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We encourage you to read our updated privacy policy and cookie policy. Author: Matthew Rorie Zelda. It is an institution of the game, having seen the first title in the series debuted on the Nintendo Entertainment system more than 20 years ago. Many sequels have been followed, some better than others, but now the series makes its first entry on Nintendo's incredibly popular DS handheld system Phantom Hourglass. Phantom Hourglass is a sequel to the beloved Wind Waker, which was released in GameCube. In it, Link and Tetra, a pirate friend, whisk away another watery world when they stumble on an abandoned boat. Soon Tetra is held captive by an unspeakable evil, while Link is forced to travel around the world, visit dungeons and defeat opponents to save her. One thing to note is that there are very few screenshots in this guide: taking screenshots is hard to do on the Nintendo DS, so we've waived their use for the most part. Also note that this is not intended to be a 100% completion guide; You can beat the game without many of the side missions that are available. We cover what we know (and expand this guide later), but if you're looking for more information, you might want to check GameFAQs.com. As always, if you have something to add to the guide, feel free to click on the feedback link in the table of contents... Here's what we have in store for you in Gamespot's Game Guide to Phantom Hourglass. Scenario The complete scenario of the game, including dungeon guides, tips for boss fights, and most importantly, directions to where to go every step of the journey! Lists of heart containers and ghost gems! We're not going to cover every single item in the game, but we found a lot of pieces. I'll update these lists in the future as more information comes out. Marine information You'll see a lot of strange things on the ocean waves. This section is a miniguide of what to expect. Sea Information Phantom Hourglass High Seas is an adventurer's best friend... and the worst nightmare. There's plenty to see and do on the high seas, so here's a quick guide on what to expect. Combat many enemies out on the water, ranging from the easily killed to the annoyingly difficult. Most easy enemies can be sent with one strike from the cannon, but the harder they take more hits before they are down, and some even submerge themselves and become unhittable. If you encounter a tough enemy, you will find a port nearby and steam it, docking and disconnecting deletes the map near you. Beedle's Ship Beedle is a maritime trader that hovers between all four map districts; usually appears on your current map shortly after the transition. If you dock with it, you can buy different items. His stock rotates over time, so often look back to see if it's new and expensive eventually he began selling ship parts, some of which were worth more than 5,000 rupees. Beedle is also sometimes replaced by an assistant of his who wears a gold mask. This assistant appears very rarely, but he sells you the Heart Tank. Visit his boat whenever you see him, and you'll get lucky. Beedle also offers membership rewards. If you spend enough money in your store to earn 20 points (it will be about 2000 rupees to be spent with it), you can earn 10% discount on all future goods you buy, as well as a Freebie card that you can use to pick all items that you sell and buy for free. There's also a Gold membership with 50 points, which is presumably a lot more fabulous prizes for you. Adventurer's ships Four adventurer's ships roam the high seas, and every quarter of the map is different. Southwestern Sea The ship here contains a down-on-his-luck adventurer who is constantly getting in. Climb on his ship and help him kill the enemy in exchange for the treasure. Northwestern Sea The ship here is a self-proclaimed swordsman. He's offering to teach you some tricks from the business. Hit him with your sword every time you get on it for a reward. He gradually becomes more difficult to take off and eventually begins to fight back with a stick; If he hits me three times, the game's over. On the other hand, if you can keep fighting him and get up to 100 hits on him, you'll get a heart tank. You can do this pretty early in the game, so it's worth trying! When you get Hero's New Clothes from the Northeast Adventurer, give it to this guy in exchange for kaleidoscope. Southeast Sea This ship features treasure collectors. They pay a lot of dollars for the treasure you collect. Northeast Sea The Man of Smile rules this ship. Defeat the enemy here and then keep talking to him about the rewards. If you choose the mysterious reward, he will enter the Hero's New Clothes, which is not much, but which is a slot on the collection screen, at least. He'll give you a treasure map, too. Presumably you can scold the ship for more rewards. Jolene Jolene is a female pirate who keeps looking for you. Or, more specifically, Linebeck, who you're traveling with. They have a pretty big history together. If Jolene spots you, she'll come after your boat. If you run, he'll try to torpedo you to death, you can skip these torpedoes with the ship's jump function. But you usually better run straight at him. When he boards your ship, you have to fight him; He usually tries to get a big attack that you can get out of, and then you attack from the side. A few hits and he runs away, so Linebeck gradually gets a better reward. Sunken treasure, as seen in the game, finds many treasure maps. These Small X marks on the sea map. Once you unlock the rescue arm of the ship, you can head to these points and choose rescue from the menu in an attempt to grab the treasure off the ocean floor. This may be easier said than done, though. The rescue arm has to get all the way to the bottom of the ocean, and it looks like there's a lot of explosives underneath every square foot of the seas. The rescue arm has five hit points and loses one when it hits a bomb or a rock. You can change the speed at which you dive, so it is usually best to yank back the speed as soon as you get into trouble. Only the tip of the rescue arm can hit anything; The chain can overlap the bombs without any problems. When you reach the ocean bottom, you have to control the wrestling hook of the treasure chest; If you miss, you fail, and you have to start all over again. When you grab the crate, you have to pull it all the way back to the ship. This makes the target of bombs and walls that are much bigger and clunkier. With a little practice, you get the basics of saving, but it can still be difficult to save properly. If your rescue arm slams in, go back to Mercay Island and talk to the dock commander; He'll fix it for money. Gold frogs There are many golden frogs here in the seas, a total of six. You'll know when you're near one of them, because they start jumping out of the water and giving up shiny sparks from their bodies. There's not much you can do about the golden frogs until you talk to their king. He lives on an uncharted island in the Northwest Sea. If you go to the east side of the sea here and follow the cliffs up to the north, you'll find a hidden island that actually has no map even if you land. If you open the road to the center of the island, you can talk to the king, who'll help you with a special card. After acquiring the slate, you can recover the golden frogs and hit them with the cannon. If you do so, a symbol will be given. Mark the symbol in detail on the map. This allows you to see the symbol of the slate when you stop on the boat, allowing you to immediately travel to where you found the golden frog. Nice handy! Mini-Games Phantom Hourglass includes a number of mini-games that you can participate in while you're on the go. Some of these will be found on uncharted islands (such as DS Island on the south-east sea or Bannen Island in the Northwest Sea), and some will be available on the islands after first visiting them (such as Romano's shooting range on Molida Island). Some of these are significant rewards (such as the Heart Container besting Romano minigame), but most of what you can hope for is treasure and ship parts, none of which are vital you plan on trading items with your friends. Since you can easily beat the game without taking part in any mini-games, we do not cover them in detail here. Scenario After you sit through the opening scene (you can skip it by pressing the Home screen and tapping the Skip icon on the screen), you'll find yourself on an abandoned beach accompanied only by Ciela, a fairy who can seemingly talk. And here you imprisoned sentient, intelligent beings in jars throughout your adventurous career, ashamed. Mercay Island In any case, the adventure begins here, and most opening action is very simple as you might expect. Once you take control of the Link, place the pen on the screen to start moving. You're going to have to march to Oshus' house to move on. He lives on the beach; If you go north for a while, you'll find his house soon. Go in there and talk to him. Oshus is a bit of a coward and tells you to stay away from the Ghost Ship. He's an old fool. He'll tell you to head for Linebeck's ship docking at the east docks. Tip: Get used to pick up barrels, stones and bottles and throw them on the ground. This will net a little rupee, allowing you to buy some things in the port once you reach it. Unfortunately, as soon as you head in that direction, a quake will come and destroy the bridge to the port. Talk to the woman nearby, then go back to Oshus. He's going to tell you one more time not to try anything. What a maroon! Despite his terrible warnings, go northwest and look at the alternative way to the cave; The monsters rush off, so you have to listen to Ciela's advice and turn around and then talk to Oshus one last time. But he's still refusing to help. Doesn't he know you're the mythical hero sent to bring peace to the whole country? Apparently not, so how smart can he be? Find the Sword Take Ciela and head to the east for a bit at Oshus' house to find the storage cave. If you head into it, Ciela will tell you the code to open the door inside the number of palm trees on the beach. Click the symbol, and then draw a 7 on it; This will open the door. It's got to be a pretty straight seven, so if nothing happens, re-write it until it clicks. Get the sword out of the chest, then go up. Oshus agrees to help you, so go back to his house and take the sword lessons from him. Nothing complicated. It teaches you about targeted attack, side-screaming, and spin attack, which will all be useful. He does not seem to mention the forward stab, which occurs when he slides the pen from a link to his enemy; He's going to make a little charge motion if you do that. Into the cave Before you head to the north and go through the cave, visit the farmer in the west and help him with his rock problem. He'll tell you about a tree in the north that You can shake to find some treasure so you can mark the location of the map. To roll, you need to put the pen on the edge of the screen and make a curlicue movement. It's not super useful most of the time, but it can come in handy if you want to knock things around. Head to the north valley and start dismembering your enemies with targeted attacks. The monsters you're facing are easy to sell, so kill them and cut the plants until you find the entrance to the cave. First floor of the northern cave The first door here can be easily opened if you find the key to the east and use it on it. The north door is a tricky suggestion. To obtain the key, the arms next to it must be tightened in a certain order. The first arm is the second from the left, the second arm is all the way to the left, the third arm is all the way to the right, and the fourth arm is the second arm from the right. Drag them to order to drop a small key from the sky and use it on the second floor. Second floor Start killing rats here, noting that you have a small key in your mouth. It won't let you close enough to kill him, but instead of hiding the mouse holes here. To kill him, you have to drag the block into the corner and put it in front of the west hole. With this being done, return to the south steps and check the minimap; The key appears there when the rat leaves the eastern hole and head west. You will not be able to bypass the block and you need to turn around and go back to the eastern hole. If you do go when he's heading west, you can get in his way when he returns east and kill him with a spin attack and net the key. The port When you reach the port (it's right in front of the cave exit), go straight to the docks and talk to the man there. He's going to tell you to ask him at the milk bar about Linebeck. If he does, the bartender will tell you that Linebeck has traveled to the Church of the Ocean King, far northwest. You're going to have to march there to find him. Before you leave the city, head to the most up-to-the-top building and buy a wooden shield for sale there. You can buy the crown if you want, but it's not doing anything right now. You can't buy bombs because you don't have a bag. Go north from the city and start weaving your way to church. One of the trees here, near the ocean north, has a 100 rupee piece in it. Wrap it up and get your money. Church of the Ocean King, 1. Terrible danger? If! You're Link! Anyway, you can talk to ghosts here, and they'll tell you about scary monsters and life-sucking curses and all that. Sounds like a problem for smaller men. 1st floor swaying back to the first floor and you meet Linebeck, who is trapped in a pointed He wants you to defuse the trap and free it, which requires a little discovery. Unfortunately, the bulk of the level is cursed and will constantly drain your life. You can stay healthy by breaking pots and avoid draining life with purple zones on the map. Let's start with up, left and left. You'll find a locked door and a small crystal ball. Hit the ball with the sword to turn off the spikes and let Linebeck move down the door. Go talk to him, and he'll give you the little key. Use the key to open the door close to the ball that hit earlier. There are two more crystals on this level, one northeast and one northwest. Let's start with the northeast. Time for movement to avoid the spike trap, then quickly smash and run back to the northwest ball and hit it too. If you manage to light both the balls up at the same time, you can open the door on the north side of the floor. Go there to find the sea map that shows you part of the world map. Back in town back with him on the outside of the church and pass Linebeck, who quickly runs back to the docks. Let's follow him there. When Oshus gives you the map, rub your pen over the island in the southeast corner of the map to reveal the secret signal, indicating Ember Island. By uncovering the mystery, jump on Linebeck's ship. There are some places you can go now, but there's not much you can do on the new islands until you talk to Astrid on Man Island, so go there first. Man Islands Trail your way on the ship to the Ember-isle and head aboard. Most of the houses here are empty... What could have happened? Astrid's home is second from the west end, close to the stairs. I'm afraid there's no one here either. Head to the basement and kill all enemies targeted by attacks to complete them, then head towards the closed door here to find Astrid. You have to shout something into the microphone to get his attention; anything will do. Feel free to curse the game itself, including the thought-out feature that will make you look like an idiot if you are playing around with any other living person. Astrid tells you she's locked up and asks you to find Kayo, her assistant, to help you open the door. If you examine the map nearby, then you need to tell what to do; You must mark the three torches on the island. Finding Kayo Kayo's house is south of Astrid, but she's not home. If you're heading east along the coast, you'll eventually come to the east side of the island, where Kayo's skeleton and spirit can be found. Talk to the spirit and then place a point on the map to indicate where the eastern torch is located. You have to find all three torches to open the door. One of them is near Kayo's skeleton, one of them. Kayo's house and one is close to the small island in the northwest corner of the map. Return to Astrid's house when you find all the torches and open her door, tapping their location on the map. After talking to him, you will be able to make luck said. He will tell you to head to the Temple of Fire at the top of the volcano and clean it up; that somehow allows you to find the Ghost Ship. The gates leading to the temple have now opened, so go that way and avoid falling rocks as you try to reach the temple. When you get there, you have to blow out the candles on both sides of the door so you can enter. Face Link towards the candles and blow into the microphone; That'll blow out the candles. You can head to the top of the mountain to find 20 rupee pieces in a chest; Other than that, you're good to be in your first full-fledged prison. Temple of Fire 1st Floor Ciela gives you a hot tip here: