
|  
|  
S
```

STAGE 1-6

```
    G  
    |  
    |  
  \-\  
    |  
  \--\  
/--\ |  
| | \-\  
U \--\ |  
U | |  
D \--/  
D  
|  
S
```

STAGE 1-7

```
    G  
    |  
    |  
    |  
  /--DDUU/  
|  
U  
U  
D  
D  
S
```

STAGE 1-8

```
      G
      |
      |
/DDUU/
|
|    /--\
|    | |
D    D U
D    D U
U    U D
U    U D
|    | |
\-----/ S
```

-----XVI. Credits-----

I'd like to firstly thank GameFAQs, the greatest FAQ site in the world. Possibly the galaxy and maybe even the universe.

I'd secondly like to thank my Parents, they gave me my Pre-order for this game in the Christmas of 2005.

I'd thirdly like to thank the inventor of the VCR. I recorded myself playing, took notes and transferred everything. Be grateful for my effort. >=0

I'm also grateful to Mountrussmore (Anthony), for emailing me the correct Wii controls for the guide. He asked to credit the manual for those.

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A special thanks to all my FAQing models, who have inspired me over the years. This includes Lethallink99, A L E X, Super_Slash, PeTeRL90, Crazyreyn and Devin Morgan.

-----XVII. Closing-----

Well, thanks for being here for another FAQ. This one will be update more often than most of my other ones, because it is a fun game, that I love more than sex appeal! You know, kind of like that old song. No? Stupid kids these days.. If you have a question, contact me at triplejumpfaqs[at]gmail[dot]com.

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I hope this one helped you more than ever before. What I have written so far was a blast! It will be completed eventually. Just keep checking for updates, they will come as long as they are wanted. Until next time!

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