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reaches. He'll use his seizure less often here, but if he does, avoid him and hit him from the side. Do it five or six times and you win. Now that Jolene's out of the way, return to Zauz for the Sword Blade. Bring it back to where you started the game, Oshus's And you'll get the Phantom Sword. Temple of the Ocean King. Last Trip It's time to dig into the Temple of the Ocean King for the last time. Now would be a nice time to travel to the four seas, again to each island that you previously traveled; there are plenty of places where secret areas can be found, which can only be achieved using the bow or hook. Go to the temple when you're ready and use the shortcut to get to B6. Go down the stairs from there. B7 Floor Since you don't have the small key this time, you'll have to do things a little differently. Tip: One of the most important comments here is that you can now kill the Phantoms with the Phantom Blade. You can only take them out if you hit them from behind. What you usually want is to get their attention, run to a safe zone and then slice them from behind when they walk away. You should also note that killing all phantoms on these levels (and possibly floors B1 through B6) will reveal new treasure chests for you, usually containing rare ship parts. Anyway, ride the platform north here and grab the Crystal from the chest. Without a key to open the door in the corner, you'll have to take me to the southeast stairwell. Get used to lure phantoms in and kill them. B8 Floor Take the crystal to the north and use the Bombchu to trigger the switch in the northeast corner. This will open the north door, which is going down. Take the crystal when you go downstairs. B9 Floor Take the crystal around the pedestal and throw it away. Kill the Phantom to grab the crystal, then take the space crystal to the northwest and drop it on the pedestal to throw the flames nearby. Grab the triangle crystal from the chest to bring it back to the pedestal and then retrieve the square crystal. Place them on the pedestal to the square, circle, triangle (center, left, right), then head north, then back again to hold the keepin' . B10 Floor There are a couple of new treasure chests to be found here. Using the hammer after the southwest corner switch creates a crate with a treasure map, while killing the phantoms will reveal a 100-piece rupee crate. B11 Floor Kill the Phantoms here is the treasure, but ignore the switch puzzle. Instead, upside down on the easternmost door. B12 Floor You can come out of a small room with a switch and a hammer paddle. Flip the switch and quickly jump over the chest; contains a Treasure Map. Now you have to catch the three Force Gems again, but this time it's easier to get them because you can kill the Phantoms. If you kill them all, you'll get a 300 rupee piece. B13 Floor, we'll test your courage before you go down from here. Start by picking up the red glass in the northeast corner and throwing it to the floor near the open treasure chest, Once that's done, three groups of three Phantoms will appear. Stand in the safe zone you created and hit them from behind. When all the Phantoms are done, the big blue door opens. Save the game now. If you want to return to the top and use the new treasure maps that you have, head north and tell Ciela that you are not ready to proceed; He's creating a blue portal for you. Otherwise, head to the stairs to face your fate. Boss Fight: Bellum, evil phantom phase one equip your grappling hook here. Bellum's main attack here will be to spit on himself; This spit is going to create new creatures on earth that will invade you independently. They are easy to kill, though, and often drop hearts for you. To kill Bellum here, use the hook with the purple smoke on his body. Take it off until it's found out, then use the hook on the body to pull it for you, then quick punches. Eventually, he rises from the water and marches up to the second floor. Take the stairs to follow him. Phase two, Bellum will hit his hands here and send creatures after him. Watch the blows hurt. While you're running, use your bow to shoot at the yellow eyes on the backs of the hands that cling to the pillars. When you hit all, Bellum slides back to the first level and starts shooting more spitter-creatures at you. You can wait on the second floor and kill a bunch to get more hearts if you have to before you go back downstairs. Phase One Repeat This is the same as phase one, but there will be more purple smoke on Bellum's body, and he'll shoot more creatures at you. Still, the technique used to defeat him is the same. Phase two, Repeat Bellum has a new attack where he spins in circles and tries to hit it with all his hands; hiding behind the columns to avoid it. The yellow targets on your hands will flash; Wait till they fall yellow to