

Chapter 1 : Twilight Princess Walkthrough “ Zelda Dungeon

The Legend of Zelda: Twilight Princess is the latest entry in the Legend of Zelda series, a lineage of games long known for their epic quests and adventurous gameplay. There's a little country.

Talo spots a Monkey and proceeds to chase it into Faron Woods. Link and the rest of the children give chase. Link follows her, and Colin tells her how Link saved Talo the day before. Ilia tells Link not to worry about his Horse and asks him to promise her to come home safely. The beasts kidnap Ilia and Colin and leave Link unconscious in the Spring. When Link regains consciousness, he finds Colin, Ilia, and Epona gone. He runs off into the Forest to find them, but finds a large black wall blocking the path. As he approaches it, a large and menacing black hand reaches out and pulls him through the wall into the darkness within. Link finds himself on the other side, being strangled by a Shadow Beast, the creature who pulled him through the wall. A sharp pain runs through Link and he doubles over, transforming into a Wolf before passing out. She immediately explains to Link how Hyrule came to be shrouded in Twilight, [19] [21] and reveals her true identity as Princess Zelda. She tells Link that he cannot revert to his Human form yet, [23] and that he needs her cooperation to save his friends. Ordon explains to Link that its fellow Light Spirits were slain and robbed of their light by Shadow Beasts, turning Hyrule into a Twilight-covered netherworld. Faron tells Link that he must recover its Tears of Light from the Insects of Darkness that stole them to rid the Woods of the Twilight. Midna tells Link that there are two other Fused Shadows in Hyrule, and urges him to find them. Link also meets the Village Shaman, Renado, who tells him that they are having trouble with the Gorons of Death Mountain. For some reason, the Gorons have become hostile towards the humans and refuse to grant them entry into their Mines. Link manages to calm her, [36] and rides her back to Ordon Village to meet with Bo. Link and Epona chase the monster and his minions into Hyrule Field, and a horseback battle ensues. The elder proceeds to tell him that the Goron patriarch, Darbus, has fallen victim to the dark power of another Fused Shadow. It turned him into a monster, and the elders were forced to seal him inside the mountain. Link defeats him and acquires the Fused Shadow that possessed him. Link travels north to the Twilight-covered Lanayru Province. He and Midna ascend to the throne room and discover a large number of Zoras trapped beneath the ice. Before they leave, the spirit of the Zora Queen Rutela thanks them for saving the Zoras. These individuals had mastered powerful magic and tried to control the Sacred Realm with it, but the Goddesses ordered the Spirits of Light to intervene. King Bulblin is revealed to have survived his fall off of the Bridge of Eldin, and Link once again battles him on the way to Kakariko, knocking him off the Great Bridge of Hylia. After crossing Hyrule Field and Kakariko Gorge and evading scores of monsters along the way, the group reaches Kakariko Village. Ralis is left in the care of Renado and the children, and Telma states that she will stay in Kakariko Village for the time being. After solving many puzzles in the dungeon, he defeats the aquatic creature Morpheel and acquires the final Fused Shadow. He takes the Fused Shadows, [55] critically injures Midna and casts a curse on Link with a Shadow Crystal that traps him in his Wolf form. Lanayru warps the duo to Hyrule Field to save them, and tells Link to head to Hyrule Castle to meet with Princess Zelda, who should know how to break the curse that Zant placed on him. Midna weakly tells Zelda that she needs Link to save Hyrule and asks her how his curse can be broken. She concludes that Link is bound by an evil power that prevents him from transforming back into his Human form. As the duo leave Hyrule Castle, a giant magical barrier is erected around it, preventing access to the Castle. With the last of their power, the Sages activated the Mirror of Twilight and banished Ganondorf to the Twilight Realm. Ralis recognizes the creature and remarks about the Reekfish it is holding. It gives off a Scent, prompting Link to transform into his Wolf form to sniff it. The Scent leads into Snowpeak and effectively serves as a path through the blizzard for Link. She gets the location wrong several times due to her illness, sending Link on numerous misadventures through the Ruins. Eventually, she finally gets it right and sends Link to the room where the Bedroom Key is located. She offers to take him to the master bedroom where the Mirror Shard is located. Link returns to the Sacred Grove in search of another Mirror Shard. While exploring the Temple, Link comes across an ancient item called the Dominion Rod. He uses this Rod to traverse the Temple and battle the corrupted guardian of the Mirror Shard,

Armogohma. Upon seeing it, Ilia remembers that she was confined in the Hidden Village with someone else before escaping and arriving in Castle Town. Link finds the Hidden Village overrun by Bulblins, and quickly disposes of them. The person Ilia was imprisoned with appears and introduces herself as Impaz, the last resident of the Village. Ilia reveals that her Charm was meant to be a gift for Link before he departed from Ordon Village, and gives it to him. Shad reads the word written in the Book, but it does nothing to the statue. He says the newly formed word in front of the statue, and removes the seal on it. Link moves it, and finds a broken Sky Cannon behind it. After his arrival, Link sees a Dragon flying around the City, which terrifies the local Oocca tribe. Link defeats it and acquires the Shard, saving the Oocca in the process. The Ancient Sages reveal that Midna is the original ruler of the Twili, [98] and that she had her power suppressed by Zant, who transformed her into her current imp form. As a result, Midna was forced to flee her people. She tells Link that they are now fighting to save both worlds, and the two use the Mirror of Twilight to enter the Twilight Realm. Link defeats him, and Midna regains the Fused Shadows. Link manages to defeat him, and Midna uses the Fused Shadows to free Zelda from his grasp, but he transforms into Ganon to continue battling. After this, the power Zelda gave to Midna to save her life returns to her, reviving the Princess. However, Ganondorf once again transforms into his "God" form, and Midna warps Link and Zelda outside the Castle before using the Fused Shadows to fight him. Ganondorf and his minions charge towards Link and Zelda on horseback, but Zelda summons the four Spirits of Light, who grant her the Light Arrows. Link and Ganondorf then battle on foot with the Master Sword and the Sword of the Sages, respectively. Eventually, Link strikes Ganondorf down and plunges the Master Sword into his chest, killing him once and for all. This releases the curse on Midna, who is revived by the Spirits of Light, restoring her to her true form. As she departs, Midna sheds a tear which shatters the Mirror of Twilight, breaking the only known gateway between Hyrule and the Twilight Realm. Link rides away with Epona to places unknown, equipped with only his Shield, while Ilia witnesses him leaving Ordon. At the very end, the throne room of Hyrule Castle is seen, revealing that the Castle was rebuilt. Gameplay Switching between Hylian and Wolf form plays an important part in the game. In a further departure from *The Wind Waker*, Link is once again a young man, as opposed to a child, as in the latter part of *Ocarina of Time* and in *The Adventure of Link*. Wolf Link Link transforms into a Wolf when entering the Twilight, a dark shroud that has ensnared Hyrule. As a Wolf, Link is unable to use items. Instead, he resorts to abilities like dashing, biting, digging, and howling, among others. With the help of Midna, he can also warp through portals to reach far destinations instantly and create an energy field that can defeat multiple enemies simultaneously. In addition, Link can communicate with animals in Wolf form as if they were people. During the first half of the game, Link is a Wolf only when he enters a portion of Hyrule that has fallen under the influence of the Twilight; once there, the young hero is unable to return back to normal until he purges that cursed place by reviving the Light Spirits after collecting their Tears of Light.

