

CVG'S COMPLETE GUIDES TO THE BIGGEST GAMES

ZELDA

the Wind Waker™



100%
COMPLETE!



EVERYTHING YOU NEED TO KNOW ABOUT...



PS2

COMPLETE
WALKTHROUGH!

PRIMAL

CVG'S COMPLETE GUIDES TO THE BIGGEST GAMES



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EVERYTHING
YOU NEED TO
KNOW ABOUT

A black and white illustration of Link from 'The Wind Waker', wearing his signature tunic and holding his sword. He is looking towards the right. A speech bubble is positioned in front of him.

COMPLETE
WALKTHROUGH!

PRIMAL

■ Zelda guide written by Barny Zoeller

■ Primal guide written by Maura Sutton

■ Edited by Georgina Kyriacou

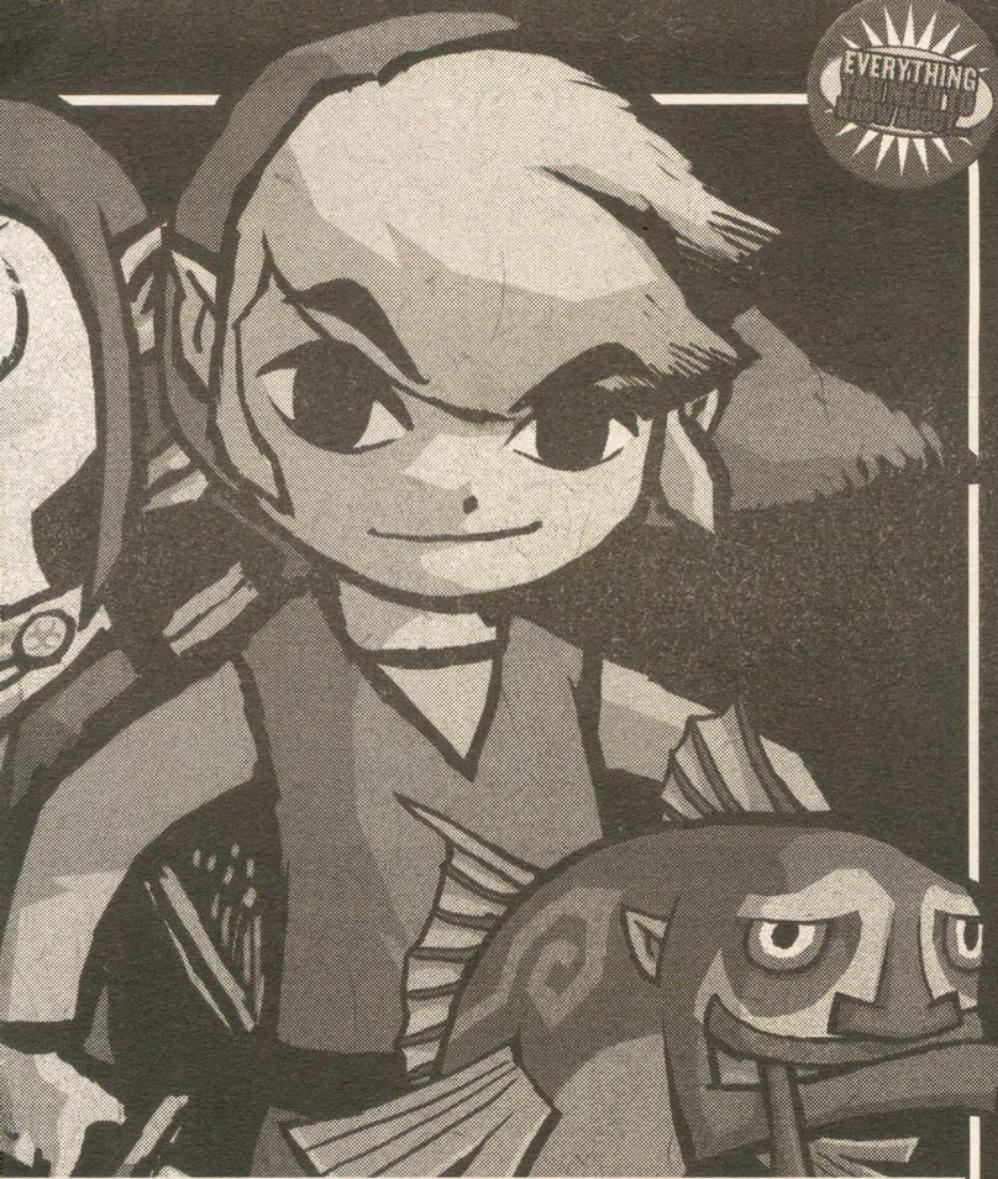
Given away free with:

computer and video
Games



ZELDA

the **Wind Waker**



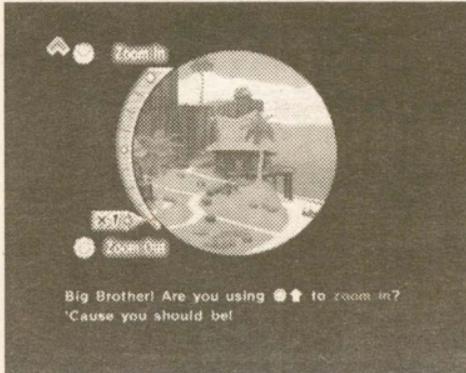
**Barny Zoeller climbs into his
favourite green jumpsuit
and guides you through the
game of the moment**



OUTSET ISLAND

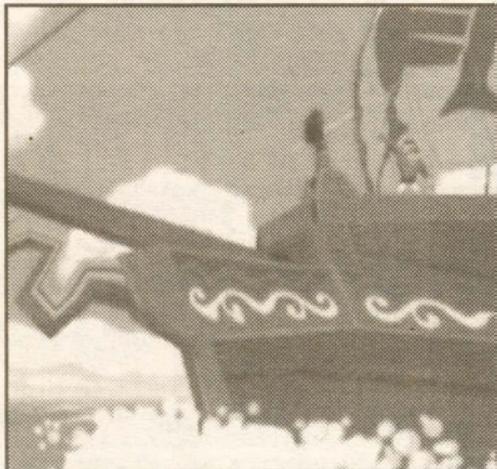
Watch the cutscene and enter the house that Aryll indicates. Climb the ladder inside and chat to your Grandma to get Hero's Clothes. Go back up the watchtower and get the Telescope from your sister. Use it to zoom in on the postman near your Grandma's house then look up at the giant bird. Go back down and across the bridge.

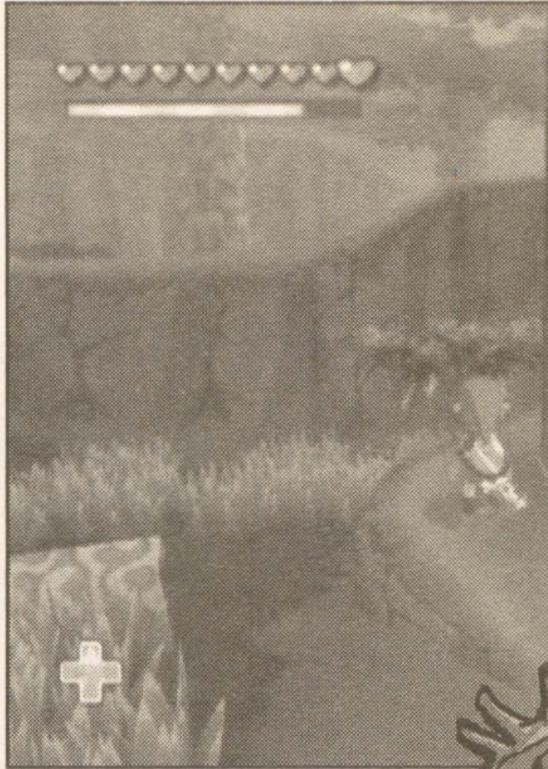
Enter the lower door of the first house on the left. Talk to Orca and choose "Yes, sir" to learn swordplay.



Big Brother! Are you using to zoom in?
'Cause you should be!

Follow his instructions successfully to get the Hero's Sword. Now you've got a sword you can run around outside and cut some grass, trees and bushes to find a few rupees. Follow the path back across the bridge and then along the path and up the hill. Cut down the trees along the way and cross the rope bridge at the top, then enter the cave.





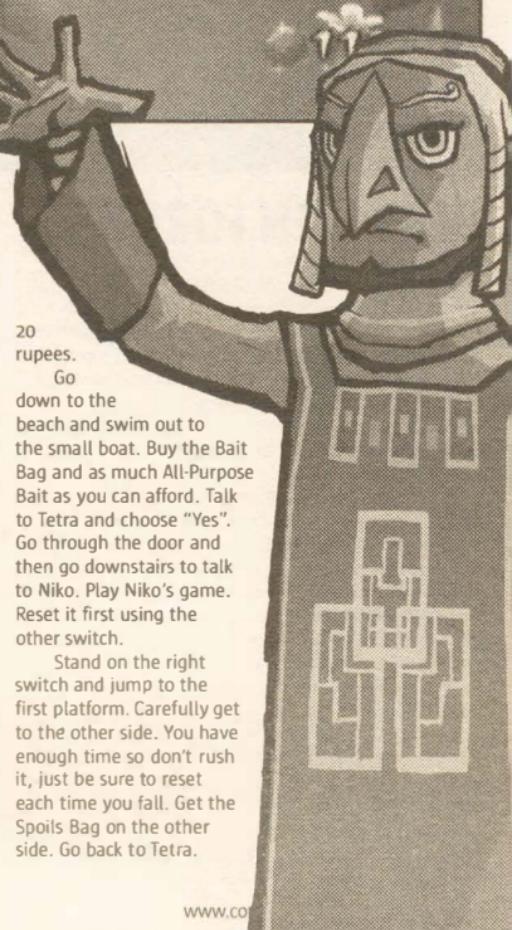
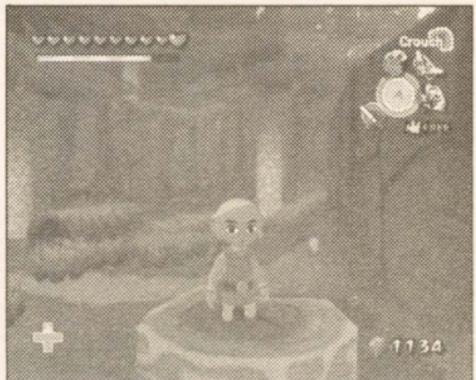
Stick to the right-hand wall and run to the next bit where you can crawl through a log to get some rupees. Afterwards you get to kill your first enemy. Next climb on the tree stump and jump to the ledge and climb the fallen branch. Drop down and dispatch two more creatures. This will release Tetra from the tree. Now the big bird gets your sister.

After the cutscene go to your Grandma's house and climb the ladder to see your shield has gone. Go back down and talk to your Grandma to get the Hero's Shield. Before returning to Tetra chat to the women in the garden up the street to the right and then catch a pig and deposit it in her garden. Talk to her again for

20
rupees.

Go down to the beach and swim out to the small boat. Buy the Bait Bag and as much All-Purpose Bait as you can afford. Talk to Tetra and choose "Yes". Go through the door and then go downstairs to talk to Niko. Play Niko's game. Reset it first using the other switch.

Stand on the right switch and jump to the first platform. Carefully get to the other side. You have enough time so don't rush it, just be sure to reset each time you fall. Get the Spoils Bag on the other side. Go back to Tetra.





Defend

59

Put Away

FREE

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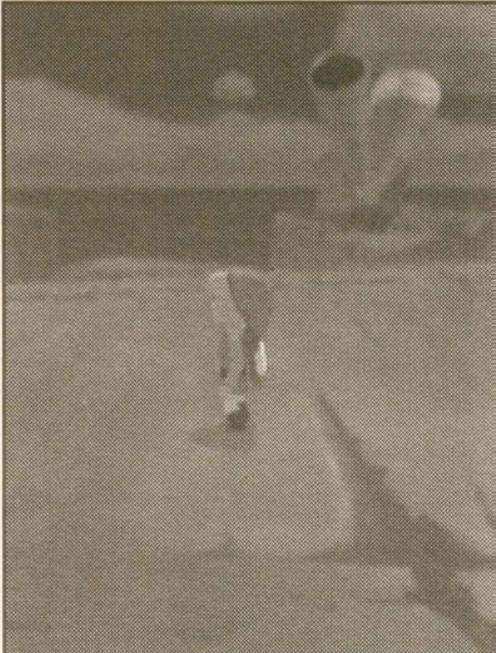


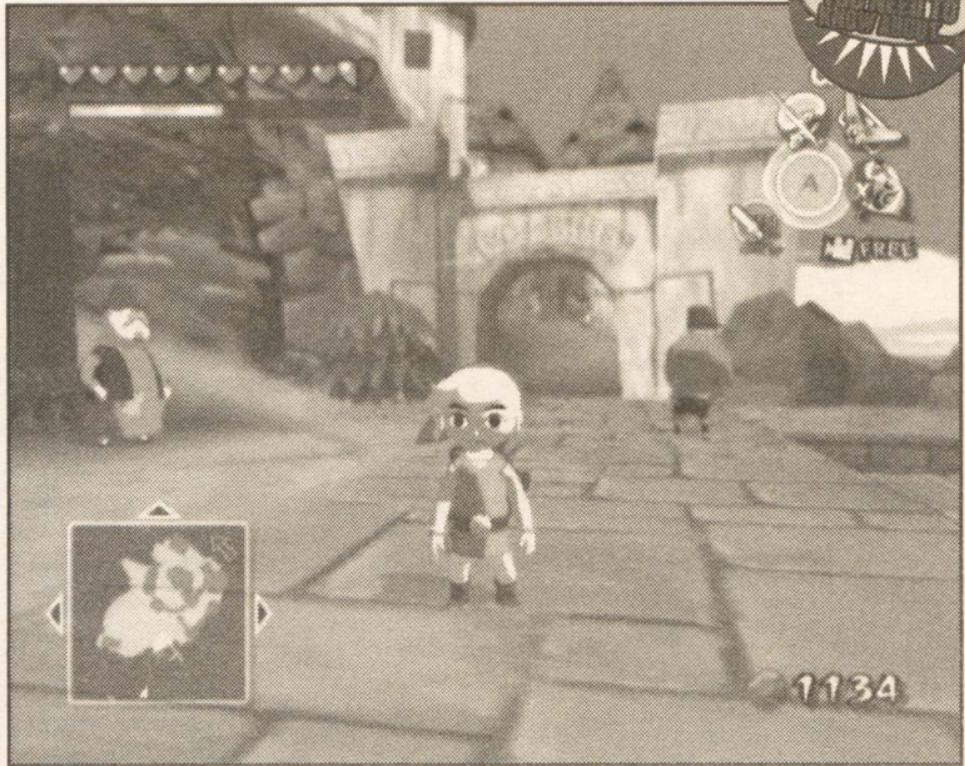
FORSAKEN FORTRESS

You'll be given the Pirate's Charm. Pick up and barrel and use it to get across the courtyard. Let yourself get caught. To escape from your cell climb the table and jump to the shelf. Throw the pot and crawl through the hole. Follow the tunnel and open the chest to get the Dungeon Map. Swing across using the lantern and go through the left door. Climb the ladder outside on the left. At the top let the monster attack you while you defend with your shield. Eventually it'll drop its stick. Pick it up and whack it to death.

Climb back down and re-enter the previous room. Go through the other door and turn left then follow the slope upwards to another searchlight. Disable it in the same way as before then go back down and continue along the tunnel and through the door. Get the Compass from a chest behind some barrels then swing over and go through the door. Go left and up a ramp outside to deactivate the last searchlight.

Go back down and through the next door. Go in this direction until you see a small cutscene showing you a door. Use a barrel to get past the guards and go through that door. Follow the stairs to another barrel and use it to sneak to the left past the guard. Follow the slope to the top, sliding along the walls where necessary. At the top grab your sword and kill the monster. Go through the door.



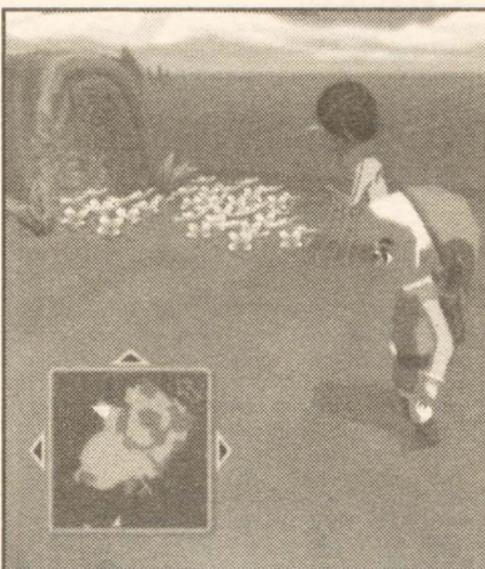
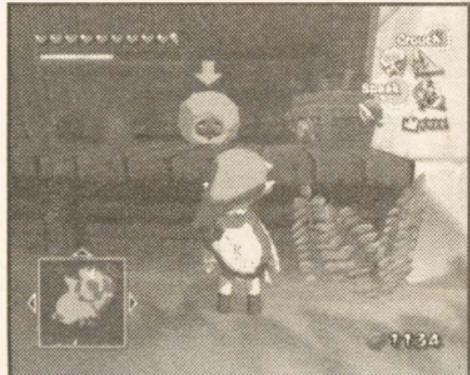


WINDFALL ISLAND

This is the game's main town so as soon as you get a chance, explore it and talk to everyone. Run around town cutting grass to find Rupees. Once you've got 80 run up the main street and talk to the Eskimo behind the stall (talk to him over the counter not at the side). Buy the Boat's Sail.

Afterwards head to the main square and look behind the red brick building (near a man dancing by a gravestone). Go in, talk to Tingle and smash the jars to reveal a switch. Stand on it to release Tingle and get the Tingle Tuner and Tingle's Chart. Enter the cell and

push the crate aside to reveal a hole, crawl in. Go left, right, left, right, straight, straight, straight, right, straight, straight, straight, right. Open the chest at the end to get the Picto Box. Crawl back out and return to the boat, learn to sail then get in and follow the arrow.





Crouch

A

FREE

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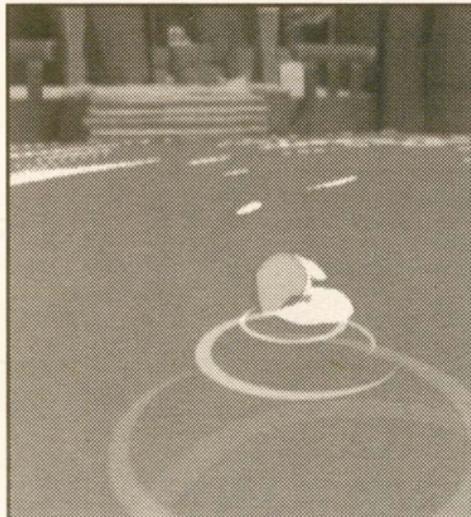
DRAGON ROOST ISLAND

When you arrive the Boat gives you the Wind Waker and teaches you how to use it. Run through the cave ahead and examine the blue stone on the mini island. Use the Wind Waker to learn the Wind's Requiem, this allows you to change the direction of the wind, enabling you to sail anywhere on the map. Head back to the beach and follow the path. Throw bomb flowers at the boulders that are blocking the way. Slide along the ledge and bomb the rock under the blocks. Go through the cave at the top.

Talk to the chief and get the Delivery Bag. Go up the ramp and talk to Medli in the first room to get Father's Letter. Go out and talk to the mailman behind the counter and play the mail sorting mini-game to earn some rupees. Go through the door downstairs at the end of a tunnel. Show the Father's Letter to the kid on the bed. Talk to him and return to the main room, go through the door with a guard and talk to Medli in the pit. Agree to help her then pick her up. Stand on the boulder nearby and when the wind is blowing in the right direction throw her across.

Medli will give you a Bottle. Fill the Bottle with water from the puddle and climb back the way you came. Pour water onto the withered bomb flowers at

the entrance and then throw one of them onto the huge boulder in the middle of the pit. It will fill with water. Swim across and throw bombs into both of the pots being held by statues. Hop across to enter the first proper dungeon.



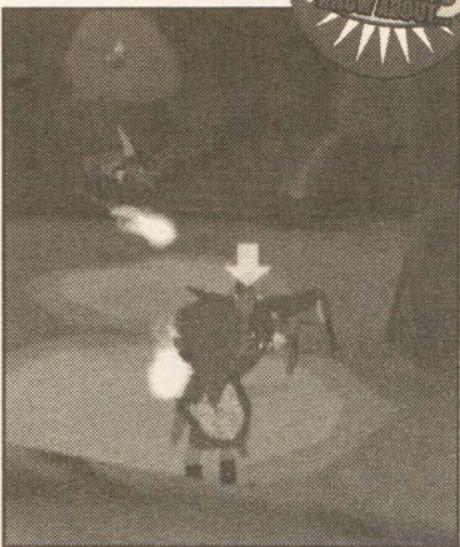
DRAGON ROOST CAVERN

Pull the left block towards you then go behind it and pull the middle one. In the next room kill the monsters and use one of their sticks (if it's unlit use the lit torch to light it) to light the two unlit torches. A chest will appear with the key to the door. Go through it and smash the wooden barrier with your sword.

Follow the wooden path. Pull the block out along the way. Bomb the boulder at the end of the bridge and go through. Pick up a jug and throw it on the lava to make a temporary platform. Hop across to the chest and get the Dungeon Map.

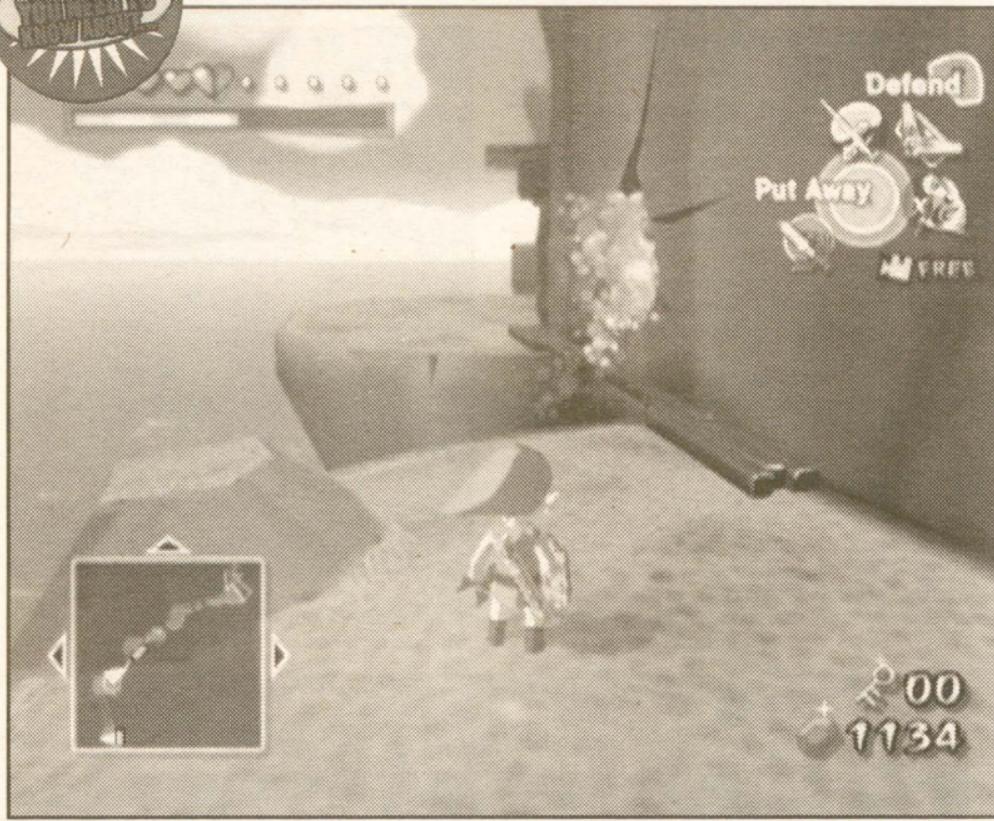
After killing the monster in the next room use its sword to break the wooden barrier and the one after that to get a key from the chest. Go through the door and throw a jug at the bomb flower on the wall to destroy the boulder. Run round and use the key to go through the locked door. Smash the boards on the left and use the monsters' stick to ignite the boards on the right. Stand on the switch and go through the door.

Cross the bridge and climb the ladder. Slide along the ledge and then hang from the next wooden ledge and shimmy along. Use a bomb at the top on the boulder below and go through the door. Pull the



bottom middle block all the way then climb on it and pull the one above it halfway out. Climb to the top.

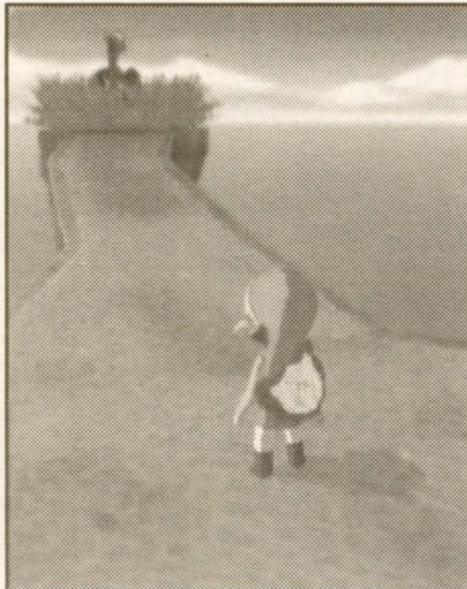


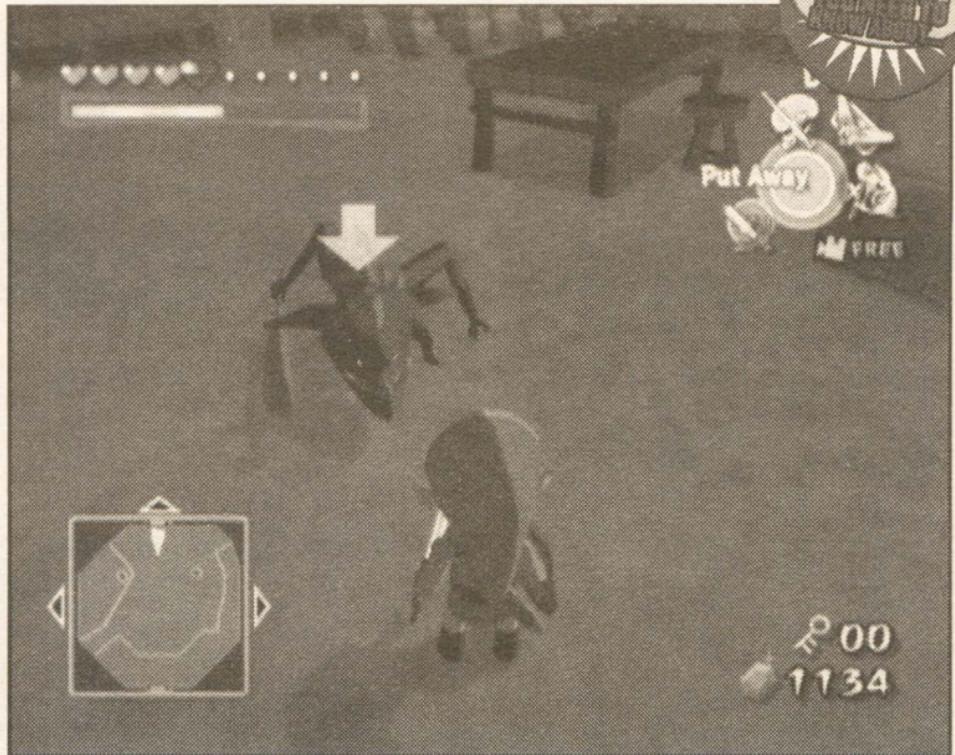


Pull out the block in here and get the Compass from the chest. Light a stick in the jar and then fling it towards the barrier on the other side of the room to burn it down. Get the key and open the door.

Go up the steps outside and get another key from the bird nest. Light a stick in the cavern and then light the torch in the middle of the room before setting fire to the wooden barrier on the right. Get a Joy Pendant from the chest. Take your torch through the cave and light two more braziers at the end. Use the bomb on the ledge in the next room to blow the rock off the top

of the warp jar (you can use these to quickly move around the dungeon), then cross the bridge.





Kill everything in the next room and then smash every pot. You will need to throw sticks at the ones out of reach. Light the torch on the lower level to get Treasure Chart #39 (see the secrets guide inside CVG issue 260 for a full list of these). Go through the top door. Fight the centipede until it curls up.

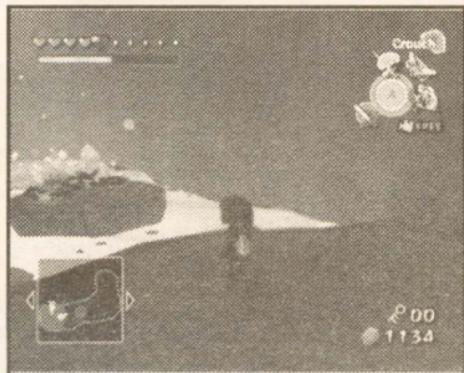
Grab a jug and jump to the middle platform. When the fire geyser is low through the jug on it to make a platform. Jump on this and when the geyser starts it will shoot you upwards. Jump onto the wooden ledge and go through the door. Use the bomb flower to destroy both boulders in here and go through the door. Run up the steps outside and through the gate. Kill all

the monsters to rescue Medli. Talk to Medli, she'll give you the Grappling Hook. Run round and use the Grappling Hook to get back to the last door.

Go in and jump in the warp jar to be returned to the bottom of the dungeon.

Go through the door and then go left through the second door. Use the Grappling Hook to swing across on the right to get Treasure Chart #11. Go back and use the warp jars to get back to the top. Go out the door and use the Grappling Hook to go around the cliff. In the next room kill both creatures to make a chest appear. Now stand on the bridge and carefully cut all the ropes holding it up.

Get a pendant from the chest and go through the door. Get on the platform and do a spin attack to cut all three ropes at once. Stay on the platform until it reaches the bottom then hop across.



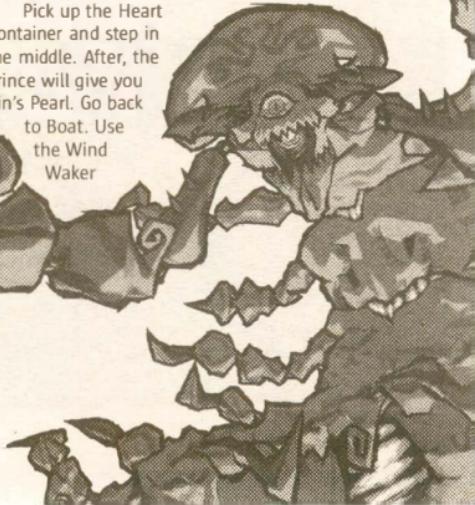


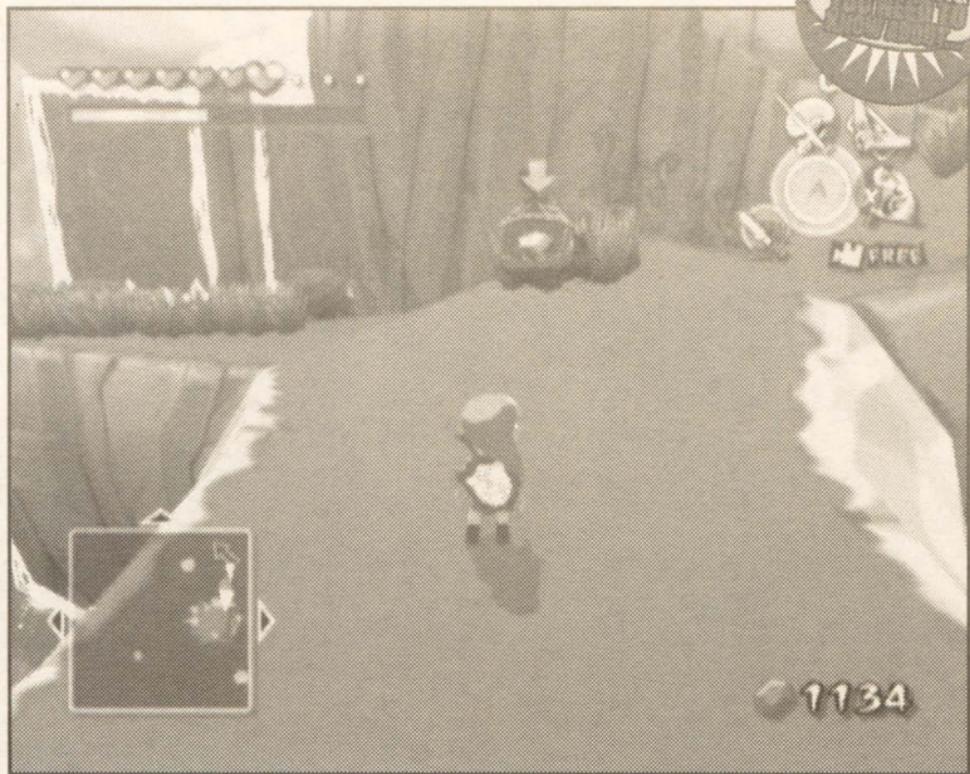
Jump across the platforms; climb the ladder. At the mouth use the grapple point over the lava and swing out to open the door. Do not get off. Turn around and swing back, then enter the door. Swing through the next room then jump across the platforms. In the last room beat the centipede until it curls up then pick it up and place it on the switch. Get the Big Key. Backtrack to the nearest warp jar and warp up to the high room. Grapple across the lava and open the chest to get some rupees and a Knights Crest. Smash the jars. In one is a fairy you can trap in a bottle for an extra life. Go though the big door

BOSS

Grapple onto the dragon's tail hanging from the ceiling. Swing on it, then jump off. The roof will fall on the boss. Do this twice more and the boss will lose its armour. Go to the bottom. Face the boss and lock onto its eye. Shoot the Grappling Hook at it to pull it down then attack with your sword. If it traps you between its pincers wait until it lowers its head and attack it. Repeat a few times to kill it.

