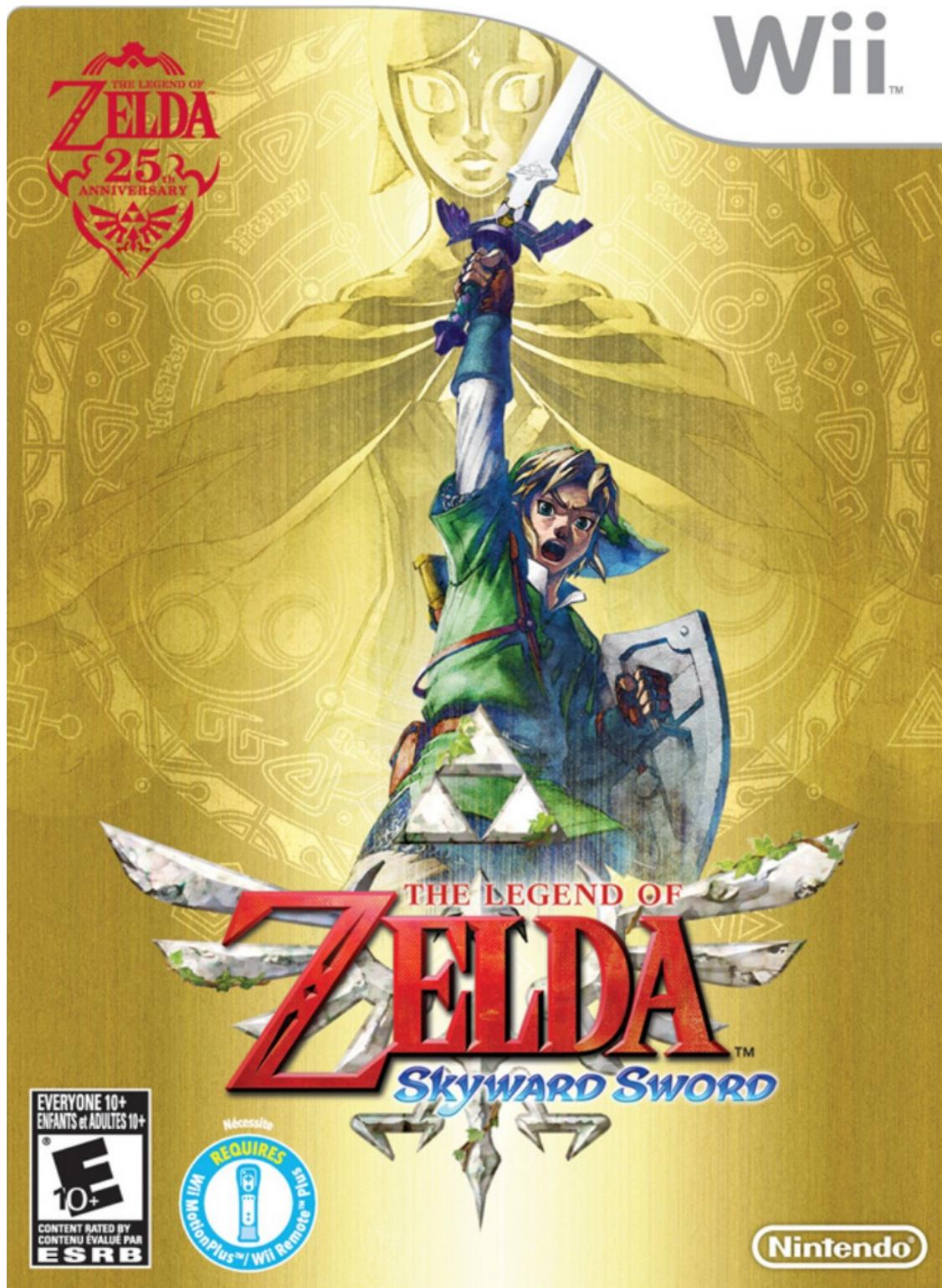


Wii™



Hardware: Wii 25th anniversary dual-disc edition on a Wii U

Skyward Sword



- Extend the Life Gauge to 18.
 - Collect all six Heart Containers and all 24 Pieces of Heart.
- Obtain the Hylian Shield.
- Obtain the highest upgrades: Braced Shield, Fortified Shield, Goddess Shield, Big Bug Net, Scattershot, Tough Beetle, Sacred Bow, Large Seed Satchel, Large Bomb Bag, and Large Quiver.
- Upgrade the Wallet capacity to 9,900 by collecting all 80 Gratitude Crystals.
- Upgrade the Adventure Pouch capacity to 8.
- Activate all Bird Statues.
- Collect all 5 Bottles.
- Collect all 10 Medals.
- Collect one of all 16 Treasures.
- Collect one of all 12 Bugs.
- Complete the Lightning Round.
- Activate all 27 Goddess Cubes and open their respective Goddess's Treasure Chests.
- Obtain all 5 extra Dowsing targets.
- Discover all Gossip Stones and Goddess Walls.
- Reach over 28 hits in Clean Cut.
- Complete the bug wrangler course in Bug Heaven.
- Complete Hero Mode.



A 100% completed Gear Screen from Skyward Sword

Figure 1: Overview of completion goals.

Life Gauge	5
Hylian Shield	6
Upgraded Shields and Bags	7
Upgraded Weapons	8
Max Wallet + 8-Slotted Pouch	9
Bird Statues (28)	10
Bottles (5)	12
Medals (10)	13
Treasures (16)	14
Bugs(12)	15
Lightning Round: 12 in a Row	16
Lightning Round: Silent Realm	17
Goddess Cubes (27)	20
Faron Woods (7)	20
Eldin Volcano (9)	24
Lanayru Desert (8)	29
Dowsing Targets (5)	35
Gossip Stones (17)	36
Faron Woods (2)	36
Eldin Volcano (6)	37
Lanayru Desert (4)	40
In the Sky (5)	42
Comments	44
Goddess Walls (10)	46
Clean Cut (29+ Hits)	53
Bug Wrangler	54
Hero Mode	55
[Bonus!] Flying Things	56

[Bonus!] Scary Cart	56
[Bonus!] One-Time Gems	57
[Bonus!] Heart in Hero Mode	62
Review	64
Things I May Have Forgotten	65
[Bonus!] Boss Times	66
Conspiracy Theories	71

0.1 Life Gauge

Skyward Sword

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A 100% completed Gear Screen from *Skyward Sword*



0.2 Hylian Shield

Skyward Sword

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A 100% completed Gear Screen from *Skyward Sword*



0.3 Upgraded Shields and Bags

Skyward Sword

- Extend the Life Gauge to 18.
 - Collect all six Heart Containers and all 24 Pieces of Heart.
- Obtain the Hylian Shield.
- Obtain the highest upgrades: **Braced Shield, Fortified Shield, Goddess Shield, Big Bug Net, Scattershot, Tough Beetle, Sacred Bow, Large Seed Satchel, Large Bomb Bag, and Large Quiver.**
- Upgrade the Wallet capacity to 9,900 by collecting all 80 Gratitude Crystals.
- Upgrade the Adventure Pouch capacity to 8.
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- Collect all 5 Bottles.
- Collect all 10 Medals.
- Collect one of all 16 Treasures.
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- Activate all 27 Goddess Cubes and open their respective Goddess's Treasure Chests.
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- Discover all Gossip Stones and Goddess Walls.
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- Complete Hero Mode.