fire. Finally, Bellum goes up to the top level and repeats phase two, but moves even faster and shoots more enemies at you. Hit the junk Phase Three When the scene happens, head to the bottom of this area. Ciela will now be able to give you full power over the Phantom Hourglass, which will allow you to stop time. To do this, tap the icon at the bottom of the screen when it's orange, and then quickly crack the hourglass symbol into the box that appears. Alignments are not displayed here, so you need to draw with your bare hands. If you don't remember, the shape of the hourglass goes from northwest to northeast, southeast and back to northwest. You can draw this pretty quickly and slyly and still register. Bellum won't attack you now, but he'll be spinning around the stage. If he runs into you, it's going to hurt, so try to avoid him as much as you can. Better yet, wait for him to get close and then you'll catch him. the hourglass symbol. This will stop the time for 8-10 seconds, so you can hit the exposed eye. It must be hard to wave your sword here, for whatever reason, but spin attacks seem to be well connected. After a few eye-beatings, Bellum sinks for good, resulting in a long scene. But it's not over yet. Boss Fight: Possessed Ghost Ship As Link and Tetra are about to press the spiked appendages together, Bellum reappears and kidnaps him, then owns the Ghost Ship and tries to run it. The primary focus here will be on the purple projectiles that the Ghost ship will send at you. Hit them as fast as you can by tapping them in the air. If they hit you, they'll hit you with a whole heart off the ship, but if you consistently manage to hit them before they hit you, you're going to have to catch hearts from them. If there are no projectiles in the air, focus on hitting the purple and yellow eyes on the ship. They're the ones that trigger the bullets. Once we hit them, they disappear, but they come back pretty quickly. No need to worry, though; just keep hitting them and hitting them. Finally, after a couple of laps around the ship, most of the lateral eye will take place. Focus your attention upwards on the two eyes on board the ship. They will appear and disappear with some regularity, but if you fire them enough, eventually you will hit them and you will be able to board the ship. Boss Fight: Bellum Knight Bellum comes at you in knight form at this point and you'll notice some dismay that your life is complete with what ended in the last Bellum fight. If it's low, it's going to be a tough fight. Do not forget that there are probably drinks that you can drink in the items menu; It's unlikely you've used them before. Yellow drinks restore the entire health bar; The blue ones will give you back to life when you die. Bellum's weakness is on his back. Once Ciela allows you to stop taking the time, though, you can head out and find that it's protected, after which Bellum will capture Ciela as well. To free him (and fill up the hourglass), you need to drive Bellum from one corner of the platform and start hitting him with the sword while dodging the punches. He's going to try two major attacks here. One is a top slam that hit right in front of him; side step it is. The other will occur when blocking some of the attacks; He jumps on your side, then swings his sword. Since he attacks his right arm, go down to the right (the left) and away from him to avoid this blow, but mostly just move away. Hit him enough and you lock blades with him (you have to hit him as quickly as possible after dodging a counterattack to make it happen); Quickly rub the pen on the screen to break the lock, then quickly hit him with his sword. If you do so, Ciela temporarily escapes her tentacle line and recharges from your hourglass. If you have an hourglass charge, you can attack Bellum's weak spot. Avoid him until the eye opens on the top screen, then close, quickly activate the hourglass and run around the eye and start hitting it. Do this as fast as you can and try to get as many hits as possible. The fight will be much tougher as it goes on as Bellum debuts a whirlwind attack that is very difficult to sidestep. Try to roll away from it, but it'll probably hit you twice because it'll do a whole heart of damage. Before Bellum falls, he'll almost always protect his eyes. Because it's hard to keep an eye on the bottom screen while keeping an eye on the top screen, try listening to the sound the eye makes when it opens. When you hear it, quickly activate the hourglass and spin around Bellum for the last few strokes. Spirit Gem and heart container locations for heart containers There are 16 full heart containers for Phantom Hourglass, including three startups. Seven that you can pick up automatically from all seven main dungeons of the game. Now there are six of them in the game world. We're not going to cover these missions in detail (mainly because the game is easily finished with the 10 heart containers you get naturally and because we don't complete them ourselves), but if you want to get a tip on where to look for them, here's a list. Romano's shooting range. After defeating the Temple of Courage, Romano will play a mini-game in his hut in Molidia. Score 2000 points for the heart. Wayfarer on Bannan Island. Finish wayfarer's mission to find a mermaid companion, and he'll give you a container. Beedle's assistant. If you catch Beedle's assistant on his boat, sometimes he sells you a container. Island shops. Look around the island lot shops. One of them sells a Bombchu bag to carry more bombchus. If you buy it, it will be replaced by a heart tank in one of the stores. Beat the treasure maze challenge with expert difficulty. Defeat the Northwestern Adventurer's Ship fighter by hitting him 100 times and he forks in a heart container. Spirit Gems There are 20 all types of ghost gems found around the game. If you find ten of a certain kind of gem, you can take your spirit island to the southwest corner of the southwest map quadrant to turn that ghost into a certain new feature. You don't have to turn on ghosts if you don't want to. If you do, you can change ghosts in the Collections menu. We didn't find all the ghost gems during our play through, so it's not a complete list, but hopefully it will help you keep track of some of the ones you missed. If you are looking for a complete list, check the Items FAQ in the Power Gems When upgraded, the power gems allow the red spirit to sod the sword with fire. Arguably the most useful are the ten-gem upgrades. Bomb garden, Cannon Island. Item for sale, Molidia. Gust Islands, outer platform. Dig to reveal the plane shroud on the west side of the island and jump up. B2 Floor Temple of Wind, off the west side of the great desert room. Mercay, small, bombable cave on its way to the Second Floor of the King of Courage. Temple of Courage 1. Power Gem the Oshus after defeating the vicious Cubus Sisters. Temple of the Ocean King, B3 floor, is only available after obtaining a bow. Temple of the Ocean King, B7 Floor, jump onto pedestal in the northeast corner and push switch south. Goron Island, in the northern labyrinth, in front of the temple. Ice Island, southeast corner, we need a hook. Bannan Island, near the dock, requires a hook. Spirit Island, need wrestling. The Isle of the Dead, digging in the cave at the south of the column switch. After dropping the water in the northeast corner of the southwest labyrinth. Courage Gems The ten-gem powerup allows the sword to shoot a blade of light when a slashing attack. Quite practical, but we personally almost always used targeted attacks, thrust, or spin attacks during combat, so we never found this useful. You also have plenty of items that can attack your range. Courage Gem, treasure chest on Spirit Island Isle of Gust, small cave knocked on bombs when it first lands. The Temple of the Wind, B1, ride on a plane. Temple of Courage, 3F Temple of the Ocean King, B8, after inserting the triangle crystal. Hidden DS-shaped island in southeastern map district. Descend to the north side and defeat the Cyclopes to reveal his chest. Hidden DS Island. Go to the lower part of the DS and walk around where the touch screen is located. Dig in the southwest most squares to find the gemstone. Man, northwest corner, needs the hook. Uncharted Islands, middle chamber, need a hook. Temple of Ocean King, B1, needed to grapple with hook and bow in Gongoron's email after the fourth trip to Temple of Ocean King. Treasure room in the explorer's cave, near the dock of the Island of the Dead. Temple of Mogoh, B2 floors, southwest corner. On the East Side of the Ruins, after the water was drained, near the northeastern temple. Turning on wisdom in the spirit of wisdom increases the power of the shield. Beedle's Ship Isle of Gust, a small cave with wind rays, blows it off the path. A letter from Salvatore, the playmaker of Bannan Island, after you tried his mini-game. B1 Temple of Courage, arrow maneuvering minigame near the northeast exit. B9 Temple of the Ocean King, kill all the ghosts in the level and it seems. Goron Chieftan when he answers your questions. 3rd floor, Ice Temple, treasure chest. Ice, northeast treasure chest. Ice Island, east of the chief's cabin, after he got the hook. B2 Temple of the Ocean King, need bombchus and bombs. Aroo is in the post after his fourth trip to the Temple of the Ocean King. The ruins of isle, after opening the obelisk in the tomb of the Breneur, heading west, then south, push the rock into the other rock to the east. Freedle Island, northeast corner of Mercay. I need the bow and arrow. I need the hook on the island of Zauz. GameSpot can receive commissions for retail offers. Offers.

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