Wii and GameCube Differences The Wii version of the game is a mirror image of the GameCube version, meaning that East is West and vice-versa in the former version; this is to accommodate for most Wii players being right-handed, while Link is often left-handed. In order to swing the sword which Link uses as a weapon, the player makes a slashing motion with the Wii Remote. A jab with the tilt-sensitive Nunchuk will cause Link to perform one of his secret moves, the shield attack. Tapping it once does the normal slashing motion. Pressing it two or three times allows Link to perform sword attack combos. The C stick rotates the camera around, while the A button is for actions like talking, opening doors, and picking things up. Link also shares similar moves between Hylian and Wolf. For example, when an enemy is on the ground, Link has the option to finish them off by plunging his sword into their chest or in Wolf form on Poes, to rip out their Souls. With these abilities come some disadvantages. As mentioned before, Wolf Link cannot utilize any of his items, or open any doors with handles until he transforms back into a Hylian. As Link progresses on his quest, he can learn various Hidden Skills, which improve his repertoire of sword attacks, and even expose new weaknesses on strong enemies. In addition, he also makes use of various items that appear for the first time in the game, as well as classic tools and weapons that, in one or another way, have been revamped to have secondary uses. The default name for the horse is Epona the set name of the horse from the two aforementioned games and is used as the main form of transport whilst Link is in Hylian form and until various warp points are opened around Hyrule. For the first

time, Link can use his sword in combat while riding Epona in the game. Game Information Please help improve this article by introducing appropriate citations. General Aspects The game is meant to have a more mature atmosphere than the rest of the Zelda games , as well as significantly darker, and more rabid versions of monsters from older Zelda games. It is also supposed to be the longest Zelda game to date, accumulating at least sixty hours of play, twice as long as Ocarina of Time , confirmed by Iwata , although many who completed the game believed this to be inaccurate. Princess Zelda and Ganon also appear in Twilight Princess. As featured in The Wind Waker , Link uses special facial expressions to inform the player and give subtle clues on how to solve certain puzzles. For some gamers, the game still proves to be more challenging than other Zelda games preceding it, although all the bosses have been noted as remarkably easy, taking most gamers only one try to defeat. Another returning feature is the day and night system of Hyrule , consisting of not only the cycle of days but weather and atmospheric effects as well. Motion capture is used to bring the characters alive in a realistic manner. This is most evident during cinema sequences. Twilight Princess was first revealed E3 when Nintendo showed a teaser trailer of their new Zelda game to a small group, resulting in outrageous uproars from the viewers.

Chapter 2 : The official home for The Legend of Zelda - Home

Twilight Princess Walkthrough Welcome to the Legend of Zelda Twilight Princess Walkthrough for the Nintendo Wii U version of the game. The Nintendo Wii U version resembles the original Nintendo GameCube version; while the Nintendo Wii version is a mirrored version of the other two.

Playing the GameCube version? Travel down the southeast route and proceed into Hyrule Castle town. Push the isolated box to towards the others and then climb them into the window. Begin by crossing the tightrope on the right and continue on to the other side. After the final rope, climb the platform at the end enter the doorway. Hop down and use your sense to see the Poe, and attack it. After defeating it, speak with Jovani sitting in the nearby chair. Instead, enter the path to Underground Waterway he reveals. Grab hold of the northern chain and proceed down the open passageway. At the top of the stairs, grab the wooden stick and light it on fire with the nearby torch. Use it to burn down the spider web. Afterward, reignite the stick and light the torch in the next room. Reignite it again and climb the western wall to burn down the spider web. Go through the doorway in the next area and dig in the middle of the floor to emerge elsewhere in the sewers. Go through the tunnel and up the staircase. Cross the tightropes and go through the open door at the top. Run across the damaged buildings until you reach the broken bridge. Wait for the wind to kick up, which will extend the bridge allowing you to cross it. Jump to the blue roof below and enter the window at the end. Scale the stairs to meet with Zelda. Warp to North Faron woods and follow the path leading to the Forest Temple. Kill them to have the thankful monkey show you a pretty part of the forest on the other side of the cliff. Run up the cliff on the right and use Midna to cross the gap to a tunnel. Afterwards, wait for the wind to spin the bridges, then cross them and wait for them to spin again so you can reach the other side. Cross the tightropes carefully to avoid the swinging tree stumps and enter the cave. Approach the howl stone on the right and howl. After warping, howl the song again to have the wolf mark a spot on your map to return to as adult link. Inside is the Sacred Grove. Walk up to the stone with the Triforce symbol and play back the howl song Middle, Up, Down, Middle, Up, Down to cause a creature to drop down from the trees. Ignore them for now and proceed through the tunnel. You need to find the kid - the trick is to listen for the horn in the music and look for the glowing light of his lantern to find him. Attack him to make him reappear up on a ledge. Go through the cave until you find a waterfall with a tunnel behind it to find him again. He will reappear on another ledge by a large blocked door. Climb the platforms in the next room to get to him. Drop down at the end of the path to encounter the kid again. The trick is to catch him in the edge of your Energy Shield, and then attack. Three attacks will do him in, and reveal a doorway. Go through the door into the next area. Stand on the Triforce icon and howl the song shown. Follow these directions to return the guards to their rightful place: West, south, east, east, north, west, north, north, west, south, south, east, and north. The sword will accept you as its new master and restore you back to human form. You can now transfer between these two forms at will with the Shadow Crystal. Once you are restored to human form, you can reach a ledge just west of the north end of the Eldin bridge with a clawshot. Inside is a cave requiring you to drop into a series of magnetic fields with the iron boots. At the end of the cave is a treasure chest containing a heart piece. The Mirror of Twilight[edit] Before you leave this area it will be inaccessible until three temples down the line , go back to where the Skull Kid was, and destroy the rock with a bomb. This will expose a Poe. Take him down to collect another part of the spirit. Dig where the rock was see above to find a hidden cave. Destroy all the enemies inside to reveal a chest containing a heart piece. Warp back to Castle Town. As you enter, the dedicated mail man will deliver a letter from Telma. Go there to meet with them and read the map on the table to learn important information. Now warp to Lake Hylia. At the Lanayru Spring once you acquire the Clawshot you can reach some vines hanging from either side of the ledge the entrance is on. From there, there is an area in the back with unlit torches that you can light to reveal a treasure chest containing a heart piece. In the southern portion of Lake Hylia is a bombable boulder blocking a large cave. If you go through it to the end there is a heart piece in a treasure chest. As the cave is dark and many passages blocked by boulders, it is advisable to have a full lantern and possibly either a bottle of oil or an empty bottle I believe there are yellow chus in the cave as well as a full