A 100% completed Gear Screen from *Skyward Sword*



0.4 Upgraded Weapons

Skyward Sword

- Extend the Life Gauge to 18.
 - Collect all six Heart Containers and all 24 Pieces of Heart.
- Obtain the Hylian Shield.
- Obtain the highest upgrades: **Braced Shield, Fortified Shield, Goddess Shield, Big Bug Net, Scattershot, Tough Beetle, Sacred Bow, Large Seed Satchel, Large Bomb Bag, and Large Quiver.**
- Upgrade the Wallet capacity to 9,900 by collecting all 80 Gratitude Crystals.
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- Discover all Gossip Stones and Goddess Walls.
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- Complete Hero Mode.



A 100% completed Gear Screen from *Skyward Sword*



0.5 Max Wallet + 8-Slotted Pouch

Skyward Sword

- Extend the Life Gauge to 18.
 - Collect all six Heart Containers and all 24 Pieces of Heart.
- Obtain the Hylian Shield.
- Obtain the highest upgrades: Braced Shield, Fortified Shield, Goddess Shield, Big Bug Net, Scattershot, Tough Beetle, Sacred Bow, Large Seed Satchel, Large Bomb Bag, and Large Quiver.
- Upgrade the **Wallet** capacity to 9,900 by collecting all 80 Gratitude Crystals.
- Upgrade the **Adventure Pouch** capacity to 8.
- Activate all Bird Statues.
- Collect all 5 Bottles.
- Collect all 10 Medals.
- Collect one of all 16 Treasures.
- Collect one of all 12 Bugs.
- Complete the Lightning Round.
- Activate all 27 Goddess Cubes and open their respective Goddess's Treasure Chests.
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- Complete Hero Mode.



A 100% completed Gear Screen from Skyward Sword



0.6 Bird Statues (28)

Skyward Sword

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A 100% completed Gear Screen from *Skyward Sword*





0.7 Bottles (5)

Skyward Sword

- Extend the Life Gauge to 18.
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- Reach over 28 hits in Clean Cut.
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- Complete Hero Mode.



A 100% completed Gear Screen from Skyward Sword



0.8 Medals (10)

Skyward Sword

- Extend the Life Gauge to 18.
 - Collect all six Heart Containers and all 24 Pieces of Heart.
- Obtain the Hylian Shield.
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 - Discover all Gossip Stones and Goddess Walls.
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 - Complete Hero Mode.



A 100% completed Gear Screen from *Skyward Sword*



0.9 Treasures (16)

Skyward Sword

- Extend the Life Gauge to 18.
 - Collect all six Heart Containers and all 24 Pieces of Heart.
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- Obtain the highest upgrades: Braced Shield, Fortified Shield, Goddess Shield, Big Bug Net, Scattershot, Tough Beetle, Sacred Bow, Large Seed Satchel, Large Bomb Bag, and Large Quiver.
- Upgrade the Wallet capacity to 9,900 by collecting all 80 Gratitude Crystals.
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A 100% completed Gear Screen from *Skyward Sword*



0.10 Bugs(12)

Skyward Sword

- Extend the Life Gauge to 18.
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- Discover all Gossip Stones and Goddess Walls.
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- Complete Hero Mode.



A 100% completed Gear Screen from *Skyward Sword*



0.11 Lightning Round: 12 in a Row

Skyward Sword

- Extend the Life Gauge to 18.
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- Discover all Gossip Stones and Goddess Walls.
- Reach over 28 hits in Clean Cut.
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- Complete Hero Mode.



A 100% completed Gear Screen from *Skyward Sword*

TODO: 12 can only be done in hero mode; gl!

0.12 Lightning Round: Silent Realm

Prize	Clear Time			
	Farore's Silent Realm	Nayru's Silent Realm	Din's Silent Realm	The Goddess's Silent Realm
Blue Bird Feather or Golden Skull or Goddess Plume	Less than 3:00	Less than 4:15	Less than 6:00	Less than 4:00
100 Rupees	3:00 - 3:45	4:15 - 5:30	6:00 - 7:30	4:00 - 5:15
20 Rupees	3:45 - 4:45	5:30 - 6:45	7:30 - 9:00	5:15 - 6:00
5 Rupees	More than 4:45	More than 6:45	More than 9:00	More than 6:00



Figure 2: Farore (Faron Woods)



Figure 3: Din (Eldin Volcano)

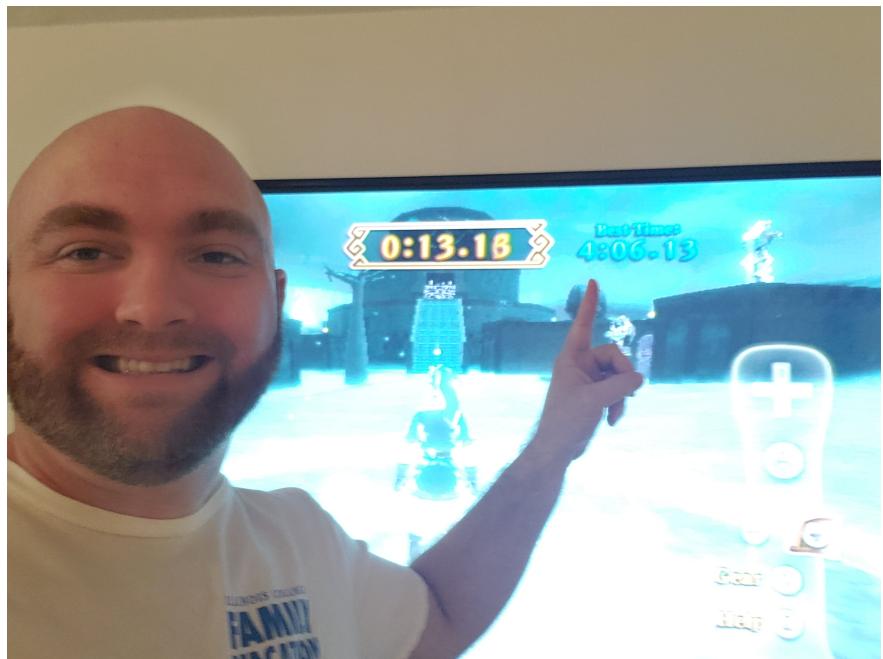


Figure 4: Nayru (Lanayru Desert)



Figure 5: Goddess (Skyloft)

0.13 Goddess Cubes (27)

Skyward Sword

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 - Complete Hero Mode.