Pick up the Heart Container and step in the middle. After, the prince will give you Din's Pearl. Go back to Boat. Use the Wind Waker





to set the wind blowing south. You will meet a fish on the way. Whenever you enter an uncharted sea square (check your chart to see which ones you have not charted) look for the leaping fish and throw it some bait and it will chart that square for you. Travel south and when you reach square 6, 3 stop and find the fish and chart it. This is Bomb Island.

Find the man with the telescope and look to where he's looking. Sail to the wooden sub and go inside. Kill everything inside to make a chest appear. Open it to get a Bottle. Now continue south to the highlighted square.

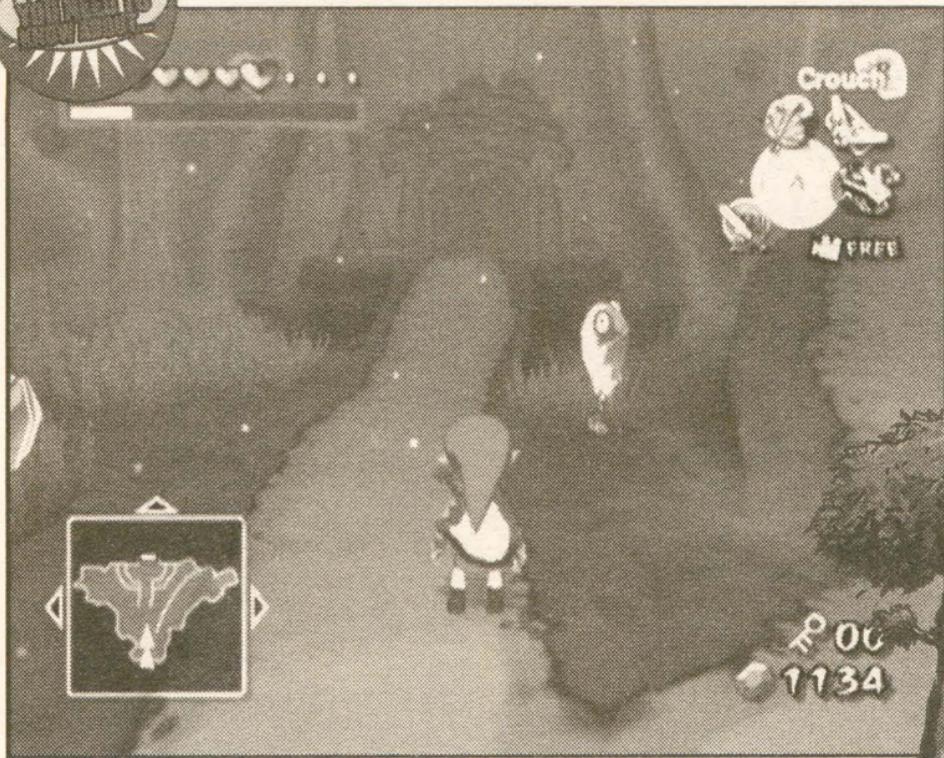
FOREST HAVEN

Work your way up the cliff and kill the plants. If you want to kill the thing firing balls at you then hold your shield up and its shots will deflect and kill it. Hop and grapple across before entering the cave. Follow the stream until you can see the giant face of the tree. Roll into the trunk of the tree to knock the spots off and kill all of them to speak to the Deku Tree.

To the side of the tree is a purple plant. Walk in it and it will shoot you into the air. Angle the camera so you can direct yourself to land in the next plant. Make your way up and get the Deku Leaf. Use it to glide down to the ledge with an arrow made of grass. Go through the door and run to the end of the platform.

Set the wind southwest and glide over to the nearest island. Cut the grass when you get there to refill your magic meter. Set the wind northwest. Jump





off so that you will collide with the whirlwind to get a boost upwards otherwise you'll never make it. Enter the cave when you land.

FORBIDDEN WOODS

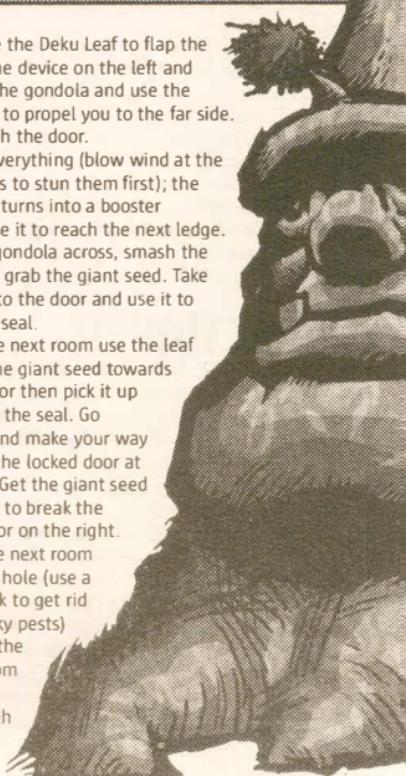
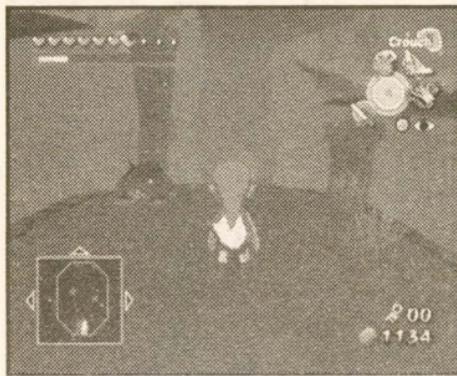
Get the Dungeon Map from the chest on the right. On the left side of the room is a nut. Keep throwing it at the door to break the seal. Drop down in the next room and kill everything. One of the plants will drop a stick. Light this and set fire to the plant on the chest to get a Knight's Crest. Use the purple plants to reach the far door and break the seal using the bomb plant in the

grass. Use the Deku Leaf to flap the wind at the device on the left and jump on the gondola and use the Deku Leaf to propel you to the far side. Go through the door.

Kill everything (blow wind at the flying ones to stun them first); the last plant turns into a booster flower. Use it to reach the next ledge. Take the gondola across, smash the wood and grab the giant seed. Take this back to the door and use it to break the seal.

In the next room use the leaf to blow the giant seed towards the far door then pick it up and break the seal. Go through and make your way round to the locked door at the back. Get the giant seed and use it to break the sealed door on the right.

In the next room fall in the hole (use a spin attack to get rid of the spiky pests) and grab the money from the chest. Go through



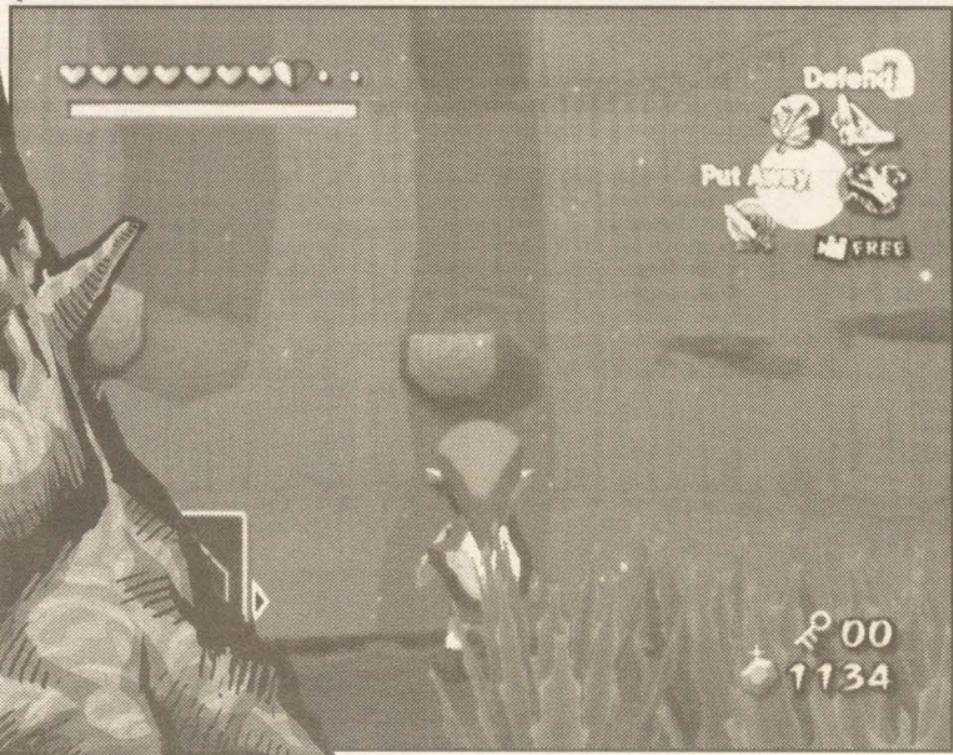
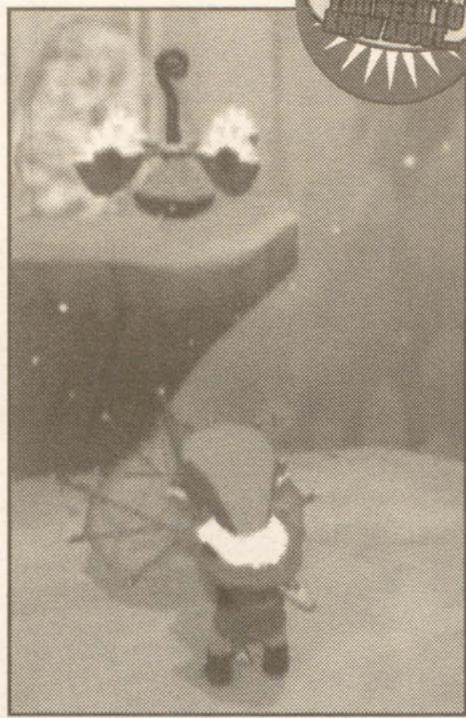
the door to the next room. Proceed slowly forwards avoiding the spikes. Get the bomb and use it to blow up both sets of wooden boards in this room. Get the Compass from the chest. Go back to the entrance of this room and make your way to the right and around to the second chest containing a key. Backtrack to the room that has the huge plant suspended from the ceiling and go through the locked door on the left.

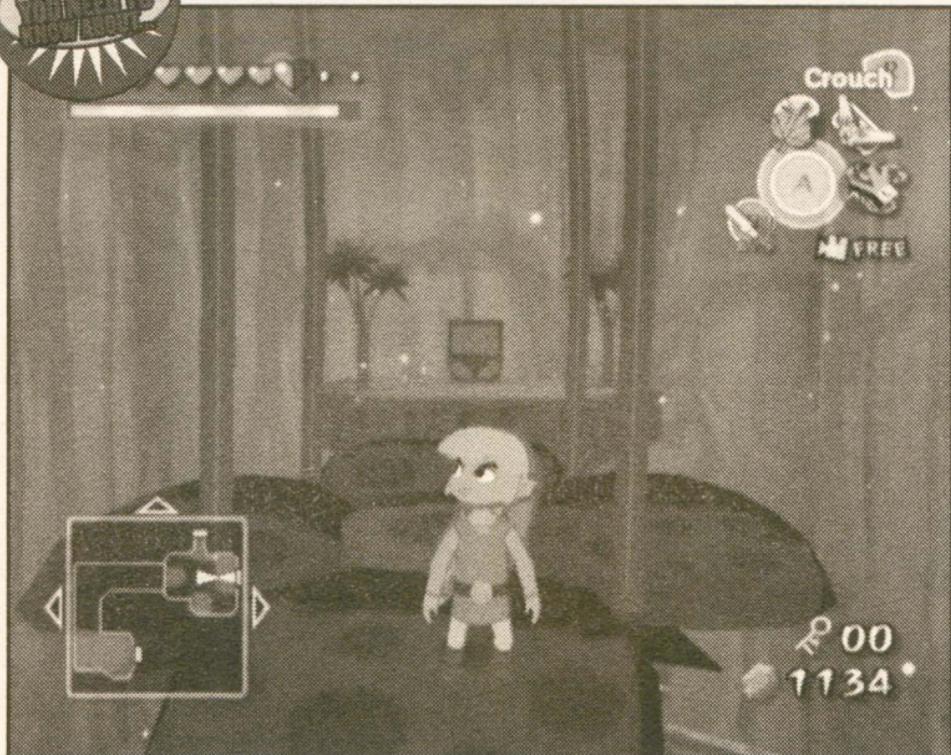
Kill everything at the bottom and then use the plants to reach a door on the top level. Kill the flying bug and get the Boomerang from the chest. Boomerang the switches above the door to leave this room. Grapple to the right and climb up onto the grapple point. Grapple onto the next pole and drop off onto the platform.

Jump onto the moving branches and open the chest at the top for a Joy Pendant. Go back down to the middle and use the Boomerang to break the seal on the door. Boomerang all the vines in this room and use the leaf to glide across. Get a Joy Pendant from the chest on the other side. Go through the door.

Use the Boomerang to target all five of the blue vines at once and use it to send the plant crashing through the floor below. Drop down to it and go through the door then head into the door on the right.

Jump over and get the rupees from the chest then use the Boomerang to get the vines holding up the flower and drop down onto it. Use the bomb plant to break the wooden boards and go through the door behind them. Kill everything in



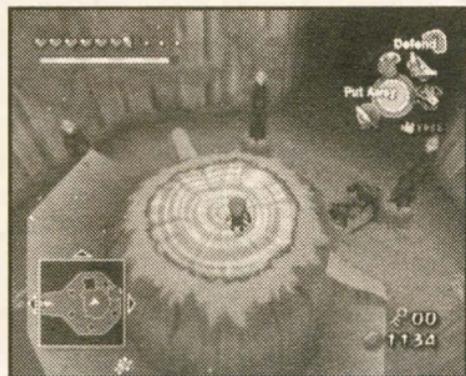


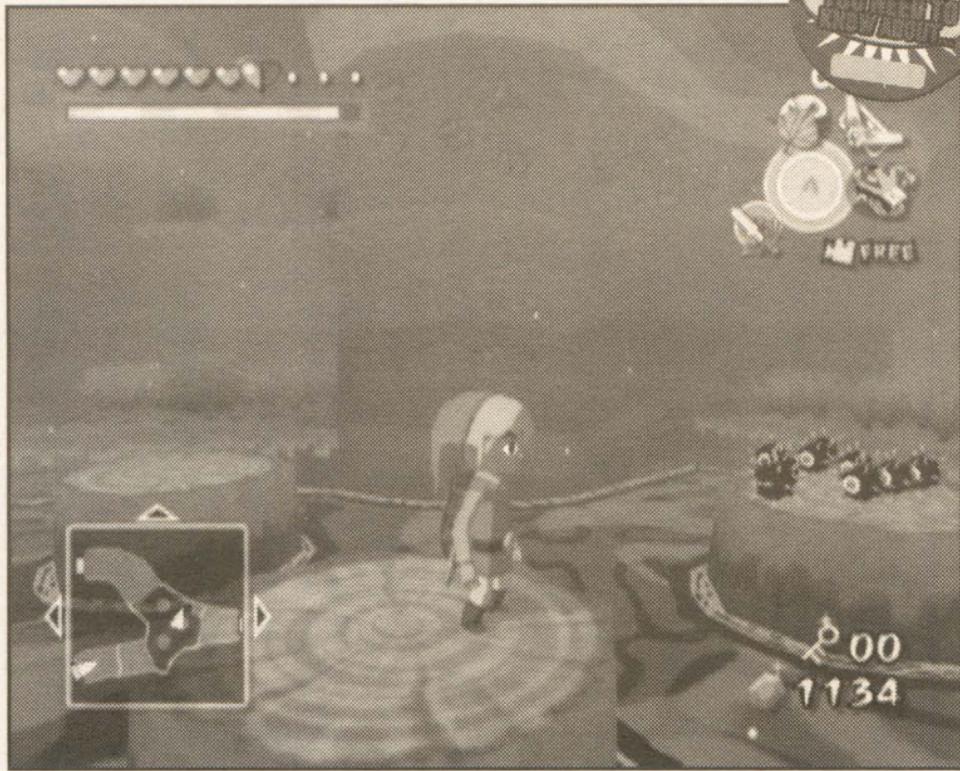
this room. The last plant turns into a booster plant. Use it to reach the nearest ledge then take the gondola across. Pick up the bomb and jump on the gondola then throw the bomb on to the stump below to make a

hole in the top. Hop in and get Treasure Chart #15. Crawl out via the tiny hole.

Go back the way you came and use the Boomerang to knock down the flower again. Stay on the flower and use the Deku Leaf to propel you downstream. Go through the door at the end. Stand on the mound in the middle of the room and use the Boomerang to target all five switches at once starting with the right one.

Light them all at once to open the grate below and get the Big Key. Kill the creatures that appear and go through the upper door. Go back to the giant fallen flower. Flap the leaf at the wind switch and then jump into the booster plant and ride the whirlwind up with





the Deku Leaf. Use the Boomerang to open the door with two seals. Kill the bugs in the next room and get the Joy Pendant from the chest. Enter the next room and break all the brown balls. One of them contains a fairy which you can bottle if you like. Burn the lid off the warp jar and get in to return to the start. Enter the second room and use the booster plants to get as high as you can. Boomerang the plant on the chest and get Treasure Chart #1. Go back down and use the warp jar then enter the boss room.

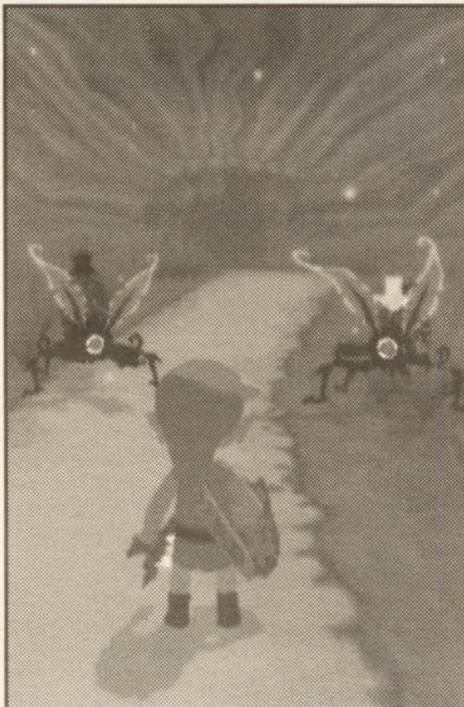
BOSS

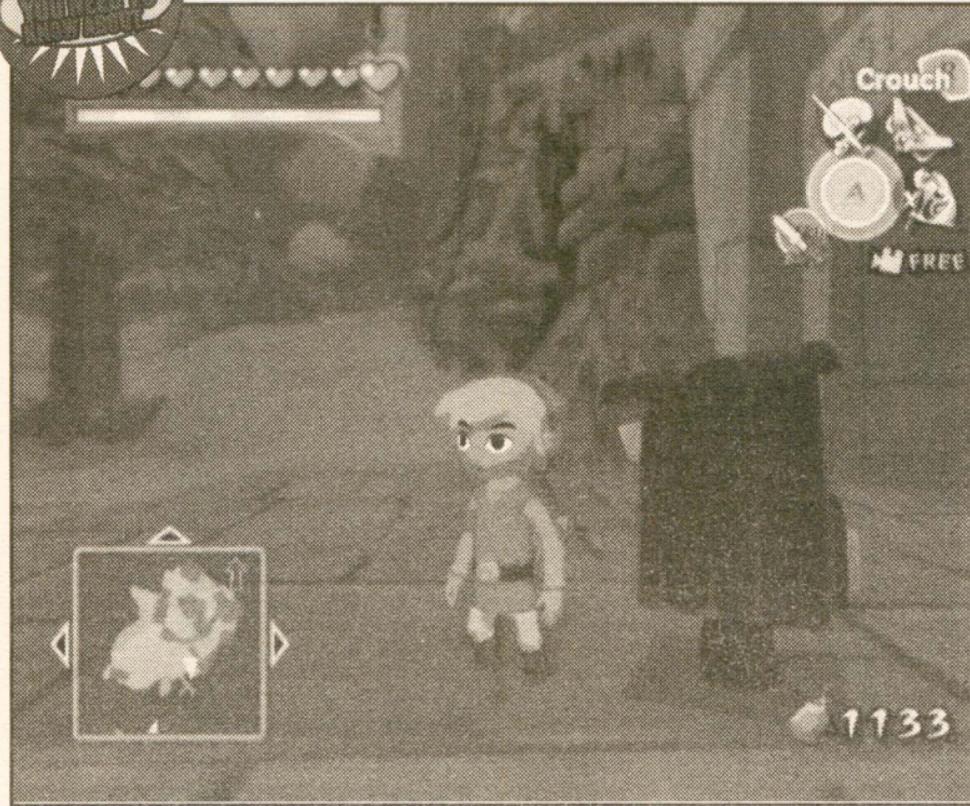
Run around the outside of the room and target the vines suspending the boss from the ceiling. Use your Boomerang to cut five at a time. When they are all cut it will fall to the floor and reveal its head. Run in and attack it with your sword. Repeat this three or four times to win. Get hold of the Heart Container and stand in the light.

The Deku Tree will reward you with Farore's Pearl. Go back to Boat and check for mail and if the box is moving, examine it for mail (should be a Piece of Heart). Get on the Boat, set the wind northwest and follow the arrow to square 2, 4.

GREATFISH ISLAND

After the cutscene leave and go back to Windfall Island.





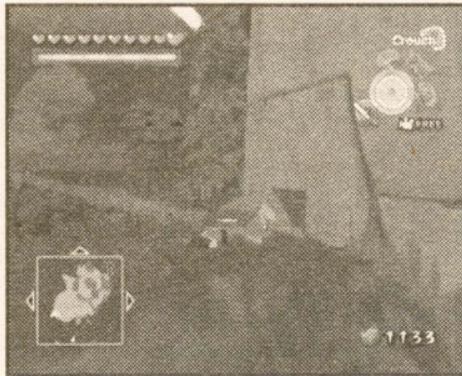
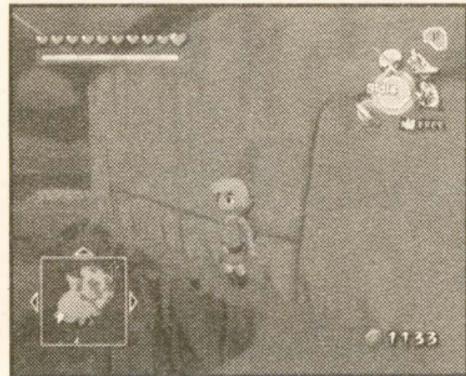
WINDFALL ISLAND AGAIN

Check for mail first. Find the bomb shop (it's by the beach) and slide around the edge of the building to the side and get round the back. Climb the ladder and crawl in the hole for a long cutscene. Towards the end you'll get the password to the ship. Write it down exactly as it appears in the cutscene. Go up the hill and jump onto the pirate ship. Talk to the door and enter

the password (if you forget, talk to Boat). Go inside. Enter then hold and talk to Niko. Stand on the switch and then carefully swing over. Take time to line yourself up properly. Your reward is the ability to carry bombs. Return to Boat and sail southwest to Outset Island.

OUTSET ISLAND AGAIN

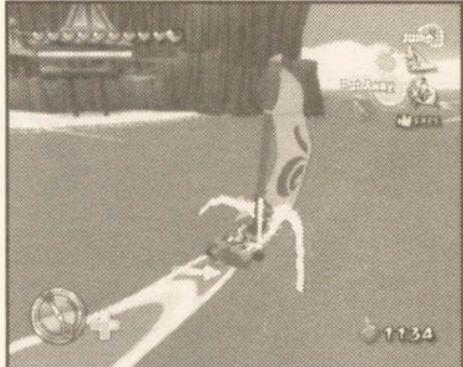
Check for mail (you should get Beedle's Chart). Run up to the area where you first rescued Tetra. To get across the bridge set the wind west. Use the Deku Leaf to





glide over from the highest rock. Go inside and look for a large boulder on the right after jumping to the ledge from the tree stump. Use a bomb to blow it up and drop in the hole. The fairy will upgrade you to carry 1000 rupees. Catch a fairy in a bottle and go to your Grandma's house. Cure Grandma with a fairy; she'll give you Elixir Soup to put in a bottle.

Sail to the back of the island and equip the bombs to get your boat a cannon. Get caught in the whirlpool. Shoot cannons at the top of the odd locking rock. After three hits it will break. Do the same for the one below and then the bottom one. Jabun will give you the Nayru's Pearl.



USING THE THREE PEARLS

Set sail and go northeast to sea square 4, 3. On the way stop off at Southern Fairy Island (4, 2). Bomb the





wooden boards blocking the entrance and drop in the hole. The fairy will upgrade you to carry 60 bombs. Leave here and go to 4, 3. Get off on the tiny island and examine the statue to put the pearl in it.

Get back on Boat and go to 6, 4. Activate the statue and then head northwest to 4, 5 and activate the last statue. On the way stop at the fairy island in 5, 5 and destroy the boulder blocking the entrance with a bomb. Drop in and get upgraded to carry 99 bombs. Activate the last statue on 4, 5 and watch the cutscene. Sail straight into the tower.

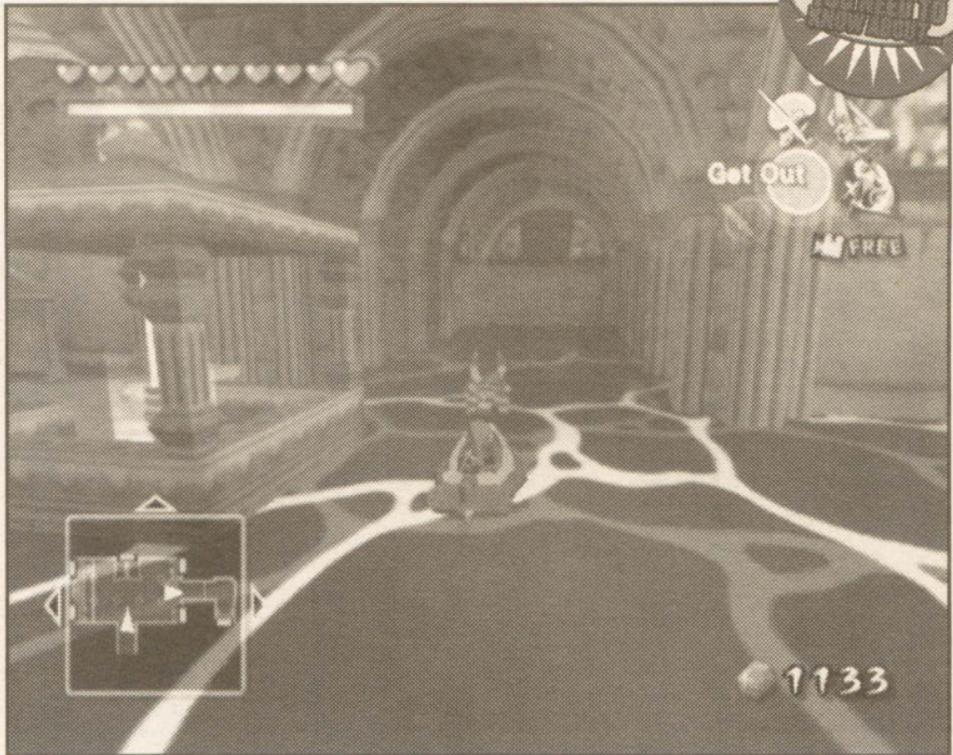
TOWER OF THE GODS

There's no wind in here so hold down R to move the boat around. Go right and wait for the water to drop. Get off the Boat and run through the gold door. When the water rises climb onto a ledge and look at the walls. Some are destructible. Bomb the one on the right side to get a Dungeon Map. Get this and return to the Boat. Get off at the upper right ledge when the water is high and put the statue on the glowing spot to open the door.

Go in and jump in the pit/pool. Place a box on the glowing spot. Whenever the water is low there will be a light bridge that you can cross. Pick up the statue and take it back to the outer room where you can place it in a slot under the small canopy. Take the Boat through

the new tunnel and get off at the end and put the statues on the spots. In the next room make a line of crates so that when the water level rises it will make a bridge to hop across. Take a stick, light it and hop to the far side. Set fire to the braziers there to get a key.



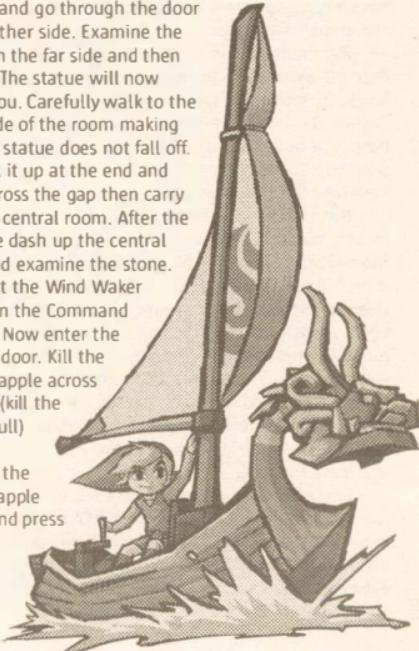


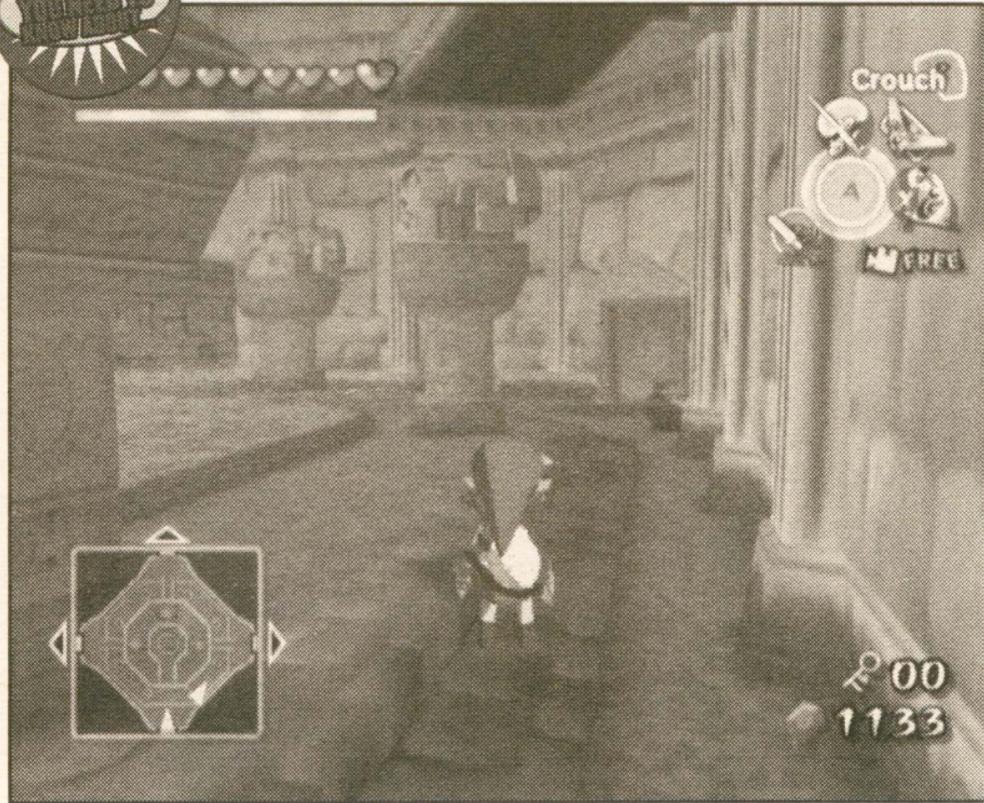
Get on the Boat and head to the far side of the main room. Destroy the walls with the cannon and then jump over to the other side. Light a stick and when the water drops run downstairs and light the torches to reveal a chest containing a Joy Pendant. Go through the top door and get the Compass. Go back out and through the lower door. Kill all the electric blobs to make some steps appear. Run up and get the statue. Take it outside and upstairs. Put it in its slot under the canopy.

Head through the door this action revealed. Use the Boomerang to kill the rats then pick up a statue and carefully walk around the outside of the room. Put the statue on the mark and go back for the second. Once

both are in place stand on the third to activate some platforms. Take these up and go through the door to the central room. Enter the door on the right then cross the gap and go through the door on the other side. Examine the tablet on the far side and then press R. The statue will now follow you. Carefully walk to the other side of the room making sure the statue does not fall off.

Pick it up at the end and jump across the gap then carry it to the central room. After the cutscene dash up the central stairs and examine the stone. Whip out the Wind Waker and learn the Command Melody. Now enter the left side door. Kill the skull. Grapple across the gap (kill the other skull) and go through the door. Grapple across and press R to call the statue. Stand





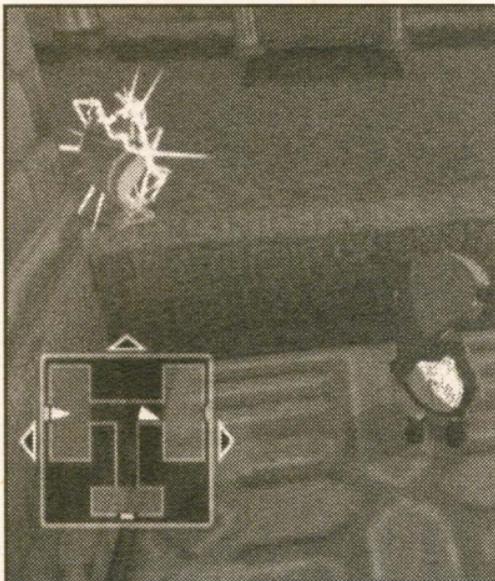
on the light spot and play the Command Melody. As the statue, hop across the bridge. Once it's across you can grapple back over.

Put the statue on the spot in the previous room then grapple over to the newly opened door. Beat the knight by locking on and pressing A when your sword flashes. As soon as its main armour is off, you can start hacking it to death. This reveals a chest with the Hero's Bow. Use this to shoot the eye in the previous room. Now take the statue back to the central room.

Head back through the right-hand door. Get on the moving platform, equip the bow and look right. Shoot the eye then get on the platform this activates and ride it up. Kill the statues in the next room by locking on to them and lobbing bombs in their mouths when they open. Get the Joy Pendant and return to the central room. Go through the north door, kill the bats and jump on the left platform. Throw a bomb at the wall on the left (time it so the bomb goes off in midair) to reveal a door. Enter it and play the Wind Requiem while standing on the blue mark. Grab the Treasure Chart #30 and leave the room.