stock of bombs. He will allow you to play a minigame which involves flying up the river and popping fruit shaped balloons. If you score 10, points pop only oranges or strawberries you will receive a heart piece. Climb the platforms to the south to meet with Auru on top of the tower. Take this to Fyer, the operator of the Canon amusement ride in Lake Hyrule make sure to use the item while locked on. Hop into the cannon to land in Gerudo Desert. Begin by crossing the desert to the northeast. You may want to make a pit stop in the southeastern corner of the desert to open an additional warp point and find a missing part of the bridge. Warp it to Eldin Province to fix the bridge there. Eventually, two boars will come at you head-on. Shoot down their riders with arrows, and then mount one of the animals. These guys are the off-road equivalent of your horse. If you press A, the boar will charge forward for about 10 seconds. Use this ability to smash through the northeast gate, and then dismount the hog and climb up the ledges to continue through the northern route. Before proceeding into the next area, take the east path to find a Poe. As you approach the gate, shoot the archer to the West with an arrow, then take the path east of the gate. Slash at the enemies along the way. Kill the foe near the roasting boar to find it. Destroy the roasting boar through repetitive slashes to locate a heart piece. Use the key on the locked door to encounter an angry goblin equipped with an axe. His only attack is to swing wildly, which is easily avoidable. The enemy will soon retreat and ignite the place on fire. Hop onto the nearby boar and dash through the southern gate to reach a new area. At the top of the stairs, turn right and destroy the Poe for another soul. Was this guide helpful?

Chapter 3 : The Legend of Zelda: Twilight Princess - Wikipedia

The Legend of Zelda: Twilight Princess Walkthrough GameSpot's Walkthrough to Twilight Princess has a full walkthrough, with videos for each boss fight, as well as a list of all the Pieces of Heart.

When you try to enter, you will get tossed out but Louise the cat will stop you and show you a way to the passage. Push the crate at the side over to the rest of the boxes and climb up and enter the window. Once inside, make your way across the top of the bar without upsetting any of the pots. When you get to the left side, you will need to pick one up and move it out of the way to pass unnoticed. Enter the chest and you will come to a passage below. Pick up the stick on the ground and light the torches so that you can then use them to light your stick again to burn through the spider web on the left side. Hop through and continue to the dead end round room and dig in the center to pass. Once you reach the top, make your way across the rooftops as before, but this time when you reach the bridge, you will need to cross it when the wind blows, raising it. Enter the window atop the slanted roof and make your way up the stairs to talk to Zelda there. Once the next scene is over, you will need to make your way to Faron Woods, so teleport to the Northern section. Go north and you will get a scene with a monkey getting attacked. Save it and it will tell of a path on the other side of the cliff. Go up the ramp on the right and have Midna let you jump across and across again until you come to a bridge. Cross it and wait for it to turn and then cross two ropes while avoiding the swinging hammers. Once on the far side, enter the cave opening. Once inside, go to the stone with the tri-force marking and mirror the howling that you hear. Once you do, the far door will open and some enemies will appear. Keep following the main enemy with the hat and the horn into each area- known as the Skull Kid. When you find him it's easy to do so with his horn sound and his lantern lighting the path he is on- attack him and he will open a new passage and appear in another area. Simply keep finding him three times until he appears atop a cliff beside a water fall. Go through the waterfall and up the tree and hit him. Chase him into the next room where you need to attack him three times. You can use the B button to cover him in darkness and attack quickly, but you can also hit him easily enough when he is occupied with blowing his horn. Once you have hit him three times, he will open the next passage. When you enter, you will come to two statues that will then make you solve a block puzzle. What you need to do is move in specific directions to get the two statues back on their original platforms. To solve it, move in this order from the start: Left, down, right, right, up, left, up, up, left, down, down, right, up. Once you have, the statues will be on their original spots and the next door will open. Enter and you will receive the Master Sword for your troubles. Now with the bad ass sword in hand, teleport to Lake Hylia and swim towards the platform near the cannon building. Go to the right and hop over the platforms to reach the ladder against the cliff. Climb up and continue up the path to reach the large tower. Climb the ladder there to reach the top of it and talk to Auru. He will tell you of the Cursed Mirror and give you a memo. Head back down and go to the cannon building to talk to Frya. He will grudgingly launch you to the desert to start you on your search.

Chapter 4 : The Legend of Zelda: Twilight Princess for GameCube () - MobyGames

Note: The Legend of Zelda: Twilight Princess walkthrough was written using the Wii version of the game. The Wii version is a mirrored version of the Gamecube'calendrierdelascience.com players going through the.

