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the cinema, you'll be pitted against a third Iron Knuckle. Again, use the same tactics as you've learned to defeat it (and also find Naboori). After the witches enter the door behind the chair for the boss battle. Boss: Twinrova Health: 2-3 magic reflects (each) Stand yourself on the outer pillars to get a good view of the sisters. You'll need to use the Mirror Shield and deflect their attacks to the opposing sister (fire to ice, ice to fire). This process usually consists of reflecting the magic to each sister three times. Second Form Health: 10-11 (Master Sword) After the first session, the twins will put a halt to playing around and form themselves together. Again, they'll shoot either ice or fire from one of their wands. The goal here is to block the consecutive element three times before your shield will deflect the magic back at them. When it does, the twins will fall to one of the pillars; giving you an opportunity to jump over to them and dish out some thrusts with your sword. It should also be noted that Twinrova will switch the magic element and shoot from the other arm; when it's not the element you're charging with the Mirror Shield, stay clear as it will backfire if you try to block it (and you will be required to start from square-one). Slide out of the way when this occurs. All Medallions Are Gathered When the witches fly to "heaven," grab the Full Heart Container from one of the pillars and head through the blue portal. You have acquired all six of the medallions, and will be treated to a lengthy cinema. Been A Long Time Following the cinema, warp yourself back to the Temple of Time to reunite with an old friend and receive the Light Arrows. Ganondorf will soon interrupt and ruin this lovely scene, and challenge you to his castle. Special Note: You are freely to continue on the main quest, or complete any side quests and acquire optional items. Check the Side Quests guide for reference. To move onward with the story, head to Ganon's Castle (where Hyrule Castle once stood. Ganon's Castle The Last Great Fairy It should be noted that the last Great Fairy is located to the east side of Ganon's Castle's entry. You will need to obtain the Golden Gauntlets to pick up the large pillar (which you will receive inside Ganon's Castle). The Great Fairy will double your defense by 1/2! A Warm Welcoming The Six Sages will generate a vibrant bridge that you can walk on to reach the entrance of Ganon's Castle. When you enter, zip passed the two Beamos and enter the door in between them quickly. The Tower 'Tis Block In the main hall, there's a center tower with an ugly-faced tunnel, but a barrier is blocking its path. Each room on the outer edges creates this barrier (you'll see different color beams connected to the tower). Your goal is to clear each room to rid the barrier. Tip: On the lower portion of the main hall (below the Spirit Room) is a hidden room – use your lens to see the passage. Inside is numerous Fairies, as well as Deku Scrubs that sell multiple items, respectively. A wise choice would be to fill your Bottles with Green Potions and a Fairy or two – you will need them for the final boss. Forest Corridor Head right and enter the green-colored door (with the green emblem above it). You will be treated with two Wolves; take them out to reveal a chest containing a Blue Rupee. Next, use Din's Fire to ignite the four torches on the blue rug in the center, then whip out some Fire Arrows to fire the last torch above the door ahead (and to unlock it). In the following chamber, you're required to collect the Silver Rupees scattered around. Use these quick-steps as guidance: 1. Look to your left and play the Song of Time to create a blue block below the first Silver Rupee (wait until the fans stop spinning) 2. From the blue block, use the Hover Boots and let the fan push you to the next platform. Blow up the Beamos and make it across the platforms with the Hover Boots to snag the next Rupee that rests on the opposite side of the room. 3. The next Rupee is on the platform in front of the door; reach it by hovering over to it. 4. After you collect the third, hover to the platform below (when the fans turn off) to find a switch. The switch reveals a Hookshot target below the Rupee on the second platform. Latch onto it there and snatch the Rupee on the tip. 5. The last one rests to the right of the barred door; hover to it when the fans aren't circling. The following door will unlock. Head in, equip the Light Arrows, and shoot the barrier seed. You'll be warped back to the main hall. Make your way clock-wise around the tower to the orange-colored door. Spirit Corridor Another Silver-Rupee task, but they're all in plain view. Here's some basic tips: 1. Bomb the Beamos to reveal the first Rupee. 2. After the Beamos is destroyed, grapple onto the target on the ceiling to reach the next Rupee. 