don't touch the fire in the temple or you'll get burned. She's a brilliant fairy, indeed. Go up and go east. You're going to come to a locked door that you're going to have to jump on; Do this down and then head down to the southeast corner of the map. Kill all bats in the room with side cuts and spin attacks to unlock a small key. Take the key and go up to the only locked door you've ever seen in the north room. There's a map nearby that shows the route you'll have to man through the northeast room. Unlock the door and head up, following the path (hopefully marked on the map?) in the room. Even if you do not mark the path, you can only move slowly and you can avoid the pitfalls. The earth opens up and tries to make it fall, but if you don't move super fast you can avoid it. There are four crystal balls in the north-central part of the floor. Hit them simultaneously with a spin attack to open the door in the middle of the map here. Go in the back and go up the stairs to the second floor. Second floor. Try to avoid electrical enemies here when you turn up; Wait for the electricity to go away, then press them with the sword. Hit the ball in the top corner of this room to explore the path leading further. You come to another monster room, this time with jelly, which splits in two when you hit them. They'll try to grab you, but you can shake them off by rubbing the screen quickly. Kill them to find the Boomerang. Boomerang is the first piece of equipment you'll find, but it won't be the last. To use it, just click on the icon in the corner and then keep track of a path around the screen where you want it to go. Practice it a little; You're going to do a lot here. First, use the boomerang to reach the crystal ball on the right side of the room to move on. put out the fire on the left side of the room. Go up to the northwest corner of the map, where two flashlights look at two bullets. Avoid the flames of the torches and quickly hit both the balls; which will unlock a series of stairs. First floor, return to the first floor. More electric get appears and you can try to use the boomerang on them to stun them if you like. There are some red blocks here; Stand near the boing-ong statue and use your boomerang. Curve around the corner to the west, and I press the switch nearby; This lifts the red blocks and lowers the blue blocks to the south. Head south a little (you can hit another block to uncover the flames leading back to the center of the map) until you reach the southwest room. Here you have to kill two flaming skulls; Hit them with the boomerang to extinguish the shroud of flame and then whack them with the sword to kill them. That'll open another staircase to the second floor. 2. Floor South Use the boomerang to kill the firebats here. There are two nearby where you come up the stairs and another one east a little. If you do so, a treasure chest will appear with 20 rupees in it. Find the two switches on the south side of the first room and pull them both out. This will open the door to the north, which will lead to another rat with a key. Stay south, out of the room where it is, and follow a long way to your boomerangod, which leads up to where the rat runs. If you draw many circles for it to move around in, it should hit the rat as it goes by, letting you pick up the little key. Head to the southeast now and look for the ball and the colored blocks. Flip the switch and then use the boomerang to stun the oktorock before you advance and kill it. Turn the switch again when standing where the oktorock was to explore the road to the third floor. 3rd Floor Head south here to find a drawing on the wall; This will be a puzzle solution for you in the second. When that's done, head north, blow out the candles and head to the northeast corner of the map. In this room, you need to use the boomerang to hit all switches in a certain order. According to the trace, southwest, northeast, northwest and southeast. Hitting the switches in this order reveals a small button that you need to move. Use the key on the door to the south; You can pass the door leading to the boss in jail. In the battle room, kill the electric jellies with your sword and firebats the boomerang. Go north a bit and kill both the flaming skulls to explore the path of the northwest corner of the map. When you are there, stand on the switchto light the torch, and then track your boomerang path of lit torches to two illuminated pouches to light them. It opens a door in the middle of the map. Head over there and use the The whole niche to close and then head north to find the Boss Key. Pick it up and return the boss's door to open it. Boss Fight: Blaaz, master of Fire Head up to the fourth floor to reach the top of the dungeon where Blaaz awaits. As you'd expect from the first boss of the game, it's not very hard to take it off. It continues to change between a form where it is divided into three separate instances and then returns to its full size. Either way, it's supposed to be a piece of cake. If you're fast, you can probably stop him from ever attacking you. Blaaz starts by splitting himself into three parts. Use the boomerang here to nab all three servings of a swing; Which brings them together and forces them to merge. But after a second, they often get out. If you want to blaaz to be bigger, check out the map screen; one icon will not have horns, while one will have a single horn, the last one will have two. You have to connect them by the number of horns, i.e. the first target can't be a target, the second one should have one, the third should have two. In practice, however, if you simply keep boomeranging the enemy without looking, you will eventually get the right combination after four or five tries. When Blaaz himself stands in front of you, he quickly punches you with the boomerang to dazz him, then runs up to him and touches him as quickly as possible to hurt him. If you stun him, it'll prevent him from being invisible and airing. Even if she moves out, you can hit her until she gets a new one. You're going to have to go through a few cycles to kill Blaaz. If you somehow manage to damage you, break a vase on the perimeter of the platform to nab a heart. Aftermath, when Blaaz is dead, talk to Leaf, the Spirit of Power. He's joining your group. Along with the road, nab the heart container in the chest and then jump into the blue portal to return to the Isle of Man. Back to Astrid. He'll tell you to return to the Temple of the Ocean King and give you a ghost bead. It's useless to you at the moment, but it'll come in handy later. Take this back to Kayo's ghost east. He will tell the two buried Treasure Maps on the island: one lies under a lot of grass east of the entrance to the Temple of Fire, while another is buried in Astrid's basement. Return to Mercay Head to Mercay, the island where you started the game. Go back to the Temple of the God of the Ocean, where Oshus tells you a secret: you must rise up on the altar above the first door. You're capturing the Phantom Hourglass. Temple of the Ocean King, 2nd Trip Head inside the temple proper here, and leaf allows you to open the door emblazoned with a symbol of power. Go down to the B1 floor. B1 Floor You're going to meet the first Here. These monsters are currently unkillable, so avoid them the best you can. You can spot them on your minimap, including where they're looking, so you're doing everything you can to avoid them. If you ever get spotted, run to a safe zone and they'll lose your scent. To move on, you need to light both torches in the central south of the map. To do this, head to the northeast corner, near the crystal ball there. When the Phantom in the central south of the map is heading north towards the door through which he entered this floor, he turns the ball around, runs south, avoids the phantom, gets to the torches, and uses his boomerang to light the torch that wasn't lit by the switch. This will drop the flames in the southwest, so you can move on. Sit in the Midwest security zone and wait for the phantom to head south. When doing so, go north and look for the switch on the middle north side of the map; This will open the door, which will lead to a small key. Neb, then time the movements, so you can return to the northeast corner of the map and unlock the steps leading down. B2 Floor There is a Phantom near the starting point here; position in front of the switch. You need to let him notice, then move him away from the switch and run towards yourself (make a circuit around one of the blocks here), then quickly pull him out of the wall and return to the safe zone to clear the pursuer. It's going to hit the flames to the southwest. With this, press two crystal balls here to drop a small key a little south, then go over to where the flames were to move on. You'll find another flame-retard to the west. Throw a boomerang through it to hit the switch and move on. When you reach the southwest corner, though, wait inside the safe zone and take a look at the Phantom in the southeast. It looks like it's going to be hard to get through, but there's a pot of magical juice in the southeast corner of the map. If you can run past him and break the pot, you'll be invisible and safe. When the Phantom patrols away from the key, run up to the switch. This will drop the spikes nearby. Use the boomerang to grab the small key on the far side of them, then use it to unlock the door and head for yet another flight of stairs. B3 Floor The goal here is to find the three Force Gems and place them on the pedestal on the floor in the northeast corner of the map. You can find the first Force Gem heading northwest, from where you enter the floor; He's in a treasure chest, in a safe zone. Slowly but surely to the east and plant it in one of the dishes. There are two more Force Gems to find here. Start towards the southwest corner of the map and pull the lever on the wall; This will drop the flames near the southeast platform. Head and take into account the two switches. If you stand on these, the trap doors will open on the floor. Wait for the Phantom to get under one and press the switch; He's dropping the key. With the key in his possession, he nabs another Force Gem behind a closed door near the southwest corner of the map. The last Force Gem is in a crate in the southeast security zone. Plant all the Force Gems in their slots and a door will open leading to B3 North. Go in there and get the Northwestern Sea Chart. Back to the seas back in the afterlife through the blue portal here and return to linebeck. A man standing near him will tell you that someone else named Eddo will equip your ship with a cannon if you visit him on an island in Great South N. When you give Linebeck the map, you have to blow it into your microphone. Cannon Island Take a trip to Cannon Island south of Mercay. When you land, head to the workhouse east and talk to the disciple inside. He opens the door to the west, which leads to the rest of the island. Follow the path here and try not to get stung by the bees. There is a treasure map in a crate in the middle of the road, in the middle of a nest of beeh hives; Make sure you catch me. Bombakert The cave is below an area called Bomb Garden; It's known because the bombs grow here. You have to pick them up and throw them away so they can move on. Touch the bomb and then throw the crumbly rocks to bar your way to destroy them. You can catch another bomb and quickly run southeast to destroy a cracked wall to find another Power Gem. When you're ready to navigate the cave, pick up the bomb and throw it over the fence to break the block there. Use this to push the metal block into the fenced area to get in. That'll give you two blocks to block the northbound road. You have to pull out the closest one to you so you can push it against the right wall, then push it south, where the bomb factory is. This will drag the other block to the right so you can get over it. Nab a bomb at the bomb plant and destroy the collapsed block that prevents you from move on. You come out to the real Bomb Garden when you step out of the cave. Continue along the path until you reach the steps down. Continue along the path until it comes with some crumbled blocks that prevent you from move on. It may seem impossible to reach them with a bomb, but it is not; You have to head back down the stairs,

find one of the bombs that grows along the small rock to the north, pick it up, then jump off the cliff and book it to the east and throw the bomb over the fence before it explodes. This will reach Eddo and buy the Cannon from him for a whole 50 rupees. By having installed the ship, you will be able to fire the enemy by tapping them while Hover. North! Something! If you try to go up to the northwest map screen at this point, you can see the Ghost Ship. It's not best to chase, but eventually you'll end up getting lost in the fog and be forced to turn back. That's going to end your journey pretty quickly. You have to find a way to get through the fog if you want to go north! Molida Island Head to molida island in the southwest corner of the southwestern map zone. You have to use your cannon to reach it. If you look at the map, you should see a gap in the wall of the mountains running from north to south. There is no gap in the actual wall, though, but if you head for the gap you can blast your way through the weaker rocks there with the cannon as well. When you land molida, you'll learn that it's a fishing island and that one of its inhabitants has managed to penetrate the fog. However, it is not present at this time. If you head to the easternmost house, though, and talk to the woman outside, and the boy inside, you'll learn that the man probably left behind some clues as to how to penetrate the fog. Tip: One of the homes here, near the middle of the village, is a treasure chest with a piece of random treasure inside. The Molida Cave here is heading to the cave and begins to explore. To enter the cave, you need to talk to the outsider woman who prevents her development. To get through, go into the house behind him and talk to your son. Repeat the process of talking to both of you a couple of times and you will eventually have access to the cave. Remember that if you don't chase your ghost ship up to the north, you won't be able to enter the cave at all! Be sure to chase down the boat and get turned in the fog before you head into the cave. You can destroy the first enemies in the cave quite easily, then boomerang the bats and hop to the northeast. Unfortunately, you will encounter a big, tough enemy here who acts like an overgrown Link: he uses a sword and shield like you and it's hard to penetrate the guard. What worked for us was to bring him into the middle of the arena, between you and the water, and start attacking him by touching him quickly. It will block all your attacks, but eventually it will reach the edge of the water and stop. If you're lucky, you keep attacking him and he'll slip down the side a little bit, which means that you'll eventually be attacked by the side and will be able to bypass the guard. A few of these punches and he dies, opening the door. It sounds complicated, but if you try to hit him several times while his back is hitting the water, it should eventually work. If you go through another chamber, you'll make it out on a path with some bomb factories. Look for cracks in the wall and bust through to reach the Wayfarer hideout. You can read the here it is; He seems to have another hiding place where the lines drawn between the stones of Wayfarer intersect. You've probably seen a few in the village. Nab the Paddle here and equip it by clicking on the items button. If you dig the slightly off-colored spot just below the chest to make it located, you'll find a 100 rupee piece. There's another one of these in the back where you fought the big monster with the shield. Finding The Hideaway Head out of the cave through the stairs to the north; There will be a treasure chest with a random treasure and a couple more Wayfarer stones. Mark them on the map, then return to the village and mark the two that are there. Now, the point at which all the lines between these stones meet can be difficult to find, depending on the skill of drawing. Fortunately, you can quite easily find your way heading to the south of Wayfarer's Stone (in the village, the woman standing next to it) and then straight north of there. Through the stone trail you will notice a palm tree; Use the shovel in the square directly to the south, between the tree and the road, and find the hiding place. In this second hiding place, you'll find a map on the wall, which indicates that the only way to get around the northern fog coast. Be sure to engrave it on the map, as it will be difficult to remember later. You'll also find a case of treasure maps and another diary. Get out of the cave, make a note of the strange door you find, and return to Linebeck to push it away. It is located south of Molidat, in the middle of three tiny islands on the map. It's not mapped, but you'll find out if you get close enough. There isn't much to see on Ghost Island at the