Say "Yes", and continue following the path. A second Goron will ask you the same thing. Say "Yes" and look to the right. When you arrive, grab the rock, and a Red Rupee worth 20 rupees will appear. Continue following the path and grab the other rocks. Each one will have a Red Rupee. You can do this as many times as desired. You can collect this as many times as desired, as long as you leave the temple each time before you get it again. Easy Lantern Oil Kill a Yellow Chu and then immediately afterwards take out your lantern and scoop up the jelly to fill it to the brim. Go to the small shop near the Forest Temple run by the talking bird. You can take whichever item desired. If you do not wish to pay, run. If you are not fast enough the bird will attack you repeatedly, then when you return he will call you a thief and may attack you again. However, if you want to use the safer method, grab as much as you desire, then walk over to the box besides the bird. Only pay 1 Rupee no matter what the price is. He will make a comment about how cheap you are getting it for, but will not attack. Easy kills When you have the Ball and Chain, throw it behind your enemies. If it hits them on the way back it is very powerful and should kill them in one hit. Then, do a spin move. This is helpful when you are facing one enemy and your health is low. Then, pay for the mini-game and try to land on the top tier platform. If you fail, reload to start again inside his hut. Repeat this as many times as desired to avoid having to pay 10 Rupees to get launched from Fryers attraction each time. Free arrows To get free arrows, find an enemy that shoots arrows at you usually fire arrows. After the arrows that were fired at you hit the ground, you can retrieve them. You may only have a few seconds to do this. Repeat this as many times as desired. Sparkling gold Chu Jelly The rare Chu jelly golden and sparkling can be found in various places for example, in the Snowpeak area. This is very valuable Chu jelly because it restores all of your hearts and also temporarily increases your attack strength. Always daytime Gain access to the City in the Sky. Whenever you go there and leave it will be daytime. Make day and night appear faster Stand in an area without moving. Notice that time will move very slow between day and night. If you move and do things, it will move a bit faster. If you want day or night to appear a lot faster, do a combination of moving and warping to make the effect happen faster. Restore health When you are low on health and are not in the middle of something, go to Southeast Hyrule Castle Town. If you have not already done so, complete the STAR mini-game. This is the game inside the large purple circus tent. Afterwards, talk to the three girls directly outside. After they "freak out" about you, three hearts should appear. You can repeat this as many times as desired. When your health is low and you see a fairy, take out your bottle and run into the fairy. While the fairy is circling around, use your bottle. The fairy will heal you and be captured in your bottle. When your health is low, catch some fish. You can do this as many times as needed. Safe fall When you are in Ordon, pick up a chicken and run off a hill or some other high location. The chicken will flap its wings and you will be able to hover to the ground. Resume game easily in dungeons While in a dungeon and you save and turn off the game, when the game is resumed you normally have to go through the entire dungeon again to get back to the room where you left off. To avoid this, before you save use your Ooccoo and warp out. Then, save and turn off the game. When you turn it back on, use your Ooccoo again to resume in the room where you left off. To play it, just look at it in first person using C. The game requires 5 Rupees per play and you win 10 Rupees for each round completed, and the Frog Lure for the eighth. If you run out of Rupees before getting the lure, you can mow the tall grass just outside in the Fishing Hole area for around 60 Rupees. Once you have caught one of each, go to the south east corner of the water closest to the house. Use the Fishing Rod bobber to catch the Sinking Lure. Make sure Hena does not see you use it or she will take it away. Hylian Loach To catch the Hylian Loach, go to the northern-most cove during the summer. Cast the Frog or Sinking Lure in the lily pads. Once he bites, he is hard to reel-in. In the Zora Temple, find the room where you get the Boss key. There will be Skull Fish and two Hylian Loaches. Be careful not to catch a Skull Fish as they just take up bait. Catching a fish At the beginning of the game, you must catch two fish. Go to the area where you see the cat, then begin fishing from the dock. Throw the line

into the water and wait until the colored bobber sinks below the screen. This means a fish has bitten. Quickly lift the Wii-mote up hold it there. If done correctly, a "Fish on" message will appear. Continue holding the Wii-mote up until Link reels the fish in. Throw the second fish away, so the cat takes it. Skeleton fish In the Zora Temple, once you have dived into the pool with the fish inside, take out the fishing pole bait works faster. Cast into the water, and you will soon catch a fish that will not be recorded because it is forbidden.

Finding Worms Go to the Fishing Hole behind the sign at the entrance to find three little mounds of dirt. Turn into a wolf and dig these up to find Worms. Put them in an empty bottle and use them as bait to make fishing easier. Go to the southwest side of the town square. Enter the building there. Immediately when you enter, you should see a Goron standing there. Talk to him and he will thank you for saving their mines. He will then ask if you would like to buy the Hylian Shield for approximately Rupees. When you are in the Goron mines, go to the village beneath it, then go to Huryle Field. The postman will soon run up to you, giving you a letter that describes the Hylian Shield. The general store in the village beneath Death Mountain Goron mines has the shield for Rupees. Control Cucco Hit a Cucco approximately eight times to go into its view and to be able to move it around. The easiest way to do this is just after you get the Iron Boots. Walk outside the building to find a Cucco. Wear the boots and roll into it eight times. Talking to Epona When you able to become both human and wolf, go to a patch of "Horse Calls" as a wolf. Press A to howl. Howl the song as indicated with blue lines, and Epona will come to you. Still as a wolf, go up to Epona and talk to her. She will tell you to hurry up and turn back into a human. Getting the kitten back to the shopkeeper To get the kitten in the Prologue, you must have a Fishing Rod. Go behind the locked house and catch a fish. Then instead of pressing A, press B. Link will throw the fish at the cat. The cat will take the fish back to the shop.

Chapter 5 : The Legend of Zelda: Twilight Princess (Video Game) - IMDb

The best place to get cheats, codes, cheat codes, walkthrough, guide, FAQ, unlockables, tricks, and secrets for The Legend Of Zelda: Twilight Princess HD for Nintendo Wii U.