Enter the door opposite. There are three eyes you can shoot in this room. The first is on a platform to the left. After you've shot it do the one over the door. Ride up and get the key from the chest then shoot the last eye across the room. Go up and across to the other chest where you'll get a Joy Pendant. Leave this room

and climb up the ladder. Put two statues on the right platform so that you can use the left one to reach the





other side. Go through the door. Climb on the block and use the leaf to glide to the statue.

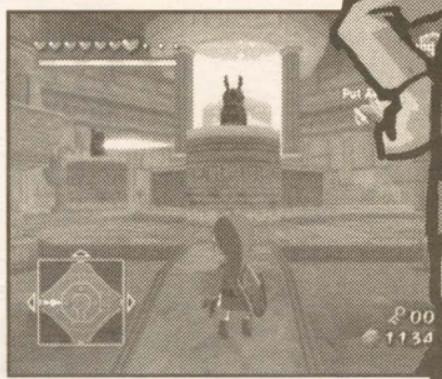
Press R then play the Command Melody and have the statue step on the light spot. Take the statue to the previous room and drop it. Go across and put three normal statues on the righthand platform then take your statue to the central room. Stand in the beam.

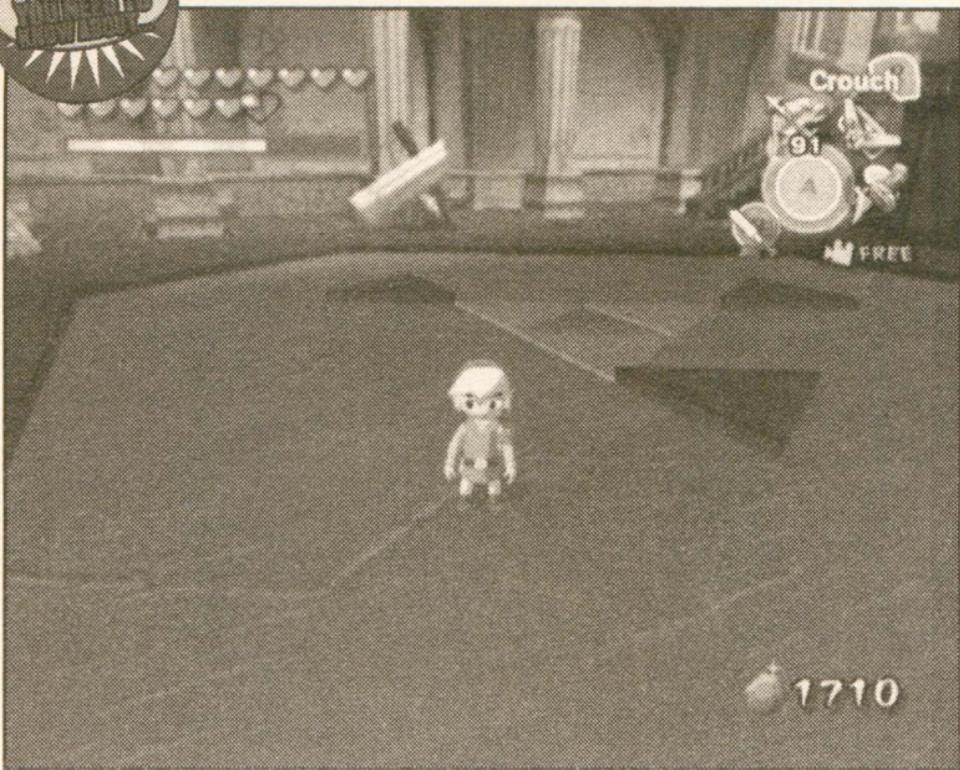
Pick up a statue and walk over the central part of the room and place it on

a spot. Do the same for the second and then stand on the third. Get the Big Key from Chest. Shoot arrows into the eyes of the statues then attack their red bottoms to kill them. Go through the door. Get close to the first two beamers and shoot arrows at them when they fire. Run past the next then shoot the next two and run to the boss door.

BOSS

Lock onto a hand and shoot it twice with the bow. Do the same for the other hand then lock onto the eyes and shoot each one twice. The head will fall to the floor. Lock on and throw a bomb in its mouth. Do this two more times to kill it. Get the Heart Container and stand in the light. Climb the ladder and grapple onto the bell. Swing back and forth.





HYRULE

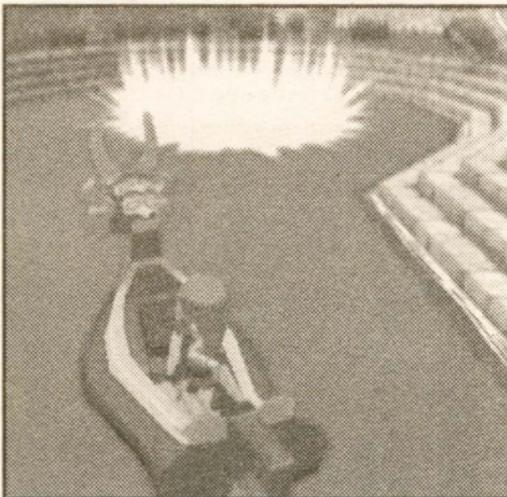
Enter the castle and go down to the main hall. Push the three wedge-shaped blocks on to the triforce marks on the floor then go down the steps this reveals and grab the Master Sword.

Go back upstairs and kill every creature you can find, then return to the Boat and drift into the light. As soon as you are on open water, turn around and go straight into the tower. Enter the upper left room and shoot an arrow in the eye to get Treasure Chart #6. Leave this place.



GETTING THE BALLARD OF GALES

Sail northwest to the Forsaken Fortress. You should run into a giant tornado in 4, 5. If you see it, sail into it. Equip your bow and quickly fire three arrows into the creature on the pink cloud (if you fail to do it quickly





THE FORSAKEN FORTRESS AGAIN

Sail around the island and blow open the large wooden door. You will meet a shadowy knight in front of the main door. It will fire balls at you from the air. Lock on and swing your sword to deflect them straight back at him. He will sink to the ground when hit giving you the opportunity to stab him. Repeat a few times and then get the Skull Hammer from the chest that appears.

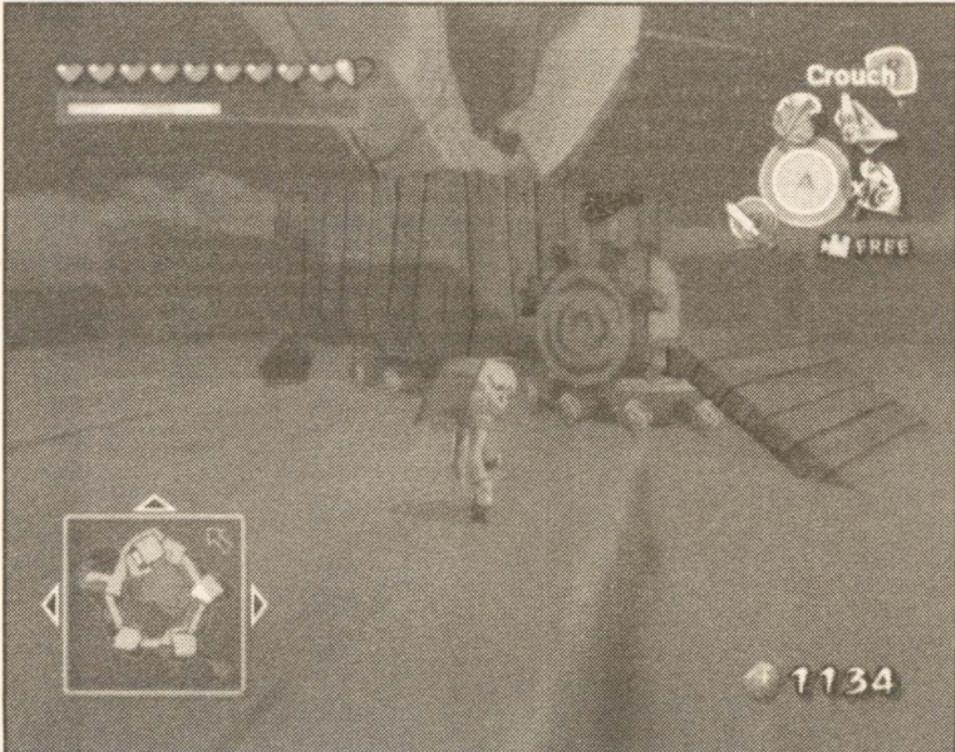
Enter the main door and head right. Bash down the spiky posts with the hammer and follow the hallways until you reach your old cell. Stand on the switch behind some barrels to get it open and retrieve a Piece of Heart from the chest. Backtrack to the first room and smack down the post. Follow the corridor to the end and climb the bunks.

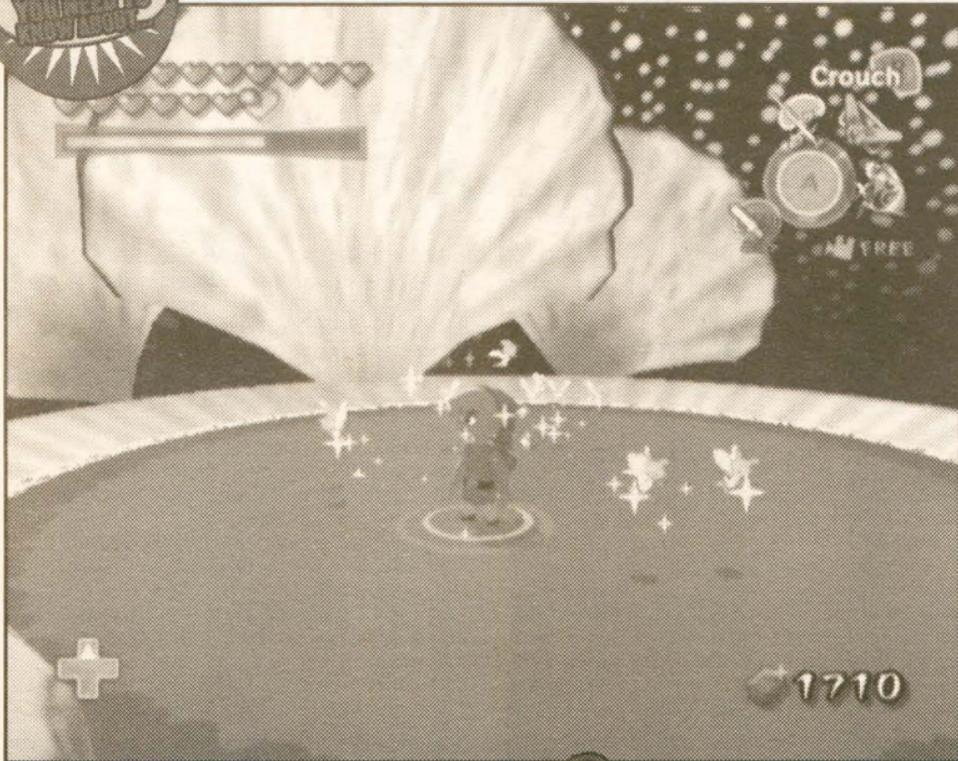
Go out the right door and climb the ladder to the right outside. You need to de-activate all the search lights as you did the first time you were here. Once they're all out make your way to the large room in the top left of your map and go through the door at the top of the steps.

Follow the same route to the top as the first time you were here. You will have to smash some barriers

enough, you will be transported to a random location on the map).

Once you've hit it three times you can learn the Ballard of Gales (down, left, right, up). This song will allow you to warp to certain locations on the map. This will save you hours of needless travelling. If you failed to get it you'll just have to go places the old-fashioned way. Just be on the look out for the cyclone everywhere you go and be ready for it. Now sail to 1, 7.





with the hammer on the way. Hit the switch at the top and open the door.

BOSS

Run up the ramp going around the side of the room. If you fall off you'll have to float up with the water. Smash the bird in the face with the Skull Hammer at the top.

At the top wait for the bird to land and walk after you. When it gets its beak stuck strike its face with the hammer. After four hits its mask will drop off. Now every time his head gets stuck attack it with your sword. The closer you get to it the more likely it is that it'll try the beak attack.

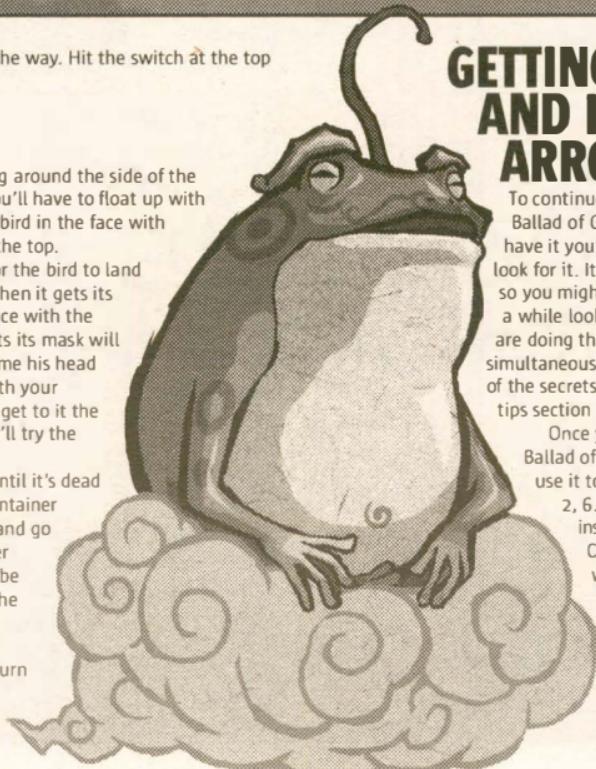
Keep doing this until it's dead then get the Heart Container and run up the ramp and go through the door. After the cutscene you will be back in the Tower of the Gods. Take Tetra downstairs watch the cutscene and then return to the Boat.

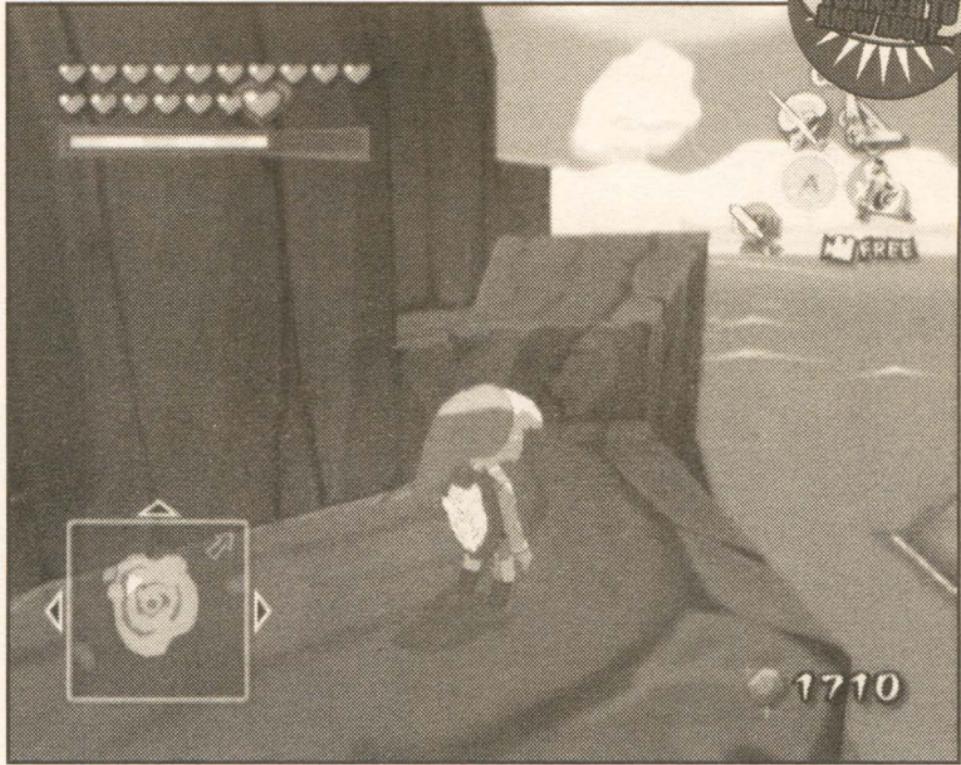
GETTING FIRE AND ICE ARROWS

To continue you will need the Ballad of Gales. If you don't have it you'll need to go and look for it. Its location is random so you might need to spend a while looking for it. While you are doing that you could simultaneously be getting some of the secrets (as described in the tips section of CVG issue 260).

Once you've got the Ballad of Gales you should use it to warp to square 2, 6. This will land you inside The Mother and Child Isle - the island where the fairy will give you the fire and ice arrows.

Play the Ballad of Gales again to warp out.





FAIRIES, OCTOS AND BOTTLES

Now would also be a good time to explore the map more thoroughly. You should look for each of the giant Octos (see CVG issue 260 for more precise details on this) and find all the great fairy locations (again, check the magazine). Once you've done this your next task should be to get the two remaining bottles.

POWER BRACELETS

Go to square 6, 5 and find the volcano. Shoot an ice arrow into the lava sprouting from the top to cool the mountain. You now have five minutes to climb to the top of the mountain. Jump in the hole at the top and kill the bats inside. Hop across the platforms and kill the two centipedes to reveal a chest containing the Power Bracelets. Pick up the huge rock face nearby to reach the light lift and step in it.

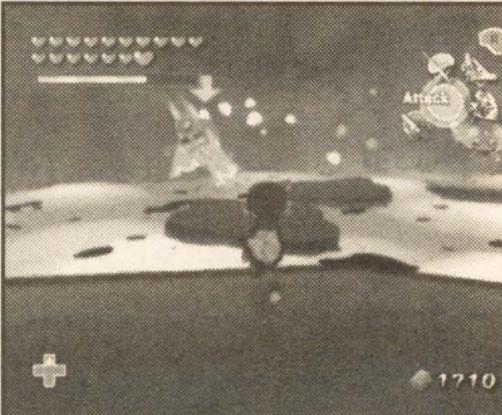
IRON BOOTS

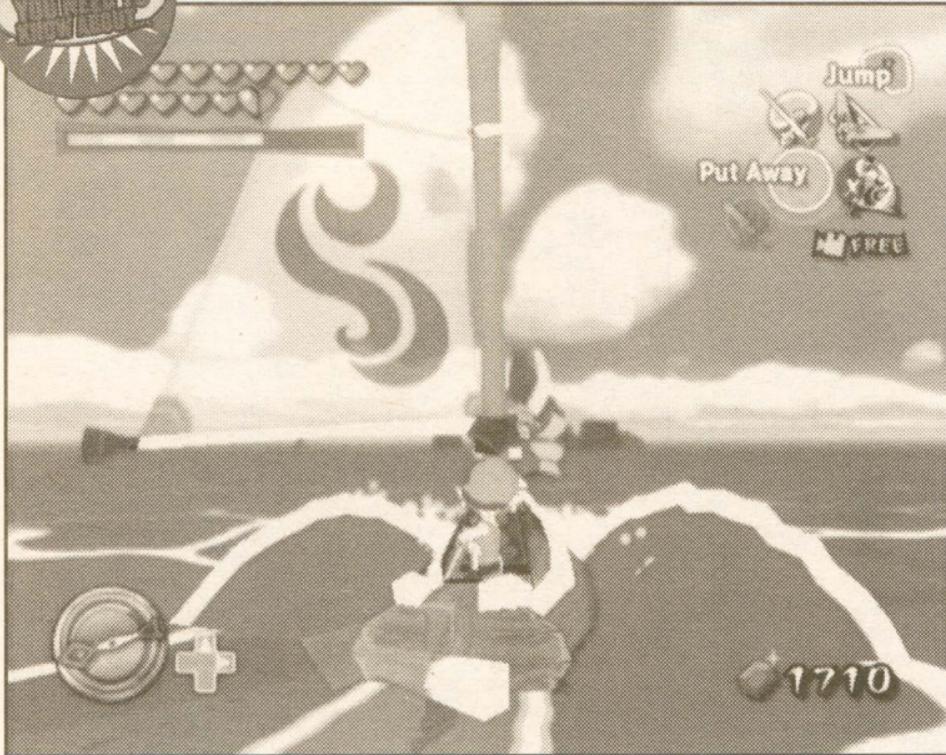
Get back to Boat and go to 5, 2 where you will find the Ice Ring Isle. Shoot a fire arrow into the mouth spewing frost to start another five-minute timer. Get on the shore and slip around the edge until you find an iced up chest. Defrost it to get Treasure Chart #36. Now carefully make your way around and into the dragons

mouth (try crawling on the difficult bits) and drop in the hole. Cross the icy bridge and slip down the icy slide. Open the chest to get the Iron Boots. Put them on and walk past the wind (you can drop in a hole here to defrost some monsters in a cave below to earn 100 rupees if you like) and go back to Boat.

HEADSTONE ISLAND

When you've got the Iron Boots, Power Bracelets,





Master Sword, fire and ice arrows head down to 3, 1 and lift up the boulder face blocking the cave entrance. Use the Wind Waker to learn the Earth God's Lyric then after the cutscene go to Dragon Roost Island (6, 6). When there, look for a line of bomb plants on the cliff wall and explode them with a fire arrow to get a chest containing 200 rupees. Go into the main entrance then head through the upper door by the post office.

Grapple across the gap on the right and play the Earth God's Lyric (down, down, centre, right, left, center) to Medli, the girl with harp. Return to Headstone Island (3, 1). Enter the cave with Medli and play the Earth God's Lyric with her to open the door. Go in.



EARTH TEMPLE

Pick up Medli and jump the gap (she'll flap her wings to



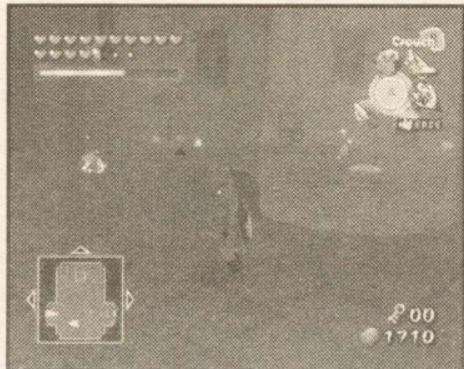


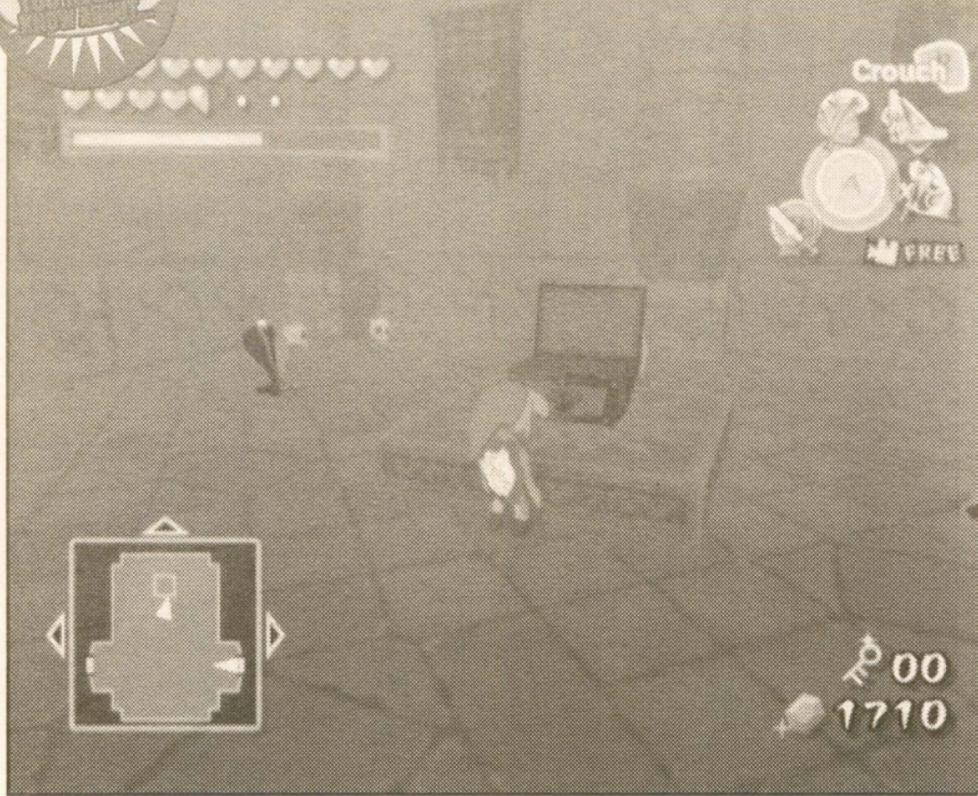
help you both across). Drop her at the start of the next room and kill all the monsters in here. Grab Medli and run to the top of the left side steps. Flap across to the

nearest pillar and put Medli down. Use the Command Melody to take control of her and then fly over to the pillar on the right. Stand on the button before switching back to Link.

Stand on the button on this pillar to unlock the door. Now bring Medli down, pick her up and go through the door. Leave her at the entrance and kill all the blobs (entice the purple ones into the sun light and bash them with the hammer). Shoot the lid off the warp jar with arrows then burn the banners hung on the wall.

Use the Boomerang to retrieve the Joy Pendant. Take control of Medli and stand in the light. Her harp will reflect light. Face one of the statues and press eye



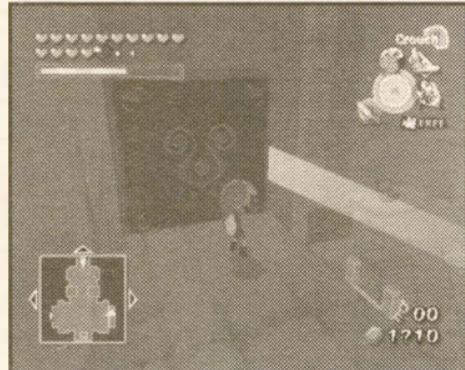


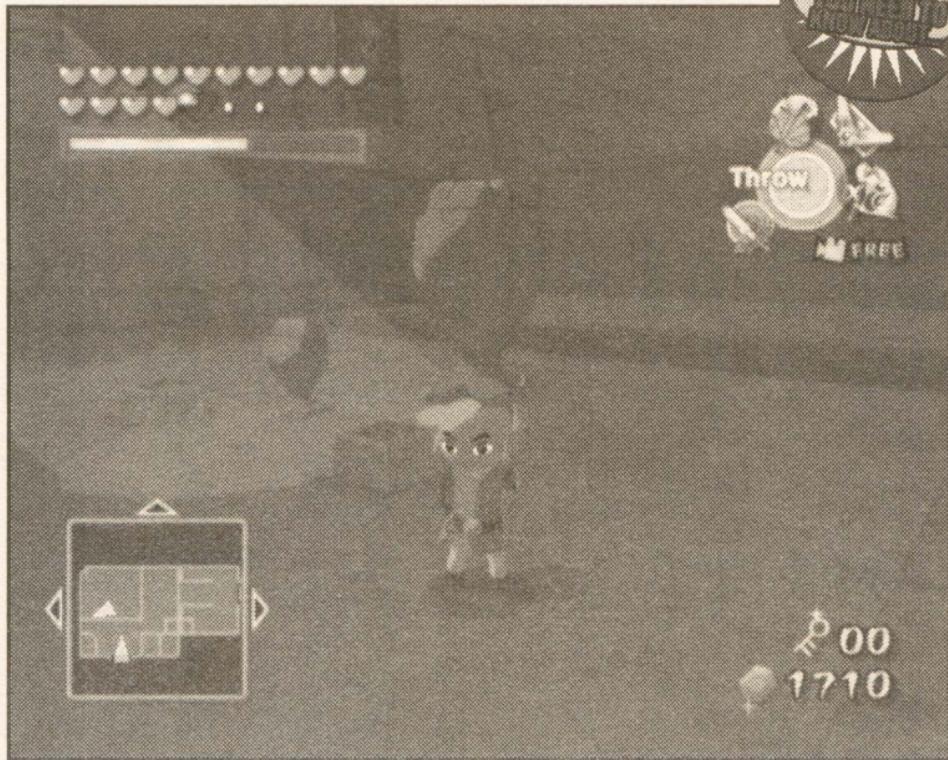
then move the light over it until it crumbles. You can do the same for the second one. Now shine light onto the translucent chest and get the Dungeon Map.



Grab Medli and go through the door. Get her to shine light in the right side of the fog until you can see a switch; shine light on that. While still shining the light on it, change back to Link. Run down and smack the switch with the hammer to open the right door. Take Medli into the new room and drop her at the entrance. Climb the ladder on the left and pull the block to let light in.

Use Medli to reflect light onto the chest, leave Medli by the switch in the corner and get the key. Go back to the previous room and straight across and



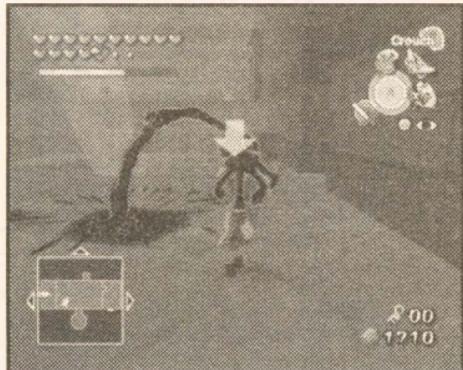


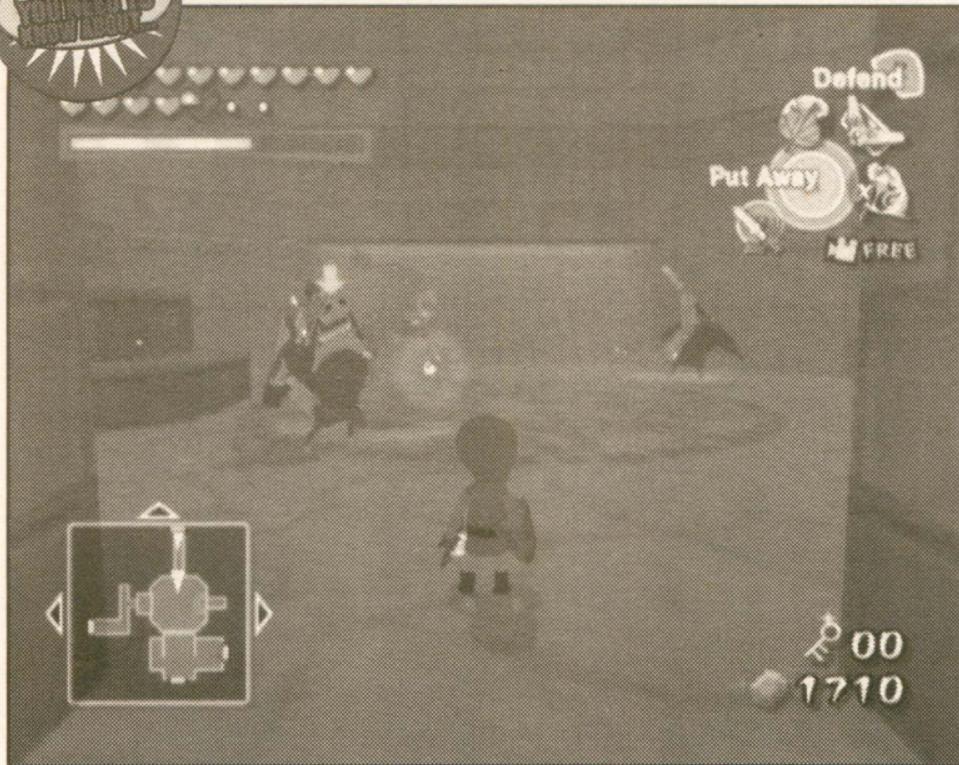
through the locked door. Use fire arrows to burn the banners on the walls to let the light in.

Kill all the blobs except the purple ones. Lure these to the light and when they turn to stone pick them up and deposit them on the switches. Run up the steps and push the block down. Grab Medli, throw her up and then go through the door.

Push the nearest block left to let the light in. Have Medli reflect light onto all four sun spots on the walls to reveal another block and a warp jar. Burn the statue off the last block and then get her to fly up to the locked door. As Link push/pull both blocks into their slots and get the Compass from the chest.

Pick up the girl and go through the door. Kill everything in this room (attack the ghosts lanterns then let them possess you for a few seconds). Get Medli to fly to the right and shine light on the three statues on





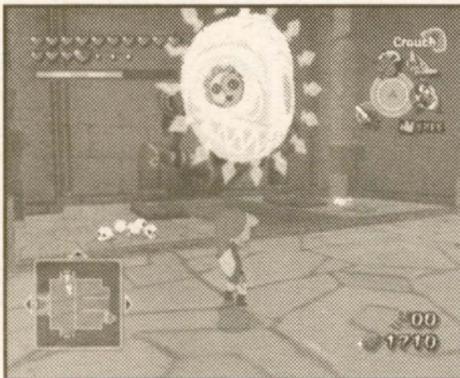
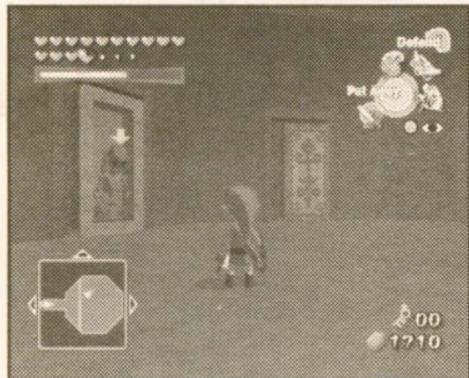
the left to get a Joy Pendant. Go upstairs and through the left door. Drop into the next room and approach each coffin. Kill what's inside and get the key. Go back to the previous room and enter the locked door.