moment, but here you can get a Courage Gem. If you discover the sanctuary, you will find that you need 10 Gems to turn on the spirit that can be mounted and 20 fully power it. You won't have anything close to that amount of gems at the moment, but if it's about to max out your cash, you might want to consider buying a gem or something in a store somewhere: Expensive. Traveler's Ship The Passenger's boat is located near Molida. The guy's boat was snown by monsters, but if you save him and talk to him, he'll give you some treasure and tell you he's looking for a special book. Hmm... Maybe you'll find it in your adventures! Northwestern Gem If you're ready to hit the Isle of Gust for real, head to the west side of the map until you reach the northwest sea. Fog will be dense and heavy, so keep track of the route you previously selected. If you do it correctly, you will be in the middle of the map segment Gust Islands and the mainland. Before you land, though, here are some other things to keep an eye out for in the Northwest Sea. Bannan Island north of the Isle of Gust is Bannan Island. If you want to visit, feel free; it's a nice Spartan environment. The Roadway is there, and if you talk to him, you'll learn that he wants you to help him find a mermaid. Talking to him now also allows you to get something from the mail soon. You can blast your way through a rock wall in a cave here to find the cannon mini-game where you can win various prizes for hitting little markers on the boat. It is worth trying this game at least once. Even if you don't win, Salvatore will soon send you something worth the money. Traveler's Ship There is another Traveler ship here in the northwest map section. If you visit him and agree to be his disciple, he'll try to teach you how to use a sword. He can easily defeat it, but he'll get treasure. Uncharted island just south of Bannan Island, along the cliffs is located the Uncharted Island. If you land here, there will be no map on the top screen. Wander around banging on statues until you find one that gives you a riddle: It steers the rudder, it makes spray! And third, he's rowing, and he'll see how! This obviously indicates the order in which to hit the other statues around the island to uncover the mystery here. You need to reach the other statues in the order that the mystery tells you to move on to the center of the island. The island, though it can't be said, is whale-shaped. Mark the rough location of the markers on the map and press them to the tail, then the spray, then the fin, then the eye. This roughly corresponds to the eastern, northern, southern and western markers. Besides, if you head to the center, you can talk to Golden Chief Cynos. He's giving you the Cyclone Slate. If you've made the whole golden frogs on your journeys, you can try to remember where you saw them; if you return to them, you can shoot them with a cannon to learn about a secret symbol. Draw it on the plank and you'll be back at that position right away. It's not necessary to finish the game, but Cyclone Slate will help reduce the amount of time it takes to get from one place to the place. Isle of Gust Start making its way to the southern part of the island here, doing everything possible to avoid being slammed by the wind. Finally, you'll find a sign warning of very strong winds. There are some bomb factories at the bottom of the stairs; Destroy the wall to the north to find a small cave with a crate that contains a Courage Gem in it. There is also a map on the wall, which appears to be treasure marks; Make a note of them on your sea map. With this, let's go back to the at the top of the stairs. You can jump left here, past the cave entrance, if you wait until the wind blows on your back before you jump; it gives a little more momentum to jump over the gaps. Into the cave there is a small cave to which you will soon arrive, after the field there was no wind, and plenty of golds (here you can dig up a lot of coins). In the cave, descend to where the leprechauns are. You can find the Wisdom Gem inside the chest here; Killing all the Goblins will put another crate in the net with a treasure map. When you exit the cave, ride the wind geyzers up to the top of the cliffs nearby, then jump down to the left (after waiting for the wind) and you will eventually come to the entrance to the temple on the island. You won't be able to achieve that just yet, however; The sign and map point northwest. Go in that direction, using the gust of wind, to put you on the platform above you. He's coming to another field where he can dig into the ground to make new air planes. Dig west, near the treasure chest, and open it to get another Power Gem. Go north on the west side of the island. Remember that if you hit an impasse, you can fill the airjet holes by tapping them with the shovel; to do so you will have to do in order to get to the northwest corner of the island. Shaking When you reach the northwest corner of the island, take a look at the map; It marks the three sacred windmills you must blow on to open the way to the temple. Mark them, then head east a little bit and go out on the sand. There are giant worms under the sand to try to eat if they move too fast. You can kill them if you reach a safe elevated spot and throwing bombs at them, however; I found that the easiest (or at least faster) to just dash the site on site. When you come up with a windmill that you need to blow, blow in the microphone to adjust it rotates. When all three of them are spinn, the door to the Temple of the Wind opens. Temple Of Wind 1st Floor Head is heading north, avoiding gusts as best you can. When you reach the bomb plant, pick it up and throw it directly to the north so that it explodes on both lines of bombs on both sides of it; This extends the road north. When you reach the northwest corner of the map, press the metal block to the east so that it blocks the gust of wind that blocks the passage. Hit the crystal ball on the far side to stop the next gust of wind, then head up the stairs to the east. Follow the bridge to the south and hit the door in the southwestern corner of the next room. Stop on the switch to unlock the door here, which will save you some time if you need to exit the temple again. From this switch, go up the stairs nearby and go east. navigate your way along the gusts of wind And go down to the southeast corner of the map. When you get through the battlefield where the snakes are, you come to the big door leading to the boss. You won't be able to unlock it yet, though; it's obvious. Go west from the big door and press the statue that blows the wind south and west until you can't move it anymore. Then move in front of it and let the wind push through the gap; this leads to the steps down. B1 Floor The first battle room here seems strange – there are no enemies in it if you move, though, you will cause some rocks to explode, revealing rock creatures underneath. Drop bombs on them to kill them. There are three in total; So they can all move on. For the next most part of the room, you notice two windmills on high platform. Wind sculptures should be moved near them to rotate both windmills, this makes it easier said than done. Start by going to the middle platform where the windmills are located and finding the switch east. Standing on it, a dam falls southeast. Explore the southeast corner of the map and find a treasure in the crate. With this, hop on airjets nearby to find the Courage Gem. Return to the air machine after you catch it, but descend to the ground next to them. To move on, you need to lock one of the air machines where the metal block is. Push it up and to the right so that it fits into the third slot from below. Then go back to the lower airjet and jump into it; You have to end up in a position where you can land at the top of the block just positioned and then walk off it to the east to find stairs leading down. B2 Floor Use bombs to smash your door here and then head out to a large, sandy room where more of the sandworms are waiting for you. Bombard them if you can, but you need to head to the middle of the room and check the map as well; This points to four certain air beams that need to be dug up. Move around and dig the four spots; This opens two doors here, one north, one southwest. On the west side of the room is a Power Gem. If you go out the door north, you can bomb a dam and come back to the B1 floor. Go south from there and push the wind sculpture to the left to adjust it to move the windmill there. Go back to B2, go up the southwest stairs, then repeat the process on the other windmill to bring down a small key. Remove the small key and return to the B2 floor, where you can open the door in the northeast corner of the room. If you do, it'll lead you to the bombs. Grab them and hide them in your equipment bar. It's time to blow up a few things. First, return to the large room in the middle of this map and look at the central north of the area. Let's go to the door to the north windmill and go back. See the 100-piece rupee on the left? Well, if you go back to the big sandworm room and throw a few bombs to the left against the wall, you'll find a hidden entrance that leads to the rupee. There is no crack in the wall; You just have to figure out the location of the entrance. In the northwest corner of the room, though, you will find a crack in the wall. Blow it up with a bomb, then return to the B1 floor. B1 Floor North Drop a bomb near the air plane at the door; This triggers a chain reaction that opens the door nearby. In the second small hallway, you need to find the part of the wall through which you can break through. Again, there is no crack in it, but there is a small tile just south. Drop a bomb on the tile and you'll open the passageway. 1st floor northeast You come out here in a room with many rocks. Ignore them if you want and inspect the north wall. There are no tiles on the south side as before, but there is one on the north side, a few squares from the west side of the wall. Chuck bombs at him until he finds his weak spot and heads through. When you come to the room with two rows of bombs in it, stand in the middle and spin attack to hit both sides at the same time. This will open the door that leads to the Big Key. Grab it, drop it on the ground west, then drop a bomb in the air plane outside the Big Door. With blocks out of the way, you can grab the key, jump into the air planes, unlock the lock and go to the boss fight. Boss Fight: Cyclock, Master of Wind Cyclock will require bombs to defeat, as is usually the case with tradition, if you find a weapon inside a dungeon. Then rotate the stage around the top screen, regularly throwing cyclones down at you. Sometimes he falls off, too, and he tries to accuse me. Cyclones are light enough to avoid escaping from them, but an attack is another matter. Try to roll away from it when you see it coming off. Even if you hit it, it only does light damage and there are plenty of pots in the area to catch hearts. If you look around the ground here, you will notice three places where airjets regularly appear. Just a pop at any given time, though Cyclock spins around the three of them. Wait at the active air jet and stand there while the shadow of the Cyclock is close to the active aircraft; If it rises above it, drop a bomb into the plane and it jumps into the Cyclock's belly and throws it to the ground. Hit him often and hard with your sword while he's on the ground. You have to repeat this cycle three or four times before it goes down, but it's going to go down eventually. Aftermath After Cyclock goes down, you gain two minutes on the Phantom Hourglass Timer, and you Neri, the Spirit of Wisdom. He's coming. Of course, you can catch a heart storage room here, too. Temple of the Ocean King: Third visit head back to Mercay Island and return to the TOK. There's a cracked wall on the road. Bomb to find the Power Gem. B1 Floor I have a new shortcut here; Just head to the northwest corner, bomb the bricks there, step on the plate, grab the key and unlock the door down. B2 Floor There's another shortcut here, but it's a little harder to find. Let's start finging the two crystal balls to throw the key to the ground. You can look at the southeast corner of the first room here with a cracked wall. It's right above the pressure plate, which drops the spikes that lead to the key. Bomb it, and you'll have a much faster journey to the key to grab and take to the door. B3 Floor Not much, as are the shortcuts here; Just grab the Force Gems and place them on the pedestal. When you get through the door locked by the Force Gems, you'll come to a Ghost Door that you can now bypass. B4 Floor A new wrinkle is added to the mix here: Phantom Eyes, which summons Phantoms when on site. You can kill the Phantom Eyes, however, hitting them with a boomerang in a position where they are not spot on, then running up and hitting them with a sword. If someone confirms themselves, make sure you quickly go back to a safe zone. Go southeast to the east wall security zone. If you head south a little from there, you can send your boomerang with the wind radius (wouldn't it be blown off naturally more easily than you?) and press the crystal ball to stop the wind. Without movement, send your boomerang down again to reach the Phantom Eye; It then hits you silly, allowing you to rush up and kill him. You can pause for a moment and use the boomerang in the southeast corner of the map to reveal a small bonus to the sand count. Now what you have to do is hurry west. Proceed through the corridors in the only direction until you reach the western safe zone. It doesn't matter much if a Phantom eye can see, but you can try to hit them with boomerangs if you see them; If they see you, it'll give birth to another Phantom, but it won't matter much in the long run. When you reach the Western Safe Zone, use your boomerang from the inside to turn off the remaining Phantom Eyes. If you do that, a large crate will appear in the east, back to the eastern safe zone. However, before heading back, first go to the southwest corner and dig up the soft spot on the ground. This allows you to jump up to another crystal ball, which you hit to turn off most wind jets on the level, and it's a little easier to get around. (You can also pack the boomerang around the north here and hit the yellow jar to find an extra 30 seconds of time.) Second you can head just east of the western security zone to find a crack in the wall of the room there; blow and hitting the switch reduces the spikes leading to the small button on this floor. Grab the little key and note that the skeleton on the floor wants you to stop the next time you are in the temple; If you do, there'll be something he can teach you. The eastern treasure chest will be a power gem for you, so grab it and then unlock the south door and go down. B5 Floor Head west of the door exit and run through the spikes when it recedes. Use the boomerang in the southwest corner to flip the switch there, then head east and smash the bottles there for extra time and bombs. There are two battle rooms on this floor. It's made up of the first electro-gel. If you don't want to wait for them to become normal enemies, hit them with the boomerang to shut down their electrical power. Kill them all, catch the 15-second push, then move on. The second room is simply goblins. Kill them by tapping them, nab another time to boost and move to the northeast. Turn the switch in the northeast corner to go down to the next floor. B6 Floor There are six coats of arms on this floor and a door that stays locked until you draw a symbol. The symbol can be discovered by examination of the coats of arms around the area; Each will say it's the second, fourth, third, or any number. If you mark these numbers on the map, you will be able to draw the right symbol that you need in the doorway and move on. Let's start in the northwest corner. There's a switch blocked by an airplane you can dig, and some collapsed blocks. Dig up the jet, wait for it to turn off, then drop a bomb on it. When it starts again, it throws the bomb into the blocks, destroys them and lets it turn the switch. This will open the northwest coat of arms. If you examine it, it will say that this symbol is beginning and end. Mark it with numbers 1 and 5 on the map. Go down the west corridor and hit the switch on the floor to reach the Midwest coat of arms. But don't talk to him; It's cursed, and every Phantom Eye you've killed will be reborn if you examine it. (Killing both Phantom Eyes will unlock a yellow jar that will give you some time on the way.) The southwest coat of arms can be approached by bombing; This is the third coat of arms. The southeastern coat of arms is the fourth; easy access to a switch some nearby. The northeast coat of arms is the second; Unguarded. If you marked these coats of arms on the map, go south and see the big door. You need to draw an hourglass symbol on it. Start in the northwest corner, then draw a line northeast, then southwest, southeast, then back northwest. If we do this properly, it will open the door and from