A 100% completed Gear Screen from Skyward Sword

TODO: haven't gotten all of these yet! Especially Faron Woods near waterfall

0.13.1 Faron Woods (8)



Figure 6: The very first accessible cube that a Goron shows you outside of Skyview Temple.



Figure 7: Found to just outside of Skyview Temple in pretty plain sight.

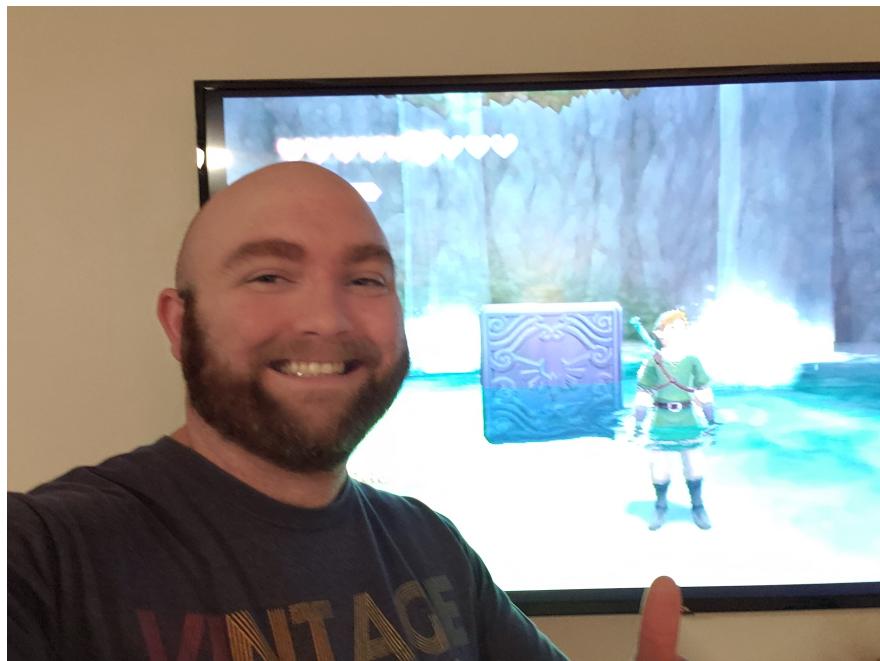


Figure 8: Found at the end of Skyview Temple behind the alter. Note: only available on the second go-through (after you heal Faron).



Figure 9: Found on the pathway to Faron (the water dragon, not the forest).



Figure 10: Found just outside of the big central (Deku?) tree. There are two that can be accessed by climbing to the top and jumping down. This is the one on the South side.



Figure 11: Found just outside of the big central (Deku?) tree. There are two that can be accessed by climbing to the top and jumping down. This is the one on the East side.



Figure 12: After you get the Clawshot, you can hook onto vines at Floria Waterfall.



Figure 13: Found atop Skyview Temple after you've obtained the Clawshot.

0.13.2 Eldin Volcano (9)



Figure 14: Found at `TODO: get bird statue name` by following the path.



Figure 15: Found to the left of the entrance to the Mogma home.



Figure 16: Found when skydiving into the Mogma home.



Figure 17: Found to the left of the entrance to the Earth Temple. You need to dig to get an air thingy and then throw a bomb up to break a boulder.



Figure 18: Found to at the entrance of the upper unused temple (near the Earth Temple).



Figure 19: Found sliding down the canyon (before entering the place where the air burns you) and going left-most.



Figure 20: After you get the Fireshield Earrings, you can go to the path that leads to the Fire Temple. On the way there, there's a skydiving platform. You need to skydive behind a big rock—it's not obvious!



Figure 21: In front of the Fire Temple, you can go left. The path leads to this cube.



Figure 22: On the lava path leading up to the fire dragon (Eldin), you see this on a lava island. This is just before you learn Eldin's song and can be hit by a charged blast.

0.13.3 Lanayru Desert (8)



Figure 23: When you enter Lanayru Desert the very first time, go behind the big structure. The cube is there an not well hidden.



Figure 24: Found to the west of the entrance to Lanayru Desert in the first “sinking sand crab things” area (on your way to the Temple of Time).



Figure 25: Found near the holding cells where they’re keeping an ancient robot. I got this one by doing the old “jump-then-strike” method of gaining distance.



Figure 26: Found at the temple of time. Yay Zelda!



Figure 27: Right after you receive the Clawshot, you can blow up a wall to the north. The path eventually leads to this cube.



Figure 28: When climbing the path to Skipper's Retreat, after the Shield Moblin but before the Furnix, you can Clawshot to some vines as an alternative path. This leads to the cube in the picture.

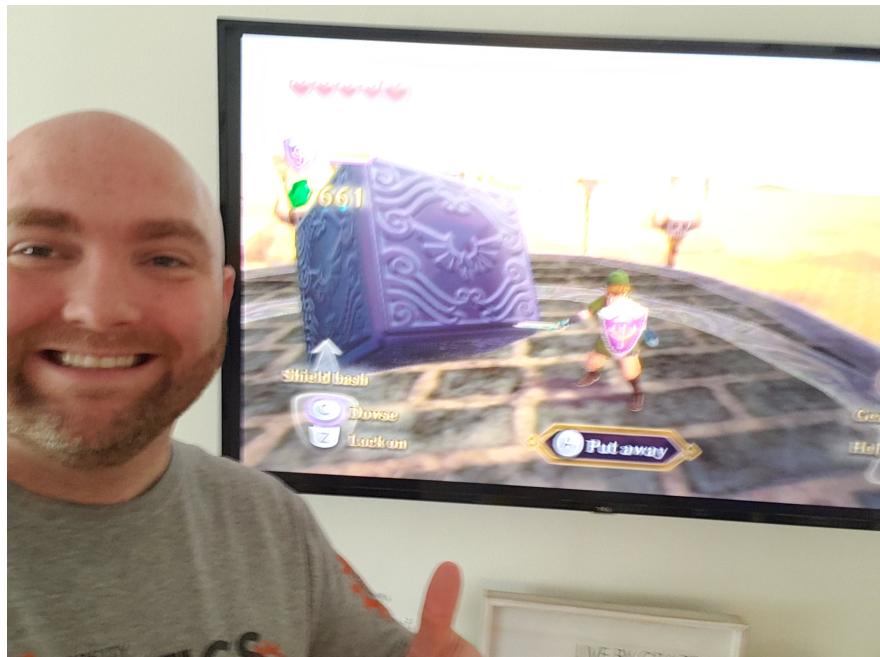


Figure 29: Found via Clawshot atop the Pirate Fortress (after the mouth opens).