To the Top[edit] A mysterious barrier. You chased after the monsters who took Ilia, but found a dark curtain instead. As you stood before it, a hand from within grasped you and drew you inside. You transformed into a wolf, and the shadow being dragged you off. When you awoke, you found yourself shackled in some dungeon with an odd creature staring at you. A Great Escape[edit] When you finally get control of yourself again, attack the pile of debris in the southeastwest corner of the cell by pressing. This exposes a hole under the bars, which you can dig your way out of by pressing. After escaping the cell, with the creature on your back, go into the cell next door. The creature on your back will produce an orange phantom hand that reaches out for a dangling handle. Press to target the handle, then press to bite it. You will jump up and hang from the chain, opening the gate nearby that leads to the sewer. Surviving the Sewer[edit] At the second corner, after jumping down, the creature will tell you to sense with. The glowing orb will reveal itself to be the ghost of a soldier who died there. Head north from here. There will be an enemy running around on the bottom floor; kill it if need be. Head west at the first intersection and climb inside the tunnel to the south. Break the box there to find a blue rupee. As you explore the sewers you will find skulls. These can be destroyed to find hearts and other items. Pull a chain south of the spikes to bring in water, then swim north over the spikes. Go to the northeastwest corner and pull a chain to lower the water level target the chain and press. Return to the gate and crawl through a hole on the floor near the bars. The Spiral Staircase[edit] You proceed to go into a tower with a spiraling staircase. Jump the small gaps by simply running off of them. You can clear the large gaps by pressing when you hear your companion call, then targeting her and pressing to jump. At one point, you will need to walk on a rope to continue. Simply walk in a straight line while on the rope and you will not fall off. When you reach the top, battle the 3 keese there, then climb onto the third step of the rubble near the left column next to the closed door. Your partner will call, so press , target her by holding do not release until you are all the way up , then pressing every time you land on solid ground. If you slip off, climb onto the block again. Rooftop Romp[edit] While walking on the roof, you will encounter a spirit that says the place you are in is Hyrule Castle, and that there are winged creatures in the area. Push a crate to access a high perch, and keep moving forward. When fighting the flying creatures, position yourself so that you are not on a ledge, then hit them with jump attacks. When you get to the wide gap, walk to a wooden platform to the rightleft. While on your way, either fight or avoid the two flying enemies there. Once inside the tower, you approach a hooded figure. She turns around and dramatically introduces herself as Princess Zelda. She then identifies your companion as Midna, and tells you the fate that befell her kingdom. Retrieving the Shield and Sword[edit] Upon gaining control, leave the room and head down the staircase. The guard will come and Midna will help you escape through the way you came in. Midna takes you back to your hometown, but you are still in your wolf form. Your fellow villagers have already endured an attack by monsters, and they will not welcome the sight of a scary beast. The Shield[edit] Sneak across the bridge to the westeast side of Ordon Village. Midna points out an open window and suggests that you jump to it. On the way there, Hanch will see you skulking from the bluff and will sic a falcon on you. Hanch will run away upon your arrival and allows you to continue with your quest. Dash into the wall press while running twice to knock the shield loose, grab it, then use the loft window to exit. The Sword[edit] Rusl and Uli are outside, suspicious of the creatures that have been causing havoc. Avoid the humans, walk to the east side of the house, and use your senses to detect a sparkling black patch near the wall. Dig into the patch to enter the house. Take the sword then head to the Ordon Spring. Shadows in the Spring[edit] When you get to the spring, you will face a shadow creature much like the one that pulled you into the twilight. The shadow creature will create a barrier that traps you in, forcing you to fight. After attacking it like that twice, fully, the shadow being will fall. Once the creature from the darkness is vanquished, you encounter a creature of the light. This light spirit, Ordonia, is one of the four who protects Hyrule. He charges you with the quest to find the other spirits and restore their light to dispel the twilight from

the kingdom. He tells you that you will return to your original form if you help the light spirit in the Faron Woods.

Chapter 6 : Legend of Zelda: Twilight Princess Walkthrough | GamesRadar+

The Legend of Zelda Twilight Princess HD Walkthrough! Walkthrough and Let's Play Playthrough of The Legend of Zelda Twilight Princess HD with Live Gameplay and Commentary in p high definition.

Get the latest news and videos for this game daily, no spam, no fuss. Follow Want the latest gaming news as it breaks? Subscribe for the latest gaming news By: As you may expect, you take on the role of Link, a young hero who sets out to defend Hyrule and save Princess Zelda. We also have a separate list of all 45 Pieces of Heart. That means that all of the dungeon maps here are going to look like mirror images of what appear on the GameCube version. Ordon Village You begin your journey with Link in a small village, where Link is apparently a well-known farmhand. Grab this piece of grass to play a tune for Epona and Ilia. It does nothing but prove how talentless you are. You have to head back to your house after the little talk that Rusl here gives to you. Not much to do but help him out. Maybe you like your horse smelly and unclean, did she ever think about that? Ilia wants you to play a melody for her and Epona on the grasses that grow along the lakeside. My-ay-ay Epona With Epona in your possession, ride her back to your house, then head through the village. The idiot is there, waiting for you to help him get the goats into the barn. After a simple fence-jumping exercise hit A to dash towards a fence and Epona will automatically jump it, given enough lead time. Village Idyll Head outside your house and speak to all the kids in the area. Basket A precisely aimed bird will help you nab the basket monkey thief. Talk to her to learn about the basket, then speak to the guy on top of the earth pillars in the middle of town to learn about climbing up and jumping around. Jump onto the house roof here and reach the farthest pillar out in the water. More reeds grow here, so pick one and blow it to summon an eagle. You can find the cat on a pier near the water wheel. Run over to it and equip your fishing rod. To do so, hit the - button, point at the rod, and hit B. Using B will equip the rod, then hitting B again will throw the lure out into the water. If you get the "Fish On! You can also drink the milk that the store owner gave you and use the bottle to collect some bee larva, if you wish. It acts as fishing lure. It can be deceptively difficult to hit the A button at just the right time to do so. Rusl will tell you that he left something for you in your bedroom. Before you head inside, talk to the girls for a makeshift slingshot lesson. When you reach your house, open the chest in front of you to find your Wooden Sword. May I have another! Shake the Wiimote from side to side. Shake the Wiimote up and down. Hold Z to target, tilt the nunchuck analog stick forward, and shake the Wiimote. Shake the nunchuck from side to side. Use Z-targeting and press A. Super Monkey Brawl After slashing your way through combat training, a monkey will come and lure all the little children out towards the lake area where Ilia washed Epona. When you reach the cave that Epona refuses to go into, take a left and head into the clearing there to find a hippie salesman. An astute economist, this one. With the lantern in hand, head back to the cave and walk inside. In the cave, swing your lantern at the stone pillars to light them up as you move along. When you come to a fork in the path, head right to find a chest with a Rupee spot in it before moving further down the path to reach another exterior area. All our Zelda math is going to be screwed up now. There are plenty of monsters here for you to fight, so feel free to get after them with a vengeance. The gate in the southeastern corner of the zone is locked, so head through the northeastern passageway to find a small cave. Lighting both of the pedestals on either side of the chest will reveal another, hidden chest, which contains your first Piece of Heart. Rescuing Telo You may need more lantern oil before heading into this next area. You can appease his wrath by dropping the money into the box underneath his perch. There are 20 of them in all this time, and your target time for getting them all in is three minutes. You Meddling Kids So these guys get kidnapped and probably killed Before you head out to Hyrule, Ilia hosenaps Epona and takes her to the spring for some special rubbing. Way to be responsible there, Link. Anyway, hand the sword over and head down to the spring. You have to crawl to them through the little tunnel that can be found in the small clearing near the exit to your house in order to make it to the spring. Just head back to the path leading to your house and check the eastern wall to find the tunnel. The Dark World After a number of unsettling events, Link finds himself in the world of shadow To reach the other side of the bars, stand near the junk in the corner of your cell and attack it while standing still and holding Z, or just by moving the Wiimote around. Doing so will

