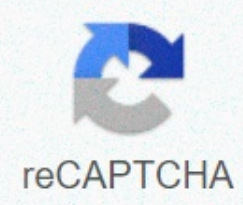




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## Link's awakening dx trading sequence

How to complete the long-winded trading quest. Zelda: Link's Awakening trading sequence quest is something that extends completely off the game. Starting with Yoshi Doll, you must deliver a variety of items from one island resident to the other. Without spoiling details, even if it seems like an optional questline, you need to complete these trades to reach certain areas of the game, so that the faster you can get started the better. The complete Zelda: Link's Awakening trading sequence is as follows: If you're looking for more help, our Zelda: Link's Awakening review can help. The trade mission starts with Yoshi Doll, which you can win from playing the trendy game in Mabe Village. Once you have it, you have to take it to the north-most house in the village - the one with two doors. Talk to Mamasha, who's giving you the tape. Lives in Mabe Village, head to the central house, the one with BowWow outside. Enter the right part of the house and give the tape to CiaoCiao for dog food. When you have dog food, head south to Toronbo Shores, where there is a cottage with a blue and yellow roof in the middle of the beach. Talk to sales inside, who want canned food - your dog food will do. You will receive Bananas in return. As part of access to the third dungeon, you need to infiltrate Channel Castle. Approach the front gates, then walk right along the moat until you meet Kiki the Monkey, who wants bananas. Switch them to not only build a bridge so you can access Channel Castle, but also receive a Stick. In Ukuku Prairie, to the west is a warp point. Next to here will be Tarin standing next to a tree with hive. Give him the stick to receive Honeycomb in return. ∴ Pokémon Sword and Shield review and guide In Animal Village, give Honeycomb to Chef Bear to receive a pineapple. In Tal Tal Heights north of the map you can enter a cave just to the left of where you fall down to Angler's Maw dungeon. At the top of the cliff you will find Paphal who wants some vittles - in other words, a pineapple. This gives you Hibiscus in return. Take Hibiscus to Animal Village and give it to Christine, who will give you a letter. West of the Goponga Swamp is a cabin with Mr Write inside. Give him the letter to receive the Broom. Take the diet of Grandma Ulrira - she is now in Animal Village - to receive the Fish Hook. With the Fishing Hook in hand, you'll visit the fisherman who is under the bridge in Martha's Bay.You'll need the Flippers from the Catfish's Maw dungeon first. You will receive a necklace in return. Our Zelda: Link's Awakening review and guide can help you with the critical path, including Eagle's Tower and Turtle Rock dungeons. There's a lot to do on the page too - including Zelda Link's Awakening Heart Pieces, Zelda Secret Seashells and Zelda Awakening trading sequence. Finally, there is also the new Zelda Chamber Dungeons feature to unlock and have been working towards - the Magnifying Lens Location. This has two uses - one is to read the book in the Mabe Village library, giving you directions you need to take in the final dungeon, Wind Fish's Egg. The second is to talk to a merchant in Toronbo Shores, found in a cave you need to bomb open on the beach. With the Magnifying Lens you can see and interact with the merchant, who can give you Boomerang in exchange for one of your items. This is especially useful for taking on the seventh and eighth dungeons of the game. Don't worry, you can buy the item back right away for 300 Rupees, so nothing is permanently lost! The trading sequence begins in Mabe Village trendy games in the south east. Head in and you will immediately notice a suspicious looking plushie from the Super Mario franchise. Pay ten rupee fee and navigate the claw over the Yoshi doll to take it. Step out of the store and a young boy will tell you a clue what to do with your prize. Head to the long house in the upper part of Mabe Village. Papahl and Mamasha live in this charming house full of children and obviously need something to keep them occupied, so give Mamasha Yoshi the doll. She wants to thank you by giving you a bond. If you're a Nintendo fan, trading away a toy based on an iconic and beloved character for a single accessory probably feels like a big downgrade, but we're only so soon begun with this crazy trading sequence, so just roll with it. Head to Madam MeowMeow's house, which is the house in the center of the city with the barking Chain Chomp in front. Walk into the door on the right and give the tape to CiaoCiao, the yappy little chain chomp on the floor. She is apparently obsessed with fashion and is so ecstatic to have a ribbon to wear that she will give you her dinner... can with dog food. Bring the dog food of a talking crocodile named Sale who lives in a house along the beach at Toronbo Shores, east of where you first found your sword. Sale lives in a house full of bananas, so he will be so happy to eat some meat (even dog food) that he will devour the whole can right in front of you like some kind of monster. In return, he gives you bananas. You will need power bracelets from the second dungeon, Bottle Cave, before you can reach the next item. Head east from Mabe Village, through Ukuku Prairie until you reach the right entrance to Kanalet Caste. You will see a bridge guarded by a monkey. Give him bananas and he will call in some friends to build a bridge (so you can access the castle for main mission purposes just before the third dungeon) and they will leave a lonely stick behind. Head over to the center of Ukuku Prairie and you'll