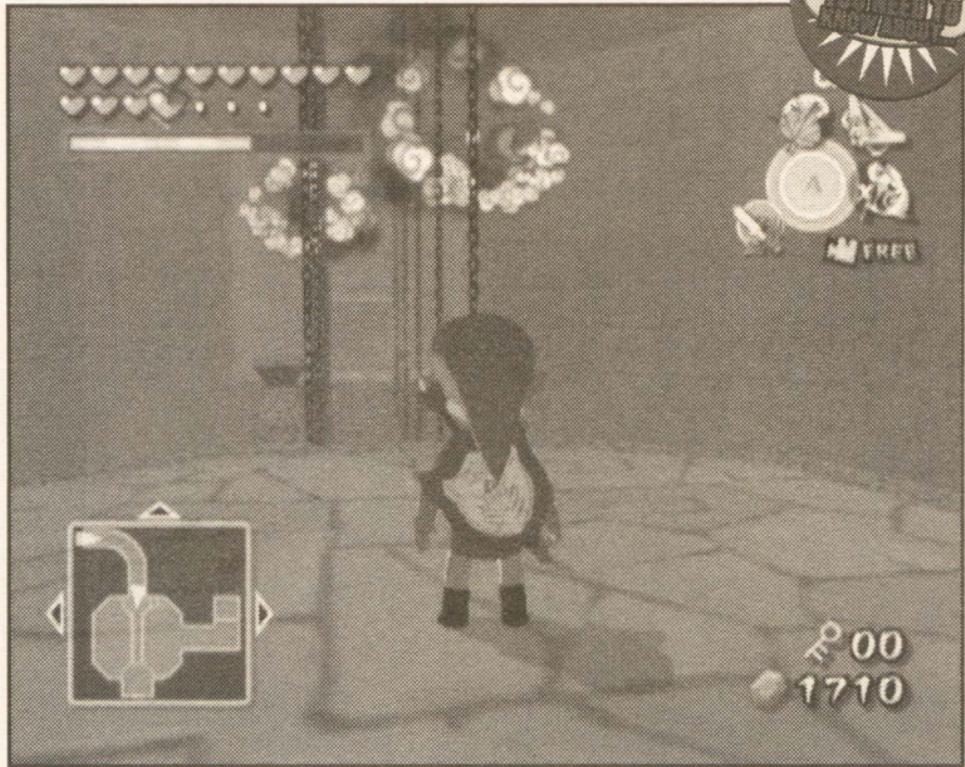
Kill all the skeletons in here and get the Mirror Shield from the chest. To get back out use the Mirror Shield to reflect light at the mark above the door. Return to the room with Medli and re-kill everything in there. Get Medli into the light and have her shine light down into the middle of the room, then change to Link who can now use his shield to burn the sun spot on the wall under Medli. Go through the corridor (reflecting light onto the statue and the sun spot will only get you

money) and back into the room with fog. Go through the south door and put Medli on the switch in the corner.

Go through the door. Use the shield to shine light on the sunspots to get a Joy Pendant. Take Medli and return to the fog room. Have Medli shine light onto one of the eyes of the giant face then change to Link and do the same. When both eyes activate at the same time the door will open. Take Medli and go down.

Fire ice arrows at the skulls then strike them with your sword. Carry Medli to the stone and play the Earth God's Lyric. In the next room use the shield to reflect light onto the statue in front and then to the right-hand statue. Then shine light onto the left mirror to



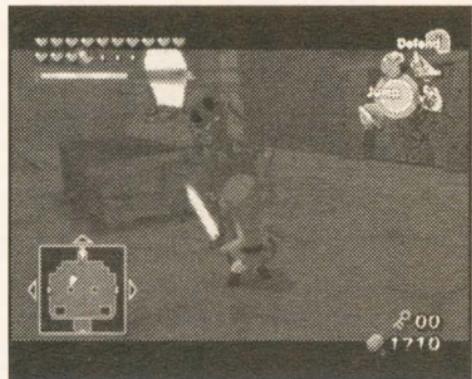


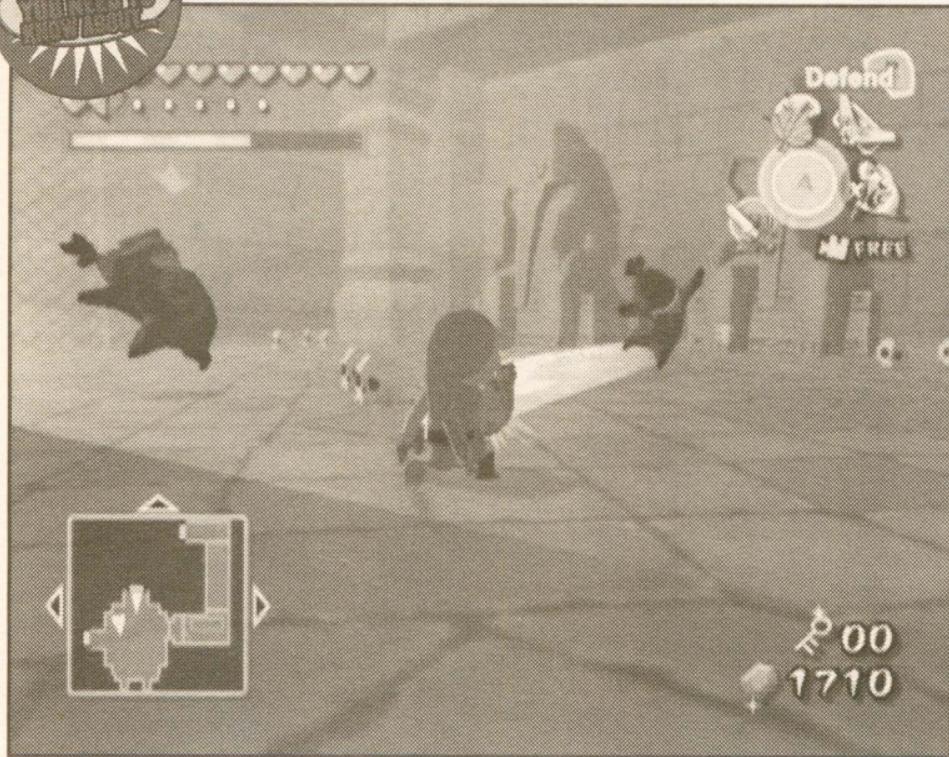
destroy the left side statue. Go through the right door. Run through the fog and get the key from the chest at the back, which will dispel the fog, allowing you to kill all the creatures in here. Once they're all dead you can get Treasure Chart #12 from the chest that appears.

Return to the room before and enter the opposite door. Sprint through the fog and use fire arrows to burn the wall banners and get a Joy Pendant. Smash the switch using the hammer then push the mirror statue. Go back to the previous room and push the block against the ledge.

Grab Medli and throw her up then climb after her. Take her through the door. Clear the room of monsters

and then stand on the right side. From here you should be able to reflect sun on the two statues across the room. Use Medli to reflect into the middle of the room then switch to Link and use his shield to reflect Medli's





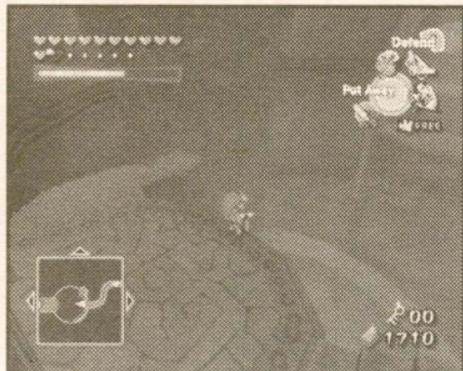
light onto the last statue. Clear the next room before playing the Earth God's Lyric at the rock (with Medli).

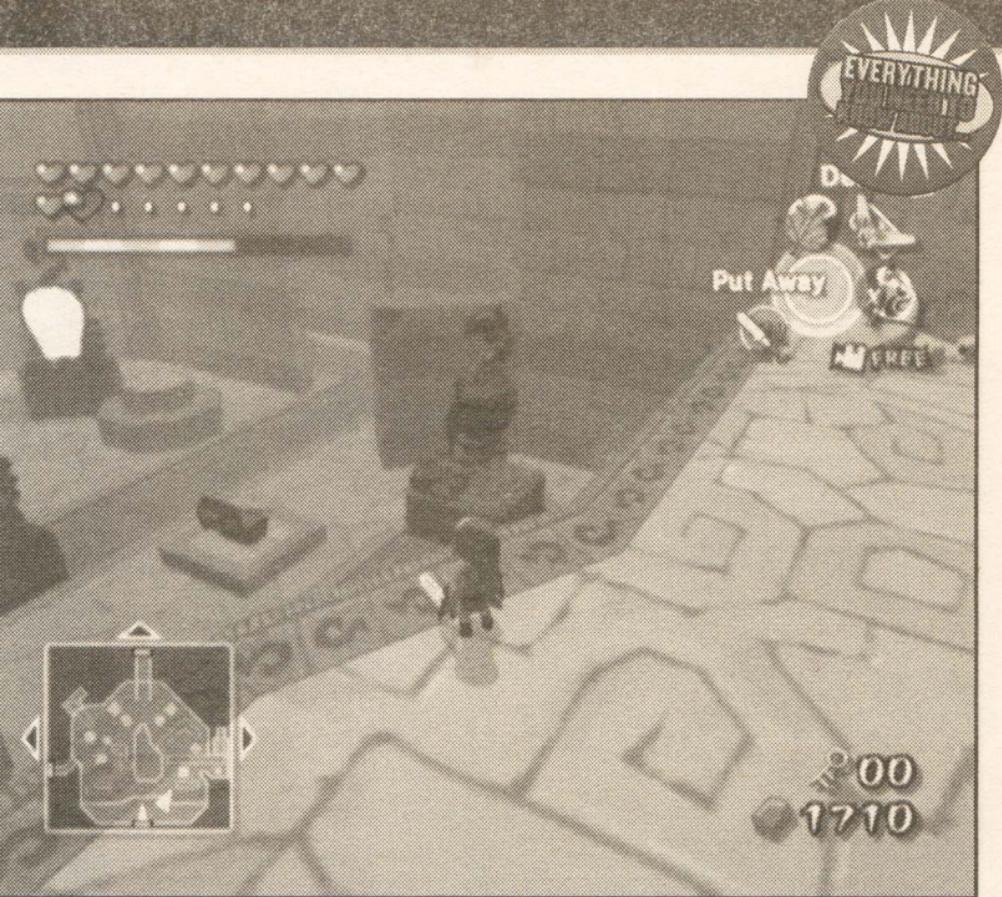
Blow the rock off the wrap jar in the next room.



Command Medli to fly down to the door then follow her. Grab her and go through. Have Medli fly onto the central and platform and stand on the switch to release light into the chamber. As Link drop down and push the closest statue on the right into its slot then use it to reflect light onto the chest for 50 rupees and then on the nearby statue. Get Medli where Link is and reflect light towards the chest you just opened.

Link can use this light to reflect light onto four sunspots in the right alcove to reveal another statue. There are now three mirrors to push/pull into their slots. When they are all in position, light will shine over a podium on the other side of the room.



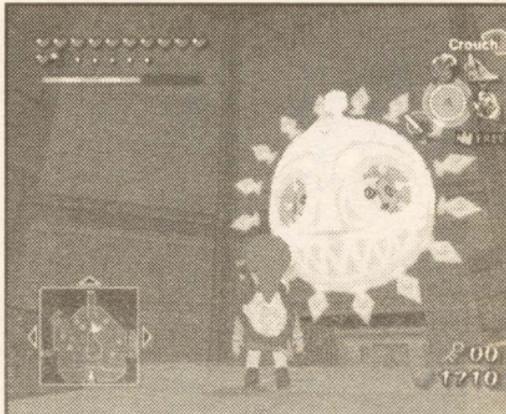
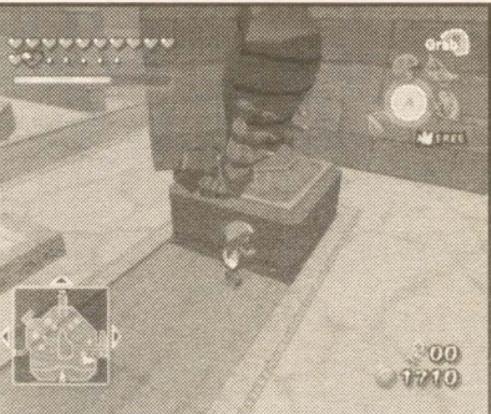


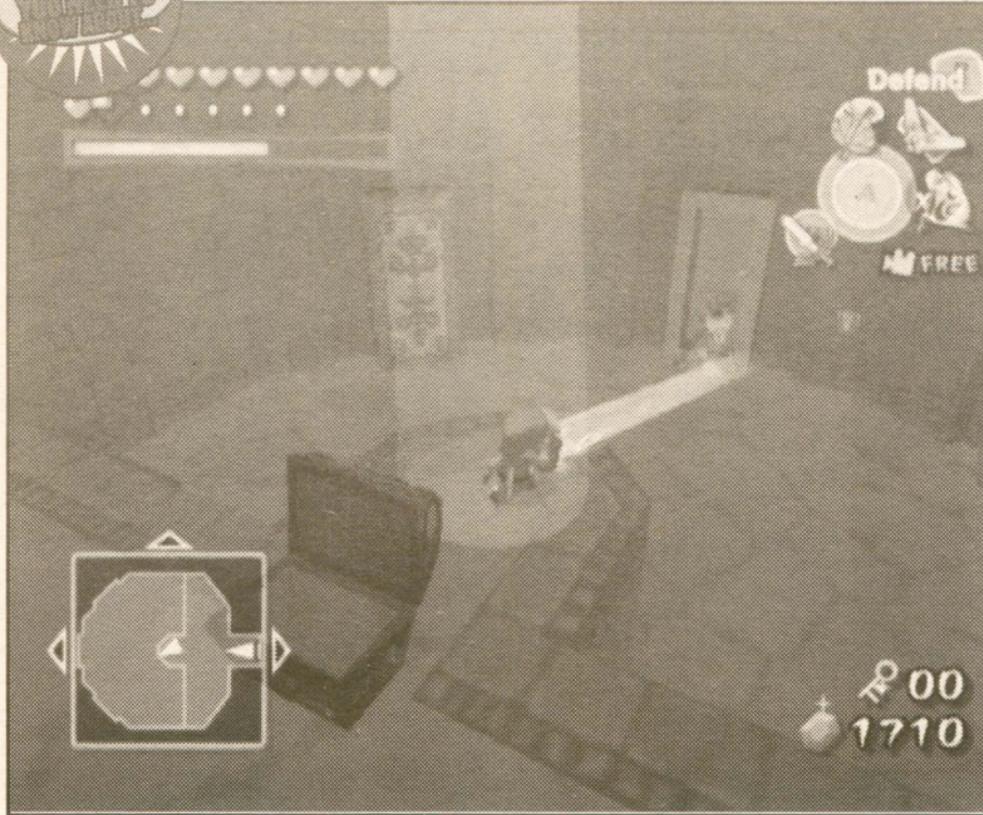
Put Medli on it and reflect light on the statue to break it. Shine light on the chest to reveal it. Shine light onto the slightly raised platform with the symbol on and change back to Link. Get the Joy Pendant from the chest, then use Medli's light to break the single sunspot on the wall left of Medli and on the four sunspots to her right. Pull the last two statues into place.

Change to Medli and fly onto one of the podiums by the snake statues. Shine light on to one of the eyes until

half the face lights up. Hold it there and change to Link. Stand on the other podium and shine light onto the face's other eye. When both are lit, the door will open.

Before entering this door take Link into the one on the left side (where you shone light onto a single sunspot). Shine light onto each coffin and kill three skeletons to get a chest with Treasure Chart #20. Pull the block to get out, enter the door under the giant face. Kill the monster in here to get the Big Key. Return





to the previous room and get Medli to fly up to the door you first entered by. Change to Link and climb the ladder. Take Medli to the room before. Get Medli to fly to the warp jar then climb the vines and follow her there. Pick her up and glide over to the boss door.

BOSS

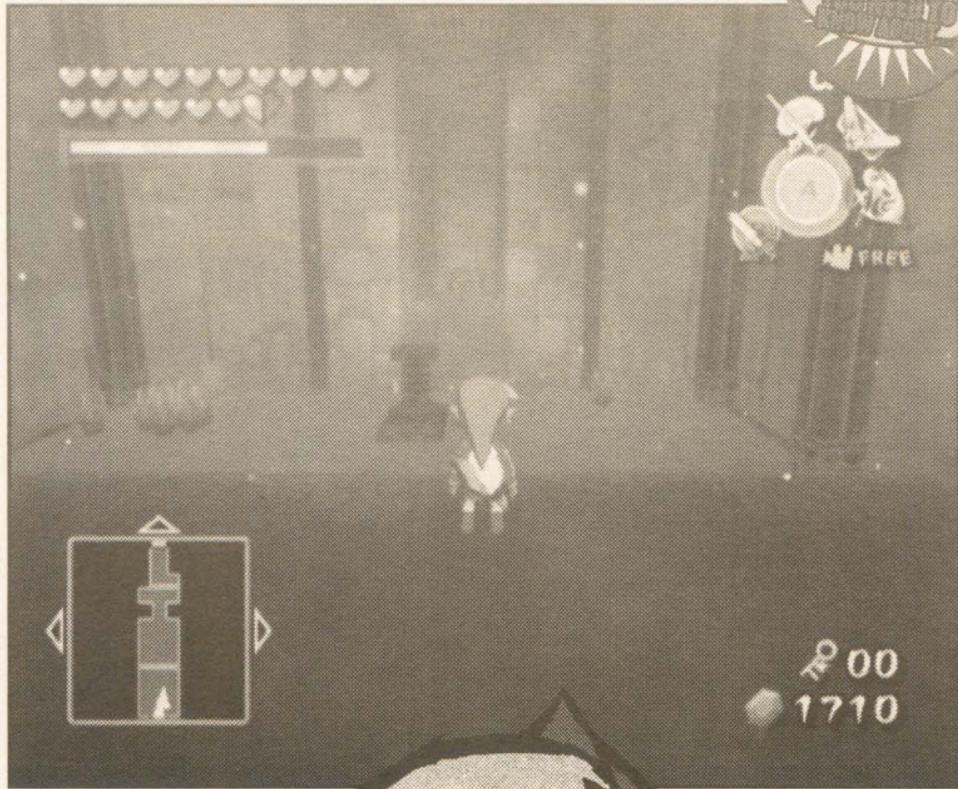
Stand in the light and use your shield to reflect light onto the giant ghost. Shine the light on it for a few moments to stun it. Run over and pick it up then fling

it against the spikes on the wall. It bursts and little ghosts come out. Kill as many as possible with your Sword before they reform into a giant ghost. Repeat the same process a few more times. Grab the Heart Container and step in the central light for a cutscene.

GALE ISLE

Sail to 4, 7. Use the Iron Boots to reach the blowing statue and smash it with the hammer. Go inside and use the Wind Waker to learn the Wind God's Aria. Sail





back to Forest Haven (6, 2), climb the first few ledges and look at the waterfall. You'll see musical notes coming out. Use the Grapple Hook to swing into the waterfall. Talk to the leaf and then whip out your Wind Waker and play the Wind God's Aria (up, up, down, right, left, right). Sail back to Gale Isle (4, 7) and play the song with Makar by the rock to break it open go inside.

WIND TEMPLE

Take Makar into the first room. Drop down and run under the wind where you can bomb the top off a warp jar. Stand on the spring and equip the Iron Boots. Take them off when the spring goes down and aim towards the platform where Makar is. Take control of Makar and drop down.

Plant a seed on the two sandy patches then pass under the wind and fly up to the ledge. Stand on the switch. As Link, get money

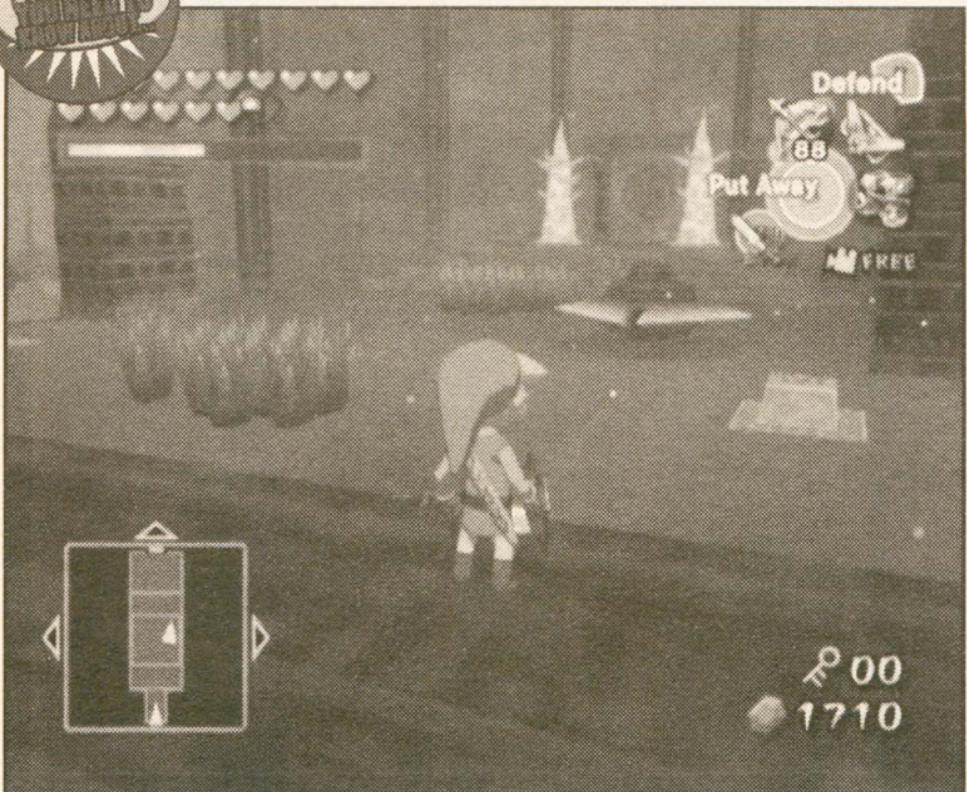


from the chest then use the higher spring to propel you towards the far side of the room. Use the Deku Leaf to glide over. Grab Makar and enter the next room.

Kill the statues then blow air at the wind switch to open the other half of the room. Run to the far side and have Makar plant trees on the sandy spots. Go through the door. Get Makar to plant trees in all three sandy spots in this room. Afterwards he will be captured. Enter the right door and kill everything in this room before going straight across and through the next door.

Go past the moving spike and stand on the cracked tile. Activate the wind switch, kill everything down here and use the first spring to get back up. Cross over (get a Joy Pendant from the chest on the left) and go through the door.

Use the whirlwind in the middle of the room to boost you

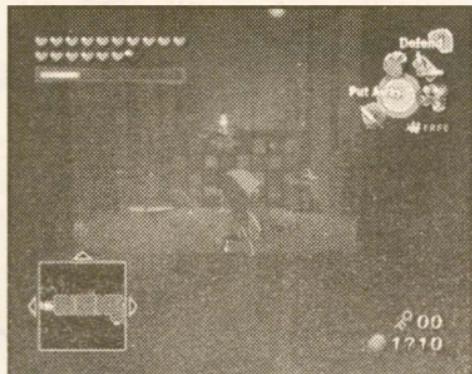
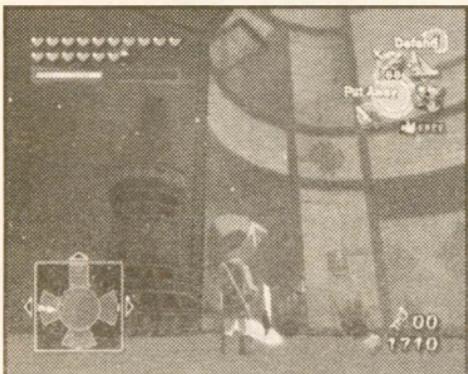


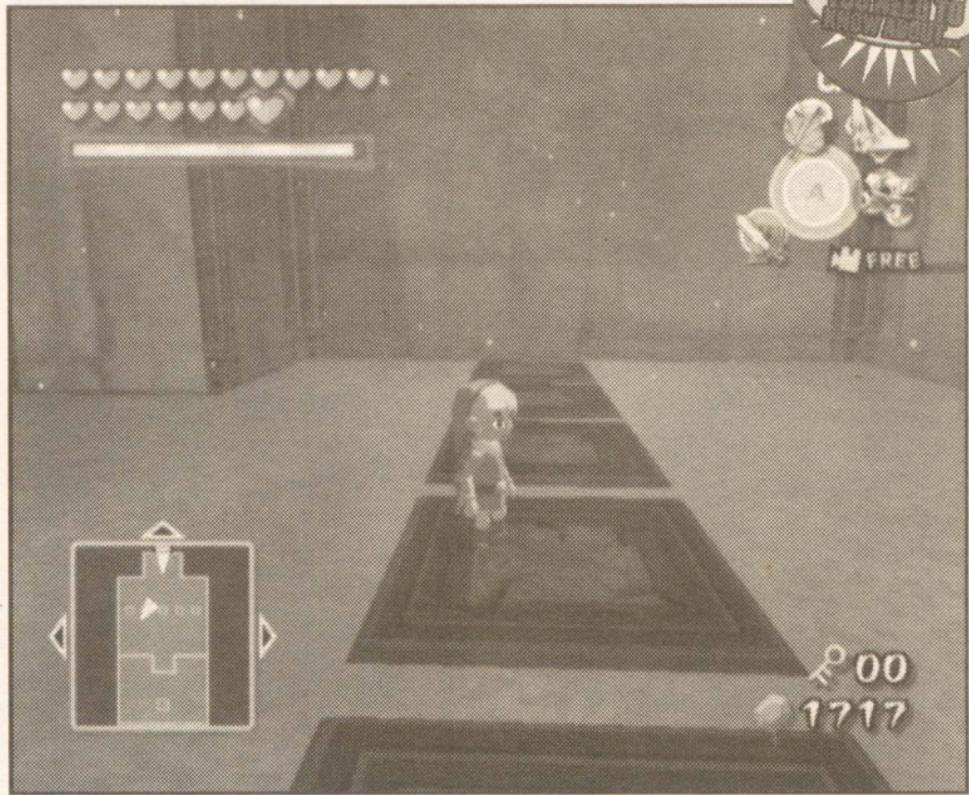
to the platform on the left when you glide over. Press the switch and jump on the gate. Use the leaf and second whirlwind to get on the ledge through the gate on the left side of the room. Obtain the Dungeon Map from the chest then return to the gate. Jump left then glide to the far left platform. Use the Deku Leaf to glide into the whirlwind and through the other gate in this room. Glide towards a third whirlwind to gain enough altitude to land on the next gate. Glide over to the last ledge and go through the door.

Blow the top off the warp jar to the right. Stand on the switch with the Iron Boots on to open the floor.

Jump down to the bottom. Go through the only available door. Use the Iron Boots to break through one of the tiles. Kill the statues at the bottom then push the spring box onto the single odd looking square at the back of the room. Push the other box next to it and climb on the spring.

Use the Iron Boots to get back up. Get the key from the chest. Now break the remaining tiles up here (and kill all the monsters that appear) to reveal another chest containing Treasure Chart #5. Leave here and open the locked door opposite. Concentrate on killing the orange robed wizard first as it summons other





creatures. Clear the room to get the Hookshot. Use it on the target above a ledge and get up there to smash down the button. Go back to the massive room.

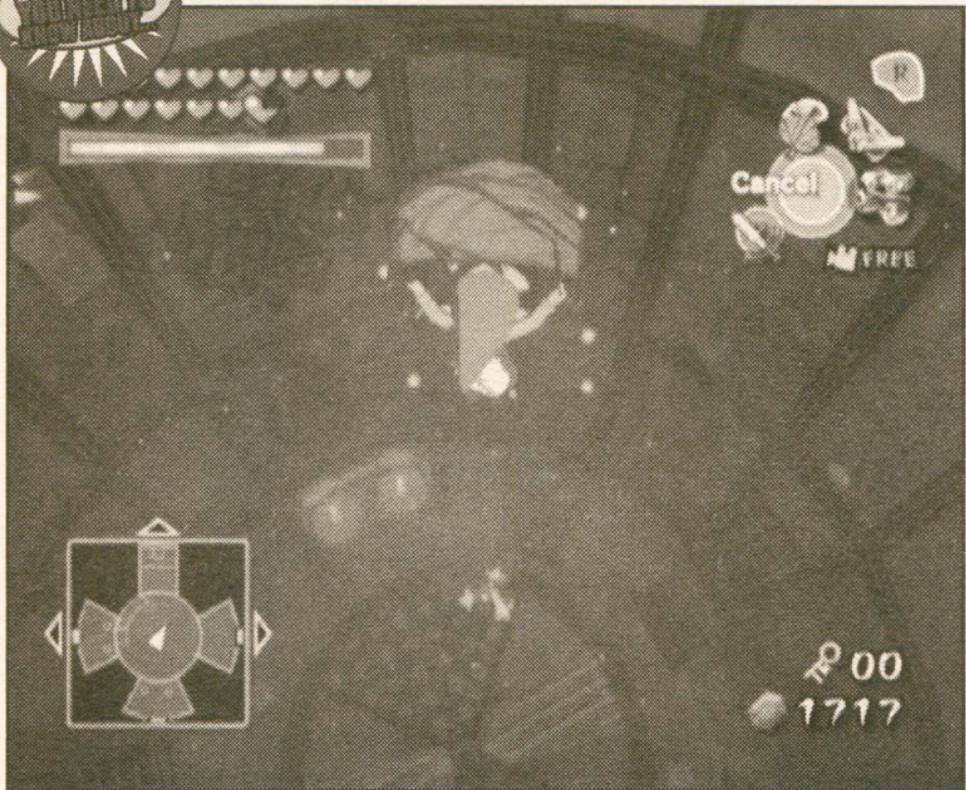
Use the Hookshot to get as high as you can. Glide over to a chest and get a Compass. Use the spring to get even higher. Keep going until you reach an alcove with a massive stone head. Wear the Iron Boots then Hookshot the target on its head to pull it over. Get the Joy Pendant from the chest and rescue Makar.

Take Makar and hop down to the ledge just below then Hookshot up to the alcove on the right and get

Makar to fly after you. Go through the door and Hookshot up to the top platform using the trees Makar planted the last time you were here. Makar can fly up. Take him through the door.

Use Makar to plant trees in all four sandy spots (this might require a few attempts), then Link can Hookshot to the top. In the room at the top have Makar stand on one switch while Link gets on the last. Go back the way you came and take the door leading to the massive room. Control Makar and drop to the lower





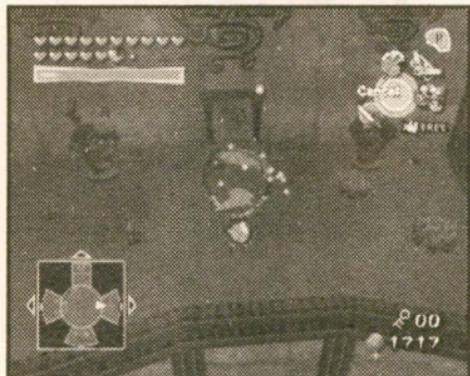
level where you can plant two seeds; this will start up a massive fan. Use the wind (when it's on) to fly to the top of the room. Change to Link and use the leaf to glide across to the door guarded by statues. Kill the statues. Use the leaf and the wind to get to the floor immediately above and open the chest for a Joy Pendant. Use the leaf and whirlwind to reach the ledge above to the left. Go through the door and kill all the statues to get a chest with a key.

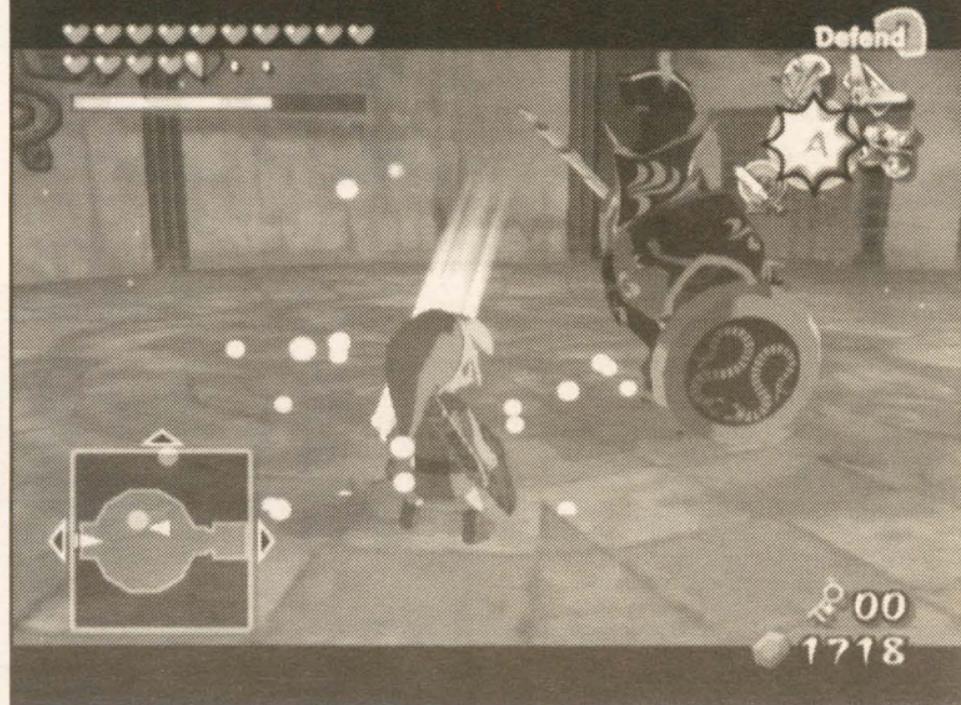
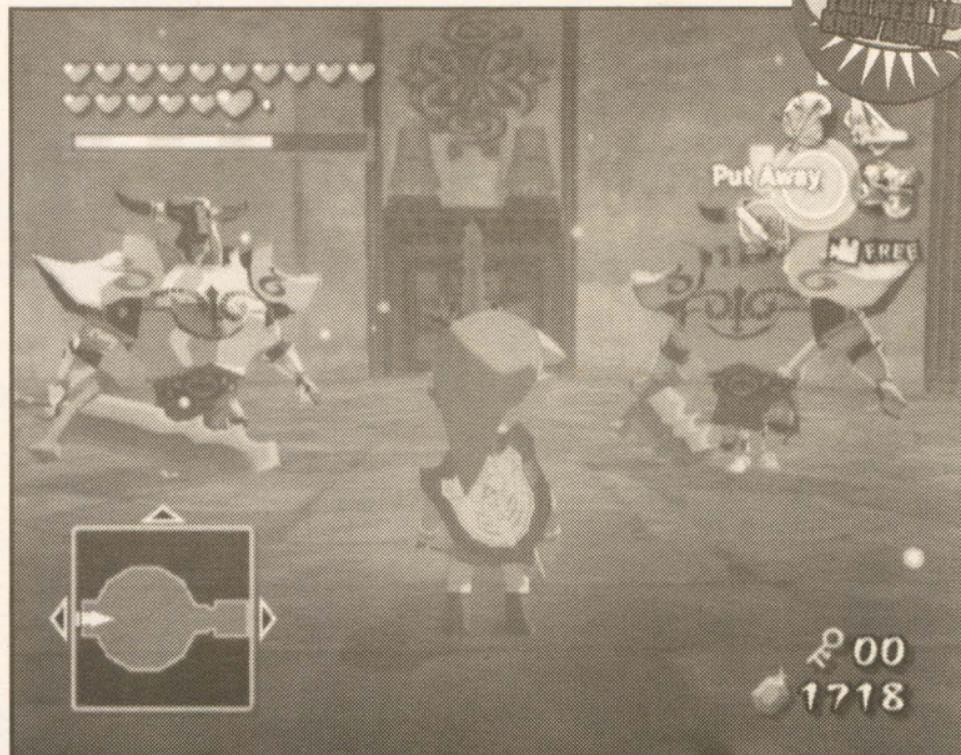
Grab Makar wherever you left him and go through the door on 1F leading east (check your map). Drop down in the next room and activate the wind switch.