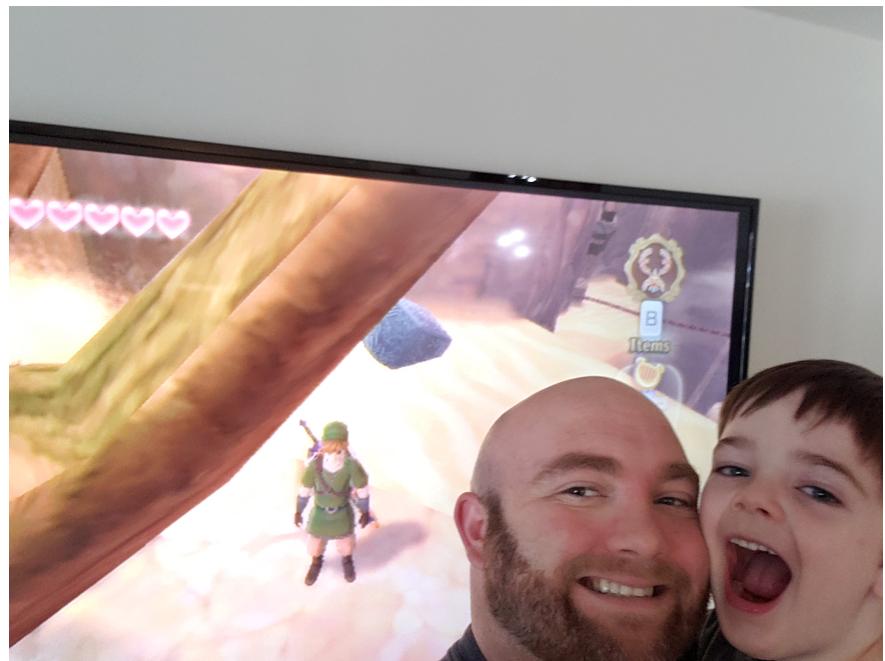


Figure 30: Found in Lanayru Gorge near the failed Tree of Life.

0.14 Dowsing Targets (5)



Figure 31: All 5 dowsing targets.

0.15 Gossip Stones (17)

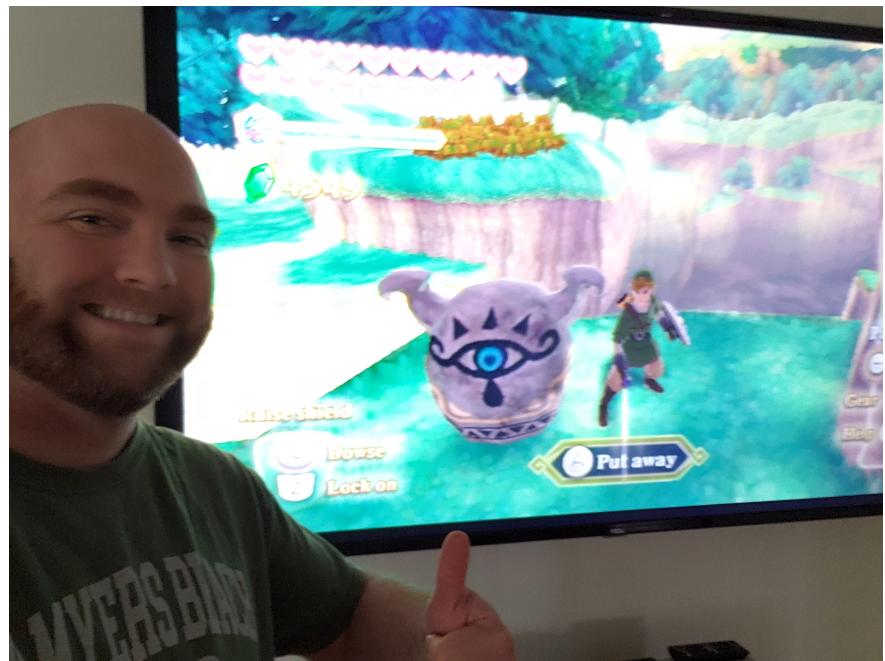
Skyward Sword

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- Upgrade the Adventure Pouch capacity to 8.
- Activate all Bird Statues.
- Collect all 5 Bottles.
- Collect all 10 Medals.
- Collect one of all 16 Treasures.
- Collect one of all 12 Bugs.
- Complete the Lightning Round.
- Activate all 27 Goddess Cubes and open their respective Goddess's Treasure Chests.
- Obtain all 5 extra Dowsing targets.
- **Discover all Gossip Stones and Goddess Walls.**
- Reach over 28 hits in Clean Cut.
- Complete the bug wrangler course in Bug Heaven.
- Complete Hero Mode.



A 100% completed Gear Screen from *Skyward Sword*

0.15.1 Faron Woods (2)



0.15.2 Eldin Volcano (6)



Figure 32: Behind the Fire Temple near the waterfall (secret ledge found via skydiving)



Figure 33: Frog hallway leading up to the Fire Temple



Figure 34: In the first abandoned “fire temple”



Figure 35: In the second abandoned “fire temple”