the inside. Map Room When you move forward and examine the star ridge in front of you, they'll tell you to press the sea map to the sacred coat of arms. What the hell does that mean? Well, if you're frustrated and you close your DS to take a break, you're on the right track. You need to open your sea map and look at the southwest map district. When you display the gray map on the top screen of the DS and the southwest sea chart on the bottom screen, turn the DS closed over and reopen it. This will show you where the sea coat of arms is on your map. Back on the high seas back to Linebeck here. If you spoke to old Wayfarer before, you can probably send something in the post here; We have a boat part, barrel shack. You can equip all ship parts purchased at this point. The boat yard here in the city will be accessible to you. We got a Wisdom Gem from Salvatore, the spawn of Bannan Island, after we went into a store and came back. Your goal now is to get a rescue arm attached to your ship. Let's go to Cannon Island now. (You can head to the marker on the map, but there's nothing there.) If you talk to Eddo, he'll offer to sell you the Ambulance. The price it offers depends on how loudly you yell into your microphone jack. So this is essentially a compromise between rupees and personal dignity. We personally found a quiet corner in the office and he mumbled into the microphone for a few seconds and we bought the Salvage Arm for 300 rupees. If you want to yell directly at the thing, we're sure the price will be lower... Although your pride is likely to be damaged. Regardless, you need an ambulance to move on. Do what you need to do and it will automatically be used as a tool on the high seas. Save Now you can head anywhere in the seas that have been flagged as underwater treasure appearing and trying to save you. Rescue involves sending your rescue arm down underwater and trying to claw the treasure at the bottom without losing your arm to bombs or hitting you on the surface there. You need to be fine here and don't go too fast as some bombs will be on your mobile and charge up from the bottom of the screen to reach you if you try to crash too fast. You'll end up spotting black crates at the bottom of the sea. If you're going home to these, you're going to have to reverse course and take the treasure back to your ship. You can find all kinds of stuff underwater, including treasures and things like Sand of Hours, which increases the Phantom Hourglass time limit. It's a complicated procedure, but there are up to five errors per run before the ambulance arm breaks. If you want to fix it, go back to mercay island shipyard. Head to the site on the map and save there to find the Sun Key, which you need to move on. Back Molida, go back to Molida Island. Unfortunately, as you approach, you will be attacked by a sea monster. It's not hard to kill. First, draw a path that keeps you moving. You can get close enough to him without any real danger, so just make a semicircling that lasts spinning around him, close enough to hit it with the cannon. He looks at you alternately with his eyes and tries to hit you with green bullets. Hit the eyeballs with the cannon (move closer when the shots come short) and shoot the projectiles in the same way. Molida Island is the door that requires sun key to be open. To find him, return to the hiding place of the second road. (Use the diger in the village, under the tree, north of the woman, by one of the road blocks.) If you drive through the passageway, you'll find the door, so you can move on. When you enter the temple, when you go back, you come up with a boing-ing statue that says dig outside Oshus's warehouse for a secret treasure. Good tip, but don't bother heading back to do it right now. Instead, move up to the northeast until you see a statue on a cliff above you. When climbing the stairs to get you on the same level as this, use the boomerang to reach it; It lights up and shoots a laser beam at the door of the nearby church. Go east, where you'll find another statue. Hit him with your sword to light it, then touch it again and move it so that it goes back to the temple. The last statue is located in the south, but you have to kill a couple of powerful monsters that you previously encountered in the Molida Cave. To do this, wait for them to attack you with their swords, dodge them from the taxi, and then quickly strike them on the side. You can also try to drop bombs your way, but it's unclear if it's hurting them through the shields or not. When both creatures are dead, the last statue appears. Redirect him to point to the church door so he can open it. Temple of Courage 1st Floor Head is north and avoid the rolling spikes; there is usually a small gap that you can hide to prevent it from hurting. When you wrap it around and go south, watch out for the rotating blade trap. If you step in front of him, he'll come after you; Do this and then dodge away and move through the gap left behind. Tip: There is a treasure chest hidden in the northern part of this section, near the rolling block moving from left to right. You should see a narrow corridor on the other side of the wall. Drop a bomb on the wall underneath and spin attack to stop it. (If you let it blow on its own, the rolling spikes will probably move.) In the treasure chest... Some treasure. You'll find a juicy key in the chest. Grab him and head northeast to open the door there. Make your way to the battle room and attack the two worms you have. Their weak spots are on their tails; Aim for pink body parts as you spin around. Some hits finish them and reveal the steps down. B1 Floor Smash the bottles into the door here for some goodies, then hop onto the moving plate nearby and head west. On the next platform you have an unkillable enemy on it, but you can knock down the platform several times by hitting it. Ride the rest of the platform toward the stairs west, but use the boomerang to flip the switch so that you can see how you ride; they should be lit blue, not red. 1st floor, West When you return to the first floor, start killing the enemy here and avoid electric tasers spinning on the walls. In the north, you'll find sifting signals. If you plant a bomb one place east of the western sign, you will uncover a passage to the north that leads to some treasure chests, one of which contains a Power Gem. There's also a map on the wall in this little chamber that reveals the path you need to follow when you return to the B1 floor. Mark the map to save you some time later. One of the signs in this area indicates that the pattern that dominates the temple is up, down, right and left. Nothing to mark yet, but keep this pattern in mind. In the East, you'll meet more jelly enemy. These green guys avoid sword attacks. You can kill them with bombs or hit them with boomerangs and then slash them. There's a platform here with a blue pedestal that you can't use yet, and another that creates a big bunny-like enemy on it. It's hard to kill him with normal attacks, as he jumps on you regularly and causes you complete heart damage. If you've read the signs that you've posted so far, you can remember some enemies with big ears that are stunnable to great sounds. Theoretically, it means that you know that this guy spins in his footsteps clapping his hands near the microphone of the DS and then hitting you with his sword. Because we were playing the game in an office, we had to take the hard way, which meant hitting him with your sword, running away before he transformed and attacked, and then repeating the process. It took a while, obviously. If you are forced to attack in this way, be sure to flip the switch to the southeast first. It then opens the door to the beginning of the dungeon, so a quick run back to this area if you happen to die. One way or the other, you have to kill the super-bunny; He'll drop a small key if you take it off. Go north and use the door. 2. floor I have four switches here, guarded by laser-shot turrets and several electric bullets. Towers can be avoided by passing them when they are not to you; You can also set off bombs near you to temporarily stop them. First the north switch, then the south, east and west switches. This reveals the Square Gem. Get him. 1st floor Take the Square Gem upstairs and place it near the tank where they appear, the platform is south. It'll unlock several stairs going down. B1 Floor North You come out on a platform that's obviously surrounded by nothingness, but appearances can be deceiving. If you marked the road here when you examined the map in the 1st century, you'd be in the right place. If you make it to the northwest corner of the map, you'll find the Bow and Arrows. Tip: You can spot a crate south through the invisible platform. You can walk directly from the north to grab a 100-piece rupee. The bow can be used to fire any creepy-looking eye targets that you've seen so far, including one above the chest here. Hit him with an arrow to spread a bridge south. You'll notice another small arrow tool here; These things drive the arrow farther away when you hit them. If you swing it to point to the east and shoot an arrow, you should be able to hit the crystal ball down the east a bit. You may not have to, though; Just make sure the ball glows red there and you'll be fine. Floor 1 west, if you can't get around the stones, go back to the B1 floor, point the opener east, and shoot it to turn the switch. Hopefully you should be able to move to the south, though, where you can kill worms and jelly. Go east and shoot the target through the gap with an arrow to open the door to the north, then get the Square Gem and put it back southwest and place it on the new pedestal he discovered. That'll open another door that leads up. 2. Floor Southwest Kill all enemies here with your bow and arrow or your sword. This extends the bridge to the east. Follow and stock up on the arrows and then head across the platforms to the south. There's a lot of bats here that try to knock you out as you pass by. Move to the first block that moves from left to right and use your boomerang to eliminate most of them. Use this to shoot at the two targets on the north side of the room. If you hit them both, a box with Power Gem chest appears. Use this to go to the east corridor, avoiding rotating blades. When you reach the laser tower, jump south, bomb the collapsed bricks there and hit the iron block north to give you a break from the other rotating blade. Take this to the stairwell and catch the treasure. Down. 1. Floor Southeast Avoid electric balls here and head west. Jump through the gap and press the switch to open the doors in case you die, and then you go down the nearby stairs. B1 Floor Southeast Ride is the first block here in the southeast corner of the map, then head north and use the boomerang to ignite all the torches in the area. This will drop the spikes north so you can move on to the platform. The red blocks here are probably up; Use the boomerang to rotate the arrow tool on the left side of the platform to point west, then shoot an arrow to throw them and move on. There's also a Courage Gem. Use the boomerang to point the arrow tool to the north and then fire an arrow at it. This results in the arrow hitting the target, causing a chest. 1st floor northeast of another bunny enemy here. Hit it with 15 or so arrows to kill it easily, then grab the little button to drop and move on. 2. Floor northeast If you enter the blue block here, you can draw lines on the map to move. Take it and head to the four pillars of this open area to the order of the entire church: north, south, east, then west. If you go to these columns in that order and shoot at them, you'll open the Great Key to the northeast. Grab it, then step back on the platform and take it to the big door in the southwest corner of the room and unanchor it to fight the boss. 3rd floor Before masking up to the boss, check behind the stairs leading up. There is a crack in the wall: Bomb to find the Courage Gem. Boss Fight: Crayk, Bane of courage Crayk requires a little ingenuity to beat. It has two phases, the first phase is a little more complicated. Phase one of this phase, Crayk is usually invisible to you. It's here, and it's beatable, but you can't see it. Fortunately for you, the top screen here will represent your point of view: you will be able to see what you see. What you need to do is move the area until your back to the wall and then check the top screen. Eventually, Crayk will lock you up and start coming to you. Flip the bow and arrows here and turn it so that link appears to be facing the camera on the top screen. With this you need to start firing away the bow and arrows straight in front of Link on the bottom screen. If you have turned correctly, you should be able to take a lucky shot at Crayk, even if you are invisible. If he manages to hitcrayk, he will be visible and start spinning. There are several blue crystals embedded in his armor. Hit them with your sword or bow. You'll probably have to go through another invisibility, but eventually you'll get all the blue crystals, and Crayk's armor will come off completely and he'll be husking into the second part of the fight. Phase Two End Time Out, out, out, out, Equip the bow and wait for it to close, then fire a shot in the face. It's not going to hurt him, but it forces him to stop in place a little bit. Quickly put your bow away, run around it and start hitting your tail. Repeat this process a few times to finish him. Keep in mind that you can kill smaller crabs that run here with more heart or ammo, although they rarely drop anything at all. After the aftermath of killing Crayk, you can earn the usual rewards: more sand from the Phantom Hourglass and the Heart Container. The Spirit of Courage joins you, though it seems silent. Go back to Molida. Romanos, the son of Wayfarer, now offers a bow and arrow minigame, which is surprisingly difficult. Try it if you want, but eventually you'll have to masturbate back to the port, where Oshus will have a special message for Cielu. Before you're 10 feet from Molida Island, a pirate named Jolene will reach out to you and Linebeck, but it'll upset Linebeck more than anything else. Although Linebeck will tell you to run, don't bother; Just let Jolene catch you. When he does, he'll get on your boat and try to fight you. It's not too hard when you know his pattern. He has a tendency to prepare for strong attacks. To inviger it, hit it several times and push it back against the wall. He blocks all attacks and ends up preparing for a seizure that will knock you over if it impacts. But if you can get out, you can hit him before he gets his guard back. Repeat the process a few times and you will eventually lock sword with it. Drag your pen back and forth on the screen and you can throw your sword away from him and win. Linebeck gives you a symbolic reward for beating him, and the next time you find a mailbox, you'll get Jolene's letter. Sidings, if you want, you can go back to Mercay Island at this point. Treasure Teller's shop is open so you can sell your treasures for more rupees. You may want to try and get up to more than 1,000 rupees and buy the bomb bag from Beedle's Ship, which extends the maximum number of bombs that can be delivered. Find the head of the Ghost Ship on the west side of the southwest map quadrant and north to the fog shore. As soon as he does so, his ship's engine will flow out, forcing him to manually aim at the rube. It's not hard; Just keep the boat in Go mode and move the rudder to the left or right, depending on how the ghosts react. As you turn, you'll see them regularly giving out stars and acting excited. Try to go in the direction you're going when they're acting excited. It's going to be hard to keep them 100% excited, but if you turn the wheel, just turn it back and forth from left to right, try to hold the excited sparks. After all, you'll see the pirate, fillings in the water. Avoid them and keep going until you find the boat, then come alongside. Into The Ghost Ship B1 Floor Head south when you enter this area to find a boing-ong statue and the first treasure chest; Jump to find a piece of random treasure. Go west from the stairs and enter a battle room. Ghost wizards here can be annoying, as they constantly disappear from sight, but if you catch them when they are visible, they can easily kill them. After you beat them, talk to the close girl. He's going to ask you to save the sisters who were caught on the boat. But there's something wrong with him... Go along the north side of the ship, carefully with the spiders falling from above, with little warning. You can kill them remotely with the boomerang if you want. To get past the spikes, you need an accurate throw with your boomerang to hit the northern crystal ball, between the spikes and the oil drums. You're going to have to repeat the east maneuver a little bit. Try to take out the magicians so as not to foil the toss. When you reach what appears to be a dead end, jump to the southeast of the level and move around the southeast corner. There are a couple of retraction spike