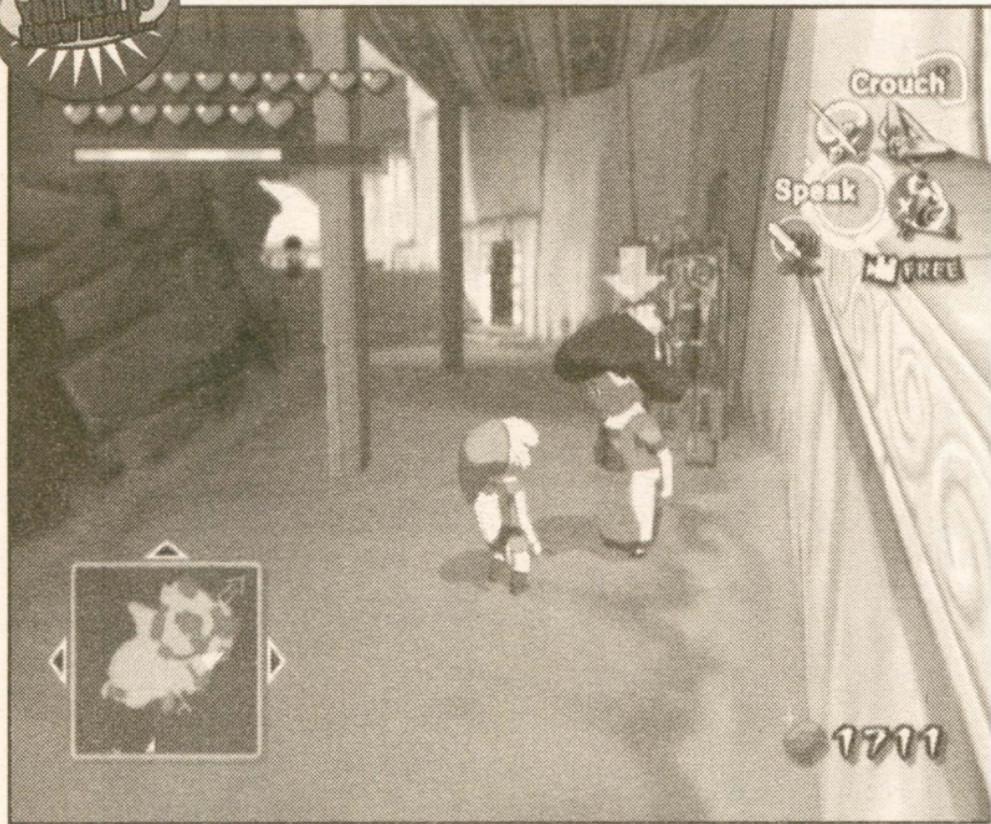
Kill everything and use the spring to get back up. Take Makar to the far side and play the Wind God's Aria to crack open the stone. Inside is a very tough fight against three knights (harder than some of the boss fights). Lock onto one of them with your sword drawn and press A when it glows green. Half the time they'll also strike each other. Pick them off one at a time and get the Big Key. Grab Makar and head back to the massive central room.

Drop to the bottom under the fan and go through the locked door. Another tricky fight: kill the wizard first then throw bombs at the skeletons and attack their bouncing heads. After they die make your way to the top of the room using the Hookshot and the leaf. Put the Iron Boots on when you reach the switch level and step on it. Keep the boots on and pull the stone head off the wall with the Hookshot. A creature will jump out. Kill it and then repeat this process for the other stone heads in the room until a chest appears. Get the Treasure Chart #35.

Proceed to the next room. Kill the monsters and then have Makar fly over the wind and plant a tree. Get Link to Hookshot over. Grab Makar and go through the door. Wearing the Iron Boots push one crate so that it blocks the first trap. Wait for the second trap to be on the same half of the room and then push the block so that it stops both. Push a second block into the ditch and push the third over the second to the block the final trap. Grab Makar and stomp to the end of the







room. Play the Wind God's Aria to break open the stone then go through to confront the boss. Break the lid on the warp jar first.

BOSS

This can be tricky. Lock on to its tongue and Hookshot it towards you then attack it with your sword. When its babies show up spend some time killing all of them as the lock on seems to priorities them over the tongue (meaning it will lock onto them every time even if they are further away than the tongue). Once they're dead target the tongue again. Repeat this process four or five times and get the Heart Container as a reward and stand in the light.

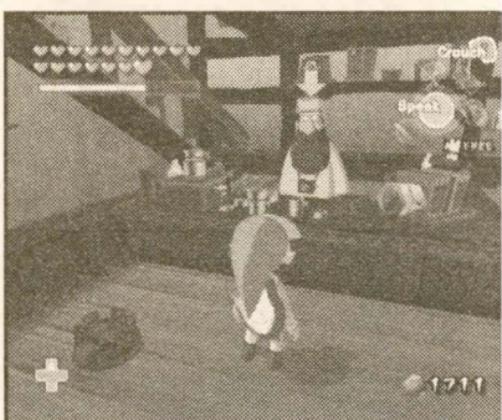
SECRETS

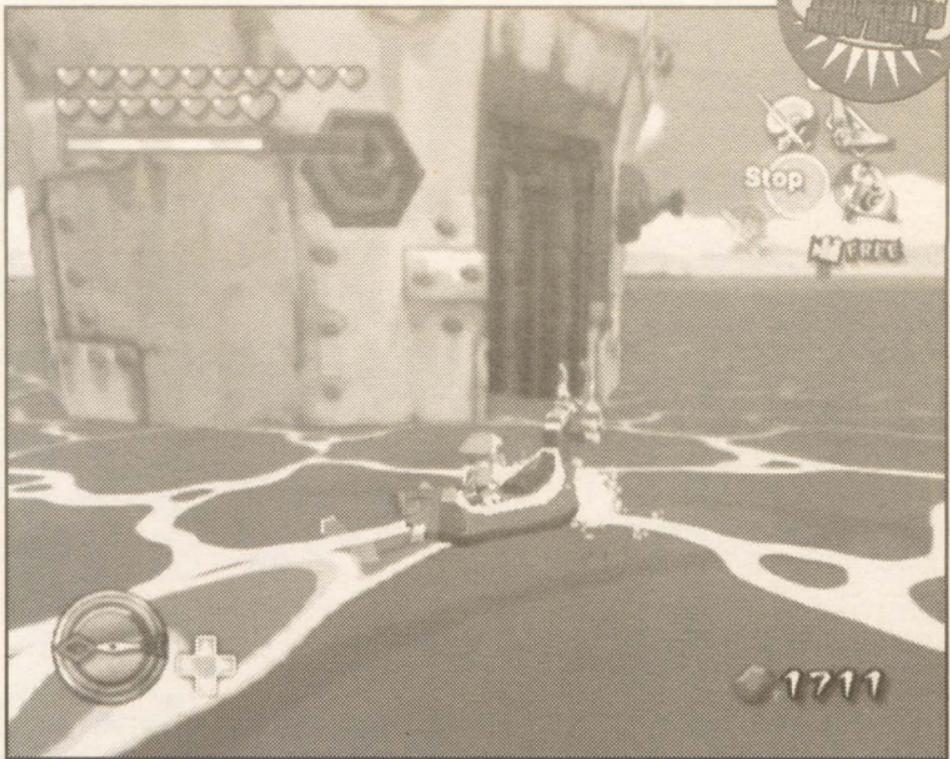
Now you have most of the essential equipment you should spend some time running around the globe getting all the Treasure Charts, Heart Pieces and anything else you did not do already. Check the secrets guide inside the mag for further details. You should also get bait and chart every single square on the map. While you are doing that you can also start getting the Triforce Pieces necessary for getting into the final dungeon. You will also need a massive amount of cash

later so make sure you've got the 5000 rupee purse from one of the fairy islands.

TRIFORCE MAPS

To find the eight triforce shards scattered across the land you'll first need the maps telling where they are. The first map is in the Islet of Steel (2, 3). Destroy all



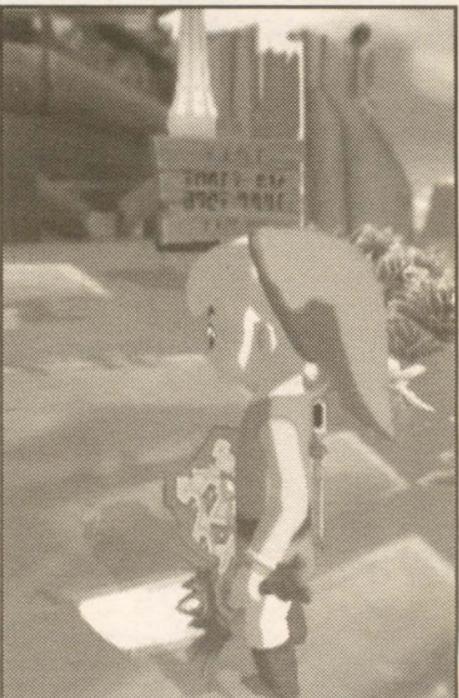


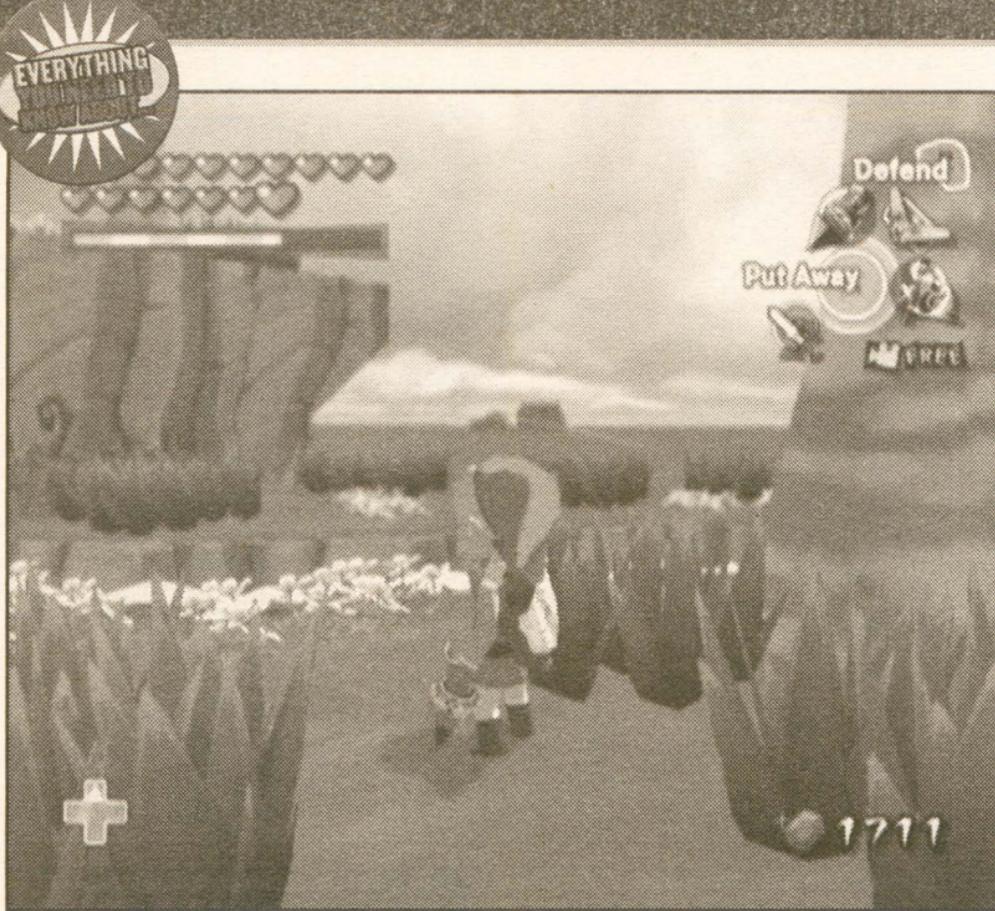
the pirate ships and cannons around the island then swim inside. Play the Wind Requiem on the blue mark to reveal the chest.

The second map is in the Private Oasis (5, 3). To get inside you will need the deeds to the house. Go to Windfall Island and talk to the pinkhaired teacher in the schoolroom of Windfall Island and choose the top option both times. Go outside and talk to the kids. Agree to play their game. You have to find all four of them. One is in a tree near the docks (roll into it). Another kid is behind the bomb shop, the third can be found hiding behind the stone where the dancing guy is. The last one is behind a bush; go through the arch to the left of the school and then look behind the bush on the ledge to the left.

After you find them all they reward you. Talk to the teacher and get another reward. Go outside and talk to the kids again. Get the Joy Pendent from the tree next to the bomb shop (roll into it). Equip it and give it to the teacher. Give her another 20 of these and she will give you the Cabana Deed. Go to Private Oasis (5, 3) equip the deed and use it to open the door. Go inside and swing on the pole near the roof. Jump in the hole. Navigate the maze below until you reach a room with blue and red marks on the floor play the Wind Requiem on the blue mark to get the chest.

The third map is in Birds Peak Rock (7, 3). Sail there and get onto the smaller island and then use your bow to target the birds in the nests on the main island (use the telescope if you find it hard to see



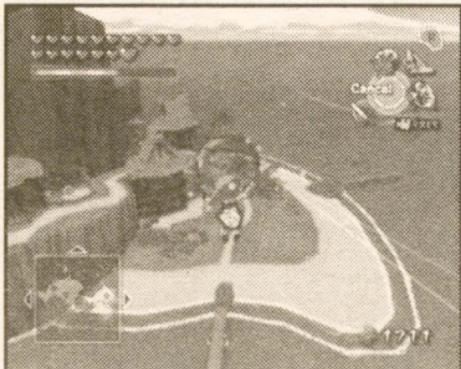


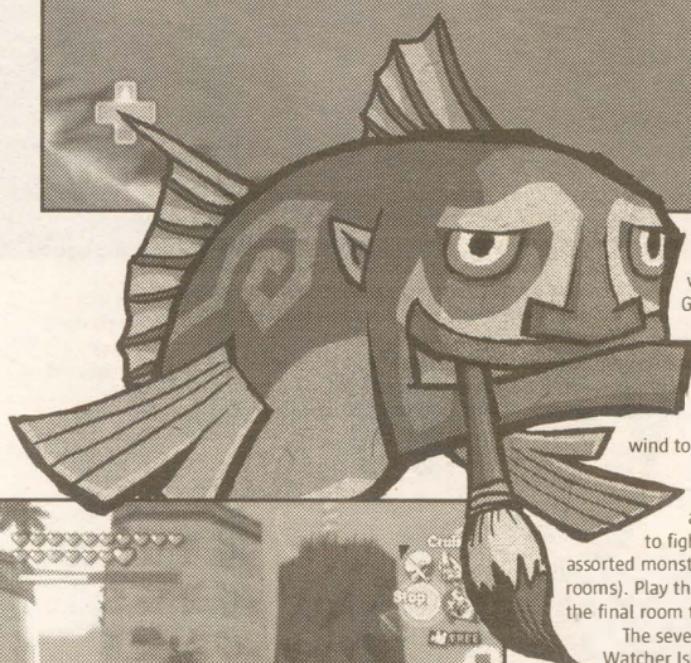
them). After killing as many as possible put a Hyoi Pear (buy it from the ship shop) on your head and take control of a seagull. Fly through all the crystals in each bird nest (avoid any remaining birds) to unlock a gate. Go through the gate and drop down. Play the Wind Requiem on the blue mark.

The fourth is in Diamond Steppe Island (1, 2). Use the Hookshot to grapple onto one of the palm trees to get on it. Go to the top and fall in the hole. Navigate the warp jar maze until you get the map. Open it to

see the phases of the moon. Use the Song of Passing to turn night into day, day into night until you reach the moon cycle by the diamond shape on the Ghost Ship Chart. Sail around Diamond Steppe Island until you see a ghost ship and sail into it. Defeat all the monsters inside and open the chest you find.

The fifth map is at Needle Rock Isle (1, 3). There will be three pirate ships sailing around. Sink all of them. When the last one sinks you will get a cutscene indicating that it has dropped something





into the water. Sail onto the spot where the ship sunk and use the Grappling Hook to search the seabed for a chest.

The sixth is at Outset Island. Run to the top of the hill and speak to the man with the telescope. Look where he's looking then turn the wind to that direction and use the Deku Leaf to glide to the big stone head. Use the Power Bracelets to lift the head and drop in the hole. Now you need to fight your way through 20 rooms full of assorted monsters (there are re-fills every 10 rooms). Play the Wind Requiem on the blue mark in the final room to reveal a chest with the map.

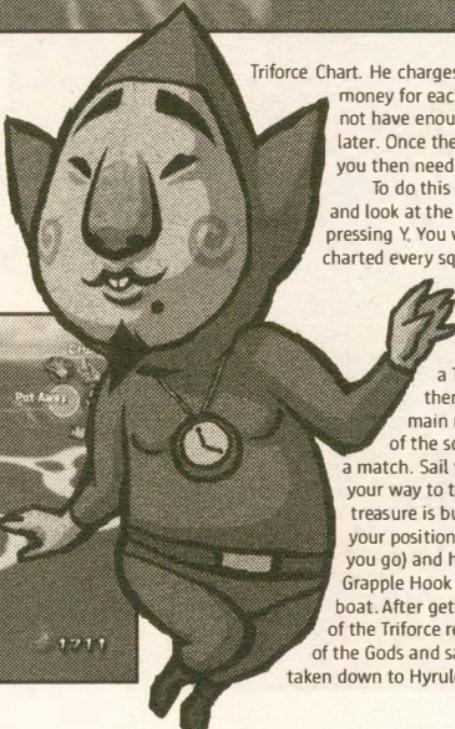
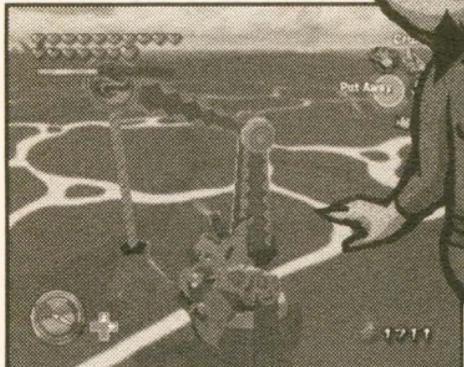
The seventh Triforce Chart is at Stone Watcher Island (3, 3). Heave the big stone head off the top here and then jump into the hole. Kill everything you find in the dungeon below to unlock the last room. Go inside and play the Wind Requiem on the blue mark.

The last map is at Overlook Island (7, 7). Use the Hookshot to reach the lowest palm tree then make your way across and drop down the hole. Kill everything inside then play the Wind Requiem on the blue spot.



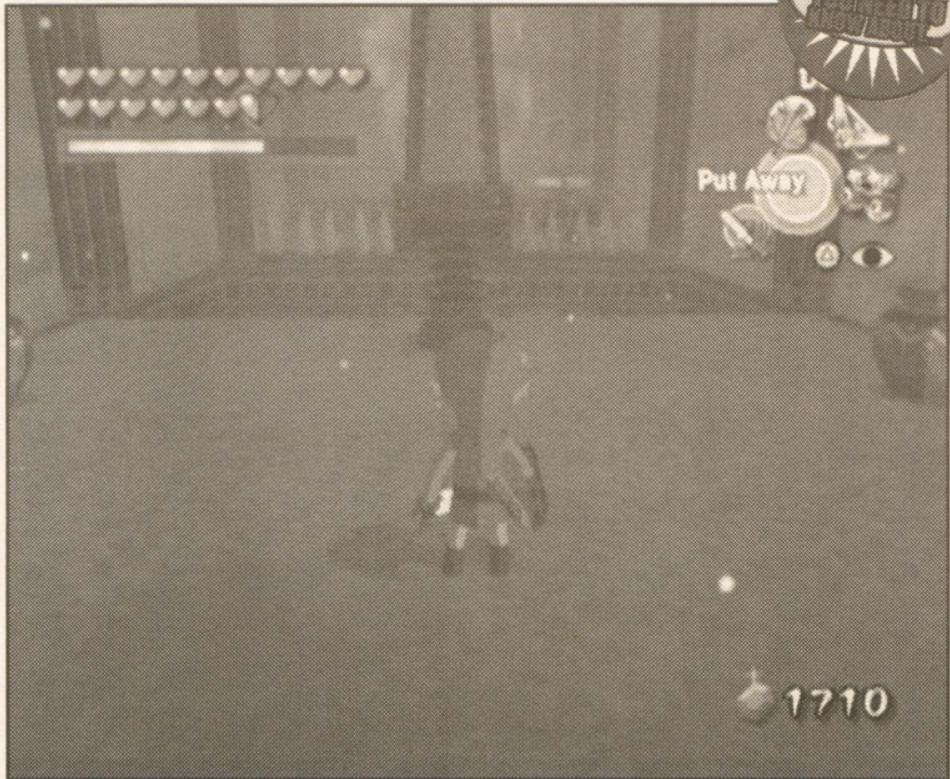
GETTING THE TRIFORCE TOGETHER

Once you have all the maps and about 3000 rupees head to Tingle Island and climb the tower. Talk to Tingle and pay him to decipher each



Triforce Chart. He charges a huge amount of money for each one so if you do not have enough, come back later. Once they are all deciphered you then need to find them.

To do this open your charts and look at the maps part by pressing Y. You will have to have charted every square on the main map first (throw bait at the leaping fish near every island). Open a Triforce Chart and then scroll around the main map on the left side of the screen until you spot a match. Sail to that square make your way to the bit where the treasure is buried (you can check your position on the charts as you go) and haul it up using the Grapple Hook when you're on the boat. After getting all eight pieces of the Triforce return to the Tower of the Gods and sail in. You will be taken down to Hyrule.



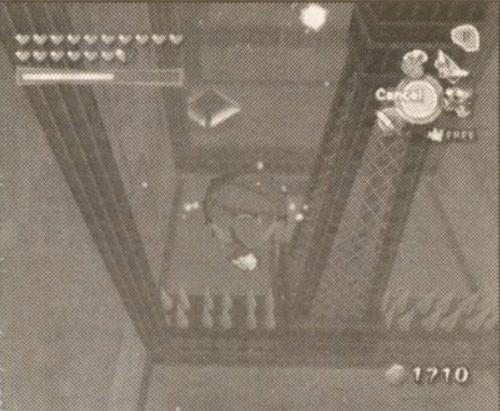
HYRULE AGAIN

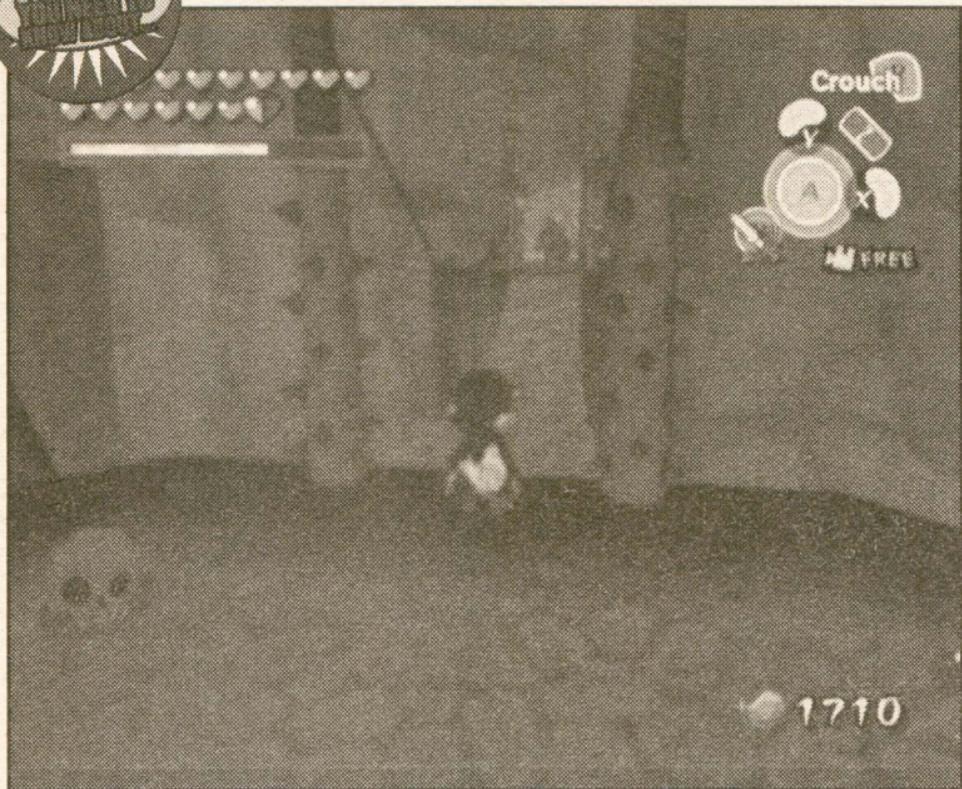
Go down to where you got the Master Sword. Kill the knights that appear (they're the same as before only with more health), and after they die the flames will go out. Go back upstairs. Head through the door in front of the you and go down to the castle gate. Use the Master Sword to break the barrier halfway down. Follow the path and Hookshot across the bridge then go in the cave and through the door at the end.

GANON'S TOWER

Go across the central platform. Go across the first bridge on the right and enter the door. Use the spring and leaf to get over the spikes. Use the second spring and the leaf to float between the wind currents. Kill the creatures at the end and Hookshot onto the ledge.

Go through the door where you will have to fight the giant sandworm boss from the Wind Temple. This is exactly the same as before apart from it's in black and white. Beat it the same way as before and you will be transported back to the previous room.



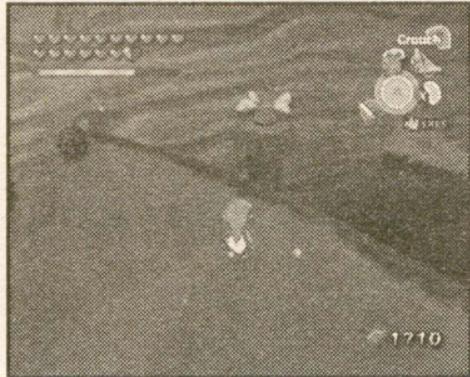


Cross the first bridge on the left to enter a mini fire dungeon. Grapple to the first tiny platform in the lava and from there grapple over to the second. Use the next grapple point but do not let go. Climb up the rope until you are standing on the grapple point then use the Deku Leaf to glide across. Go through the door. Inside you must re-fight the boss from the very first dungeon. Use the same tactics and afterwards you will be teleported back to the main cavern.

Now cross the second bridge on the right. Run down the line of coffins killing what's inside along the way. Run down the next corridor and kill everything

except for a purple blob. Go to the switch and lure and blob towards it then quickly run into the light and use your shield to turn it to stone. Place it on the switch and very quickly run up the stairs at the far end.

In the next corridor kill all but one of the blobs and again lure it to the switch. Sprint/roll to the light and freeze the blob then sprint back put it on the switch and dash back up the stairs as quick as your tiny legs will carry you. This is very hard so you might need to try a few times. Go through the door at the top where you have defeat the giant ghost again. When you win you will be teleported back to the main chamber.

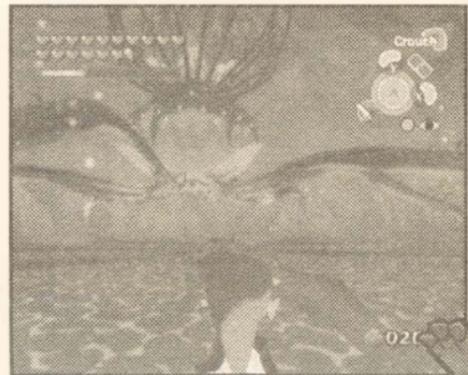


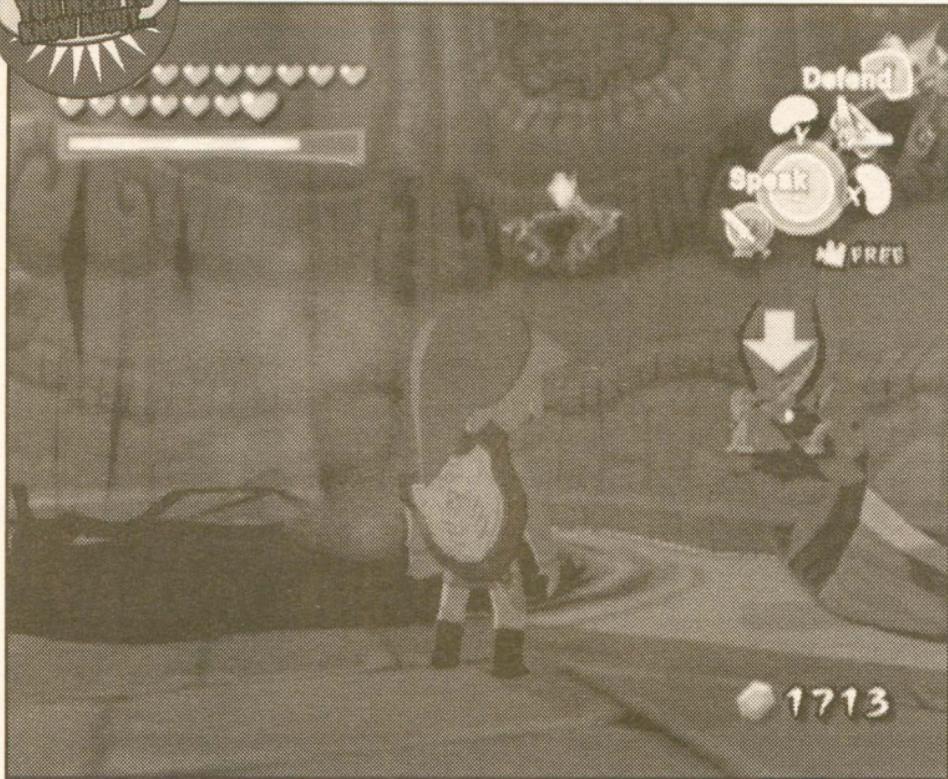


Now cross the last bridge (second left). Activate the wind switch on the left. Get on the gondola and blow your way across. Use the leaf to glide to the moving branch when it's low, then activate another wind switch on the left (in the distance you'll need to aim carefully). Get on the second gondola and ride it as far as it goes. Glide onto the right branch when its low and then cross to the other branch. When its high leap off towards the far platform and glide across. Enter the door where you must re-fight the plant boss. Afterwards you'll be transported back to the main chamber and the last door will unlock. Go through to the next room and

enter the door on the right. A cutscene will show you some candles in a certain order. Go back to the last room and straight across into the left door. You will be shown the candles again.

Use your Boomerang to hit the switches in the order you were shown to open a portal and Boat will



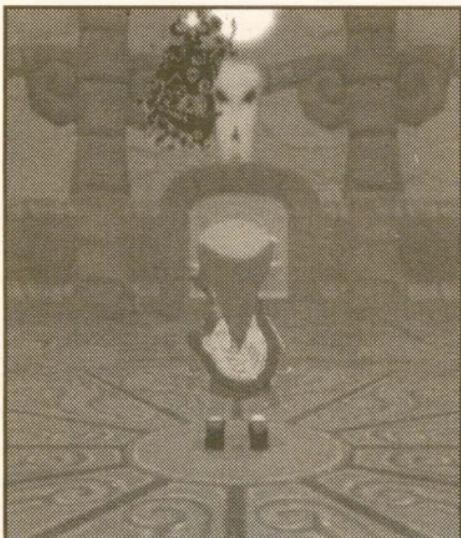


show up. You can leave through the portal if you need anything from above. Otherwise go back to the last room and into the candle room.

Drop into the hole. At the bottom you will find the shadow knight from Forsaken Fortress. Ignore him and

enter the door immediately behind you. The boss will appear again. Ignore him and go through the door on the left then cross this room and go through the opposite door. Afterwards enter the left door, then in the next room take the right door and after that go straight ahead. You should emerge in a different looking room and the doors will lock. This time you have to beat the boss to make a chest appear. Get the Light Arrows and head through the door to be returned to the main chamber.

Shoot a light arrow into the shadow knight to kill him. Pick up his sword and use it to break down the





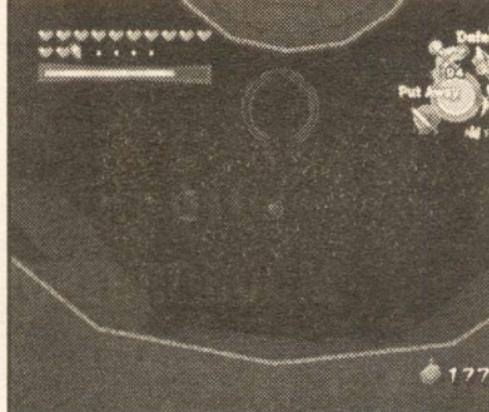
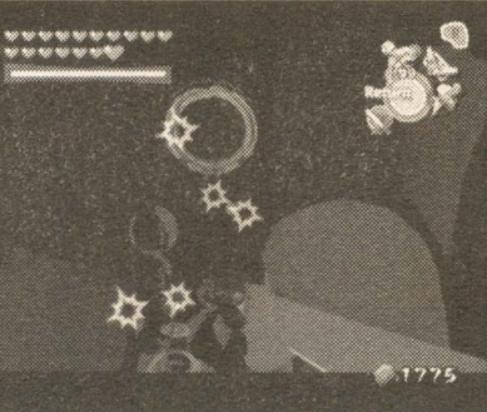
wall with the symbols on. Go through and start climbing the stairs. Use light arrows to kill all the creatures as you go up and enter the door at the top.