Figure 36: Near the bomb game mole dude



Figure 37: West of the Earth Temple entrance

0.15.3 Lanayru Desert (4)

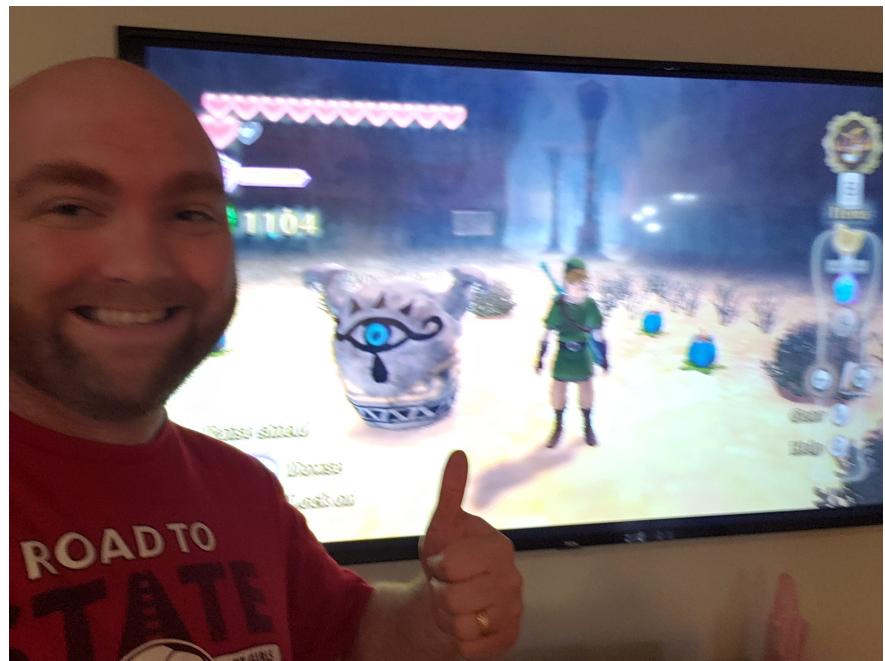


Figure 38: Near the Goron dude

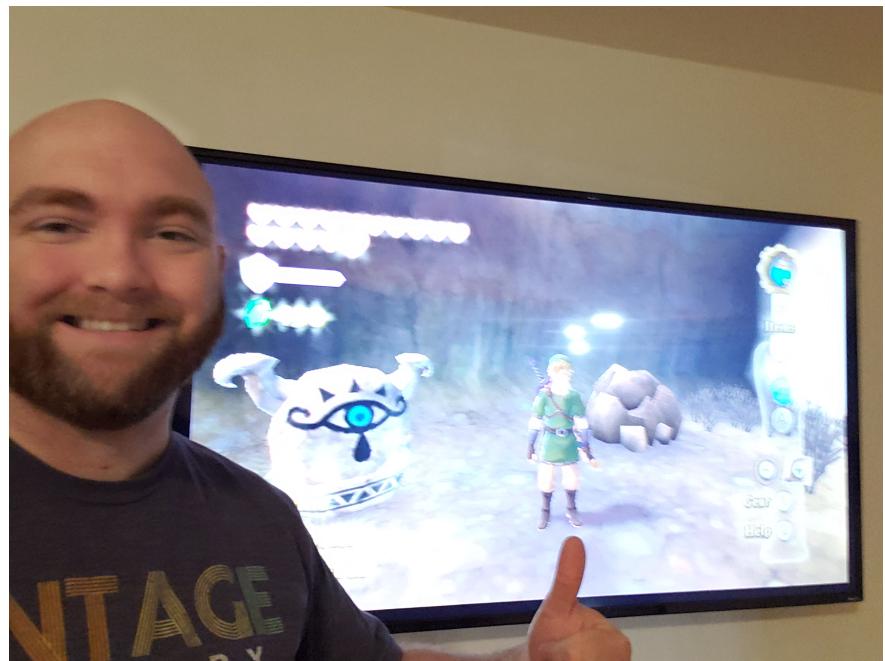


Figure 39: Between the Goron dude and Lanayru Gorge



Figure 40: In front of the Temple of Time

0.15.4 In the Sky (5)



Figure 41: Above Skyloft near waterfall source

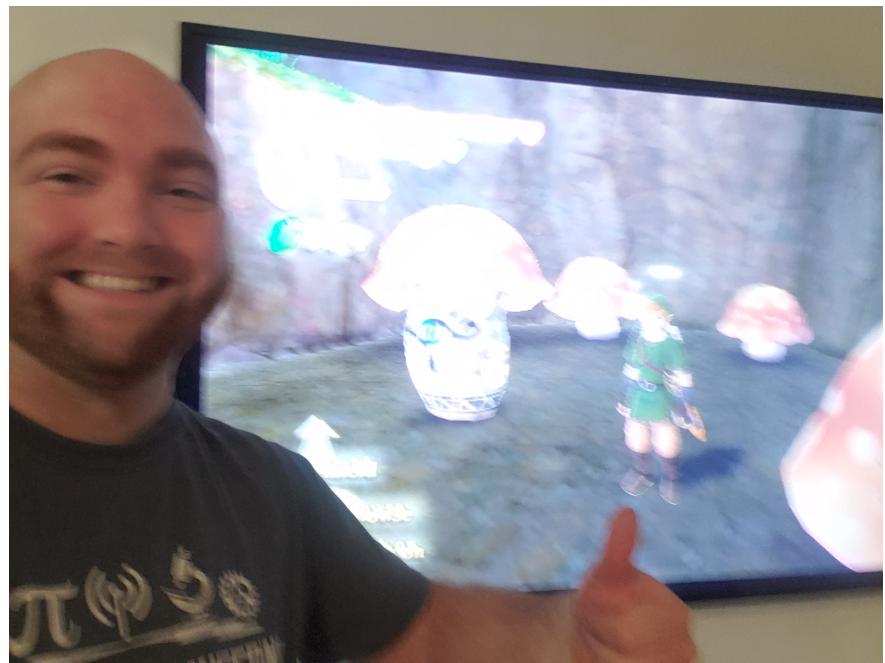


Figure 42: In the sky on a “mushroom” island



Figure 43: In front of the Lumpy Pumpkin



Figure 44: On a small island inside the Thunderhead

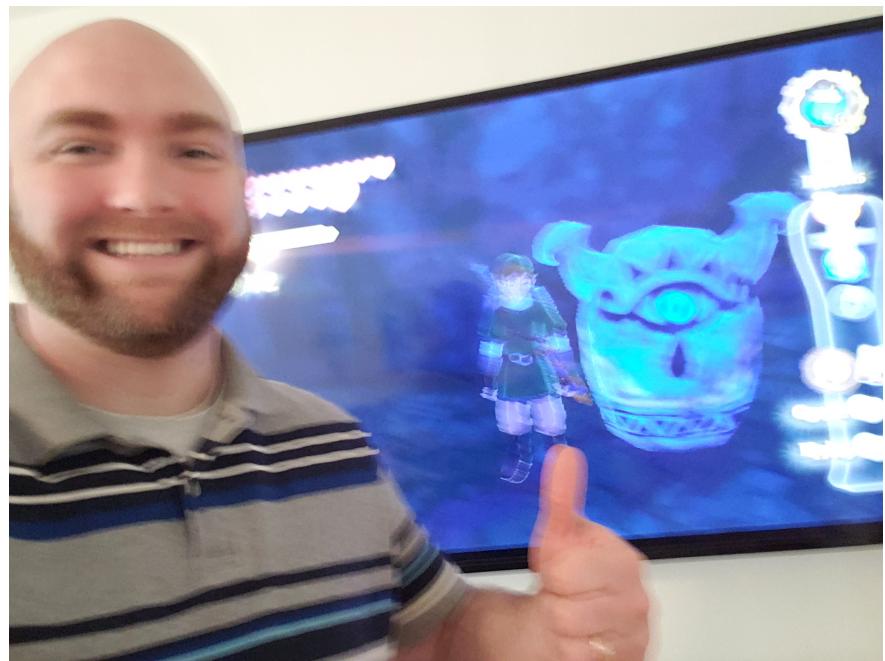


Figure 45: In Skyloft behind the waterfall (this one sells you treasures at night)

0.15.5 Comments

There are two additional Sheikah stones that play videos that are obviously not hidden: the one in front of the academy in Skyloft and the one in Eldin Volcano when you lose your items. These are not gossip stones, though.