stripes there; Time to step across them and then press the crystal ball nearby to drop the flames and spikes in this area. Unting the sisters in your sister's north wants to be reunited with her sister, so let her follow you. Grab the triangle gem from the treasure chest nearby and then jump to the ravine in the north (you may have to throw the gem all over first). If you place the triangle gem on the north pedestal, you drop the flames and lead the nurse back to the first girl you spoke to. Just keep in mind he's afraid of spiders. If you see one, try boomerang before it gets too close. If he gets scared and doesn't move, return to him and talk to him again to prod along with him. When the sisters are back together, head to the stairs in the southeast to lead downhill and take them. B2 Floor you have a Reapling here. He acts like phantoms in the Temple of the Ocean King; You can't be killed, and patrolling the area, they're looking for you. Unlike the Phantoms, the Reaplings will hit you until you're dead, instead of just taking time off your hourglass. Fortunately, there are safe zones here where you can hide. Unfortunately, the Reaplings not only see through the walls, but travel through them as well. Be careful! Head east and north from there, avoiding spike traps as best you can. If you can avoid the northern real, you can go to the third nurse who lives in the west. Turn on the switch near him, then talk to him. Unfortunately, he's a liar; the left extreme chest of the it will cost you 10 rupees near it if you open it and get another reapling. (The chest on the right contains a yellow drink.) Do not open the left chest; Just the real one. With this, the switch you mirrored will have reduced pretty much all the spikes in the level, including the surrounding chest in the middle of the map, which contains the Round Gem. Grab it while you continue to accompany your sister and take her back to the stairs leading to b1. B1 Floor The Round Gem will put out the flames here, leaving a brief entourage back to the group of sisters. Throw out your remaining sister, then go back to step B2. The steps of the southwest corner are now free, so you can step down to the B3 floor. B3 Floor Boomerang the wizard here kill you and don't bother pulling the switches here. Instead, head east to the battle room, take out the spiders, then head north to the safe zone and flip the crystal ball there. This will drop the spikes leading to the room full of drums. Even this is a trap, though, as trying to head down this path leads to a fall. Instead, head to the central security zone here in the north barrel room. It gives you the code for the arms at the beginning of the level: 2, 4, 5, 1, 3. What you need to do is place the numbers at the top of the arms and then drag them in that order. So, since the order is 24513, first pull the lever from the fourth left, then the left extreme arm, then the right extreme arm, then the second lever from the left, then the middle arm. Go back to the arms and pull them like this, then return to the north side of the barrel room and enter. There's a pressure plate in there. Stand on it to release the flames to the west. You have to run past Reapling and get to a safe zone to move on, although you can make a slightly safe crossing if you wait in the southeast and wait for Reapling to be the southern part of its patrol before passing by. When you reach a safe place in the far west, you'll have to pick up the barrels to find the fourth sister. Getting him back up the stairs can be a pain due to the route that Reapling takes. It is best to wait in a safe place towards the end of the northern route and then try to follow as closely behind it as you get when you go to that safe place. You have to kill the spiders as they fall to avoid upsetting your sister, but it will be easier to do than avoiding the Reapling when you come back on your way while you're walking with her. Anyway, escort him back around the edges of the map to the stairs up. You're going to have to get me through B2 to get to B1, obviously. Slowly, kill the spiders as soon as you see them, and you'll finally get there. Boss Fight: Vicious Cubus Sisters the Cubus Sisters will attack you all at once, but not Physically. Instead, they hold their way to the top screen. Three of them will launch laser beams at you that you'll be avoided while the fourth will fire a ball of energy your way. The only thing you have to do is win the fight to reflect the ball of energy back to the Sisters. You can do this by getting underneath it and executed a spin attack by rotating the pen around the link. Performing this step is a second before the energy ball hits you reflecting it backwards, up towards your sister being fired at. You'll know where it's coming from if you look at the nurses on the top screen; Three of them are going to shoot lasers. The one that doesn't always fire the energy ball. As the fight continues, you'll eventually use up your opponents and some of them will disappear. As the fight continues, they'll be trickier. Sometimes, bouncing the energy ball back at your opponents causes you to bounce back and forth between each other, just send it back at you faster than before. You'll have to start the spin attack a little earlier than you normally would have to accurately reflect the energy ball in this case. If a nurse stays, she sends three rounds, only one of which is solid. Hit the solid and let the other two hit. You'll have to bounce the energy ball back and forth a few times, but eventually it will hit you and your sister will go down, leaving the Big Key and the Heart Container. Return to the B2 floor and open the big door in the northeast corner to find Tetra. The island of Zauz After a lengthy scene with Oshus, return to Linebeck's boat and go east. The island zauz is on isn't on your map. In the central north of the northwest map, north of the Gust Islands, at the top of the map. If you move a little, you'll notice. When docking, go to the northern tip of the island and read the sign. He'll tell you about the buried treasure. Find the two western stone tiles and draw a line between them, and then repeat the process of the eastern tiles. These lines shall be extended to the south until they overlap; If you dig where they intersect, you'll find a Treasure Map. The line must cross to the southwest, where the road makes a 90-degree angle and head north. Talk to Zaus, and he'll tell you about the Phantom Sword, which he can do for you if you bring him aquanine, azurin and crimsonin. In order to find these materials, though, you'll need to find another marine diagram of the Temple of the Ocean King. Be sure to note the icon on the wall before you go! Return to Mercay Island back to Mercay Island now. If you haven't visited The Treasure Teller yet, it's time. Otherwise, you can return to Oshus's house and dig a place south of the tree outside the warehouse; that will net you a Treasure Map. If you're talking to Oshus in his house, he also gives you a Power Gem. The Secret Cave from there is headed for the Temple of the Ocean King. Before you go in, find the cave you bombed earlier and go in there. If you jump the path, you'll notice a statue of the eye near the treasure chest. Hit him with an arrow to spread a bridge south. Defeat the monster and go out. Cliffside has two treasure chests with 100 rupees and a boat section. There's also a stone tile on the ground. If you stand at the top of the stairs with an arrow near the cave and fire at the eye, you show a laser statue. A signal nearby indicates that it can be used to weaken the nearby rock, so you can point the laser to the north-northwest and walk until you find where the laser point is. Plant a bomb to facilitate the crossing to the northeastern island of Freedle. This is where you can exchange goods with other players in labeled or combat mode. You can also find the Wisdom Gem here. Temple of the Ocean King, fourth visit head to the Temple of the Ocean King again. It is worth noting that the time pressure here will be slightly worse than in the past; If you want to do so, now may be a good time to head out and try to save some of the treasure spots you've seen in the ocean in the hope that some of them may contain more sand in the Hourglass. B1 Floor you have to deal with Swift Phantoms here. These guys are just as tough as the traditional Phantoms, but they're faster. Like the Reaplings, though, you'll be shocked by arrow shots in the back. That doesn't change the way you get through the levels. In some cases, this really makes it easier, as you won't have to wait until certain enemies patrol. B2 Floor in Swift's southeast can obviously pick up the key here and start walking with it. You have to hit him if you want him to throw away the key. What we did was run to the southeast corner of the map, grab the red glass, then sneak up behind him and throw it in his back. This caused him to throw away the key and created a puddle in the safe zone at his feet, allowing us to walk all the way to him and both grab the key and avoid detection. An easier way to do this is to hit them in the back with an arrow; That'll drop him and stun him for a while. Regardless of the need for the key to move. B3 Floor I have a hidden Power Gem here. Go to the southeast corner and stand on the platform with the pressure plates, which cause the floor to fall out. On the northeast side of the platform, point the bow north towards the eye sculpture. This is going to show up in a chest. Grab it before the timer runs out to claim the reward. B4 Floor You can head to the northeast corner of this level and shoot your eyes out there to shut down all the steam vents on this floor. Other than that, it's pretty nice. the same thing you saw before. B5 Floor The enemy in the battle rooms is a little tougher than usual, but still nothing too special. If you press the switch in the northeast corner, you'll get a 100 rupee piece. B6 Floor Run your way to the door here and don't worry about being spotted. When you reach the red door, you need to draw the tricolor symbol that Zauz showed you in one fella. It can be a pain for the game to recognize the drawing, though, no matter how well you draw. One thing to consider is that you can't overlap the lines. We started at the top of the outer triangle, went down the left line halfway, then drew the inner triangle, then finished the outer triangle, and it seemed to work. When you enter the other room, you will see a Gate of Courage and you will get a new halfway to the temple from the skeleton; Now you can bounce down here whenever you want, at the same time the time has passed to reach it. (I had a time of five minutes and 42 seconds.) The three skeletons at the entrance are now selling you secrets to the temple for 50 rupees each. Pay them if you like, but this guide should have everything you need to know about it. Anyway, when you're ready to move on, go back to B6 and open the Gate of Courage. B7 Floor Ride the Cubes here in the Northwest. As long as you have a shield, the arrows that jump off the walls won't hurt you, but they can still push you off your cube. When you reach the northwest, you will learn about a new wrinkle: flooring to warn Phantoms when you run on them. If you're on such a special floor and there's a Phantom nearby, don't run too fast or he'll hear you. Anyway, the shot's pretty clear in the southwest corner of the floor, so go over there and go down. B8 Floor There is not much to see on the west side of the floor (but you need to mark the location of the circular pedestal), but there is no way east... Or is there? Watch the patrol habits of the Southern Swift Phantom. He walks through the difference between the two sides of the floor, in the middle, where there is no visible walkway. Follow it through the slit to reach the east side of the floor. The triangular pedestal is on the north side, behind a bommable wall. Mark your location and then pick up the stairs in the southeast corner to return to the B7. B7 East There is a difficult maneuver required here. You need to get to the platform that lands here in the flames, but the switch to stop the flames is in the southeast, where a Phantom set up a store and refuses to leave. The switch turns off 15 seconds after mirroring, making things more complicated. To get past the flames, grab the red glass near the rest of the set of flames along the east wall and take it south, throwing it down above the platform to guards the Be sure to throw where you still manage to hit the switch with a boomerang, though. When the Swift Phantom is on patrol and the Southeast Phantom is away from you, press the switch with the boomerang and land on the flames. If you're lucky, you'll reach the platform and be able to get to it. Ride the platform north and skip it to the west. Open the crate to get the Round Crystal. It'll drop the fire along the east wall. Hop over the platforms of the crystal to reach the northeast corner of the room. There is a Power Gem you can find here. Hop on the small pedestal near the safety zone and fire your boomerang at the south switch. It'll flip a crate that contains the gem. Take the crystal south and go down the stairs to B8. B8 Floor Take the crystal across the invisible gap again and place it on the pedestal. This will drop the spikes nearby. Press the switch, and a jet jet will blow from a jet nearby. You can also climb the stairs here and use the boomerang in the south yellow jar for a time boost. Before you investigate the plane, go down the stairs. B9 Floor Open the chest here and nab the triangle Crystal. Grab it and go back down the stairs. B8 Floor Remove the triangular crystal and move around where the jet blows. Let it blow up to the upper level, then step up a little bit and throw the crystal over to the east side. Go around the invisible walkway to reach the triangular crystal and then implant it into the nearby pedestal. This will result in a treasure chest appearing in the West. Walk along the nearby music boardwalk and approach from the north to find courage ghost. With this, head down the path to the spikes turned out to find another crystal ball. Hit him to open a door nearby, then go down the stairs. B9 Floor The Phantom walks around the halls here, holding the Square Crystal. You have to get it from him to move on, but there's also a new threat to worry about: invisible ghosts. They appear on your minimap. From the first door, bend your boomerang around where the skull appears on your minimap to hit and kill it. You can

spot an arrow target. Flip the redirection tool to the boomerang, then fire an arrow into it; This will drop a few spikes to the east. Head north after and use the bomb to destroy the blocks there. The security zone here is right in front of swift phantom patrols. Wait for him to come in, then hit him with an arrow on his back and steal the space. Hide in the security zone. Now head southwest and into the safety zone with the pressure plate. Stepping on the plate a little on the nearby floor to crash. Wait for the Phantom patrols to jump over it, then drop the floor to take him out. This will result in a crate appearing in the southwest. You reach it to find the powerful cannon of the ship. You will also find the wisdom gem of killing all the spirits at this level. Put the Square Crystal on the square pedestal in the northwest corner of the room. This will drop the nearby flames and release them back to level B8. B8 Floor The goal now is to get all the crystals down to the floor B9. If you have a few minutes left on the timer, it should be feasible until you're hit by a phantom. It's less than that, and you're pushing it. Let's start by grabbing the Round Crystal on the pedestal here. This raises the spikes, preventing you from returning to B9. You're going to have to carry the crystal a little south, jump into the plane, and throw it through the gap, just like you did at the Triangle Crystal not so long ago. With this, go back down the invisible path, grab the Round Crystal from the floor and bring it down to B9 and put it on the pedestal in front of the north door. Go back upstairs and grab it from the Crystal Base of the Triangle and do the same. Go to the northwest corner of B9 and grab square crystal for the trifacta. Go into the room once you have opened the door to find the Southeast Sea Chart. The fallen adventurer will tell you to leave the room and replace the crystals in order of square, circle, triangle. If you do so, then go back to the map room, the floor will sink to level B10, but it is extremely unlikely that you have enough time to explore. Take the blue portal and go back to the top. Moving On You can head back to the port now and equip the powerful cannon with your ship. If you've got ten Power Gems, and you probably have, you can take them to Spirit Island and increase the power of the Power Spirit, allowing you to set the sword when the Power Spirit is equipped with collections screen. Southeast sea direction to the southeastern map quarter when you're ready and head to Goron Island, the southwest part of the map. If you want to check out the