reveal a small gap in the bars. It never really gets explained, as far as we can tell. Move into the other cell here, hold Z to target the chain, then hold A to jump at it. There are a couple of chains in this area; biting them will open up the corridors nearby, and one of them will raise the water level, allowing you to pass over the spike trap. Be mindful of the enemies here, as they take off a full heart when they hit you, and you only have three to work with. You have to head across the spires here, fighting off vicious birds. When you reach the tiled roof on the far side of the area, stick to the middle of the roof and climb up to move on. **Back To Reality** Get close to these guys, but not too close, to overhear their conversation. She wants you to find her a sword and a shield before she changes you back. Nothing to do but head back towards Ordon Village. Head into the village proper to learn that all of the children have been kidnapped. Sucks to be them. To overhear their conversation, you have to creep up slowly towards their location and hit the A button to listen in every couple of steps. Your Senses can be used here to find holes that you can dig up treasure in. **The Shield** After overhearing the conversation, you know that you have to get into the house with the waterwheel. Unfortunately for you, one of the villagers is going to be guarding the waterwheel itself by standing on one of the pillars and throwing a hawk at you. Get a start by running over to the shop and stand on the small rock near the pet door; this is where Midna needs you to be before she can get you up on top of the house. Head into the house here and drop down to the living room. If you stand on the table, Midna will get you up to the upper level of the house. Dash into the wall underneath the shield a couple of times to knock it off the wall, then grab it and climb out the window nearby to get out of the house. Rusl will patrol through the town, very slowly, at this point. Head around to the southern side of his house and use your Senses to check for a weak spot in the ground near the lumber pile; digging there will net you access to the house. Grab the Ordon Sword from the couch, then dig back outside. Get used to using this B-button power to finish off shadow beings. Midna wants you to head back to the woods at this point, so do so. Nothing too difficult here: We heard she tried out for the latest Miyazaki movie but got turned down and had to do this game instead. With that interlude in the past, head down to the twilight door and proceed through, courtesy of Midna. How badly we want to tear your throat out with our ferocious jaw. Move forward here to start a fight with no fewer than three of the shadow beings. When you take down two of them, the third will simply revive them! According to Midna, all you have to do is hold down the B button, then wait for all of the shadow beings to get inside your circle of pain. When you have them all in your circle, let go of the button to kill them all instantly. Head forward and talk to the glowing light above the waterfall here. **Bug Hunt** The first couple of bugs will be easy to get to, but some of them will be devious. There are a couple in the house near where you obtained your lantern; use the ramp to the south of it and Midna will be able to get you up to the window from there. Use your Senses to talk to the spirit inside to reveal the two insects. Two more bugs are right near it. The bottom of it is filled with fog; falling in will warp you back to the entrance. Two bugs are near the western wall here, so ram the wall to get them off, kill them, then head to the rocky outcropping nearby and use Midna to warp your way across the branches.

Chapter 7 : Twilight Princess Walkthrough – The Twilight – Wii Version – Zelda Dungeon

The Legend of Zelda: The Wind Waker. In this ninth entry in the Legend of Zelda series, Link debuts on GameCube with a fun new cel-shaded look, but the ga.