Figure 46: When you look for the fire dragon's (Eldin's) song, you are blown away and your items are taken away from you. You see this stone not as a traditional gossip stone, but as a video hint stone. Should this count? Probably not.

0.16 Goddess Walls (10)

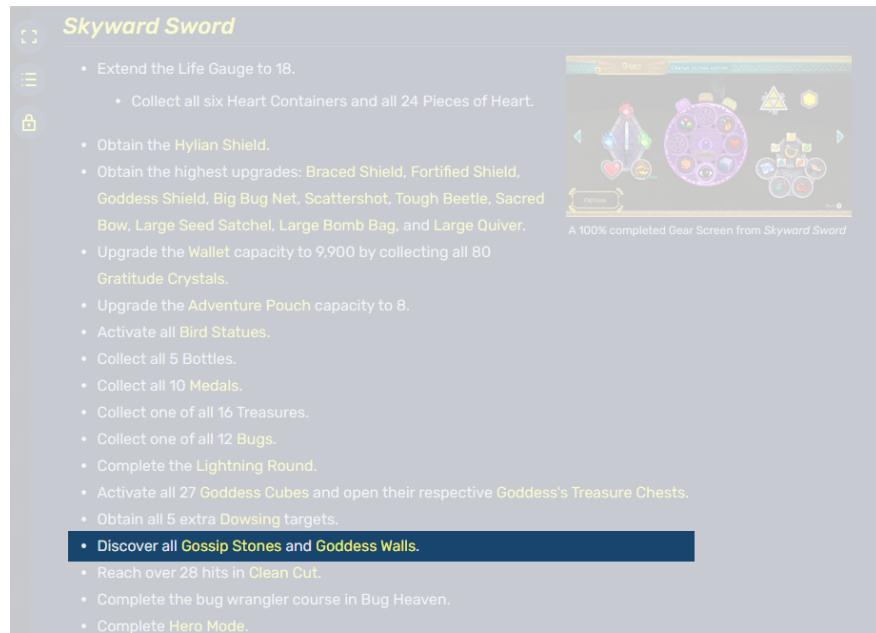


Figure 47: Near the Goron behind the Sealed Grounds



Figure 48: Found at the beginning of Skyview Temple. On the second play through (when you heal Faron), a Mogma will pop up when you activate this Goddess Wall.

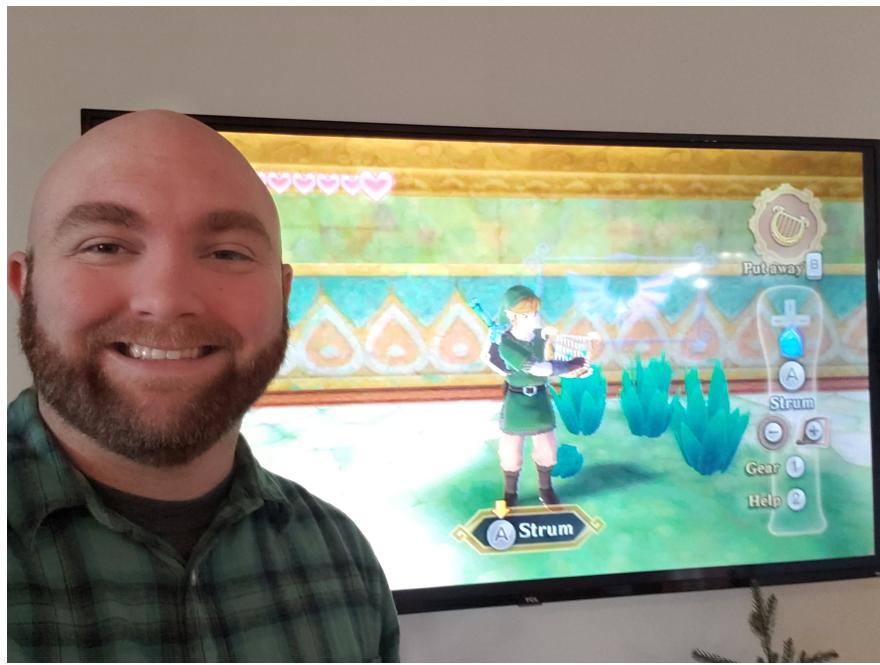


Figure 49: In the Ancient Cistern after you get the whip, you go to a room with a large cylinder. You have to climb the cylinder and rope-swing to a bar switch. If you instead rope swing down all the way down, you'll find this nifty little guy.



Figure 50: When the statue sinks to the bottom, you can find this along the wall at the beginning of the path.

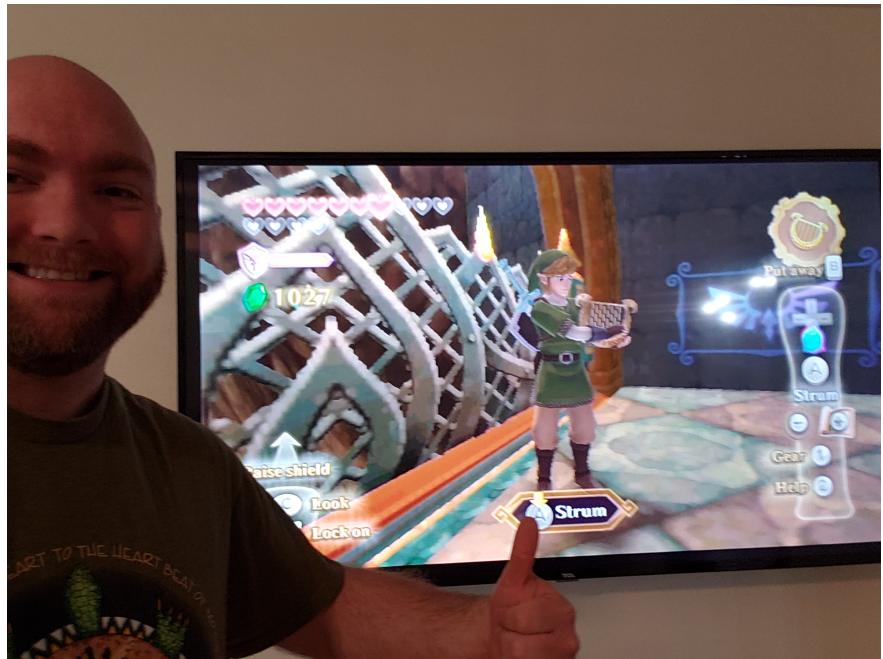


Figure 51: After you get the Mogma Mitts, you dig to a door that leads to the outside, If you fall down to an area with bombs, you'll find this!