uncharted islands first, here they are: Uncharted Isles on Harrow Island Get back on the boat and take it down to the northeast. If you spot the small triangle in the sea, consisting of three small cliffs, head there to find Harrow Island. This is a mini-game island where you can pay for privilege dig dirt! You get to pick up ten treasures from the island, which range from stuff like treasure maps and 100 pieces of rupees to Rupees, which actually drain rupees from your wallet. Usually This game is a money-losing offer, but the appearance of treasure maps is probably worth spending your money on if you have some excess. Hidden DS Island Head on the south side of the map section and proceed to the east. We'll eventually spot a large rock island near the border. Go to him and dock, but watch out for the pirates. The island itself is shaped like a huge DS. Eventually it's home to something called the Goron game, but for now, all you can really do is clean a lot of rocks and dig in the marked places. It will probably net you a few hundred rupees, though. If you fall into the northern arena and defeat the two Cyclopes, you will find the Courage Gem in your chest. Goron Island Before you reach Goron Island, you will spin into a vortex and be forced to fight another sea monster. This guy can fly and shoot a large amount of projectiles at you. Just keep firing; if you hit the projectiles, you earn more hearts and cash and hitting the creature's body will eventually kill you. Fighting will be difficult if you only enter with one or two hearts. If in the end I get a game over, try the southeastern map quarter in the southeastern part of the western map: That will give you a baseline run towards the island and reduce the chances that you'll have to hit pirates or other unpleasant enemies. If the sea monster dies, you'll land on Goron Island. Start getting through the areas in front of you and talking to all the Gorons that you do; You need to talk to all of them if you want to cross this island. Eventually, you'll see a sign indicating that you're yelling at the Goron across the road. Don't miss this for now and continue north. Eventually, you'll see a Goron asking you to kill some electrosigns on the nearby plateau. Dig up the aircraft and ride up to the platform, then shoot the jelly with your bow. Killing them will net you a treasure map. With this, go back to the board and shout into the microphone of the DS. There is no other way around this riddle: You have to yell at goron on the other side, and he's going to extend the bridge to you. I hope you're not playing on the bus. Anyway, yell at him and then talk to every Goron you find here (including one guarding the pass on the east side of the island) before going to the boss's hut. To the boss! When you arrive, he asks for 20 rupees and forces you to take a quiz. The questions are randomized, at least in the order in which they are given. Here are the ones we've noticed. Q: The Goron in this place! What are you staring at? A: Ship Q: How many Gorons live on this island? A: 14 Q: How many homes are there on the island? A: 6 K: What color were the strange creatures on the rock? A: Yellow Q: how many rupees have you won so far? A: Depends on when you answer every question correctly, you get 1, 5, 20, 20 and 100 rupees for the top five. Add them up to get the answer. Q: How many Goron children live on this island? A: 6 Q: How many Gorons are outside now? A: 7 Q: How many Gorons are in their homes now? A: 7 Q: What's in this place? A: Chest Q: Among those Gorons outside, how many adults? A: 4 If you go to over the boss's question, he'll take back all the money he gave you and give you wisdom. He'll tell you to follow his son, Gongoron, to the temple. To the church! Unfortunately, Gongoron is a kid, and he's going to run away from you. Walk to the west side of the island until you find it on a cliff. When he runs away again, return to the eastern path and he will be there, but he will quickly head for the church. The northern labyrinth here is not too complicated; Just carefully examine it and you should be able to find the 100-piece rupee as well as the switch that will drop some nearby spikes. The mazes seem to be dead end after you find those items, but on the north side, there is a hidden weak spot that you can blast. If you noticed, there was a weak spot in one of the hallways that was right under a big stain on the ground. If you find another father to the west, you can blow up the land below to open a new passageway. The chest near the spikes contains a Power Gem. There will be a wind-based monster between you and the temple. Drop a couple of bombs on him to kill him, then go up the stairs, stretch out the bridge to prevent you from having to edge around the whole island again, then head to the church. Goron's 1st floor church Avoid quicks and go east. The blue jelly stays sparkly until you find them with a boomerang, so hit them with that, then kill them with your sword. Finally, you'll find a switch that will drop nearby spikes. Then you need to pull the nearby statue on top in order for the spikes to be permanently reduced. Finally, you reach for a locked door and another large statue. However, the statue is actually alive; You have to drop a bomb on him to stop him and allow him to press. Push north to rest on top of the switch that opens the door, then go up the stairs and repeat the process on the next statue you see to extend the bridge to the west. After digging up an airjet and up to the top platform, take a bomb and throw it against a wall north of the bridge. He probably noticed a crystal ball when he pushed the first statue; If you can hit him with a bomb, a chest will appear. Neb the Treasure Map from it. Use this to cross the bridge west and use bombs on the two statues to open the door south. Go through it and then mount the bow and Arrow Fire east. There's an eye target there. hitting it will let you spawn another treasure chest with 20 rupees inside. Into the cave Turn the switch here to clear the way back to the entrance to the temple if you need to return later. In the West, however, it finds a cracked wall. Blow it away and go inside to reload the stockpile of bombs. Hmm, looks like there's another entrance east... Go back to the main room and detonate another bomb through the other columns nearby to find it. If you go through it, you'll find a passage way to the B1 floor. B1 Floor you have to defeat two flaming skulls here to move on. Use the boomerang to lighten them and then finish them with the sword. Doing so will clear the way east, where you can find Gongoron. Before you free me, you must kill a Cyclops. He's not difficult. Just shoot him straight with an arrow and then hit him with your sword a few times. After the Cyclops is dead, you'll be able to redirect it between yourself and Gongoron whenever you want. For example, you're going to have to switch to it. Go south and start smashing the stones. Some of the enemies here will be the rock-based jelly you've seen before. Use your targeted attacks to jump on them and kill them. If everything is dead, the spikes under the link will fall off. Link: Restock the arrow props from the garden here and then head south to reach for more wind creatures. Kill them with the arrow keys to drop the spikes near Gongoron. Jump through the west slit and stand on the pressure plate. Link: Stand on the pressure plate too to reveal the chest of the Bombchun in it. This new device allows you to place a remotely controlled bomb on the ground and draw a line with your pen to tell you where to go. This is going to come in handy soon. Gongoron: Switch to gongoron and head to the southeast corner of the map. Kill all the enemies out there by rolling over them; That'll open the door to the west. Link: Head west and through the open door. Killing all the enemies reveals his chest, which has a piece of Goron Amber in it. Grab it. With this, we have to climb a Bombchu through the hole in the wall and follow a path to hit the crystal ball inside. It opens the spikes here, allows you to head back to the 1st. B2 Floor Note that you can use Bombchus to attack enemies on the screen before you even see it. In that sense, they're pretty good. Kill the enemies here and destroy the rocks; two switches remain. You have to stand up for what you can hit and send a bombchu from there to reach the other. While the bombchu moves, move the pen on the screen to restore the back to the Link. When the bombchu hits the east switch, stab the western switch at once to drop the nearby spikes and let it go down. B3 Floor First thing first: kill all goblins and enemies here causing a crate of 20 rupees to appear. There's a hole in the north wall that allows you to send a bombchu through it towards a switch. There is another switch nearby that lifts and reduces blue and red blocks. What you need to do is make sure that the red blocks are lowered, track your way from the bombchu all the way to the switch over quicks and dropping, then flip the other switch to the sword while the bombchu is on its way to pass through the deflated red cliffs, and then flip the switch so that the blue blocks can drop. Go northeast, take the statues with bombs and place them on top of a pressure plate to drop the southeast spike. This leads to an uphill flight of stairs. B2 Southeast Press the plate here to take a shortcut to the entrance, if you like, and then head to the battle room nearby. There will be two cyclops here; Hit them with arrow keys to dazzle them and then quickly hit them with the sword to finish them. Let's go northeast of the level. There's going to be a switch here that's going to drop the spikes nearby, but you're not going to be able to run through the spikes if you hit the switch with your sword. Instead, make a bombchu and take a long way to get across the sand and back to the switch. While traveling, run up the spikes; after you hit the switch, quickly run it through to move on. In the west, a large field full of snakes and stones. Use the bombchus here. If you can find both the switches on the west side of the quicks and quicks; you can drop a chest behind where the spikes were; If he kills all the snakes on the quicks landing, it'll drop another crate near where you're standing. Go back to the big crate to get the Boss Key, then take it back down the stairs and go down. B3 You can end up right next to the big door here, so you can unlock this boss key and head. The statue here does not lie; There are no secret bomb-bomb spots between the columns, so leave them and go down the stairs. Boss Fight: Dongorong, Armored Lizard Phase one In the first stage of the fight, you will have to take the Dongorong both yourself and Gongoron. You can switch between characters as before and you will need them. Link will be on the bottom side of the screen, prevented from moving north towards quicks and downs, so Gongoron has to do the hard work here. Gongoron is the one you want to control most of the time; He's going to take down the Dongorong. Link is not the problem though, as there are snakes that try to get to it; Watch the skulls on the screen and when you get Link, flip over to him and slash them with your sword. Let's make Gongoron your main concern. If you control it, try moving around Dongorong in a circle. The primary goal here is to be on his side and use targeted attacks to reach him there. If he bumps into his head, he sometimes stops circling and lets it hit his side and bounce into it (be sure to touch the screen!). Otherwise, you can rotate it around in front of your head and wait for it to fill up the wall. If you do that, you'll get dizzy and let him hit you with a number of attacks. Repeat the process until the Dongorong falls on its side onto the ground. At this point, you need to reverse it to The Link. Use bombchus here and draw a line for them to enter the Dongorong's mouth. If you do, they'll blow up the Bumblebee from the inside. You have to repeat this whole process three times, but be careful, as more enemies will attack Link, the longer this fight lasts, so you need to be faster as you go. Phase two starts after Gongoron, cross the bridge and prepare for the second part of the fight. The Dongo's going to blow a lot of fire. Either he fires fireballs in a spread that's easy to outens, or he breathes in and shoots a long, sustained firing breath at you. What you have to do is equip your bombs. Avoid the Dongo fire attacks, but if you see him breathing, activate a bomb and throw it in his mouth. When the vertebrate ends, press the big blue spot on your back as much as you can. After a few laps, he dies, revealing a heart tank. From there, you can go north to get the Crimsonone. Out of The Temple Head out of the temple thanks to the teleporter and the head east of the maze. Perhaps it reminded me that there is another small bombchu hole there, on the southeast side of the labyrinth, near where it originally entered. If you send over a bombchu, you uncover a treasure chest that contains a treasure map. If you go back to Chief Goron now, he'll give you 200 rupees before he sends you in your way, a man richer in pure metal. Isle of Frost Head is the northeast corner of the map section where another island is located on the map. When you reach it, draw a route around the perimeter of the island and start blowing up its icy shield with your cannon. Small enemies will attack while doing this, so be sure to take them down before they sink. If they empty the entire ice shield, you can dock on the Island. Meet the Anouki Start talking about the Anouki characters in the city here, and most of them will tell you to talk to the village manager who lives in a hut on a small ascent to the east side of the city here. If you find him and talk to him, he'll give you a task: find the Yook who infiltrated the Anouki estates north, and expose him to the liar who's lying. Is! Head north to the Anouki Estate. There are two signs here that both can be read at Anouki Real Estates; If you go to the easternmost sign and dig directly underneath, you'll find a 200 rupee piece. The Liar Game The goal of Real Estate is to examine the statements of the six residents of the homes here and find out who is lying. Everyone claims one or two other residents, claiming they're either lying or honest. You have to find the truth. Here's what everyone says about everyone else: FoFo says Gumo is honest. Kumu thinks Mazo or Aroo are lying. Dobo says Mazo's honest. Gumo thinks Fofu or Aroo are lying. Aroo thinks Kumu's lying. Mazo says he and Dobo are honest. The solution If you do not want to solve this puzzle on your own, read on ... One of the assumptions you can make (this is the clue that you can pay for wandering Anouki) is that everyone who says that someone else is honest is telling the truth. If a liar said someone else was honest, that means the person he's talking about is actually lying, which means he'd be two liars, which is impossible, because you're just looking for a liar. Thus, you can strike Mazo, Dobo, and Fofu off the list of topics automatically, leaving only Aroo, Gumo, and Kumu. Thus, the list of statements is reduced: Kumu says Aroo is lying. Gumo thinks Aroo's lying. Aroo thinks Kumu's lying. Since Both Kumu and Gumo claim Aroo is lying, he's the only suspect. Even if Aroo was right that Kumu was lying, it would just mean gumo's statement is correct, which doesn't make sense. Expose the Lying Head to Aroo's house and rat him out. If you do, he'll blow away and run away. Return to the boss and he will open the cave, which leads east, allowing you to move on and find the Temple of Ice. Through ice field head through the cave to the east of the Anouki village to reach the ice field. There are six Yooks here. It's easy to kill them: keep bombs, get close to them, wait for them to breathe in, and then drop bombs on them. Somehow they suck it all into their mouths, leaving them stunned when it explodes in their bodies and let you knock them out with your sword. You have to kill all six Yooks to clear the way to the temple. Before you reach the temple, a super Yook appears! How on earth are you going to kill this ultra-heavy enemy? Well... You have to throw a bomb in his mouth and then hit him with your sword. It's complicated, we know, but you'll figure it out. This guy is a little more complicated to be fair, since sometimes he settles for sword swings instead of inhaling, but if he stays away from it and fast-throws bombs when the opportunity arises, he can't be too problematic. Temple of Ice 1st Floor Head north here and The switch to reduce the red blocks. Stand on the red blocks and blue blocks, then throw the boomerang back towards the switch to move. You're going to come to another group red block. Go south and press the switch to reveal the hallway back to the front chamber. Go over the recessed blue blocks, then send a bombchu to the original switch. It's going to drop the red blocks, and I'm going to let you move on. 2nd floor There's not much to see here. Go north, up the stairs. 