3. On the right wall, below the candles. Watch the Blade Trap and roll to reach it. 4. Pull the Armos statue in the left-hand corner of the room to expand the gap with the Blade Trap. 5. The last one is right next to the barred door; grab the Armos statue and move it to clear the way. In the next room, slash the Torch Slugs to reveal a chest with some Bombchu. The door nearby is barred shut, but there's a fenced-cage next to it. Use a Bombchu and have it crawl over the opening above the cage; it'll hit the crystal switch on the other side and the door will unlock (just stand straight to have the Bombchu move steadily). In the post section, there will be four sun crests on the walls. Look up to find a webbed hole in the ceiling; use a Fire Arrow to burn the web. A beam of light will shine through the ceiling. Looking at the barred door nearby, turn around and use the Mirror Shield on the far-left sun symbol (if you hit the wrong one, a Wallmaster will descend and try to grab you each time). When the door unlocks, head into the next room and, again, use your Light Arrows to erase the barrier's seed. Water Corridor Back in the main hall, descend the stairs and enter the blue-colored door. Inside, eliminate the Freezards to unlock the following door. In the next room, smash the icicles in the center to discover a fountain of Blue Fire. Store some in your Bottles, then use the Blue Fire to melt the red ice blocking the door. Make sure to store another Blue Fire before you enter. In the next large corridor, you have a two-minute time limit. There are two large ice blocks you can grab ahold of and move. Push the one to your left first to the left side of the room, then climb up the block and use the Hover Boots to reach the ledge. Melt the red ice and hit the rusted switch with the Megaton Hammer to unlock the door. Now, simply push the second ice block to the door and climb up to it. The same method in the next room applies: use the Light Arrows to disable the Water barrier. Shadow Corridor As you arrive back in the main hall, proceed through the purple-colored door (clock-wise from the tower). In the large corridor, play the Song of Time to spawn a couple blue blocks and use them to reach the chest for a Blue Rupee. On the right side of the room is a single torch. Use the Fire Arrows to ignite it and it'll create a pathway for you (you have limited time, so hurry). When you make it to the next ledge, terminate the Like Like (it CAN spit you off the edge, so be careful). Next, use the Hover Boots to hover to the next ledge ahead. Equip the Lens of Truth to see the invisible walkways. Two of them lead to the switches, and the other to the barred door. First, use a Fire Arrow to light the torch resting next to the door, which will spawn a pathway leading down to the first switch. Make it over to the switch and step on it to reveal a chest (it'll appear on the previous platform). Lunge to the chest using the Longshot and open it to obtain the Golden Gauntlets. (Note: You can now head back outside to the castle's entrance and lift the pillar blocking the Great Fairy's Fountain, after clearing this room, of course.) Following that, use your lens to make it to the second rusted switch. Slam it with the Megaton Hammer and it'll unlock the following door. Instead of using the walkway, simply use the Longshot on the torch next to the door. In the next hall, destroy the Shadow barrier with the Light Arrows. Fire Corridor This massive room is filled with a pool of lava, and you must collect the Silver Rupees through a series of steps. When using the platforms, take note you have limited time before they sink into the lava. Use these steps to accumulate the Rupees: 1. Hop on the walkway and jump to the right platform to the first Rupee. 2. As the walkway rises again, jump back onto it and reach the octagon-like platform that spins; the Rupee is behind the statue bursting out fire 3. From the walkway, hurry to the narrow ledge to the left at its end. With the Golden Gauntlets, pick up the large pillar; the Rupee lies beneath it. 4. As Link threw the pillar, it created a platform you can hop onto on the other side of the room. Make it there and use the Hover Boots to acquire the fourth Rupee. 5. Use the pillar (now in the lava) nearby to snag the last Rupee. The door across the lava will unlock; run to the end of the walkway and quickly latch onto the target above the door. When you're inside the next room, the same concept implies: Shoot the barrier with a Light Arrow. Light Corridor One final barrier waits in the main hall. You'll see the yellow beam that leads to a large pillar against the wall on the lower level. Pick it up to reveal the final barrier chamber. In the first room, use your lens to vanquish all the invisible enemies to reveal a chest with a Small Key inside. The other chests contain some items, but three of them are ice traps. When you're done, unlock the door. Play Zelda's Lullaby on the Triforce symbol in the next corridor (in front of the locked door). Grab the Small Key from the chest that appears and use it to unlock the following door. The third room contains multiple rolling boulders that circulate around the hall. On top of that, you have limited time to amass the Silver Rupees hidden within the room: 1. In the nook to the left (outer edge). 2. In the nook to the right (outer edge). 3. Beside the center structure. 