The chicken will flap its wings and you will be able to hover to the ground. Resume game easily in dungeons While in a dungeon and you save and turn off the game, when the game is resumed you normally have to go through the entire dungeon again to get back to the room where you left off. To avoid this, before you save use your Ooccoo and warp out. Then, save and turn off the game. When you turn it back on, use your Ooccoo again to resume in the room where you left off. To play it, just look at it in first person using C. The game requires 5 Rupees per play and you win 10 Rupees for each round completed, and the Frog Lure for the eighth. If you run out of Rupees before getting the lure, you can mow the tall grass just outside in the Fishing Hole area for around 60 Rupees. Once you have caught one of each, go to the south east corner of the water closest to the house. Use the Fishing Rod bobber to catch the Sinking Lure. Make sure Hena does not see you use it or she will take it away. Hylian Loach To catch the Hylian Loach, go to the northern-most cove during the summer. Cast the Frog or Sinking Lure in the lily pads. Once he bites, he is hard to reel-in. In the Zora Temple, find the room where you get the Boss key. There will be Skull Fish and two Hylian Loaches. Be careful not to catch a Skull Fish as they just take up bait. Catching a fish At the beginning of the game, you must catch two fish. Go to the area where you see the cat, then begin fishing from the dock. Throw the line into the water and wait until the colored bobber sinks below the screen. This means a fish has bitten. Quickly lift the Wii-mote up hold it there. If done correctly, a "Fish on" message will appear. Continue holding the Wii-mote up until Link reels the fish in. Throw the second fish away, so the cat takes it. Skeleton fish In the Zora Temple, once you have dived into the pool with the fish inside, take out the fishing pole bait works faster. Cast into the water, and you will soon catch a fish that will not be recorded because it is forbidden. Finding Worms Go to the Fishing Hole behind the sign at the entrance to find three little mounds of dirt. Turn into a wolf and dig these up to find Worms. Put them in an empty bottle and use them as bait to make fishing easier. Go to the southwest side of the town square. Enter the building there. Immediately when you enter, you should see a Goron standing there. Talk to him and he will thank you for saving their mines. He will then ask if you would like to buy the Hylian Shield for approximately Rupees. When you are in the Goron mines, go to the village beneath it, then go to Huryle Field. The postman will soon run up to you, giving you a letter that describes the Hylian Shield. The general store in the village beneath Death Mountain Goron mines has the shield for Rupees. Control Cucco Hit a Cucco approximately eight times to go into its view and to be able to move it around. The easiest way to do this is just after you get the Iron Boots. Walk outside the building to find a Cucco. Wear the boots and roll into it eight times. Talking to Epona When you able to become both human and wolf, go to a patch of "Horse Calls" as a wolf. Press A to howl. Howl the song as indicated with blue lines, and Epona will come to you. Still as a wolf, go up to Epona and talk to her. She will tell you to hurry up and turn back into a human. Getting the kitten back to the shopkeeper To get the kitten in the Prologue, you must have a Fishing Rod. Go behind the locked house and catch a fish. Then instead of pressing A, press B. Link will throw the fish at the cat. The cat will take the fish back to the shop. Talk to the shopkeeper to collect your reward. Scared soldiers Go to Castle Town as a wolf and cause an uproar in the square. Soldiers will come out to fend you off, but they will cower if you get close. Let them surround you and wait for them to get close. Then, use your dark field to do a special spin attack. This will scare the soldiers away and make them drop arrows, Rupees, and Hearts. There is a brown and white dog laying by a tree near a bone. Pick up the bone and throw it. The dog will run to get it then bring it back for you to throw again. Dragging chickens underwater Go to any place with water and chickens. Throw the chicken in the water and then use the Iron Boots to sink to the bottom. Then, use your Clawshot and bring the chicken to you. The chicken does not do anything special when under the water. Take out your lantern and look around the area of the chest with the purple Rupee to find a mirror. Take out your mace and chain and throw it behind the statue. It will eventually slowly drag it. You can use this to get past the force field at the beginning to get the heart

piece. Walk upside down without Iron Boots This trick can be done anywhere there is a magnetic ceiling, such as the first one encountered in Death Mountain Mines. First, equip the Iron Boots to the D-pad but do not put them on. Then, go under the magnetic field and equip the Iron Boots. In mid flight up to the ceiling, press Minus and put an item where the iron boots were on the D-pad; make sure the Iron Boots are not anywhere on the D-pad. When you unpaue the game and finish flying onto the ceiling, you should be on the ceiling without the Iron Boots on and will stay there and be able to walk faster. To get down, walk off the magnetic part of the ceiling or equip and unepuip the Iron Boots. Alternate sword sheathing Immediately after killing a monster, press A to put away your sword. It will do the same sheathing move as when you kill a Boss or when you learn a new Hidden Skill. Giant puzzle solution in Sacred Grove At the entrance to the Sacred Grove, you will howl from a symbol on the ground resembling the Triforce to make two stone giants come to life on a group of blocks. They will ask you to lead them to their sentry post by hopping on the blocks. Jump in the following pattern: They will congratulate you and allow you to pass on to the Master Sword. Killing rats in Gerudo Desert temple When you are in certain rooms of the temple and begin to walk funny almost as if you have the Iron Boots on , transform into a wolf and turn on your senses. You will find that little rats have attached themselves to you. Turn back into a human and you will be able to walk and run normally again. Fighting skeletons in Gerudo Desert temple When you are in the temple and you come into contact with the large skeletons that paralyze you when they shriek, continually press A to roll out of the way just before they hit your paralyzed body with their sword. Better quality sound During the game, sounds like your sword being swung, menu selections, item switching, etc. Although it makes the experience have more depth, the sound quality of that depth is low. Press Home and turn the Wii-mote speaker volume all the way down to shut it off. All sounds will now play through your television or sound system, and will be of much better quality. When the glow goes away you should see the Triforce in the center of its back. Golden Bug locations The locations of all 24 Golden Bugs are as follows: Ant - Kakariko Village: The male is located on a tree to the right of the hole in the back of the Kakariko graveyard. The female ant is in the house just prior to the bomb shop on the west side of the village. Beetle - Faron Province, Hyrule Field: The male is located on a tree in the southern portion of Hyrule Field. The tree is positioned between two raised land masses. The female is on a tree on the western side of the field. It is just south of the giant dirt patch.

Chapter 8 : The Legend of Zelda: Twilight Princess FAQs, Walkthroughs, and Guides for GameCube - Gar

A short cut-scene takes place showing the soldiers in Hyrule Castle and Princess Zelda being taken over by the shadow beasts and their leader Zant. The cut-scene explains that Hyrule was covered by twilight and the people of light became spirits.