3rd floor head south here and hop onto the little wedge in the ground. Shoot an arrow at the north switch to drop the ice crystals that lead forward. You're going to spot four levers on the other side of the bridge. If you look at the south and southwest and northwest corners, you'll find some signs that are heading toward the order to be pulled. The correct order, calculated from left, is 1, 4, 3, 2. If we pull them out in that order, a door will open south. Tip: The spider-like enemies here have a hard casing on their heads, making them hard to kill. Try to hit them from behind or just knock them into the ravines of the field to finish them off. The people here lead to a number of platforms suspended above the room. Ignore the switches on them now and follow the sidewalks in the southwest corner of the room, near the only treasure chest in the area. Drop a bomb onto the switch to the west you have, then drop down to hit the chest, which contains a Wisdom Gem. The Boomerang Puzzle Head is back on the stairs where the door is open and go up to the middle platform of the room. The blue blocks on the west side should have backed away, allowing you to move over the platform to the west with a single sign on it and a blue tile. Read the sign, then push the tiles and use the boomerang to hit the four switches here in the order that requires: northwest, northeast, southwest, southeast. If you do that, a small key will fall from the sky. Hit him with your boomerang to catch him, then take him to the rest of the door and go up. There's another battle room here made up of a pair of Yooks. First take off the white one, because it's lighter, then dance outside its darker range until you breathe in. Blow it up to kill it, then take the hook out of the chest. Use it from the list of objects to grab the pole through the gap and go back upstairs. 1st floor The spider's enemies here are vulnerable to wrestling hooks; Use it to pull down their helmets and then hit them with your sword. When cleaning out the enemy, use the hook to pull the tongue down in the middle of the three statues and then go south. Turn the switch that leads back to the entrance room, then cope with the tongues of both statues to melt the ice, which prevents it from Down. B1 Floor Bomb the wall here and flip the switch to reveal the treasure chest on the far side of the gap. Deal with it, grab the 200 rupees, then turn the switch to reach back to the bridge to the other side. Go east, smash the bottles, then drop a bomb on the blue plate to go north. You can rope between two poles by selecting the wrestling hook, which is aimed at the first pole, and then aiming for the second as a boomerang. Let's start with a lightrope dance east and head over to the torches there. There will be a switch through the north gap; Wrestle and pull to reveal the chest in the southeast corner of the map. Go northeast until you meet a locked door. There's going to be another statue with a tongue on the right. Pull the tongue out of the wrestling hook and then quickly run on the south where the ice melted and get past it. If the treasure chest appears in this area, you can open the small key. Go up and turn the switch here, then head north to the locked room to find the Wisdom Gem. Stand outside the room and flip the switch on a boomerang to throw the red blocks elsewhere in the level. West! Go back to the first couple of ropes you made and head west. Stretch out a rope on the two poles, which are directly south of the eye, with icicle in front of it. If you stand in the middle of this rope and use your boomerang, you hit all four targets in the north, so you melt the ice in front of your eyes and let it hit you with an arrow. This melts the ice near the southwest language statue. Find the blue panel near the westernmost pole here and bomb it; It gives you a shortcut to reach the language. Make your way to the tongue sculpture near where you first stepped on the floor. Stand south, close to the south wall, and pull the tongue through the gap. The further away you are from him, the further away you'll be, and the more time you'll have here. Once fully stretched out, return to the poles on the west side of the main room here and make your way around the door that opened. This leads to a series of downhill steps. B2 Floor Head west here and get through the gap by locking onto the torch. The battle room here is simple, a Yook and a slimy enemy. Kill them both, take a rope and avoid the rotating blade as you move to the north. Make a pair of rope ropes until you get to the north edge of the room, then tie me up on the west side of the platform. If you walk into this rope while you're standing on the ground, Link will eventually turn around and turn away from the direction you push it into. If you remove the pen from the screen here, you can jump through the gap without problems. Go to four here and spin attack in the middle of them to unlock a large crate south; You open a door by the stairs. Bomb your way through the wall of switches to nab some rupees and then head southeast through the door. In the next chest you will come out to some icy platforms with flares on them. Make a rope between the two torches on the ground floor here and jump up to the platform above it to make sure it doesn't fall off the top edge. If you're heading northwest, you can shoot an arrow at the eye target from the last platform and open the door to the north. The North Room is another puzzle. What you need to do is jump on the small single tile wide platform in the middle of the room and get up on the northernmost edge, where there is a blue tile. Stand on tamar and tie a rope between the two poles. Use this to switch to your bow and shoot down the rope. The arrows bounce off and eye targets, revealing the chest, which holds the small key. Combat Room Remove the key and unlock the battle room nearby. He's holding a strong Yook and some flying enemies. Kill them to earn 200 rupees; You can also open the door to the south. Go down there and start climbing the little hill. You can do this by jumping on the poles and swinging at the next pole. Finally you can reach the switch here; Press to unlock a gateway to the west. Walk through the narrow ice, which he turned out to hit the switch to dissolve the large chest in the southwest corner of the area. The Chief key, predictably enough, inside. Grab it and pull it upstairs to reach the boss's room. Boss Fight: Gleees, Two-Headed Dragon Phase One As you may have guessed, this fight will require you to use your grappling hook. When entering the room, note that there are four poles here, one northwest, northeast, southwest and southeast. Shortly after the fight begins, you'll notice one of the dragon heads standing up to shoot a fireball at you. It's a subtle movement; They just stand up and look like they're sneezing. Remember this movement and get to the point where you can see a fireball coming your way. When the dragon on the left fires at you, quickly make a rope in the northwest of the southeastern poles; if the dragon is on the right side fire at you, make a rope in the northeast southwest. These diagonal ropes reflect the fireballs coming at you, which hits the other's head and weakens the beak. Be prepared, however, as one head then chomps on you, causing you to snap the rope and hurt; Be sure to keep moving from side to side when this attack comes your way. After a few hits in this way, the heads recede underwater, causing a huge wave to come up your way. Go to one of them The poles are here to avoid it. After that, a number of blocks of ice appear and begin to come your way. Stay on your pole as long as you can and then jump off to dodge the ice and run towards the other side of the platform. Run slowly and you'll end up with a buffer on the side of the platform that won't have any ice coming towards you. Phase two After a few cycles of the first phase, the masks on the heads of dragons disappear and remain unprotected. They rise up here and swipe away at the two north poles, removing them from the playing field. Then, one head at a time comes down your way and try to chomp it. Avoid chomps-they hurt and wait for them to start filling up their tongues with force. When this happens, quickly use the wrestling hook to connect their tongues with one of the remaining poles. This will hold them to the pole and dazz them; Take advantage of the opportunity to hit them several times with your sword. After another ice avoidance, dragons come up and snap at you more often than before, but tongue-filling adventures still end up as their downfall. Aftermath As per usual, you can net more sand out of hourglass here and in another heart container. Azureine can also be found on a pedestal behind dragons after they die. Take your dick and get out of the church. Exploring the island When you reach the entrance to the temple, you can use the hook to start climbing the western walls. Start exploring the upper levels here. Among other things, you can find the Power Gem in the southeast corner of a chest, the Wisdom Gem west of the Anouki Chief hut, and many rupees. You'll also find an Anouki named Noabode near the village who will tell you to dig up in front of every sign near every house. If you do that, you'll get a few hundred more rupees. In the north, near the Real Estates, you can talk to a sieve that says dig outside wayfarer's hut on Bannen Island. Southeast of the estates is a small island with nothing... or so it seems. Dig into the middle of the stones and find a 300-piece rupee. Temple Of The King, 5th Trip Now that you have a few more tools, it's time to head back to the Temple of the Ocean King, where you'll be able to continue further downstream than you did before. The time pressure will be relieved a little with the addition of even four minutes of the hour, but again, if you have patience, you might want to hit all the treasure points that try to find more sand in your Hourglass. When you reach the temple, you can take off the shortcut you previously unlocked, or you can try to use your tools and knowledge to significantly improve your time, not only on shortcut B6, but beyond. Remember those gems you had to collect on floors B7 and B8? Well, there's a way do that again if you read carefully. There are also some new items that are open on some floors. B1 Floor Use your wrestling hook and bow west of the door here to unlock a new treasure chest with a Courage Gem in it. B2 Floor Bomb the wall in the northwest corner and use the bombchu to flip the switch too. The chest that appears is a pearl of wisdom. B3 Floor There is a significant shortcut here as you head north from the entrance and then use the grappling hook of the two torches to jump up to the top platform. It is important to go to the southeast corner of this level, though, dig the jet and drop the patrolling Phantom into the ground and grab the little key from him. You don't have to leave the level, but it'll be useful for that. You can also find the 30 second time bonus heading up where you used to enter the gems and stood in the safe zone there. Use your bombchu in bammable blocks in the northeast and then boomerang the glass you have to take the time. B4 Floor Another great shortcut. Head to the northeast corner and shoot an arrow in the eye to stop the steam jets, then hug the north wall and head west. Run past the Phantom Eye that's patrolling here, grab the red glass and break it by the two mouseholes. You can use bombchus in the north and south to reduce the spikes leading to the small key and the door leads. You have to open the door with the key from B3, and then you have to grab the key on this floor before you go down. B5 Floor If you enter this area with the B4 shortcut given above, it will come out of the northwest corner of this map. Dig up a jet and get off near the switch and stop it. Grab the treasure map from the chest, then turn the airjet back to jump through the gap. B6 Floor Head to the Northeast and shoot the eye target across the gap to reveal the treasure chest with a treasure map inside. This will take you directly to the door and enter the symbol. First the Sacred Crest symbol (the hourglass), pick up the 30-second boost from the inside, then go back and put in the triforce symbol. At this point, if you've picked up new treasures on each floor, you simply want to go back outside the church and start again on the first floor, concentrating solely on everything quickly. I managed to get to the beginning of the floor B4 in a total of four seconds, thanks to two 30-second bottles on the floor B3. At the Triforce door, we had time at 1:22, although we're sure you can do better if you're looking for more time bonuses. It is important to note, however, that if you do not succeed for quite some time you do not want to chain back to the entrance; Doing so will cause you to lose the little button you picked up. Just keep going when you're happy with the timing. Things are a little complicated here, if you have a small key for the person, then you're gold. B7 Floor You still have a small key in your possession. (If not, you will be able to perform the shortcut that we described here, but you can also perform some older steps the last time you are in the castle.) Ride the platform northwest, but don't go to the northeast corner. Instead, pull down to the mid-north section, just north of the door, with wrestling. Open the crate to find one of the three crystals. Wait for the platform to arrive on your east side, walk through it, then use your key through the door, pick up the crystal again, and go down. B8 Floor Drop down here and head for the bombchu slot that can be seen on the map. Send over a bombchu and turn the switch, then go through the door to reach the B9 and you'll still take the crystal with you. B9 Floor OK. He's got one crystal in his possession, and the other two are on this floor. Come on and start killing the ghosts here to gain a little more time and then place the crystal on the pedestal. Shoot the Phantom in the back to acquire the Space Crystal, then bring it to the northwest corner of the map and place it on the pedestal there. Open the treasure chest nearby to find the Triangle Crystal, then place all the crystal bases at the north door. But you have to put them on their pedestals in a certain order. First the square, then the circle, then the triangle. If you do that, the screen will shake when you walk through the north door. Exit through the south exit to the B10 floor. B10 Floor New Phantoms here. You can teleport! It's a joyous occasion. Use a bombchu from the door and send it down the east path inside the big square to hit the switch. If you have enough bombchus, try to pick out some Phantom Eyes as well. The switch lowers the spikes west. Go up to the northwest corner of the map. See the rock in the safe zone? Push south to kill the phantom in the hallway. Grab the little key from his body. If possible, use a bombchu in the southwest corner of the inner circle and press the switch. Go up to the northeast corner, avoiding the remaining Phantom. Jump on the poles and use the wrestling hook to make it in the safe zone. When the Phantom is south, press the rock and kill him, too. This results in a crate appearing in the West. Go down the east corridor, turn off the spikes if they get past them. Nab the time bonus in the jar in the southeast corner and then bomb the suspicious-looking spot on the south side of the central area and head. If you do not care about the west chest (100 rupees) and already managed to flip the western switch to a bombchu, you can head to the a set of defled spikes here; Otherwise, you're going to have to masturbate to the west side. When you kill the last Phantom Eye, a large crate appears on the south side of the area. If you're going to get it, you're going to have to run back to the south corridor and find the pole there. Hop onto the pole and wrestle your way to the chest. There's another 100 rupees in there, so it's probably not worth the time. Regardless, use the key through the door and head over. B11 Floor Try to kill some Phantom Eyes here in the comfort of security zones. Just be patient and your time will come. If you have a few kills under your belt, go to the east side of the map and pick up the red glass. Take it northwest and drop it down the digging site near the corridor as a new safety zone, then head to the northeast corner of the map and pull the switch to expand the bridge. Back to the glass safety zone, then go to the northwest corner and pull the switch as well. That's going to extend another bridge to the north of the zone. Use it to dig up the jet and ride it up. Go to the two switches on both sides of the platform, then descend to a safe zone. Tip: Killing all Phantom Eyes reveals the chest containing a treasure. Now you need to move between the two switches on the south side of the room. Let's start by heading southwest and finding the plane there. Dig up and press the southeast switch. If you look at the southeast corner of the room, you'll find a switch. If we hit it, the bridge will extend to the southwest switch, but it's on a very short timer. If you just stand north of the sonic