Figure 52: At the end of the Fire Temple, you jump down to two “twins” (of course, you choose the one with its eyes shut). You see butterflies pretty immediately.



Figure 53: Just after the previous Wall, you fight two Dark Litzalfos. The room after that contains a giant winding staircase. Behind the base of the stairs is this Wall.



Figure 54: Sandship in Lanayru inside the cabin and down the stairs



Figure 55: After you get the Bow, you can get to the top of the highest mast. From there, you can go to the back of the ship where this is hidden.

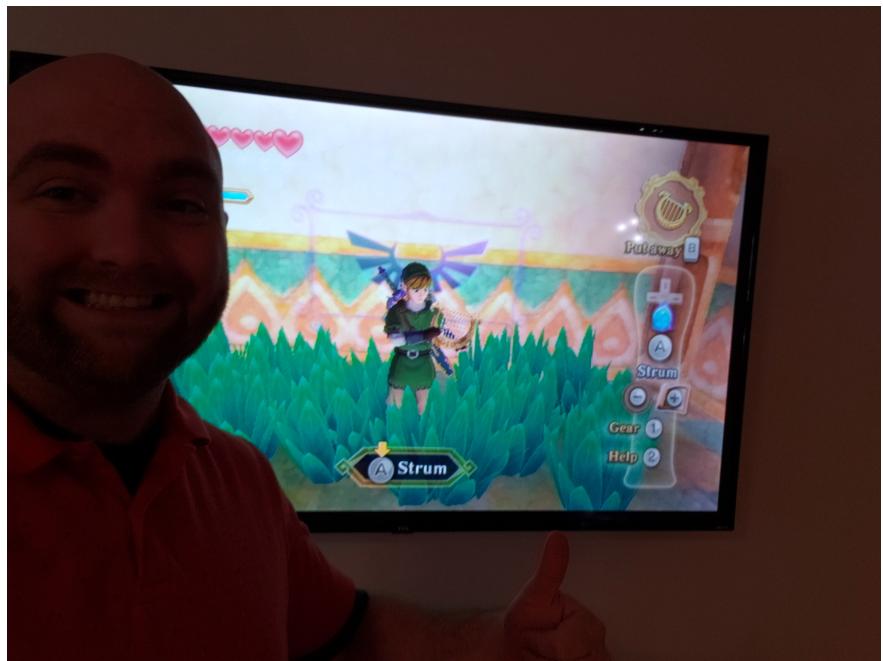


Figure 56: Sky Keep in the forest room near the bird statue (near the room's exit)

0.17 Clean Cut (29+ Hits)

Skyward Sword

- Extend the Life Gauge to 18.
 - Collect all six Heart Containers and all 24 Pieces of Heart.
- Obtain the Hylian Shield.
- Obtain the highest upgrades: Braced Shield, Fortified Shield, Goddess Shield, Big Bug Net, Scattershot, Tough Beetle, Sacred Bow, Large Seed Satchel, Large Bomb Bag, and Large Quiver.
- Upgrade the Wallet capacity to 9,900 by collecting all 80 Gratitude Crystals.
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- Activate all Bird Statues.
- Collect all 5 Bottles.
- Collect all 10 Medals.
- Collect one of all 16 Treasures.
- Collect one of all 12 Bugs.
- Complete the Lightning Round.
- Activate all 27 Goddess Cubes and open their respective Goddess's Treasure Chests.
- Obtain all 5 extra Dowsing targets.
- Discover all Gossip Stones and Goddess Walls.
- Reach over 28 hits in Clean Cut.**
- Complete the bug wrangler course in Bug Heaven.
- Complete Hero Mode.



A 100% completed Gear Screen from Skyward Sword



0.18 Bug Wrangler

Skyward Sword

- Extend the Life Gauge to 18.
 - Collect all six Heart Containers and all 24 Pieces of Heart.
- Obtain the Hylian Shield.
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- Discover all Gossip Stones and Goddess Walls.
- Reach over 28 hits in Clean Cut.
- Complete the bug wrangler course in Bug Heaven.**
- Complete Hero Mode.



A 100% completed Gear Screen from *Skyward Sword*



0.19 Hero Mode

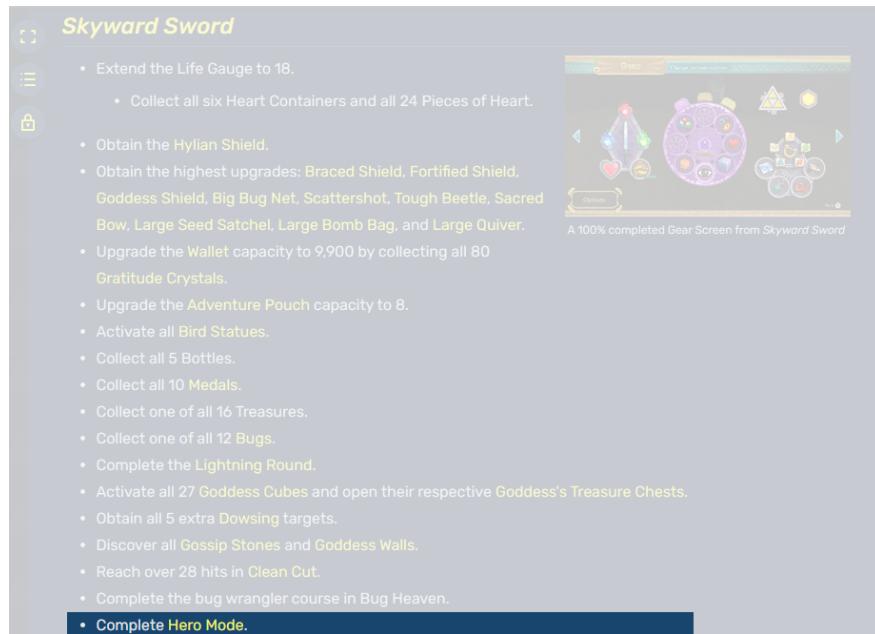


Figure 57: The kids and I beat Hero Mode! It was mostly me, but they were good kids.