4. Beside the center structure (other side) 5. On the top of the center structure; use the Hookshot target on the ceiling. When you reach the next room, there's no barrier present. Continue moving and take out the Wallmaster that tries to grab you, then use the Lens of Truth to seek a hidden passage in the center of the wall. Beyond that is the Light barrier. Bye, Bye, Barrier The barrier of the tower in the main hall will be wiped out, allowing you to enter it. When you're ready, enter the tower from the bridge on the upper level (next to the Forest room). The tower consists of six levels, and each hall will require quick-combat scenarios (basically, to eliminate all the enemies in the room). There's not much more to that, but use the tips below if needed. First Floor Dispose of the Fire Keese, then run up the stairs to the next level. Second Floor Take out the two Dinolfos to unlock the next door. Third Floor Battle two Stafos in this room. Once defeated, the fire guarding the chest will disappear. Open it up for the Boss Key. Fourth Floor Two Iron Knuckles guard the next chamber. Take on one of them at a time and the following door will unlock. Fifth Floor There are a ton of pots that carry numerous items inside them. Grab any that are needed, then proceed through the door to the right door and run up the long (and last) flight of stairs to the sixth floor. Unlock the door to meet up with Ganondorf. Boss: Ganondorf Health: 19-20 (Master Sword He'll immediately smash the floor with a devastating downward-thrust, and a portion of the floor will be removed. From this point forward, stay on the outer corners of the room (any of the four) to avoid this attack. This fight is largely similar to your battle with Phantom Ganon in the Forest Temple. You'll have to swipe and reflect the energy ball he shoots back and forth until it hits him. When it does, shoot Ganondorf with a Light Arrow and he'll fall to his knees (on the center pillar). Either use the Longshot or hop across to him, and give yourself a chance to slash as many hits with your sword before he shakes it off. After roughly 10 to 11 hits, he'll change his attack into a charged shot with multiple beams. He's vulnerable here, so shoot a Light Arrow to disable him temporarily and use the same method as before. The other "cool" way is to charge a spin attack with the Master Sword; it'll reflect all the energy beams back at him (though this doesn't work every time, and the beams may miss him). Repeat this same process and he should fall after several hits from the Master Sword. Note: If you happen to fall down to the floor below, use the Longshot and grapple to the center pillar (you can also snag items from the pots before returning to the fight). Descending The Tower After Ganondorf falls (shredded cape and all), you'll reunite with the Princess of Destiny. It's not over; however, as the tower will begin to collapse. You'll have to follow Zelda through the castle under a three-minute time limit to escape to safety. It's best to avoid the enemies (if possible) and stay close to the princess as you descend the tower. On each level, she'll unlock the gates using her magic. Third Floor Encounter Two Stafos will be required to be vanquished, as Zelda becomes trapped in a ring of fire. If you have the Biggoron's Sword, it works well here. Afterward, carry on to the next level (the ramp is more steep here, so be careful). Bottom Floor On the bridge, a ReDead will freeze you. Shake him off once you try to pass him (you 'cannot' use the Ocarina here) and dispose of the zombie quickly. At the end of the passage is your exit; run for it and you're home free! It Isn't Over 'Til The Beast Sings Following the crash of Ganon's Castle, you'll watch a cinema. Check on the remains of the tower, and you'll be faced with the final boss of the game. Ganon. Final Boss: Ganon Health: 16-17 (total) The Master Sword will be unavailable and the start of this fight (as Ganon knocked it out of your hand). If you have the Biggoron's Sword, it's extremely useful here. If not, make sure to equip the Light Arrows and Megaton Hammer in your inventory. His blade swipes endure heavy damage to your hearts, so make sure to backflip yourself to safety. There are several strategies to defeat Ganon, and possibly the easiest way is to shoot his face with a Light Arrow. This will temporarily stun the beast. When this is executed, you now have the ability to either roll underneath his legs or run around behind him. His weakness is his tail -- hit it with a light arrow or the Megaton Hammer (the hammer deals greater damage and you won't drain your magic). After about eight hits to his tail, Ganon will fall to the ground momentarily. Use this time to run over to Zelda and reclaim the Master Sword. When he stumbles back to his feet, you can emulate the same strategy (this time, hitting his tail with the Master Sword). More efficiently, try the Diving Sword Thrust attack on his tail; it tends to cause greater weakening. Be wary though, as the monster is quicker to close in on you. Once his tail is damaged enough, Ganon will fall to the ground a second time and Zelda will stun him with her Light magic. As the woman says, go in for the final blow! Phenomenal work on this Brandon! Looking forward to seeing more of your work! Oct. 22, 2013, 12:30 p.m. Comment on this guide 1 the legend of zelda ocarina of time 100 walkthrough part 1. the legend of zelda ocarina of time master quest 100 walkthrough

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