BOSS FIGHT

Use your Boomerang to cut the strings holding the boss up. When they're all cut, run behind him and fire a light arrow into the blue ball he drags around. Do this three times and the boss will transform into a spider.

Use the reflection in the water to see the boss above you. When it stops spinning around, position yourself so that you will be able to target the blue ball when it lands (when you see it falling get behind it). Shoot a light arrow at the blue ball. Repeat twice more and the boss will transform into a worm.

This is tricky. You need to shoot the blue ball again only this time it's moving fast. If you hit the head with your sword the beast will stop for about two seconds. If you're lucky, the ball will be somewhere you can hit. If





not, the beast will move again before you get a chance to get near it. If you run out of magic, you will need to spend some time killing the spikes that drop from the ceiling. You could also try standing in the middle of the room and aiming manually but if you keep missing, you have to re-fill your magic again. Beating this boss requires more luck than skill. Once you've shot it three times the fight is over.

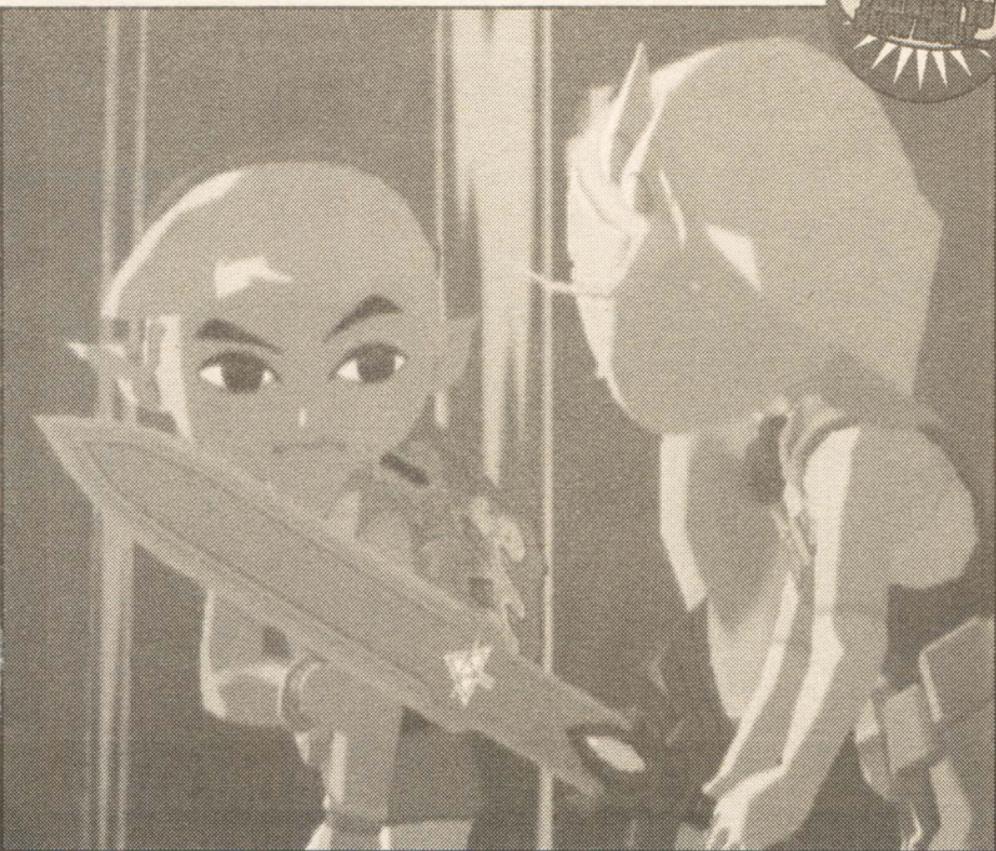
Climb the red rope. Use the grapple point at the top to climb to the next level. Smash the pots for some health then use the next grapple point to go even higher. On the next level break the lid off the

warp jar. Use the Hookshot to get to the window and go through.

FINAL BOSS

Keep avoiding Ganondorf. Get as close to him as you can without getting whacked. Try to position him so that he is directly between you and Zelda. This will make it easier for her to hit him with a light arrow. When she does he will be stunned for a few seconds. Run in and attack with your sword. Repeat this process a three more times and Ganondorf will





knock Zelda out. Lock on to Ganondorf. He will start a sword combo, and when he's in the air your sword will flash green.

Press A and strike him. Do this a few more times and Zelda will wake up. Keep fighting although he will block every hit and dodge every arrow. After a while Zelda will talk to you. Lock onto Ganondorf and hold up

your shield. Keep an eye on Zelda. When you see she is getting a light arrow ready stand still and hold your shield while still locked onto Ganondorf. Her arrow will deflect off the shield and hit Ganondorf, stunning him.

Stay locked on and draw your sword. As you approach your sword will flash green, quickly press A to land the killing blow and finish the game.





PRIMAL



Maura Sutton dons her feral guise to bring you everything you need to know on this ace game





SOLUM: CIRCLE OF KINGS

After the lecture from Scree follow him through the Nexus hub. Eventually he'll lead you to your first Rift Gate. Jump through to enter the Kingdom of Solum. Run to the Gatehouse in the West. You'll be threatened by troops and have to find another way round. Run due south to the open gate. Scree goes on ahead to outfox the Malkai threat. Once you have control of Scree, run past the Malkai to the next large area. Head South to



the Fire Cave. Pick up a torch from the roaring fire and retrace your steps back to join Jen.

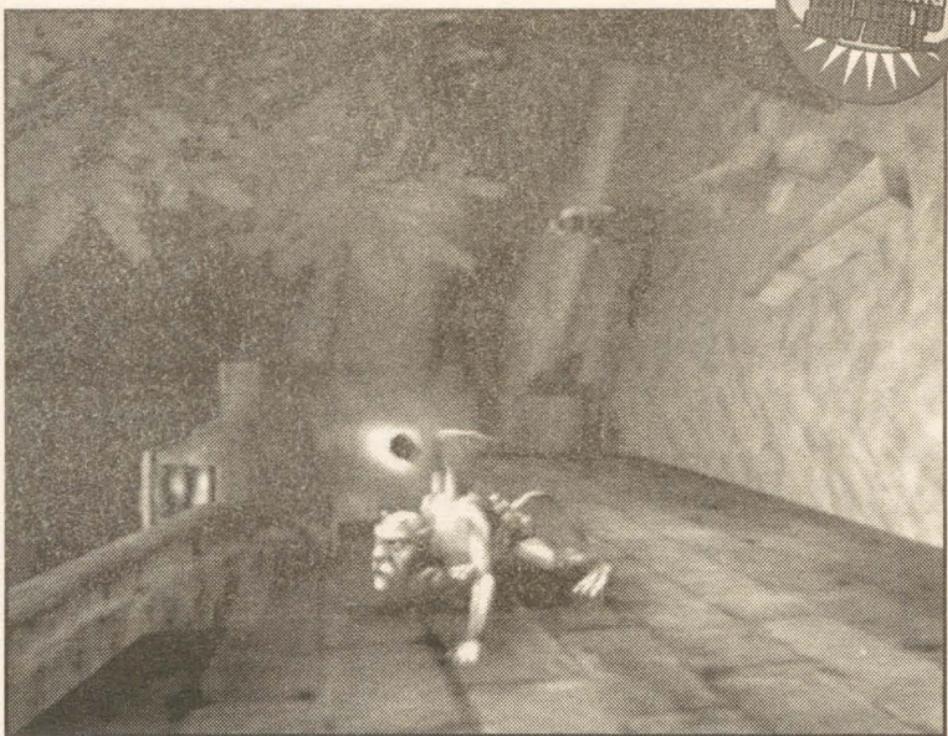
After a little chat go back into the Malkai cave and use the torch on the gold urn. This scares the Malkai, making the cave safe to pass through.

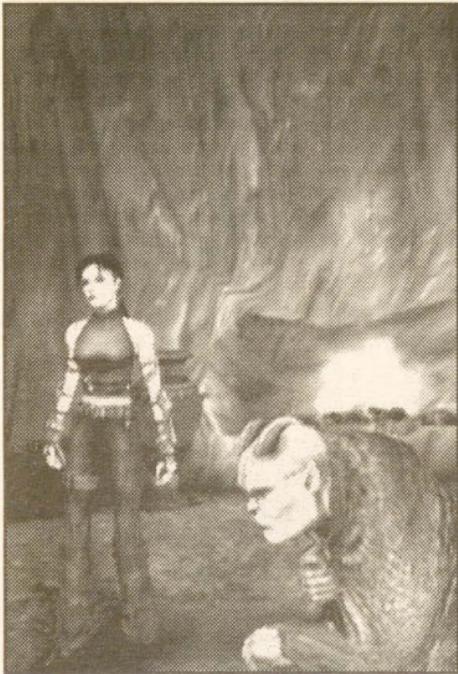
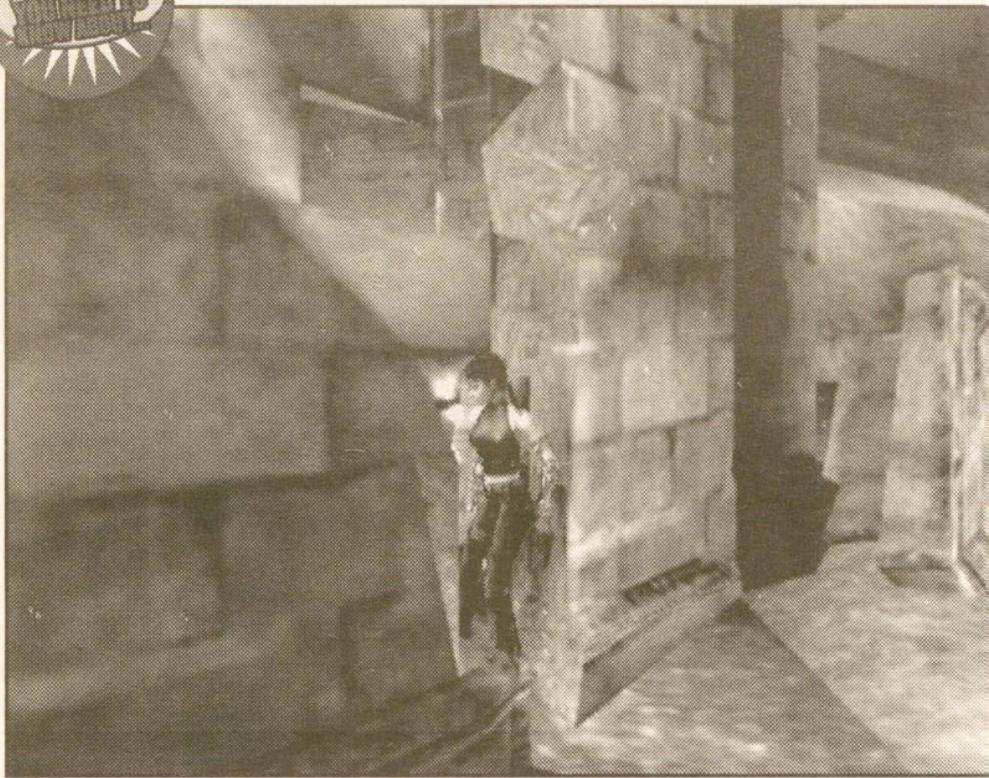
FERAI VILLA

Take back control of Jen and move on through the cave. Check your map and you'll see that a glowing symbol has appeared. This resembles the tattoo on Jen's back, and represents your next location. Approach the locked Gatehouse and you'll find that Scree is able to scale the walls. He can then climb down and unlock the door for Jen. Go up to the huge gate and push it to enter the Ferai Villa.

CROSSING THE RIVER

Scree wants to scout ahead again so take control of him and have him crawl down the pit at the end. Move through the Villa cellar. Carry on down the corridor and across the bridge. Head south. You have to figure out how to get Jen across the river. Walk round the Mill where there's a tree just about to fall. Push it over to create a bridge. Jen will then be attacked by some Ferai brigands and have to learn fighting skills pretty quickly.





FERAI BURROWS

After the skirmish cross back over the tree bridge. Head west, following your map. The front door of the Valley Tower is locked, but there's a crack in the wall round the back that Jen can slip through. Open the door to let Scree in. Go downstairs to enter the Burrows. Make sure Scree takes a torch from the wall.

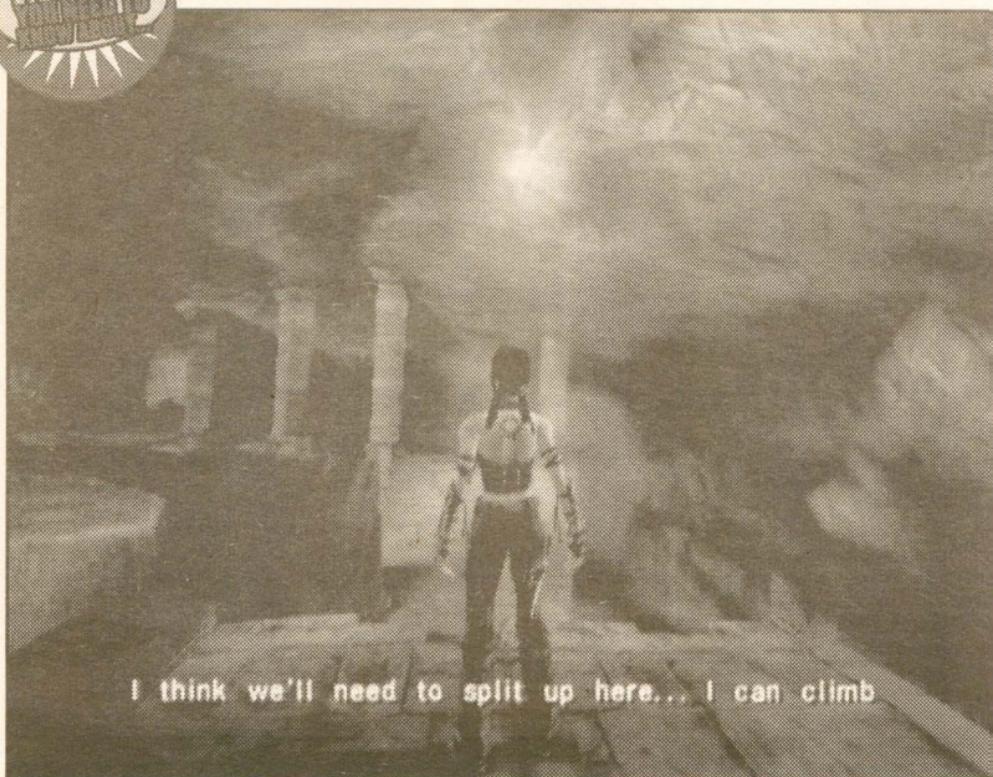
Keep exploring until you find a cave with some resting tribesmen. Ask them about Jared. Explore the Burrows further, moving in the direction of the sound of running water. At the top of the pool you'll reach a dead end. Scree should go and pick up the Millstone and carry it up to the top of the slope leading down to the dead-end. A cutscene will kick in, sending the Millstone rolling down to make a hole in the wall. Go through and go left then up to the next room.

Smash all the barrels you see in case there's anything hidden inside. Keep going through the Burrows and eventually you'll reach open air. Head left where you'll discover a Rift Gate. Don't use it yet.

JARED'S LODGE

Pass the Rift Gate and continue on northwards. After a Malkai ambush go up the steps to enter Jared's Lodge. Scree notices a Feraí horn on the floor and says that you need to show it to Herne in the Great Temple.





I think we'll need to split up here... I can climb

POOR QUARTER

Move ahead and lift up the wooden gate to enter the tunnel. When you reach the broken bridge it's time to



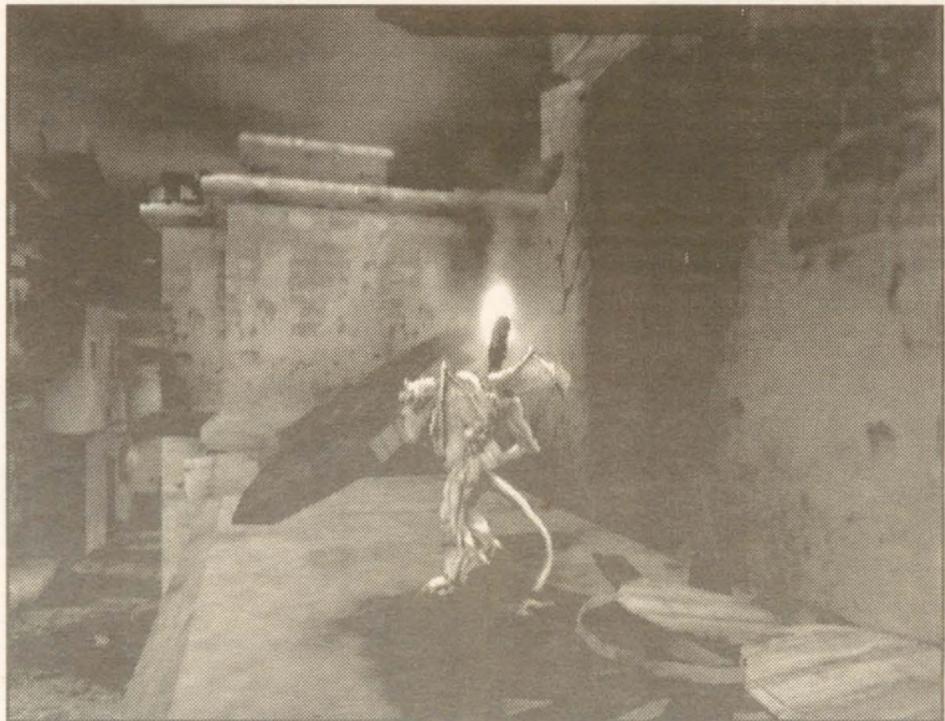
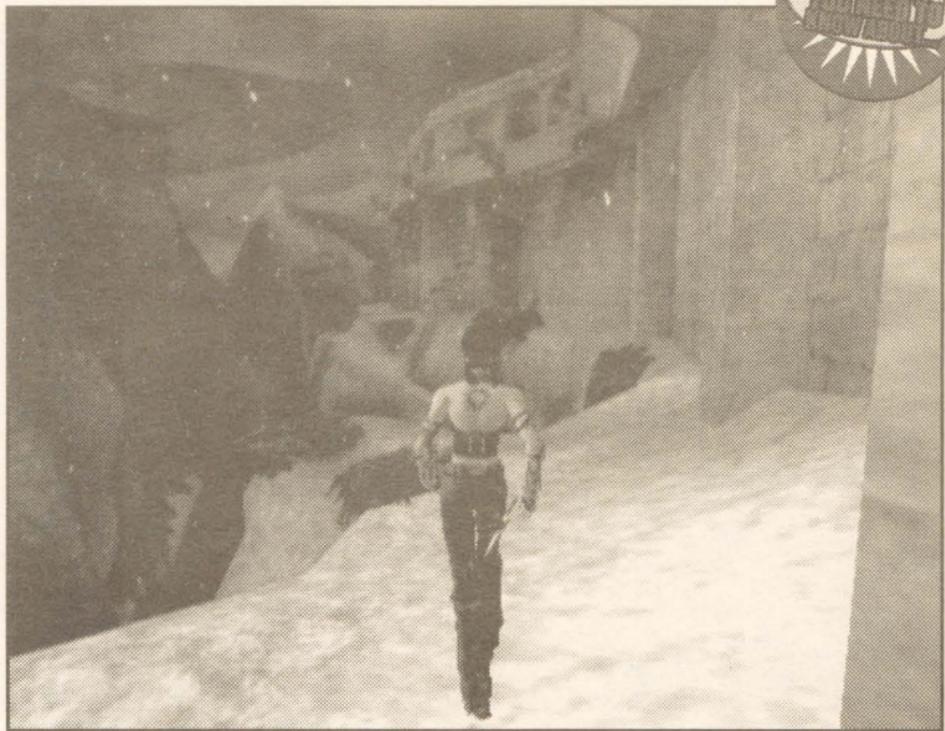
split up again. Scree can climb around the walls and over to the other side. Jen should use her special sideways shimmy talent to edge her way around the ledge to the left.

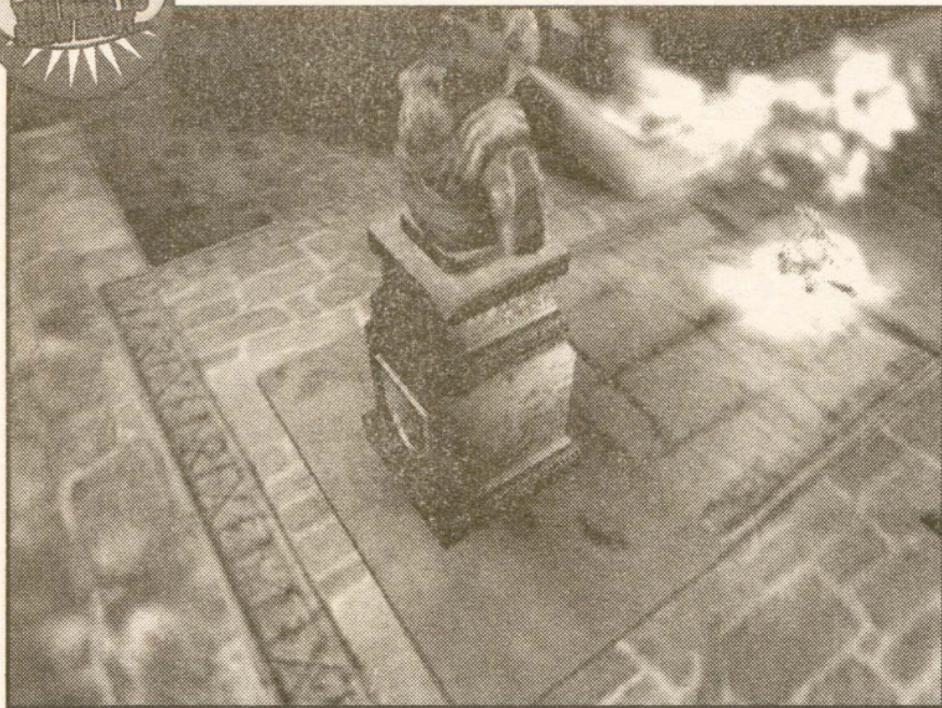
When you emerge from the cave run across the large stone bridge. Witness nasty Lady Devena getting a bit violent and then try to enter only to find that the huge doors are locked. Head all the way round to the left and you'll see a gap in the wall where you can enter the Poor Quarter. You'll have to control Scree independently to get him to crawl round the wall as he won't follow automatically. Make sure he grabs the handy torch at the entrance to the Poor Quarter.

You'll be ambushed by more creatures as you move around this dingy area so watch out. Scree can climb up on one of the rooftops on your way round to get a Tarot Card. Keep following the winding streets round until you reach an area with a broken obelisk.

Enter the house on the right and climb up inside the building. Jump through the window to the next house. Go downstairs and through the hole, then up the stairs in the next room. Crawl through the gap and go along yet more rubble-strewn passages. Go upstairs to emerge in an area that looks much more prosperous.

Climb up the steps and go straight on. You'll see some Ferai up to no good, but you can't follow them because they're too high up. Remember this location because you'll be back to see them later. Go past them and cross the bridge to reach the statue.





GREAT TEMPLE

Scree needs five Lodestones to work his mojo with the statue but there are several nearby if you haven't collected enough on your travels so far. When you have five, position Scree next to the statue so that he can control it. Move the head round so that the beam falls on the head on the door. The Temple door will open. A cutscene with Herne follows when Jen learns about her true part-demon nature.

HUNT CAMP

After all the drama head outside the Great Temple and make for the west side of the map. If Jen takes up her Ferai form she can leap up on top of the gate and over

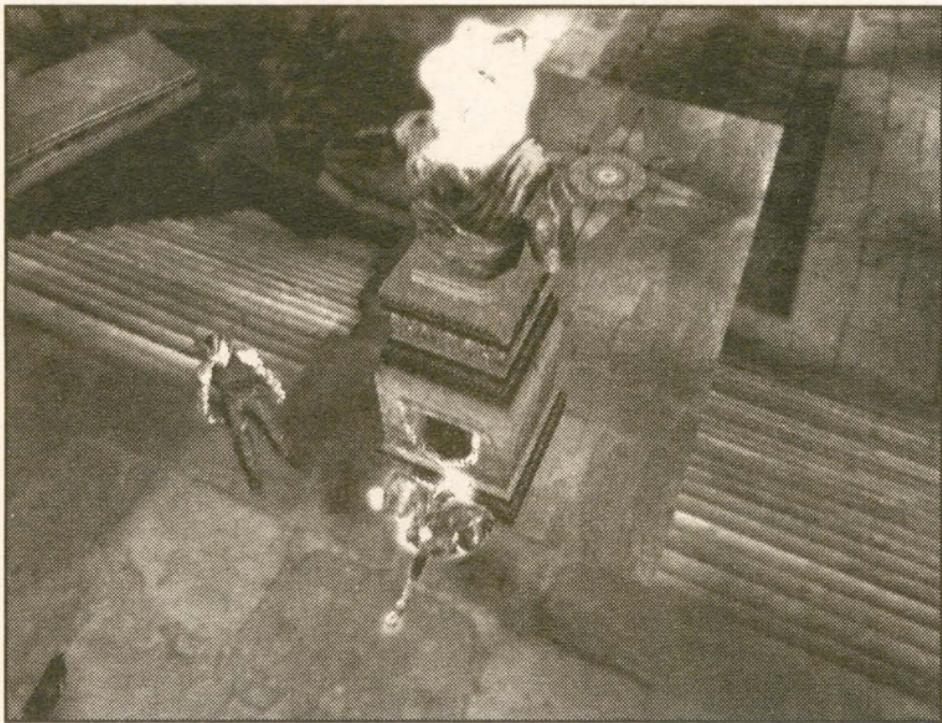
the other side. Pull the lever so that Scree can pass through. Carry on down the long tunnel. Pass through more ruins to reach the Hunt Camp. After having a good chat with the warriors to find out all you can about Jared search their camp for goodies such as Lodestones hidden in the wooden barrels. When you're ready leave the camp and head south.

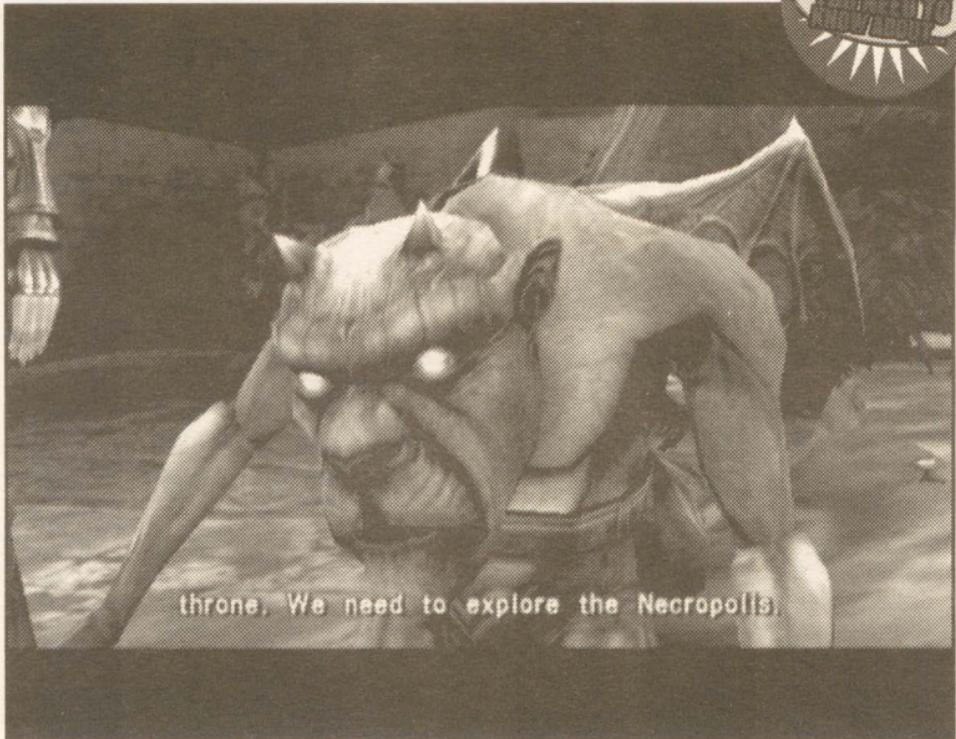
BURIAL GROUNDS

Jen should maintain her demon form throughout this area as there are lots of predators on the prowl. Follow the path through the woods and across the bridge. Keep moving in a southerly direction through the Burial Grounds. Smash the crates near the large wooden door to get a Lodestone.









There's another one to be found up the ramp to the right of the door. Keep following the trail round and climb up the steps. After another bloody battle you'll find another statue for Scree to manipulate. There are several Lodestones among the graves if you don't have enough to control the statue. When you try to shine the light on the face on the door it won't open because there's something missing from the lock.

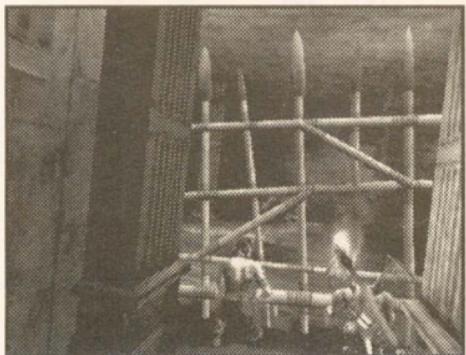
NECROPOLIS

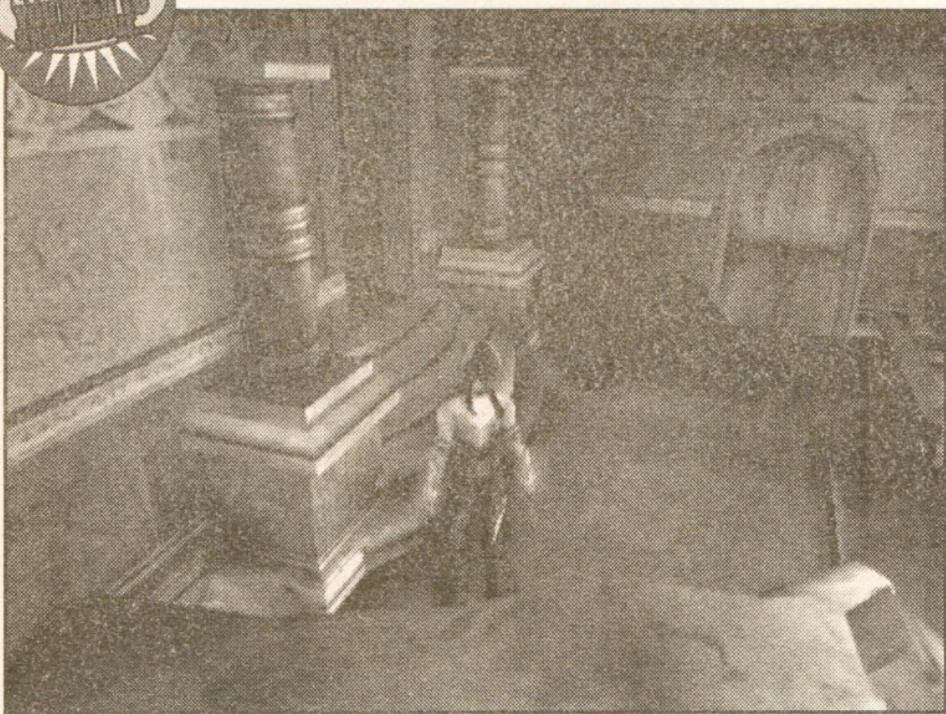
Trudge all the way back to the Hunter's Camp and the Head Hunter will give you a special key to use on the lock. You can now go back to the statue and use the key to finally open the door. Fight the guard then go down

the steps into the bowels of the Necropolis. Fight more guards and go through the gate on the left. Run through the catacombs. In one of the small rooms on the right you'll find a Lodestone. In the next room there's an Energy Gem for Jen. Go through the end door to find poor hapless Jared. Listen to his sorry tale and he'll give you a Talisman.

PLAZA

Time to backtrack to the Rift Gate in the Burial Grounds. Use the gate to travel to the Great Temple. Now you can go back to that area where you were previously unable to reach the Ferai. In her Ferai guise Jen can jump up and through the opening.

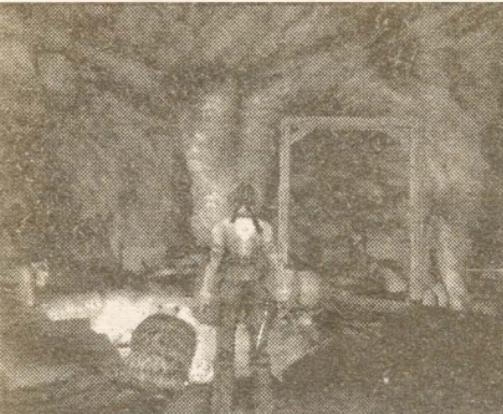




Jump down into the house and open the door for Scree to enter. Go along further and you can explore what looks like a ruined palace. When you eventually emerge in the Plaza head for the end and climb up the ledge on the right to enter the Forum. Climb down the steps and move forward to trigger a cutscene.

CITY FERAI BURROWS

You should now be in the City Burrows. Move swiftly through the winding caverns. At the bottom, near the gate, you'll find another Lodestone in a barrel. Open the gate and keep going to reach the Sewers.