floor northwest of the switch, hit it with a boomerang, and run towards the aircraft while the boomerang is still on its way, you can go to the plane and cross the bridge before it pulls back. You can do the same with bombchu if you happen to have one. When all four switches come in, the stairs guide opens. B12 Floor Hit the bottles here in the safe zone of the boomerang, grab the contents and then pull the switch nearby. This reduces spikes. Kill the eye with your boomerang and sword, then go up to the northwest corner. There's a red pot here. Grab it and break it a little southeast of the safe zone on this part of the map. When you open the crate, you'll catch a Force Enclave, but a Phantom will breed nearby. Avoid the gaze of the hiding safe zone that you've taken and take it to the north room there. Put it on the pedestal, but remember that it creates a ghost in the southwest corner. Try to go towards it to hold your back to it, dashing into the safe zone if necessary; when he gets close, he's throwing a boomerang for a little free time. Hit the Phantom here in the back with an arrow as it patrols and then grabs the Gem carries and place on another pedestal, then repeat the game of spirit. Use this to wrap it around the southeast and go up to the northeast corner. The last Force Gem is here. The Phantom that spawns now is actually easier to avoid than the other one was, as it's patrol instead of standing. Avoid, then go back to the central room and place the Gem on the pedestal to open the door. B13 Floor This room looks like if a boss fight is waiting to happen here, as it really is, later in the game. Now, just grab the Northwestern Sea Chart and re-book your ship. Down to the Northeast Sea head southeast and then to the northeast sea. There's a big island here, circled by rocks, guarded by a cyclone; Don't try to look at it yet. Why don't you go to the northeast corner and the Dead Islands? The Dead Earth Islands, and head for the cave in front of you. You'll find a book by an explorer. Read carefully to learn about the island a little. It looks like it's shaped like someone wearing a crown, and the writer indicates there might be some kind of key near the mouth. It also refers to a treasure, somewhere in this room... If you dig on the west side of this room, near the other exit of the cave, you'll find some places you can't dig up. Detonate a bomb to uncover a secret room. Go north, use your bow to kill the bats and walk slowly to avoid the Rupees, and eventually you will reach the treasure room. We found a Courage Gem, a treasure map, and some very nice ship parts. Discoveries When you are done in the cave, go outside and start looking around the main part of the island. You can't reach northwest yet, so check out the rest of the island. It's all pretty harmless, except for the skeletons that roam here. Enter the pyramid in the northeast here and look at the two signs here. On the right is a clue for you: find the tree on the king's jaw and head 13 steps west and seven steps north. The rest of the area is an impenetrable labyrinth right now, so don't pick on it too long. If you want to look at it, feel free to do so; Just don't forget to go south again and again if you want to find the exit. Go back from the pyramid and count your footsteps as you walk northwest from the tree on the southeastern corner of the island. Sooner or later, you're going to dig up a real hole in the ground, not too far south of the high pole with the switch on it. The hidden cave, if you find the hole, descend and blow up the crack in the north wall. This leads you to a treasure chamber with another guess: Look west from the king's eyes and shoot an arrow. (It is not clear what this refers to, as there do not appear to be arrow targets to the west pyramid...) There's going to be a Power Gem here. Leave the treasure room and go to the cave exit while avoiding the rocks. When you get to the outside again, you'll be on the king's moustache. Grab the treasure map from the chest, then press the switch west with a boomerang to unlock the door leading to the Six Wise Areas. Descend and go to the Six Wise Cemeteries and start reading the signs. Here are the clues you get to the sage: Go north to the first room. Go east through the second room. Go east through the third room. Go north through the fourth room. Go north through the fifth room. Go back to the pyramid and follow these instructions to reach Brant's tomb. If you explain your situation, he'll let you through the locked door behind him. Go over there and open the treasure chest to get the Regal Necklace. The necklace may seem like a treasure, but it's actually a key to accessing the west island in this map district, as it soothes the cyclone in front of it and lets you through. The Ruins Are The Royal Necklace in your grasp, head west to the Ruins. You'll get through the cyclone here without any problems. Get off the boat and head for the cave nearby. After defeating the warrior inside, read the sign and exit the main part of the island. To go through the southwest labyrinth, use your bow or bombs to destroy the worms that pop up from the ground. When you step out of donkey, head northwest a little bit to find a small booth where another worm lives. Kill him, then dig up the ground under him to find 100 rupees. Head east after him and take the stairs leading northwest, where the rocks are rolling downhill. Walk past them on the stairs and head for the pyramid in the northwest. The Three Knights speak to Breneur, then he leaves his pyramid. There's going to be a new bridge through the east slit, so go there. Before heading to the Eastern Part of Isle, walk up the stairs and slam into the tree near the fence. I'll give you 200 rupees for this. Take this to doylan church in the northeast. He's giving you the king's key. Return with him to Breneur and use the obelisk in his grave; which opens up many new ways outdoors, as ocean levels will fall significantly. Head east along the riverbed, avoiding the rocks. Finally, you come to some standing rocks. Find the one at the top of the stairs and push west; He smashes the rock underneath and lets you move on. There is another rock in the south a little. You can hit the south to smash the rock underneath, then move it offscreen and back to make it respawn and then press east. The eastern passage leads to a pearl of wisdom. Max Challenge Head south and turn the switch on the take-off to open the Back to the docks if you need it, then go to Max's church and go in. Max says he'll let you into the island's main temple, but first you need to find the shape of a certain coat of arms and draw it on the board in the hallway. Go east and go to the hallway. The board is here, but there are no symbols on it at this time. The sign nearby will show you back in the maze of the southwest corner, so head back out there and start reading the signs. There are five signs here in different positions in the labyrinth. You have to find them all and read them. (There is also a power gem in the northeast corner of the labyrinth.) Let's start in the northwest, where you'll find the sign with the first star on it. It says let's go east, so go along the water until you find the two-star sign. Go south from there (draw lines on the map as you go) to the southwest corner, near the water. From there, head northwest, the center of the maze, then head to the southwest corner, then trace a line north, back to where it started. In the end, the symbol winds up looking like a square that someone pushed up from the bottom to the bottom line that makes the 90 degree triangle, which has a tip in the middle of the square. Or a letter W with a line at the top. Fortunately, the sign in the hallway is a leader, so you need to be able to track the symbol, no matter how poor an artist you are. Do it, then head north and defeat the two warriors who appear. They're tough, so be sure to have full health before approaching! When they die, the temple becomes available to him. Temple of Mutoh 1. Get ready to fall into trapdoors a lot. Feel free to mark them on the map if you want. The goal of this floor is to head north and drop the spikes in front of the north set of steps. This includes the procedure through both the western and eastern parts of the room here to stand pressure plates on both sides of it. Western Side Begins on the west side. Place a bomb near the west switch at the front of the room, and while it's ticking, run northwest and jump through the moving blocks. If you can make it where the bridge is allocated (installation bomb that set off the switch gives you extra time), you can go through it, heading north, kill the enemy in the battle room, then move it over the north bridge and flip the switch there. East Side The only clear way to get across the bridge we like to the east is to bomb the wall to the south. There's a dead end here if you look around, but there's also a tile on the floor. Bomb the wall south of the gap to create a shortcut, then flip the switch and run across the bridge, avoiding the Go north, defeat the skeletons, turn the switch, and go down. B1 Floor OK, this place seems annoying. Luckily, you don't have to worry about it much right now. Go east, then south a little bit, and find it on the stairs leading up. 1st floor You can not kill the turtle enemies here; That'll come later. Avoid them now and head up. 2. floors of worms were easy to avoid before, but in these cramped spaces you're going to want to kill them. Repeatedly hit them with your struggle hook for free kill; You don't need to waste bombs or arrows. There's a treasure trove in a treasure chest on the west side of the room. Kill the worms and make your way up south. 3rd floor kill all enemies here to grab the hammer. This last piece of equipment lets you hit things from a distance and you can also tap and hold the pen down for a moment to gain energy from the big hits. 2. Floor Smash the switch on the floor with a hammer shot to open the door, then proceed upwards by standing on the footprint markers and hitting the targets. This will shoot you to the top of the room, where you can kill the turtles and jump down to move on. 1st Floor Kill the turtles and flip the switch to return to the ... B1 Floor Smash the rocks to the west and follow the path that opens to reach the northwest corner of the map. Use the hammer of the two skels in the battle room to kill them, then proceed down the stairwell to the floor B2. B2 Floor Smash the switches here to go out to the west and then hop onto the platforms that hover over the precipice. As you ride, smash the skeletons and turn off the left and right. When you get all the switches, the southern log starts rolling and I'll let you move on. The courage gem is located in the southwest corner of the map. Heading up the stairs near the block net you will have a small key. Grab him and go up there. B1 Floor Opens the door in front of you, then heading north across the bone path to reach the locked door. Unlock it with the key and then press the switch inside it to drain the water at this level. Jump down to the ground and move to the west to find a puzzle. You have to change all the symbols on the ground to make the blue X red O's. A little hammering sal this luck, but if you want a simple solution, simply press the bottom middle tile first, then the middle middle tile, then the bottom middle tile again. That's going to spice everything up the way you need it. The road to the south is open, head there, use the swing to post the platform above you, grab some arrows, then shoot to the southeast and hit the pyramid switch to fill up the water on the level. Head south now and pound the floor there until it's a solid color; this opens the door nearby. This allows you to move to the east and fire an arrow at the where the door path. Do it to turn the water back, then fall down to the southeast and find the ladder leading down. B2 Floor Another colorful puzzle here. One thing to keep in mind is that you can stand on a tile to prevent it from finging. This may be necessary here, as there are so many diagonal patterns here; Try flying the switches until you get vertical lines between two X and one O, then standing on the O and flying the other blocks to make the entire vertical line solid color. You can also tap the gray tiles outside the puzzle area itself to flip smaller parts of the puzzle. Solving the puzzle opens a bridge to the southeast. Go over there and go back up. B1 Floor inspect the blocks above here; This is the real form of space puzzles. Write it down somewhere; Mark it in large letters on the far side of the map if you need to. With this done, ride the platforms up to the top level until you find the arrow dispenser. Use the boomerang to the east to flip the arrow redirector and point it to the south, then fire an arrow into it to fill the level with water. This will get you east. There's another hammering board here. Your goal is to flip the squares until they resemble the real shape of the squares below. This can be complicated, but it's feasible, especially if you get the habit of standing on one tile to prevent it from finging or trying to hammer the squares outside the puzzle area to flip one or two tiles at a time. If the pattern is correct, a blue door will open to the west. Drain the water if necessary, then upside down and hammer the platforms until it reaches and head to the middle part of the floor. You come to a rock; Push it west until it's on top of the hammering board, then hit it up the top of the stairs and push it east. This opens the way to a nearby treasure chest with a small key in it. Hammer yourself up in the northern part of this area and proceed to the northeast corner. Open the door to the east side of the area and walk down to where the rock rests on a launch pad. You have to boot it up to the next pad and then follow launch yourself. Repeat this process a few times until the rock does not go higher, then press the switch to clear the path of the Boss Key. Grab it, then descend to the stairwell south and go back. B2 Floor Place the Boss Key on the moving block here and use the Hammer to hit the skels as they fire at you. Then insert the locked door and jump up to the boss fight. Boss Fight: Eox, ancient stone soldier Why Does Link always look surprised when the doors lock behind him? You shouldn't be expecting this by now. Phase one, eox likes to beat you up with his fists. Can't get all the way to the edge Although, as long as you stay on the outside of the ring you'll be relatively safe. And from time to time, he'll shoot spikes at you from a height. If you keep going, both attacks are easy to avoid. What you need to do here is use your hammer to blow up the jump platforms, and then try to hit the red targets on Eox's body while you're in the air. There's about eight or nine of them, and they're scattered around his body, so that's going to take time. The hardest part is to hit the back, but if you want for Eox to fire the spikes at you and then run around the back side, use the platform you have and try to hit some goals. You are most likely to hit after you land a jump, leaving you out on the rim as quickly as possible. The heaviest target will be the back of Eox's neck, as it is the highest target. Phase two If you manage to hit your neck and disassemble the rest of the body, four more targets will appear on Eox's front side. It's going to move a little faster here, and your fist's going to have a bigger impact. Now what you have to do is shoot yourself out on the front side and hit all four targets one by one, preferably with one jump. If you do this, his body will fall apart and he'll just leave his head behind. Phase three It's just a meat wound, it seems, since Eox tries to just head off and shoot spikes at you. There are three jump platforms left, so you need to figure out where to land, try to goad Eox by moving there (he'll follow you around a little bit) and then jump onto his head and whack the blue crystal there with your sword. Repeat the process a couple of times to finish Eox off. Aftermath heart container, more sand, etc., take Aquanine and go away. Before we go back to the boat, it is worth exploring the northeast side of the island. It turned out the receding waters had a chest with a Courage Gem inside, as well as a chest of 200 rupees. Endgame Back Zauz Return to Aquanine with Linebeck and shove it out. Now that all three pieces are rare metal, head back to the northwest map quadrant and return to the island of Zauz. There's a pearl of wisdom you can achieve now that you've

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 reappeates 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 tenta 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 sidestw. 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 Bannen 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. Bannen 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 Mogogh, 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 Bannon 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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