see Tarin - Marin's father and local Super Mario cosplayer - trying to take a honeycomb hanging from a tree. He will swat on honeycomb with your stick, and then be chased away by furious bees, leaving his sticky, sweet treasure behind. You need Pegasus Boots from the third dungeon, Key Cavern, to get to this point. Grab honeycomb and head to Animal Village in the southeastern corner of the entire map. At the bottom right of Animal Village, a hungry bear in the chef's outfit tries to make some dishes inside a house, but lacks the perfect ingredient. Bears love honey, so give him honeycomb and he will give you a pineapple, which, like bananas in the past, you expect to be much easier to get by on a tropical island. Be sure to unlock the Warp Zone here just below the bear's house! Take pineapple all the way to Tal Tal Heights at the far north of the map to the right of the giant egg. You pass this way to Angler's Tunnel, the fourth dungeon. You should see Papahl, the father of four who lives in the city and who is now inexplicably lost at the top of the mountain. Feed him pineapple to give him the energy he needs to go home, and he will give you a hibiscus flower. After completing the fourth dungeon, Angler's Tunnel, you will be able to get to a cave just to the left entrance, and learn Mamdo's Mambo for Ocarina you found in the Dream Shrine (you've done it already, right?) This song will let you quickly travel - as you will want for the rest of this sequence! Use the song to get to Animal Village. In the second to last house on the right, you'll find a lady goat named Christine telling you it's rude to talk to her unless you bring a gift. Give her hibiscus and she will give you a letter to deliver to Mr. Write outside the mysterious forest. Move over to the upper left corner of the mysterious forest, just below the mountains. You will see a small house guarded by some potholes. Here lives Mr. Write, a shy, modest man who loves to get letters. Give him the letter from Christine and he'll open it to reveal a picture of... Princess Peach? Was this guy just catfished by a goat? You should not care about other people's relationships (even when they are built on betrayal), so take the broom he will offer you and return to Animal Village. You'll see Grandma Ulrira fussing around Mabe Village in front of her house (or in Animal Village - she can show up in both!) desperately in need of a new broom. Give her the broom and she will be ecstatic and you a fishing hook that she found while she swept near the river. Yes, this woman has decided to spend her life sweeping the whole island, which is commendable, but also completely crazy. Let's move on, but you need flippers from the fourth dungeon before you can. West of the Animal Village you can see a staircase leading into the water. Take another swim under the bridge just south. Link will appear swimming by a fisherman struggling to catch fish. Jump on his boat and give him the fishing hook and he will immediately put it to work, catching a mermaid necklace for you. Grab the necklace and swim to the right. While still in the water from the bridge, swim a little north and slightly to the west to find a mermaid in the water. Talk to her, give her the necklace she has been missing and she will give you a scale from the tail, which she is hopefully able to grow back at some point because otherwise this would be a strange exchange. You need Hookshot from the fifth dungeon before you can continue. Swim to the walls on the right and take you back to where you just jumped off the bridge on land. Hookshot yourself over the small gap just south of the bridge and make your way up a little. You will see a mermaid statue looking over the bay. This statue is the work of Schule Donavitch, an alligator artist who lives in Animal Village who lacked the finishing touches - a mermaid scale. By inserting the scale, the statue will move and a cave will open. Head in and immediately go up to open your chest and find the magnifying glass, a new element that allows you to see some invisible things in the game, as well as collect a new weapon and some items - like a secret shell from a previously invisible Zora living in a house in Animal Village, so don't forget to visit him. But most importantly, the magnifying lens gives you access to the final boss, which is obviously mandatory to complete the story. When you have the magnifying lens, warp to Martha Bay, and head west. Along the beach at Toronbo Shores you see a wall with a crack in it. Bomb the wall and go in to meet a once invisible Moblin. He'll offer you boomerang, but there's a catch! You have to trade him one of your precious items for it! Give him the shovel since it is the least integrated in your general quest at this point; plus, you can always buy it back from him for 300 rupees. Boomerang is one of the most useful elements of the game. It allows you to hit wrestlers in dungeons from afar, stun most enemies, and even injure tougher enemies. Now, travel to Mabe Village and head inside the small library. Go to the darker colored book in the bottom right corner. Now that you have the lens, you can read it. This book has detailed instructions on how to navigate the maze under the giant egg that leads to final chief struggle. (or write down a note) of this unique set of directions - which is always a randomized series of arrows - and use it when you enter the giant egg on top of the island. Keep in mind that every time you start a new file in Link's Awakening, these directions will be different, so don't expect to reuse your notes in your next playthr, Playthrough!

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