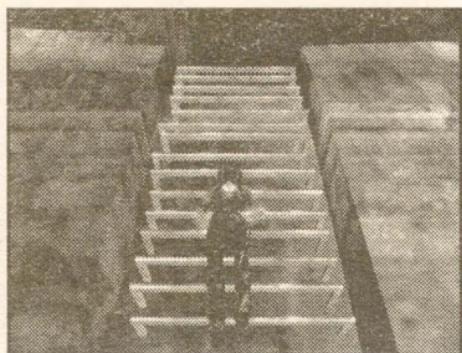


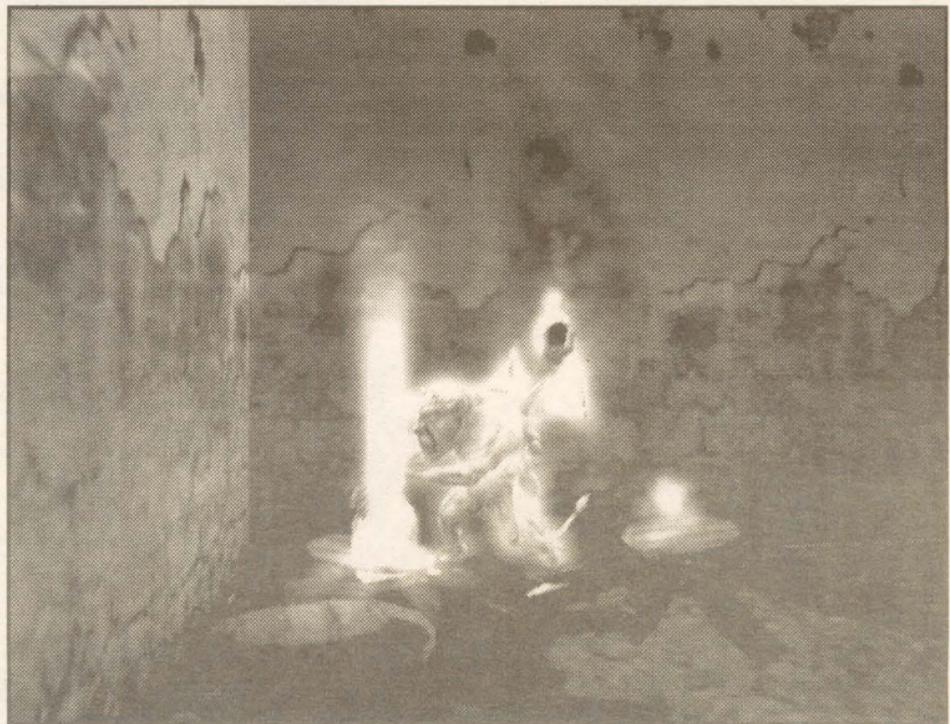
SEWERS

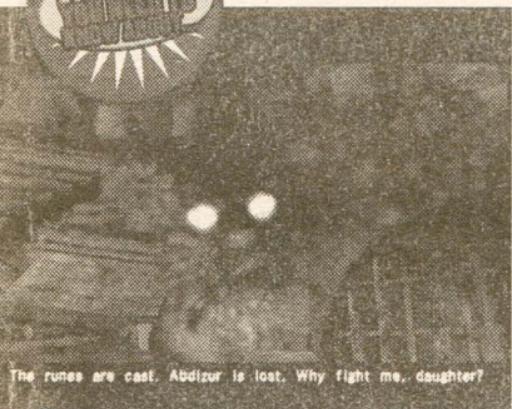
Go through the Sewers and climb up the ladder to get a Lodestone. Jen can edge along the ledge to reach the other side. Scree can crawl round the walls. Climb up more steps to enter the Torture Room. Nice.

JAIL

Head south to reach the Jail. Leave and step into yet another ambush. Get used to it because that's the pattern for the rest of the game. After the scrap climb out and go right and through the cell. Get a Lodestone from the barrel. Now head for the exit via the upper floor of the Jail. Take this opportunity to save your game. You're about to face your first big boss battle.







BOSS: BELAHZUR

On entering the Coliseum watch the exciting cutscene, then when you get control of Scree go round and collect all the Lodestones. Don't go and investigate the crack where Jen is hiding or she'll be discovered and slaughtered. Once you have all the Lodestones use Scree's special power to bring the statue of Abdizur to life. If Scree stands close to him he will be able to control him. Use the statue to attack Belahzur and give

him a good thrashing. When he takes a break to jump on the wall and start throwing rocks at you just move around and dodge them. It's not a very difficult battle. Once you've defeated him and talked to a very relieved Jen take control of the statue again and use it to open the heavy door so that you can leave the Coliseum.

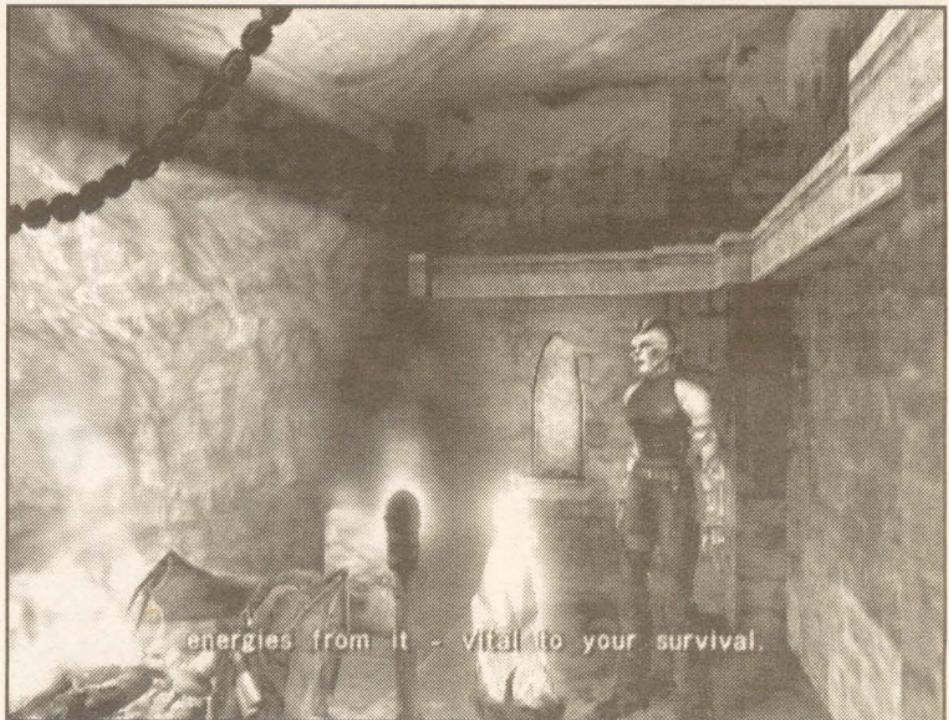
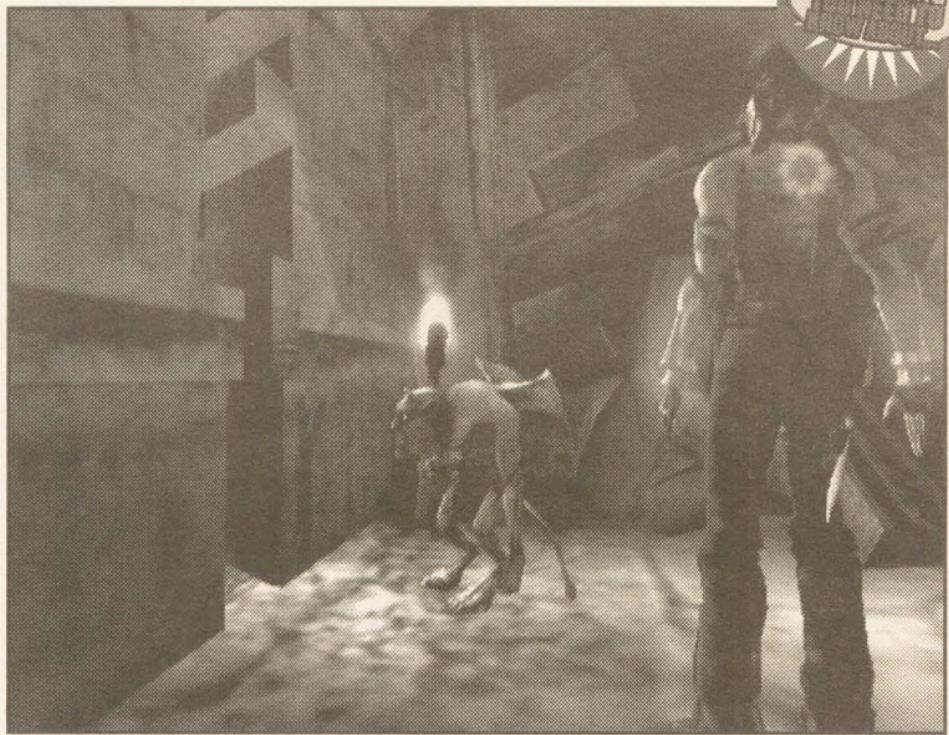
BARRACKS

On leaving jump down into the courtyard. Make your way to the exit in the far north west corner of the area. You'll emerge in the Barracks where you'll have to fight a large number of enemies. After you've killed them all head west. When you reach the impassable Fortress gate head for the rubble opposite. Jen should be able to squeeze through the gap on the left. Open the door for Scree so that he can help pull the lever. After another skirmish head through the arch.

GUARDROOMS

Go due north through the trees, past a big golden gate that you can't open for now. Go west and jump down. Scree can crawl along the well to catch up. Carry on up the path until you reach the gate. Enter the Guardrooms where you'll find the local Rift Gate. You'll also see an Energy Fountain which is useful to restore your essence. Look for these throughout the game.







HERNE STATUE

Head to the eastern section of the Guardrooms and then on through the large kitchen area. Go through the arch to the next room where you'll have another big battle. Afterwards lift up the wooden gate and go upstairs. When you emerge in the open-air climb up the steps. At the Summoning Stone have Scree climb up and round the tower to the north. Climb down the steps inside the tower and then go deeper underground, through the caves and into the Pantry.

PANTRY

Carry the three vases over to the weakened section of the floor. The three vases are too much for the floorboards to take so they give way, sending Scree crashing down to the floor below. Pick up the rope and climb back up through the hole to the top. Stand on the edge and lower the rope down to Jen so that she can climb up. Head further into the pantry. Are those blood or jam stains on the floor?

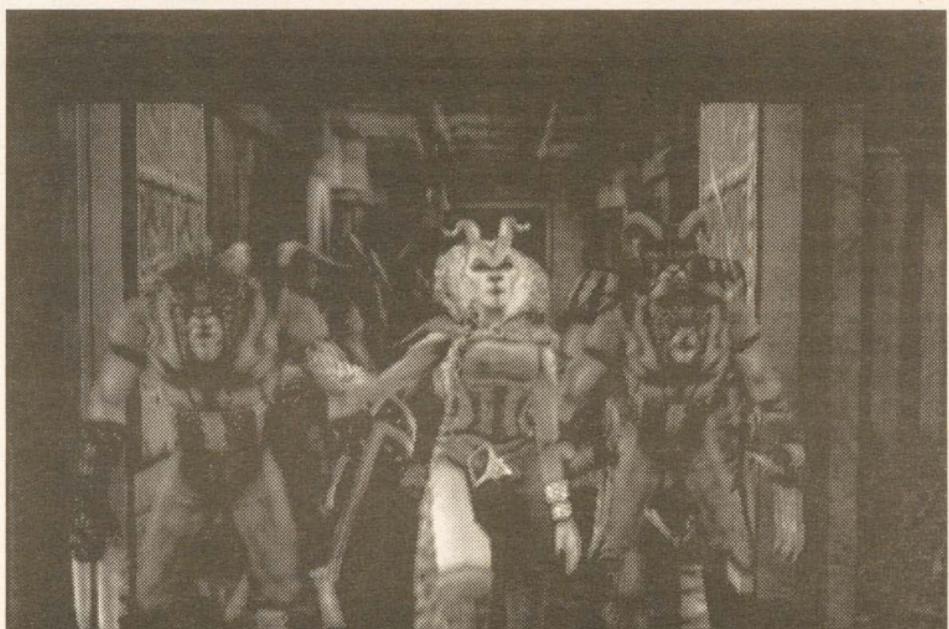
THRONE ROOM

Pass through the Malkai Lair and onto the area called Jared's Rooms. Unfortunately the door to his suite is locked at the moment. You'll face stiff opposition from guards in this area. Go through the large gate and

down the stairs then north to reach the Banqueting Hall. Try to go through the next door and you'll find it locked. Try to leave the Banqueting Hall and what feels like a small earthquake will occur, smashing the Banqueting Hall door open. Very convenient.

Go through and down the steps to the Throne Room. Get a Lodestone from one of the treasure chests and then take the key from the chair. Attempt to leave the Throne Room and a cutscene will kick in. You'll be offered the chance to save your game then you'll be plunged into a battle with Queen Devena. Not the one from Big Brother, in case you were wondering. Spelt differently.



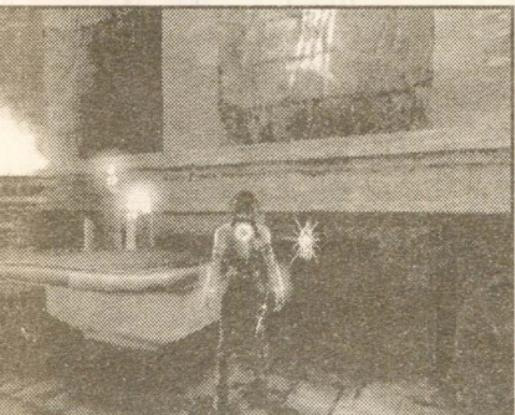


Now what brings outsiders to the Feral Court?



JARED'S ROOMS

If you're expecting a big boss battle with the wicked lady, think again. She doesn't like to get her hands too dirty so she'll command her minions to attack you instead. It's just like a regular battle so you should win easily. After your victory go through the door on the right to find a chest with a Tarot card. Time to head back to Jared's room. Walk through his apartments and down the long corridor. Head up the tunnel and walk round the ramparts taking out pesky archers as you go. Go round and down to enter Devena's Rooms.



DEVENA'S ROOMS

Fight your way round the hordes of guards in Devena's suite of rooms. At the very top you'll find the elusive Keyring. Make your way across to the Rift Gate located in the North East corner of the map. You can get there via the outside courtyard. Set the Rift Gate controls to take you to the Buriel Ground Rift Gate.

DEVENA'S TOMB

You'll find Jared wandering the halls of the Necropolis. Sadly, the key you've just spent ages fetching doesn't open the nearby door. Instead, head for the cell closest to the one where Jared was locked up. Scree should be able to climb the righthand wall in here and crawl along a tunnel. He can then go and unlock the door for Jen and Jared. Move slowly along the corridor, making sure that Jared doesn't get left behind. You need him with you when you try to open the door at the end. If you've lost him you won't be able to unlock the door. Enter Devena's Tomb.

TOMB RAIDER

Watch the dramatic cutscene then get ready to fight a colossal amount of guards. Jared helps you out during the battle, but don't get in his way because he has a tendency to slash at you too! Once the guards are defeated, watch as Jared and Herne take care of the impostor who killed Devena.



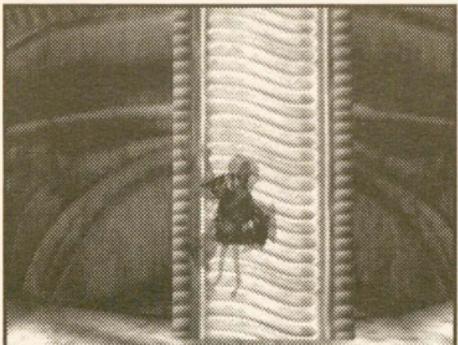


'Sink and walk'... wait 'till they get that in the Olympics!

AQUIS: TEMPLE LAGOON

After the final cutscene in Solum you'll be back at the Nexus. Walk ahead to trigger a cutscene. After that, follow Scree and he'll lead you to the next Rift Gate. If you don't like underwater levels get ready for a harrowing few hours.

From the start you're controlling Scree. Check the map and head for the centre of the Lagoon. Jump down and climb up the ladder. Once inside, avoid the vortex

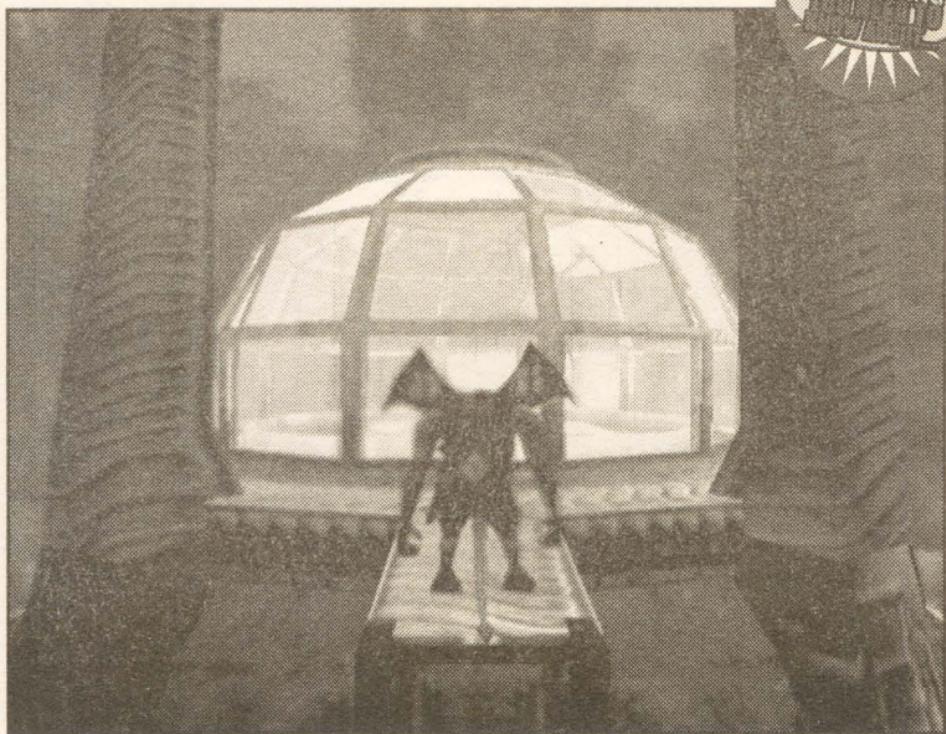


in the centre and get the Lodestone. Then climb up another ladder to the next level and keep turning the wheel until the vortex changes direction. Jump into it to be propelled to the top of the Temple. Climb up the short ladder to reach the outside of the Temple. Walk round to find another ladder on the outside. Climb up and approach the glass dome. Watch the cutscene to learn of Queen Aino's predicament.

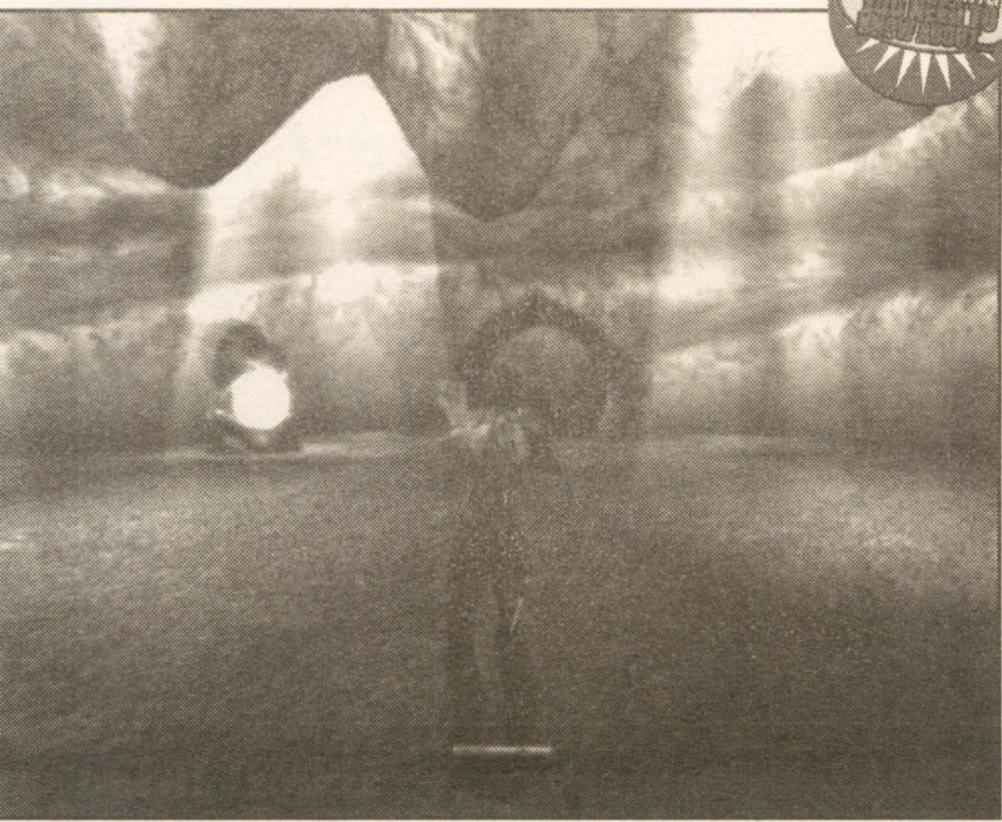
SCREE SAVE THE QUEEN

When Scree has to return to Jen it's quite difficult to find your way back out of the water after jumping down from the Temple. To make it, carefully walk round the cliffs surrounding the Temple until you find a ledge that is just low enough to jump up on.

Make your way to Jen back through the water reeds. Climb up the higher ledges to reach the shore. You should find several Lodestones on the seabed so it's worth exploring a little. Give Jen the Undine gift so that she can swim. After more cutscenes Queen Aino is raised out of the water and starts flapping about. If you don't move quickly, she'll dry out and die. Worrying. Swim over to the small underwater building with the flashing lights. Swim through to reach the Dam Lagoon. Check your map and swim over to the Dam.







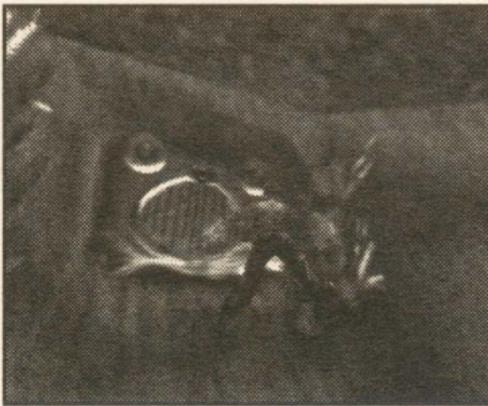
Use the glowing stone to pull Scree through and position him next to the large brass fish head. Have Scree take control of the fish's mouth and turn the button right so that the mouth opens all the way. Jen can now swim through and turn the wheel six times to the right. The Queen's pod will be lowered and she's safe for now. Although she's probably ruptured something with all that flapping.

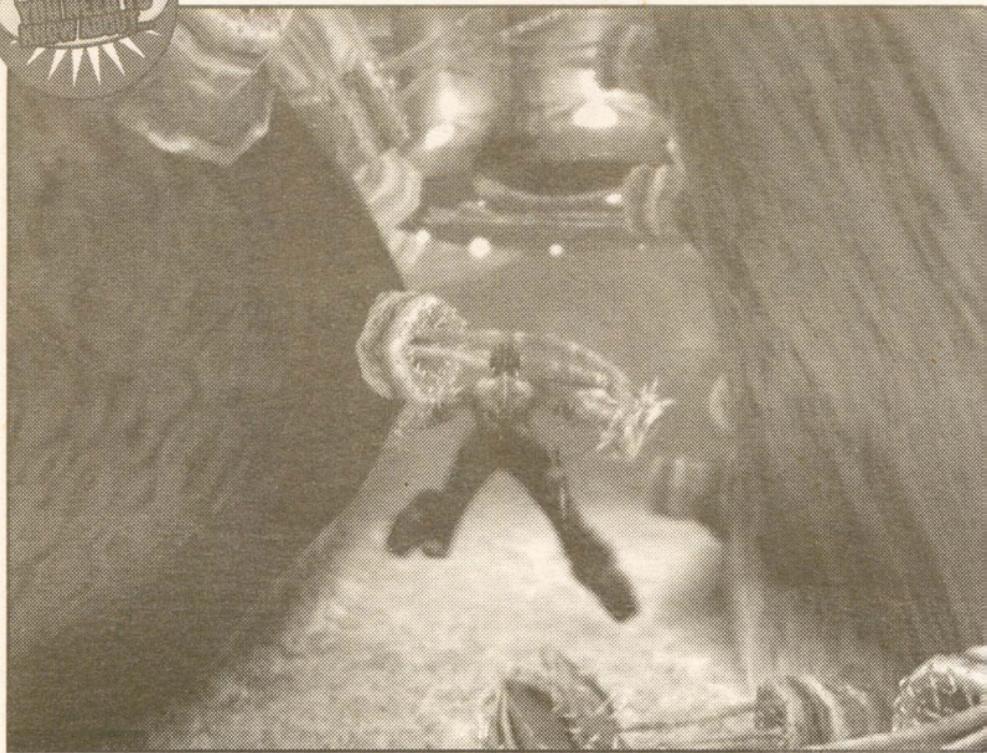


PRIMING STATION

After a cutscene follow the Queen through to the next fish-faced gate. Swim through to the Bay after the Queen opens the gate for you. Fight your first battle with the Undine guards and proceed to the most southern area of the Bay Caverns. Swim under the lethal fronds to reach the Engineers Room.

Swim up and inside and press the button above the map of the Purifying System. This opens the door





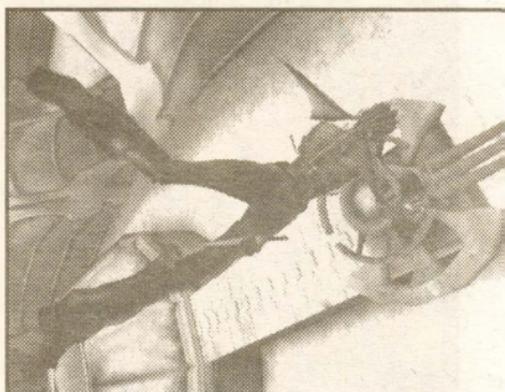
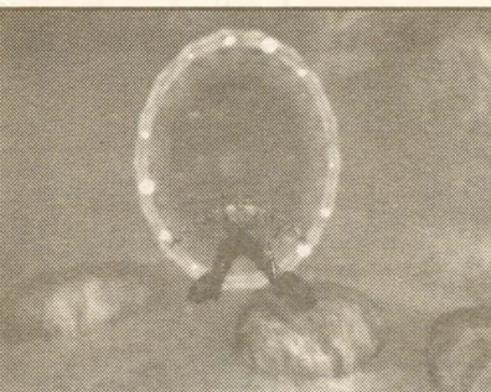
outside that looks like a large speaker cone. Swim out to the door and through to the Priming Station. Notice the sealed blue switch near the entrance. Swim up to the very top and climb out. Walk through to the other side, climb up the ladder and jump down. Swim round until you find the wheel and turn it until Jen says that one of the cogs is aligned.

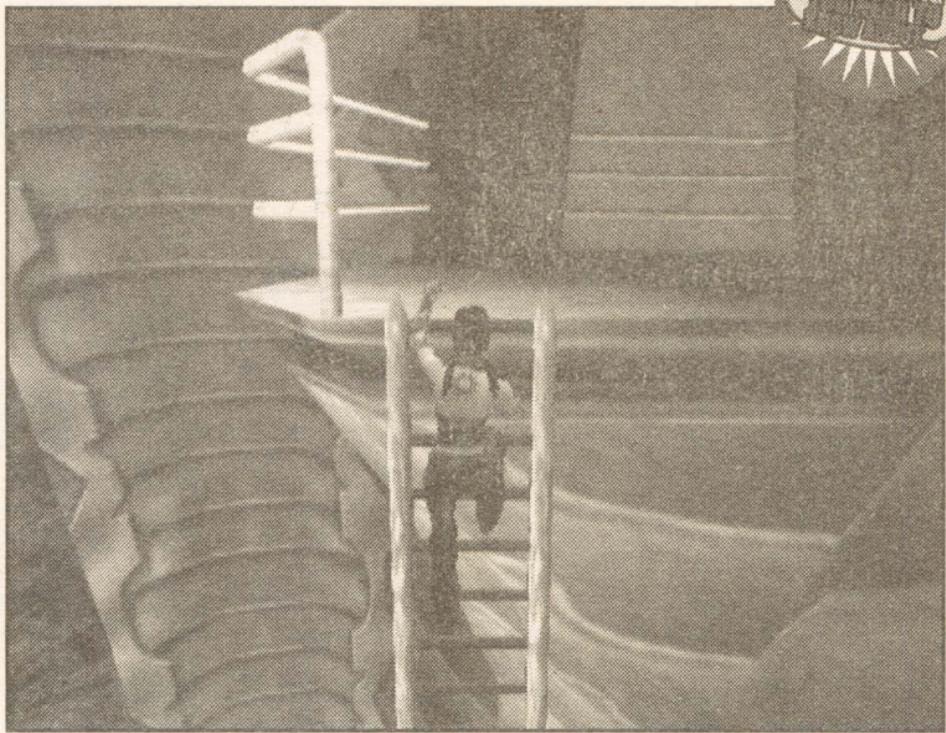
Now head back to the northernmost section of the Priming Station and climb up one ladder and down the next to reach the other wheel. Turn it to the left until you get a confirmatory message from Jen saying that all she has to do now is turn the master switch. If you

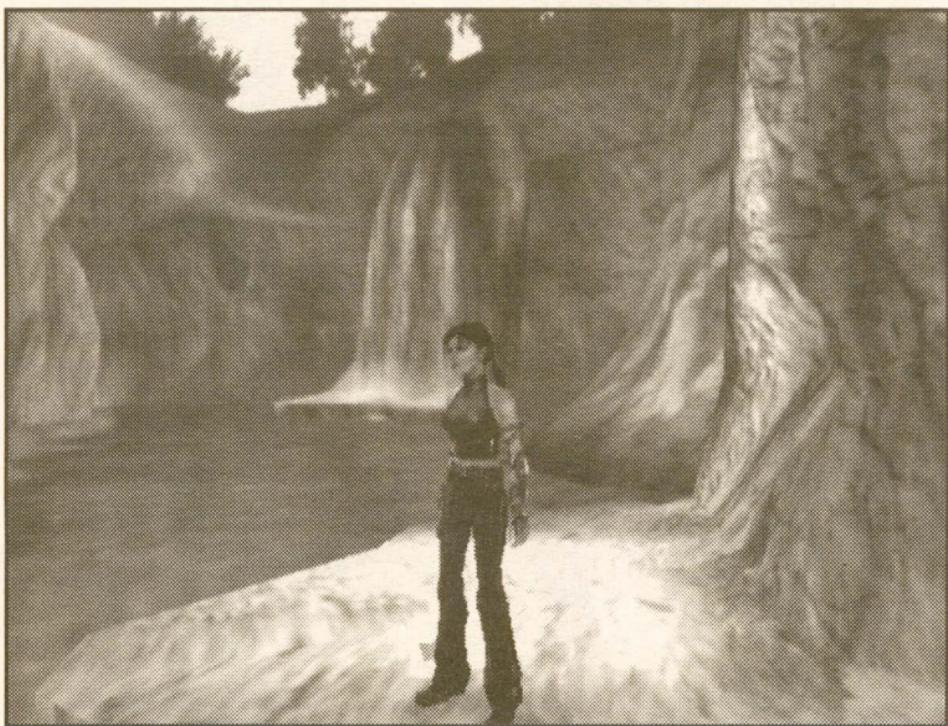
just see a silent cutscene and don't hear her say anything, you haven't turned the wheel enough times. This bit catches a lot of people out. Now go back to the sealed switch and turn it five times to the right to start the power up. Now you can go and get Scree.

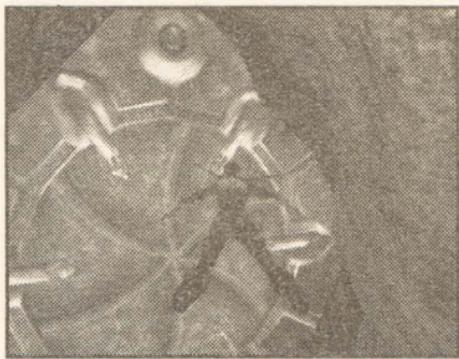
DAM SUB-STATION

Swim back to the small blue door just beyond the Engineer's Room. You should be able to open it now that the power is restored. Go through the tunnel and meet up with Scree.









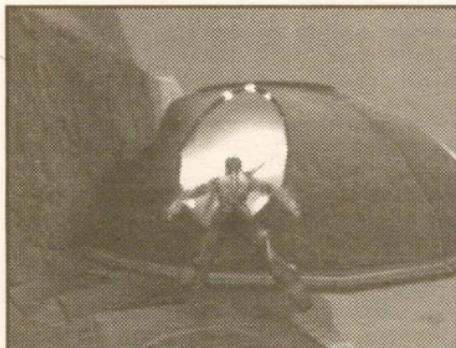
Swim over to the Dam Lagoon and surface. Head for the beach. Before climbing onto the beach, climb up onto one of the nearby rocky platforms to get a Tarot card. Once on the beach wade into the cave. Press the button on the huge gold door to access the Dam sub-station. Turn the wheel rapidly to the right to send the power through. Before you leave pull the switch on the floor to open a hatch. Leave the Dam sub-station and make for the Dam Lagoon Rift Gate.

TEMPLE SUB-STATION

Pull Scree through the glowing stone and use the Rift Gate to travel to Aquis Lagoon. Head over to the west side of the Lagoon and press the blue button on the large round gold door. Swim through and turn the wheel to juice up the second sub-station.