0.20 [Bonus!] Flying Things



Figure 58: A gossip stone mentions this. I don't think you get anything, but I did this over the Lumpy Pumpkin.

0.21 [Bonus!] Scary Cart



Figure 59: In Lanayru Desert, there are two cart games: the “Heart-Stopping” one gives a piece of heart (and was actually my last thing to do on this list; I hunted FOREVER for it) and a “Scary” one that just gives a silver rupee.

0.22 [Bonus!] One-Time Gems

TODO: Forgot the one from going to the water dragon where you push the exploding fish into the big rock.



Figure 60: In the Ancient Cistern, there's a big giant in the middle. I'm pretty sure you have to snatch this from its hand in order to advance the temple, but it's still cool.



Figure 61: This one's the same as before, but much harder to see!



Figure 62: In Lanayru Desert, just as you enter the Sand Sea there are two silver rupees on top the big statue's head. They are “out of bounds”, so the beetle starts flashing immediately. It was really tough to get these!



Figure 63: I should mention that I didn't find these all on my own. I was looking for the last heart piece and I had my dowsing set to rupees (since I was looking for a crack in the wall). Still tough!



Figure 64: At the Pirate Fortress, bats look like they form hair in the shark ship's nose. If you explore the nose, you'll find 3 silver rupees. Note that I accidentally collected two before I snapped the picture—there really were three!



Figure 65: After you get the Clawshot, you can find a Goddess Cube at Floria Waterfall. If you also use the Beetle to find this big gem! This is the only gold rupee outside of a treasure chest that I know of in this game.

0.23 [Bonus!] Heart in Hero Mode



Figure 66: Definitely a feature and not a bug, I thought it was funny. It took me by surprise that about halfway into the game, I got a heart in Hero Mode from a Goddess Wall. The game hits me with the “acquire item” prompt, which I thought was neat-o.

0.24 Review

- The fights were too easy and underwhelming. No preparation or thought really required.
- The games really were fun. I think the falling ring clown game was the most fun, or the pumpkin toss one.
- The silent realm stuff wasn't that fun until it was timed. Then it was way more fun.
- Everyone complains about the fetch quests, but they weren't too bad. I just wish the quests had more story like in Majora's Mask. The personal plots lead nowhere! Like that one dude's mom who paid me to clean her house. Explore their relationship.
- Item upgrades were fun. It didn't feel like I was playing with gimped items which had to be upgraded in order to be fun.

0.25 Things I May Have Forgotten

There are a lot of canonical tidbits to forget. Here are some:

- Both Demise and Fi are inside of the Master Sword by the end.
 - Ghirahim might be, too, but probably not. Demise's sword dissolved when he was defeated, so where did Ghirahim go?
 - If the Master Sword ever gets into the wrong hands, Demise's power could definitely be harnessed. I'm surprised Nintendo has never done a Zelda game where the bad guys have the Master Sword.
- The complete Triforce is with the residents of Skyloft at the end of the game. What happened to it?
- A scene in the ending credits shows Impa using what looks like a “wind sphere” to attack Moblins.

0.26 [Bonus!] Boss Times

I am not a speedrunner. However, one day my descendants may wish to beat my records, so here they are, albeit modest.



Figure 67: Scaldara record: 0:43.09



Figure 68: Koloktos record: 2:31.29



Figure 69: Tentulus record: 2:53.19



Figure 70: First round of The Imprisoned record: 1:48.73



Figure 71: Second round of The Imprisoned record: 2:18.36 (absolutely smashing the old record!)



Figure 72: Third and final round of The Imprisoned record: 1:43.09. At this point I'm pretty pleased with my strategy for whoopin' ol' butthole-mouth.



Figure 73: First round of Ghirahim record: 0:53.26



Figure 74: Second round of Ghirahim record: 1:20.16



Figure 75: Third and final round of Ghirahim record: 3:52:29. A lot of improvement to be had, but it's a longer fight. It also hurt my shield arm (left arm) IRL.

0.27 Conspiracy Theories

1. Groose is the ancestor of Gannondorf and all of the Gerudos.
 - Try pronouncing Groose in a Japanese accent. It's not that different than Gerudo!
 - Takes an interest in Impa in both forms (young and old).
 - If you match Groose's hair with Impa's skin you sort of get a Gerudo.
 - Lots of "triforce imagery" between Zelda, Link, and Groose.
 - Triforce of power was never explicitly stated.
2. In OoT, Twinrova gets a halo. They didn't go to heaven; Demise gets the same halo effect in the third sealing fight!
 - This would imply Twinrova didn't die, but rose through a hole in the ceiling.
 - It makes sense they would show up in Majora's Mask.
3. Your red Loftwing reincarnates as Epona (I think this is obvious and actually intended by the devs, but I'm forbidden from looking anything up!).
4. Other incarnations: Zelda's father as OoT Sage of Light; Pipit as Mido; Beetle as Beetle in Windwaker; I'm sure there are more.
5. The big octopus (Tantalus) only attacks when you're going after Nauru's Flame. It doesn't attack in the timeline otherwise; the ship survives with the baddies undamaged. Did it control the robot pirate and its crew? Fi says there's an "evil presence", so we can't assume it was just protecting Nauru's Flame from anyone.
6. Fi used to be evil and was Desmise's second sword (the first being Ghirahim). When Demise was defeated, his Ghirahim's sword was lost, but Fi's sword was kept by the goddess.
 - Fi's memories were wiped, which is why she unlocks memories as the game progresses.
 - Fi's personality was also wiped, leaving her to be more computer-like and less emotional. That, too, improves over gameplay.
 - Fi's arms were taken away so that she could never wield a sword ever again. Too bad they didn't get Ghirahim.
 - Fi disobeys your command at least once: when you're trying to get the water basin from Faro to quench the frog at the entrance of the Fire Temple, Fi says you need the robot that hauls things. When you select "No, not that guy...", Fi disobeys and calls him anyway, saying you're being too picky. This is mid-game, so she is starting to regain some personality.

- As a final punishment, at the end of the game when her memories and personality are better, she is sealed in the Master Sword, never to be heard from again.

7. Lanayru (the dragon):

- Sick a long time ago: from the first war? from Demise?)
- Chained up after he died? That's weird.
- Can never truly die? If you talk to his skull before you heal him his eyes glow.

8. Gods:

- Hylia
- Din
- Farore
- Nayru
- Demise was not a god? He states that he hates the gods (not “the other gods”) before the final battle.
- Here’s some imagery throughout the game of what one god might’ve looked like:



Figure 76: A fire monkey god?

- Here’s another:



Figure 77: A skeleton or undead god? Seen in Sky Keep. This one seems to have been imprisoned. Another three-eyed variant was also seen above a doorway.