You can spot a Poes lantern when in human form, but you cant fight him. They carry scythes and take away one heart per hit. Use jump attacks for the best effect. Z-target the orb and hit A. You will leap into the air, land on the Poe, and rip out its soul the black orb. Ok, I think that covers it. Now lets re-kill some people! They are listed in order by location. In the swamp area, transform into a wolf and follow Midnas lead to a big hollow stump. The Poe is right there, cant miss it. This Poe floats over a cliff just north of a shallow body of water. This Poe floats over one of the skull kids hiding places: You have to pass under a water fall and climb over some roots to get him. After optioning the Doman Rod, in the room with the giant scale, use the small statues to lift you up high enough to reach the grapple point in the middle of the ceiling. From there, use your spinner to reach the ledge above the scale. The Poe should be right in front of you. On the east side of the third floor there is a Poe behind a gold gate. Use the Domain Rod to guide a small statue on the wall behind the gate to the switch on the floor. Attack the Poe once the gate opens. Use the Domain Rod to move the statue in the opening chamber. A Poe lantern will fly out from behind the wall. Go east from the main temple ground to where you first fought the Skull Kid. Destroy the rock in the middle of the room to reveal a Poe. After completing the Temple of Time, return to where you found the Master Sword. There is a Poe floating near the pedestal. There is a Poe near a tree on the hill just east of the south side of the Kakariko Gorge Bridge. You should see a bombable wall along the cliff. The Poe is in the northwest section of the cave. Remember that building you blew up when looking for the Tears of Light? From the blown up building see above , turn about and follow the zig-zaging path to the very top of the cliff. There is a Poe waiting for you there careful not to fall off! From there, look north to see some moss hanging from a ledge. Eventually, you will see a Poe careful not to fall off again! There is a net you can clawshot onto on the west side of the house. Follow the ledge around and claim another Poe. Use the Castle Town portal. From there go south. Now turn west and swim over to the small patch of land. Follow the incline around until you spot the Poe. With Midnas help travel up the side of the cliff. Somewhere along the way you will met up with a Poe. There is a small patch of land at the south end. Swim there to claim another soul. There is a haunted bridge at the north end of Hyrule Field. From the haunted bridge above travel east. There should be a ring of tall grass near some trees. Use your senses and dig there. The Poe is inside the cave. Take Castle Towns south exit. Continue heading south to confront another Poe. Take Castle Towns east exit. The Poe hovers over the bridge before you. From hyrule Field Faron , take the North entrance into lake hylia. From there, follow the winding path and keep an eye on the western cliff. Eventually, you should see some bombable rocks. Destroy them with bomb arrows to reveal clawshot targets. Clawshot around until you come to a chest, and a Poe. This Poe is at the south-west end of lake hylia. Now go west along the path, then turn and look south. You should see a Poe lantern floating over one of the ledges. Carefully navigate the series of jumps and claim your prize. In the southeast corner of Lake Hylia is a tall tower on a ledge. At the top of the tower again with the high places! Take a ride in the cannon up to the cabin, then ride by Cucco to the ledge take a sharp U-turn just after clearing the cabin. This one is much longer then the first. As such, make sure you stock up on bombs, lantern oil, arrows, and a bottled fairy never hurt. But because its bigger, it can house more Poes; three to be exact. Follow the cave from start to finish and bomb everything in your way to claim all three souls that are scattered throughout the cave. After landing Gerudo Desert from the cannon in Lake Hylia , go south until you see a large rock. A Poe is waiting there. This Poe is located at the middle-southeast side of the Desert. You should see a mound of sand with a large stone structure on top. The stone structure is the West Eldin Bridge, so warp it to its proper location. Afterwards, return to the same spot. There is a Poe waiting for you there. The crater you created see above opens the passage to the Cave of Ordeals. The first Poe is located on the 17th floor. There is a tree on a sand bluff at the middle-northeast side of the Desert it should appear as a small outlined figure on the warp map.

Grapple to the tree with the clawshot. You should now see a Poe hovering over three skulls nearby. In the exact same spot as P. Dig to uncover an underground cave where your next mark lays in wait. There are narrow, sandy paths between the main Desert and the enemy encampment in the northeast. Follow the path to the east to find a Poe. After you defeat King Bulblin the axe wielding goblin thing , return to the scene of the battle to fight your next soul carrying Poe. Just ahead should be another Poe. The next four souls are key to the story line and function as mini-bosses. Hence, if you want to know there location, see a game guide not a Poe guide. A Poe hovers near a tree in the southern-central area between the frozen lake and the warp point near the bend on the map P. A little farther up the road from P. Explore the Reekfish-scent area between P. Go south after exiting the Snowpeak Ruins to find a large mound of snow You guessed it, the Poe is on top. There should be a winding path along the edge of the mound Right as you enter you should see a lantern floating in the foyer. Make it less floaty. Just inside the entrance, you will see 6 suits of armor three on each side. One of them hides a Poe. Time to play hide-and-seek with a ball-and-chain.

Chapter 9 : Places in Twilight Princess - Zelda Wiki

Jovani. The reason you go through the trouble of tracking down 60 dead guys. Jovai's house is located in West Castle Town, down the ally just before the one that leads to Telma's Bar.

Argorok is a massive dragon that resides in the skies over Hyrule. At one point, it attacks the City in the Sky, home of the Oocca. Link must fight it while withstanding the severe wind and rainstorm that plagues the area. In the first phase, Argorok attacks by diving at Link or flapping its huge wings to create a gale. To complete the first phase of the battle, Link must use the Double Clawshots to climb the pillars around the battle area and attach himself onto its tail and then use the Iron Boots to cause the weight of it to bring Argorok to the ground, the resulting impact removing a layer of its protective armor, tho Link should not stay at that pillar too long, or else Argorok will fly towards Link and will spew out fire at him in point-blank range. A heavy rain begins, watering several Peahats which come out of the ground and fly around the top of the arena, allowing Link to use his Double Clawshots to transport himself in a circle. He must then attack Argorok with his sword. When Link attempts to do this the third time, Argorok recovers. Link must be cautious and prepared to Clawshot in the opposite direction, because at this point, Argorok may switch directions when breathing fire. After he repeats this process three times, Argorok spurts out fire, and will try to fly away, but, having been weakened and wounded by the battle, falls and explodes in midair, allowing Link to obtain the final shard of the Mirror of Twilight. Other appearances Subseries warning: This article or section contains information on a subseries within the Legend of Zelda series and should be considered part of its own separate canon. It attacks by swooping down on enemies, conjuring tornadoes with its wings, and breathing fire. Normally out of range of most attacks, it can be brought down from the sky by using the Hookshot when its tail glows blue usually during its fire breath or after its tornado attack , leaving its Weak Point vulnerable. Initially, it flies out of reach, even for the Hookshot, and bombards the allied base with fireballs, its mere presence clearing the Hyrulean Army out of any keep it flies over. To stop the assault, Midna must reclaim the keep beneath Argorok, allowing Lana to create a Magic Circle that she can use to bind Argorok - the dragon quickly breaks free, but the strain forces it to fall back for a while. In Adventure Mode , Argorok has its own unique 8-bit sprite that is used to represent it on the Adventure Map. Lana summons a slightly smaller Argorok during one of her combos in her Summoning Gate moveset and can ride it as part of a combo. Subseries information ends here. Etymology Argorok is likely derived from kargoroc, a smaller dragon-like enemy in the game. This may imply that Argorok is a regular Kargaroc mutated by the mirror shard. The first part of its name, Argo-, may also pay tribute to the Ancient Greeks, whose architecture is similar to that of the City in the Sky.