SKELETON SUB-STATION

Don't forget to flip the switch before you leave to open another hatch. Swim back through the Dam Lagoon to Bay Caverns. Notice the Water Current passage that is marked on your map. Go back and get Scree via the tunnel next to the Engineering Room if he isn't with you already. Have Scree approach the Water Current passage. Unlike Jen, Scree is so bulky he can walk up



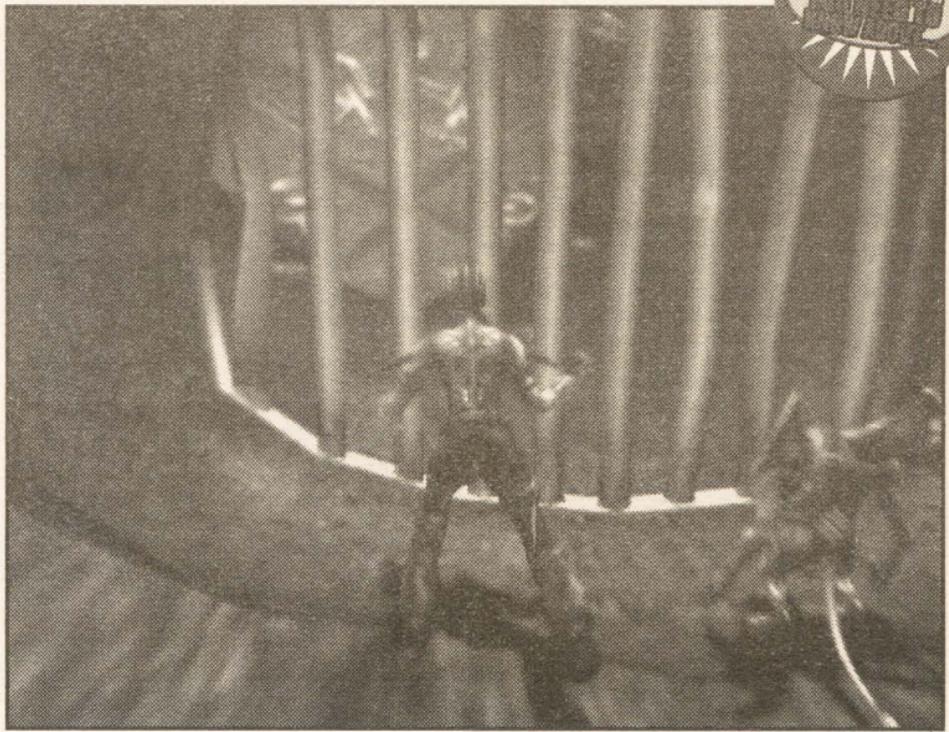
the passage with ease. Halfway up on the left you'll see a boulder. Push it into the hole to stop the current. Now Jen can join him. Keep on swimming until you reach the Bay. Your next stop is the Tunnel's Entrance in the north-west corner of the map. The entrance is underneath the dome with the large oval windows. Press the button so that you can go through. Swim past more annoying fronds.

Halfway down you'll find a stone that you can use to pull Scree through. Approach the gate and you'll see loopy King Adaro through the bars. Push the bars down with the help of Scree. The big gold door here won't open without power. Have Scree walk along the tunnel to the three-pronged Water Currents area where he will come across another big boulder on the right. Push the boulder along to change the current and enable Jen to swim past. You can now swim up the main tunnel and enter the Skeleton sub-station. You can't turn on the power in this sub-station as there's an Undine called Arturo trapped inside and you don't want to turn him to fish purée.

Swim up to the top of the obelisk above the power switch and press the blue button. This opens the door at the other end of the Water Currents tunnel. Swim down to that door and send Scree through.

NEST SUB-STATION

Turn the wheel at the end of the cavern to open up access to the Control Room. Go inside and turn the wheel to power the sub-station, then pick up the key



next to the desk. Pull the switch hidden by the alien-looking green eggs to open the hatch and reveal a Tarot card. There's a Lodestone hidden amongst the eggs too.

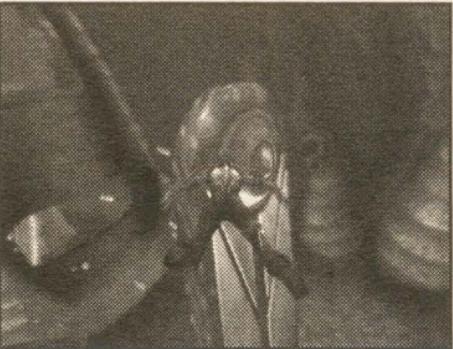
RETURN TO SKELETON SUB-STATION

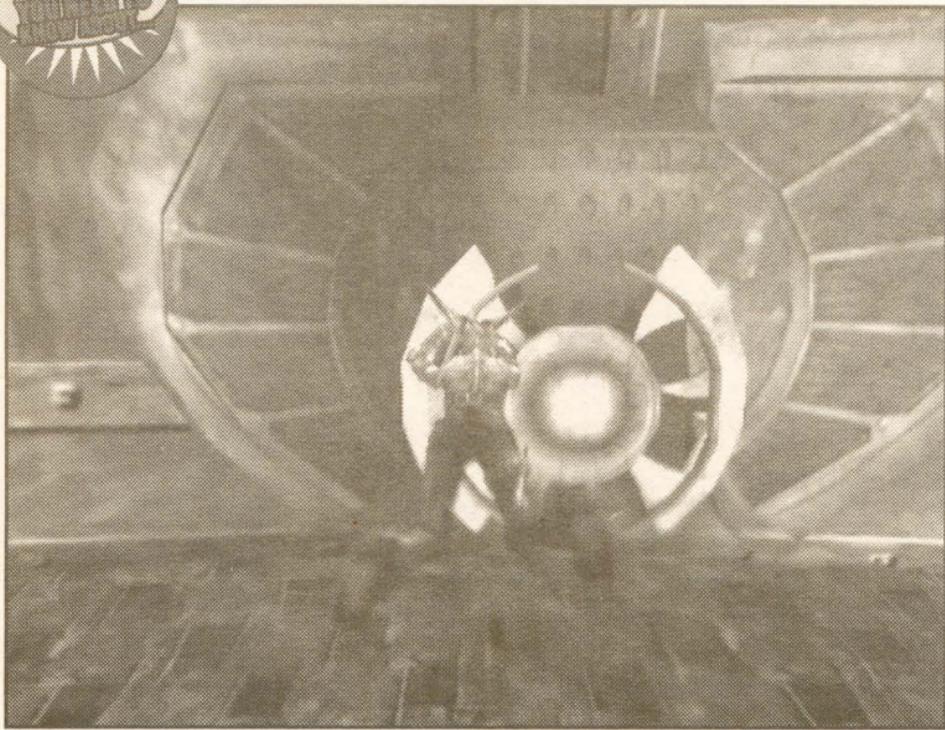
Swim back to the Skeleton sub-station and place the key in the slot on the hatch. Now pull the switch to free the grateful Undine. You are now free to turn the wheel and power-up the sub-station.

RB-CAGE SUB-STATION

Swim back to the big gold door you couldn't open before and go through. Swim through to the open door and a cutscene will carry you through to the next area. Swim through to enter the Spike Pit. Swim up to the top and climb out onto the beach where you'll be greeted by a giant crab. Kill it, then kick open one of the eggs on the beach to get an Energy Gem. There's also a Tarot card on the beach.

Head south to where you'll discover a large pit. Dive into the water then surface and climb out. Run round and climb down to the next sandy pit. Use the stone to pull Scree through. Scree is able to climb the walls all the way up to the top ledge, but Jen has to transform into the Ferai guise in order to reach up to





the ledge just to the right of the stone. When you've jumped up as far as you can go, turn round and edge along the narrow ledge. Now climb up and join Scree.

Pull the switch to open the door then run along the tunnel and eventually you'll emerge in the Undine Statue Cave. Crack one of the eggs open to get a Lodestone. Use Scree to climb down into the pit and control the giant fish-head. Open the giant mouth far enough that water rushes through and fills up the crater. Jen can now jump down into the pool.

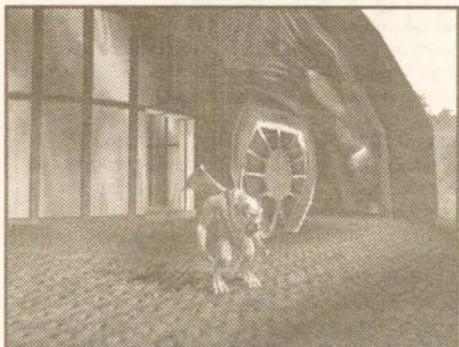
Surface, deal with the crab and go down the next tunnel to reach another pool. Swim along to find the Rib-cage Sub-station. The last sub-station is well guarded by an Undine warrior and a tetchy crab that fires poisonous missiles. Take them both out, then turn the wheel to power up the station.

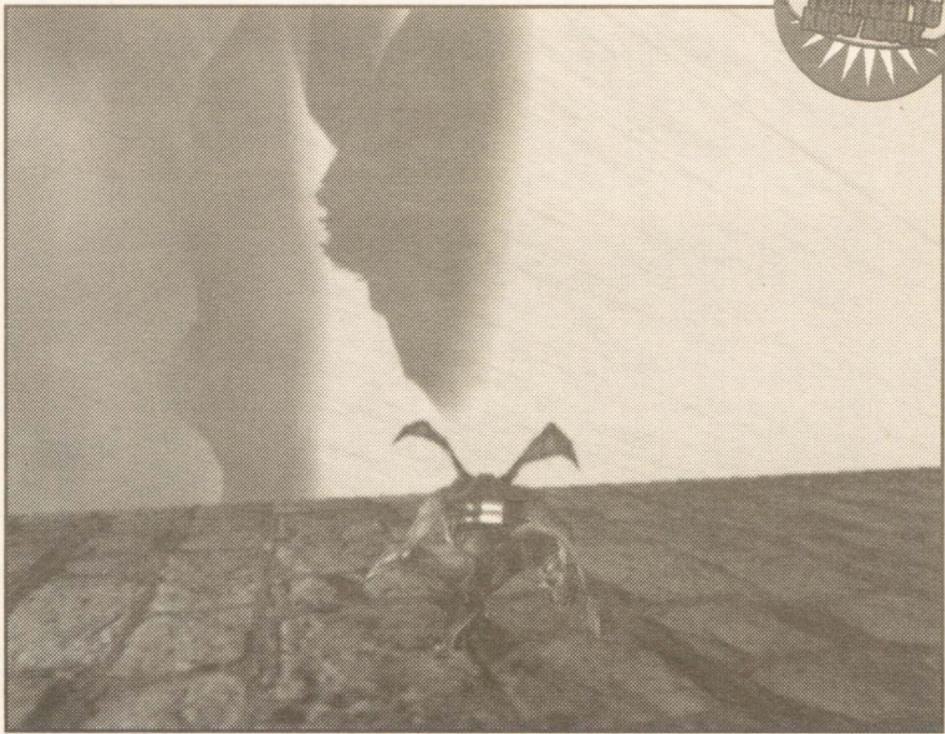


PURIFICATION TOWER

Swim up through the well-lit hole in the top of the Rib-cage sub-station and swim right along the cavern to the northernmost point. Here you'll find a much needed safe-area where you can drag Scree through the stone, and there's also a Rift Gate and an Energy Gem here.

Make sure Jen's Undine energy is replenished before heading back out. Check the position of the Purification Tower on your map and swim left from the safe area to reach it.





BOSS: KING ADARO

Swim to the top of the Purification Tower and King Adaro will attack. Ignore Scree's call for help for the moment and concentrate on bashing up King Adaro. When he slumps and looks beaten swim quickly over to Scree and help him turn the first of six wheels. You should be automatically facing in Scree's direction each time you defeat the King.

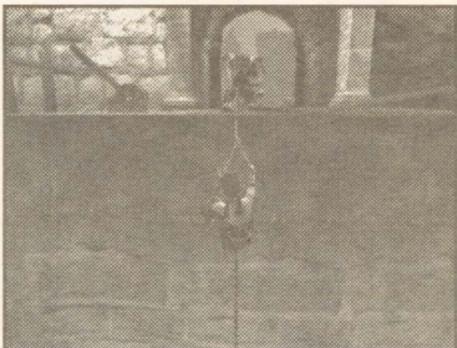
The minute you stop turning the wheel rush back to the King who will have revived by now. Repeat the whole process five more times and pummel the King one final time to finish him off. When you get the Undine Key swim to the surface then climb all the way up to the very top of the tower. Scree will have to do

the last leg on his own as Jen can't jump up. Place the key in the machine to end the level.

AETHA: PORTAL KEEP

Back at the Nexus watch some more cutscenes before heading for the undead realm of Aetha. From the start run down into the little cottage below and get a Tarot card from the chest.

Go back up to the top and have Scree scale the stone wall and climb round. He can then open the gate for Jen. Have Scree stand near the edge and release the rope so that Jen can climb down to the platform below. Go along the wooden walkways to reach the lower village.





LOWER VILLAGE

Jump across the gaps and walk along the windswept pathways until you reach the courtyard. Go down the slope in the south-east corner to find an open door that lets you into the creepy manor house. Walk through until you reach a big stone staircase. Go through the side door to emerge in the Lower Village. Most of the doors are locked in this courtyard.

UPPER VILLAGE

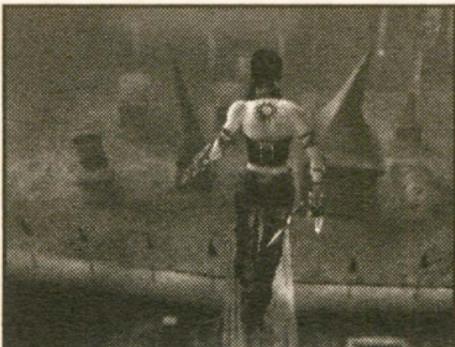
Keep going along walkways and through houses, fighting Wraiths as you go. Eventually you'll emerge in the Upper Village. Head east over the humped bridge

and along the next series of walkways. Eventually you'll see a shocking cutscene introducing the Aethis arch villains. When it ends follow the villager. When you enter the large room go up the ladder to the attic where there's a chest containing a Tarot card. Go back down and keep following the villager.

Eventually you will end up following the villager to the Manor Cellar. Pull on the tap on one of the huge wine barrels to the right to reveal the villagers hiding underneath the floorboards. After a cutscene head north from the Cellar.

BURYING THE BONES

Keep on until you reach the Main Square Cellar. From





there jump across the bridge in Ferai demon form which allows you to jump further. Run round and up the steps into the cemetery area. After the cutscene with the ghost walk up and around to reach the Gibbet building. Go round the back of the building, still in Ferai guise, and jump up to the roof of the Gibbet. Walk round the roof, then walk along the thin plank jutting out towards the cemetery. A cutscene will kick in showing Jen lowering the bones to Scree.

Jen manages to knock Scree's ear off accidentally during a funny scene. Once the laughter's over, have the wounded Scree carry the bones to the open grave. Now you have to go back to the villager hiding in the Wine Cellar to get some Holy Water to consecrate the burial. Go back and talk to him. He will ask you to accompany him to the well, which is way back in the first part of town. On the way he'll help you fight the hordes of Wraiths that attack you.

When you eventually reach the well you'll find that the bucket is broken. Have Scree climb down inside the well and collect the water. When Scree emerges you'll have to fight a lot of guards so switch quickly back to control of Jen and get cracking. After the skirmish make tracks back towards the Cemetery.

On your way you'll be asked if you want to save your game, which as ever is an indication of an imminent major event. After a long cutscene you have a one-on-one battle with one of the Count's special guards. It's not very difficult, though: just bash away in the usual manner. Once the guard is defeated you're spared from trudging all the way back to the Cemetery.

as a cutscene kicks in showing the burial of the bones. Jen is also now endowed with the Aspect of Wraith. Make sure that you switch to this guise now for upcoming battles as Jen's Wraith attacks are more effective in the world of Aerth.

DUNGEON DOCKS

Head on up past the Gibbet and up the path to the main house entrance. At the gate, Scree and Jen pull the lever together. Jen should then instantly use her Wraith Time-Shifting power to dash under the gate before it closes again.

Switch to Undine form to swim through the water all the way to the north side of the Docks. You'll have to





move Scree independently to get him across. He can also pick up the Lodestone resting on the floor just before you exit the water.

FLOODED DUNGEON

Go past the Rift Gate and down the steps before entering another stretch of water. Swim through the broken cell railings on the left and down the hole. In the top left corner of the main flooded dungeon you'll see a gap in the cell bars with a white glow behind it. This is your escape route, enabling you to surface out

of the muddy water. Walk round and have Jen slide past the big gate through the crack on the left. Walk through and pull the switch on the left to open a gate down below. Scree can now walk through and join Jen.

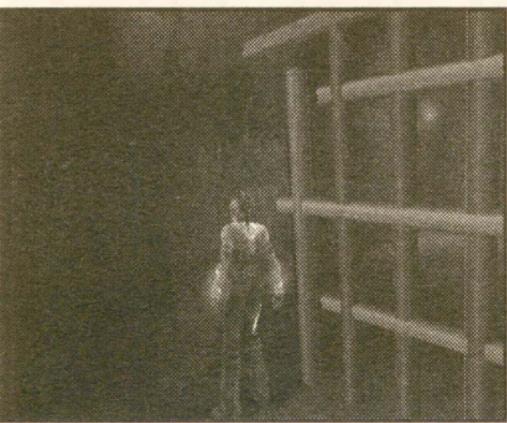
CAGE CHAMBER

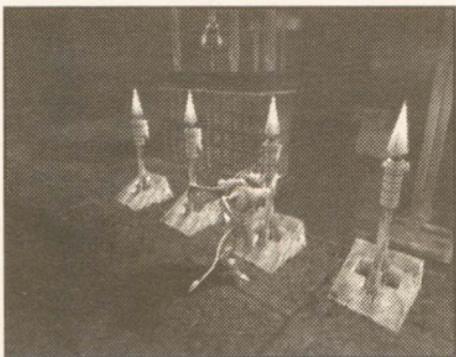
Step into the next room, the Cage Chamber. The object here is to get Jen up and across to the other side. It takes a little time to work out, but you'll get there in the end. First Scree can climb up to the ledge on the right to get a Lodestone. Next have him climb up the wall on the left and walk round to reach the row of levers. Have Jen stand on the broken cage down below.

Manipulate the levers on the left side of the rack to lower the left-most cage down far enough so that Jen can jump up onto it. Then lift her up and proceed to manoeuvre the remaining cages so that she can eventually jump across all of them to reach the other side. Try to position the camera so that you can see both Jen and Scree at the same time. Finally, when Jen does reach the other side she'll have to use her side-step to edge across the narrow ledge.

TORTURE ROOM

After Scree climbs up to join Jen head round to the big hallway and fight lots of Wraiths. When they're all dead have Jen and Scree pull the lever together. Jen should then use the Wraith Time-Shifting move to dash straight across the length of the hall to get under the





gate before it closes. Keep going onwards until you reach the Torture Chamber and some surprisingly comic scenes with some disgruntled beheaded gentry.

Fight all the guards using the pillars to hide behind if you need to urgently grab Scree and replenish your energy. Once all the guards are dead take the big shiny silver key from one of their corpses. Search all the chests in the room to get a Tarot card and Lodestone.

WALKWAY CELLS

When you're ready leave unlock the west exit with the guard's key. Go up and meet a very helpful prisoner who helps you fight throughout the rest of the dungeon area. Kill lots more guards, then get the Lodestone. Run up to the walkway cells. There's an Energy Gem in one of the barrels. Head through the cells and down the

stairs. There are separate dungeons on either side of the walkway. There's another Lodestone in the lower right dungeon. Roam through this area killing all the guards that you see and eventually one will drop a key when he dies. Use this key to unlock either of the large grey doors that leads to the Upper Cells.

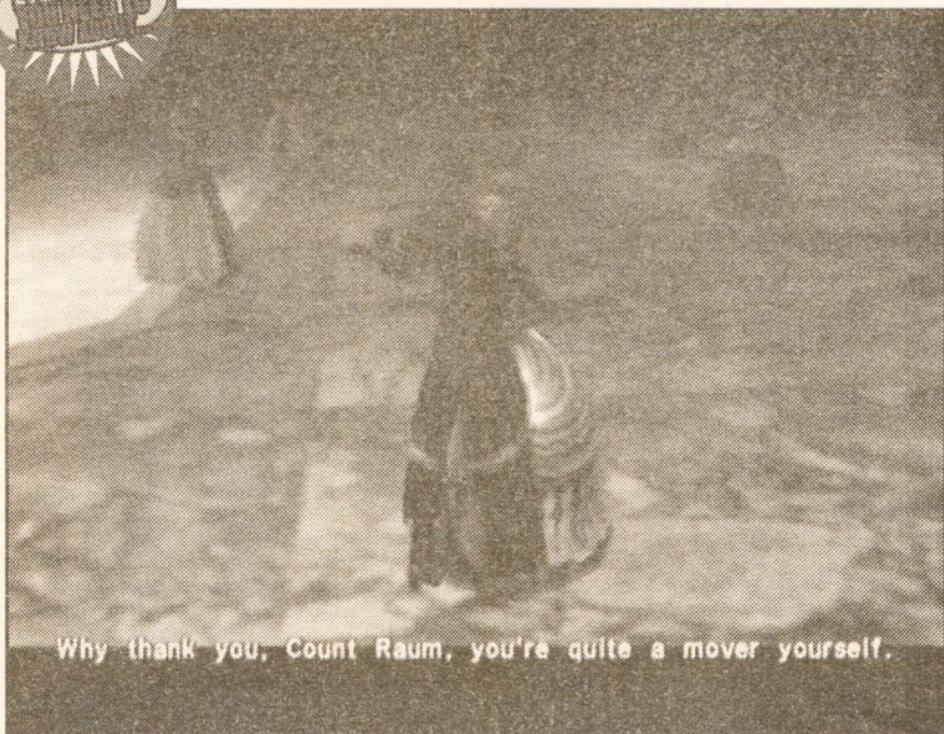
RESCUE JEN

Have Scree possess the statue and use the forward momentum to send it crashing through the door. Kill more guards then go up. As you step into the main mansion the interlopers will be discovered and Jen is taken away by the evil Count. You have sole control of Scree for the moment.

Head down the stair to reach the large ornate courtyard with a Rift Gate over on the right. Head up the steps to the south and talk to the heads in the Chapel. They tell you that the Count keeps his 'toys' in the Tower. To the right of the altar you'll find a Lodestone.

Enter the library and push the bust of Count Raum to open a secret passage. There's also an Energy Gem on the upper walkway. Go through the secret tunnel to the Armoury. Get the Lodestone from the chest then go upstairs and through the door on the left. This triggers a cutscene. Get an Energy Gem and a Tarot card from the chests in the Ballroom. Enter the big room on the left. Get another Lodestone from the balcony there. Climb up on the wall on the right-hand side of the





Why thank you, Count Raum, you're quite a mover yourself.

balcony and scale the roof to reach the Tower window. Go up the stairs and rescue Jen from Raum's laboratory. Get the Lodestone and Energy Gem in here.

VAMBRACE

You need to get Jen's Vambrace back. Head downstairs and one of the mounted heads will tell you that the Count's rooms are in the East Wing.

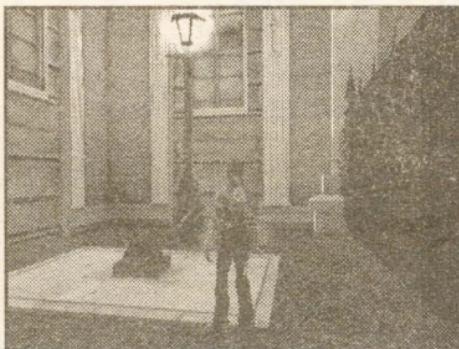
Head back out to the open-air balcony but this time go left and through the open door. Get another Lodestone on the way. Run round the Banquet Hall balcony and down the stairs. Go past the massive table and get a Lodestone from the end room. Go upstairs to Raum and Empusa's boudoir and enter the closet.

Scree has a plan for Jen to steal the key from Raum during the vampire Ball. Once she's dressed in her fancy ball gown head downstairs and go towards the ballroom. As you approach the ballroom a cutscene will kick in showing Jen dancing with Raum.

Once you get the key check your next location on the map to get your bearings and run straight ahead and up the stairs to return to Scree in the Count's room. The next cutscene will show Jen getting her Vambrace back. Your next location is the East Wing.

FIND ELIZABETH

On your way down one of the helpful heads tells you that the Blood Machine is in the dungeons below the





Dark Maze. Make tracks to the Dark Maze which is right next to the revolving planets sculpture. It's marked on the map so you can't miss it. Make sure that you kill every one of the guards you meet on your way.

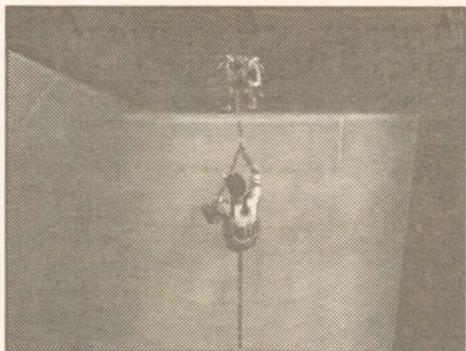
When all the guards are dead you find out that the Dark Maze is locked and Elizabeth, the vampire's daughter, has the key. The key that will lead you to Elizabeth is on the body of one of the guards you kill. Its appearance seems to be random so you might have to search a few corpses to find it, but we found ours on the outside balcony. Once you find it use the Rift Gate to reach the Library. Kill the guard in front and use the key on the Library door. Run upstairs to find Elizabeth and get her key.

DARK MAZE

Go back and enter the Dark Maze. You have to pull two switches, one on either side of the Maze to clear a straight path through to the dungeons. Whilst you're exploring the Maze make sure to pick up the Tarot card.

BLOOD MACHINE

After crossing the Dark Maze enter the dungeon. After a titanic battle with hordes of guards approach the Blood Machine to trigger a superb cutscene with the Count. Now head back up to the Ballroom.



BOSSES: RAUM AND EMPUSA

This battle is embarrassingly easy. Make sure Jen is in her Wraith guise and she'll be able to deal plenty of killer blows, first to Empusa and then to Raum. Raum is the more difficult of the two because he starts flying and launches thunderbolts, but just dodge them and keep whacking him when he's foolish enough to land on the floor. The level ends and you're transported back to the Nexus.

VOLCA: ENTER THE VOLCANO

Turns out that Abbadon has taken over the Nexus. Take the Rift Gate down to Volca. Head North from the crater and grab the Lodestone. Have Scree stand on the ledge and lower a rope so that Jen can climb down. Use this method again halfway down the Central Shaft. At the bottom Scree should light the bowls of oil with his torch to open the door. Continue through the next few chambers. After a big fight in the Chalice of Sut head south to the Lava Pit.

LAVA PIT

Head through the door on the right and have Undine Jen dive into the pool. There follows a puzzle where Jen has to swim through and pull a series of switches to open gates. Eventually you'll reach a statue on the other side of the lava pit, and Scree can walk through the water and climb up the walls to catch up. Have Scree control the statue to move the first half of a bridge across.

Jen can now dive back down and head back to the other side of the Lava Pit. Pull Scree through the glow stone and have him climb up the east side wall. There's a ledge up there with a Lodestone and a door. Lower the rope for Jen, making sure that Scree has a torch with him. Torch the bowls to open the door and go through. In the cave you'll find a Tarot card and a Lodestone hidden in the rock lumps.





Run down to the circular room. There's a Lodestone in the chest. Jen should use her Wraith Time-Shift move to run through the Oil Fall doorway when the oil stops pouring momentarily. Turn the wheel to let Scree in, then continue. Get the Lodestone and head onwards to the next statue. Have Scree control it and move the wing to complete the bridge. Go back and cross the bridge. Climb deeper into the Lava Pit.

LAVA TEMPLE

Pass through the Royal Chamber. Have Scree light the bowls to the left and right. Take out the guard with the bazooka and get the Tarot card from the chest. Go back and head left.

Using the same move as before, pass through the next Oil Fall door. After another colossal battle, made easy by Jen's formidable Djinn attacks watch another cool cutscene. After Scree is thrown into the pit by Jen you have sole control of him. Collect all the Lodestones in this dungeon area, then go and control the large statue to turn on the oil flow and open the door. Move the vase on the left onto the switch pad and climb up the wall to the left. Take the torch and the Lodestone. Climb back down and carry the vase onto the right switch pad. Climb up the right wall and get the Lodestone.

Torch the bowls by the door to go through and turn the wheel. Go back down below and light the bowls to open the big door. Continue and get the Lodestone. Go through the sneaky gap in the wall to reach the Oil Bath.





room. Climb the wall to the left of the door and climb round until you reach the statue head at the top. Climb to the right of the statue's head and possess it to switch off the oil stream. Climb down the pit behind the statue and go through the tunnel to the Pipe Room.

PIPE ROOM

Climb up the wall on the left to get an Energy Gem. Climb over the head and across the pipe to get the Lodestone. Use the pipes to walk around the edge of the room and pull the switch at the end. Drop down into the pit, walk along the massive pipe and climb up and around to the muddy tunnel.

EVIL JEN

Push the grate down and drop into Malikel's Temple. Watch the cutscene with the Queen, then go south through the pit. Smash rocks to get a Lodestone. Carry on through the tunnels until you're prompted to save your game. When you get control of Scree after the cutscene dash over to the statue and control it to make it fight Jen. Hack away at her until she 'dies', releasing her from the enchantment. Collect all the Lodestones before leaving.

KILL THE KING

Head back to the Queen's chamber. Watch the cutscene and she'll urge you to kill her husband. Go through the



door on the left that she opens for you. Get the Lodestone from the chest and hurry down the corridor.

After another massive battle get more Lodestones and an Energy Gem from behind a pillar. Use Scree's power to control the statue and close its mouth so that you can pass through. Jump across the magma plinths where you'll find more lava monsters and a Lodestone. When you reach Lava Falls get another Lodestone from the rock mound. Scree should then climb up and round to reach the statue.

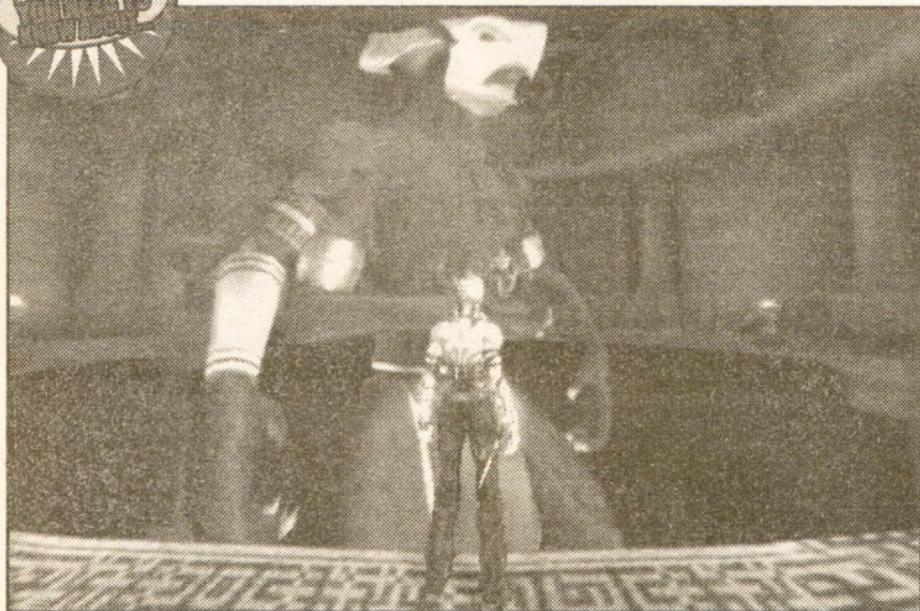
Get the Lodestone and control the statue to make it tip over. Jen can then edge her way round the narrow ledge and use the statue as a bridge to rejoin Scree. Go through the gold door to reach the Rift Door. Scrap some more, then go to the next chamber.

At the end have Scree climb up and burn the bowl on either side of the balcony to open the door. Grab the Lodestone, then go down and through. Enter the Sanctuary of Immolata. Head down the path on the right to the first of four Flame Igniters. Have Scree climb up the wall and round to light the block. Then climb up the other side and light that block.

Head back to the Sanctuary. Climb the stairs on the left of the main door and kill the sniper. Grab the Lodestone, then go along the tunnel at the end. Have Jen in her Ferai form jump up on the right ledge and stand on the switch plate. Scree can carry the vase and place it on the left plate. When the door opens, Jen should stay where she is and Scree can go through and light the second Flame Igniter.

Carry the other vase and place it under the door to





prop it open so that Jen can join Scree. Go up the path on the left and have Scree lower Jen down using the rope. She can then run round and down and turn the wheel next to the lower door. Scree can then go back to the main chamber and light the two bowls to open the door and rejoin Jen. Head into the third Flame Igniter chamber and control the statue to knock it over so that Scree can cross and light the flame. The final Flame Igniter is accessed via the upper walkway on the right side of the main Sanctuary hall. At the edge Scree should let the rope down for Jen. She can then squeeze along left to get a Tarot card and right to jump up in Feral guise. Scree can crawl over. He should then let the rope down again so that Jen can climb up and help him turn the switch to get the oil flowing.

Light the flame and the Sanctuary door will open. Continue on to the Hall of the Gods. In here Jen and Scree must help each other around the area with the aim of Scree burning all the tethers that hold the giant statue in place. Use ropes to lower Jen onto the lava. Most of the tethers are easy to reach, but the one above the stairs close to the statue is tricky. Have Jen edge round and climb up to the top of the platform, she can then pull Scree through the stone and he can torch the tether. Finally Scree can take control of the statue and rock it over to form a bridge. Go through and torch the door to enter Goliath Sanctum.

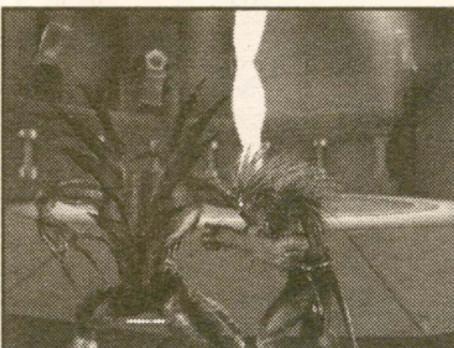
BOSS: KING IBLIS

All you have to do here is follow Scree's directions and push all the lamps and lights over towards the giant statue. It's very easy to dodge the statue's thrusts and the minions don't do much damage. Just keep leaping across when you run out of floor and pushing all the lamps over that you see and eventually the statue will

fall and the King will meet his end. After a cutscene with the Queen head along the winding path until you trigger a fantastic cutscene. Back at the Nexus head to the hub and save when prompted.

FINAL BOSS: BELAHZUR

Not too difficult. You'll get to visit some previous locations in different guises. Just pound away at Belahzur and dodge his occasional projectile attacks. Eventually you'll switch to a different realm. Just repeat the attack pattern until you get control of Scree. Have him pick up the mirror shield on the floor. When the demon goes into the centre stand in one of the circles of light and press R1 to reflect the light bolts back onto him. Do this four times to kill the demon. Now you'll have control of Jen one more time to deliver the final smackdown on Belahzur and complete the game.



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