



The logo for The Legend of Zelda: Tears of the Kingdom. It features the word "THE LEGEND OF" at the top, "ZELDA" in large, stylized letters in the center, and "TEARS OF THE KINGDOM" at the bottom. The "Z" in "ZELDA" is particularly prominent, with a sword hilt and a shield base integrated into its design. The entire logo is set against a circular background with intricate, jagged patterns resembling shards or broken pieces of a shield.

MINI GUIDE



PRIMER

Like its predecessor, *Tears of the Kingdom* does not coddle players with endless tutorials, or micromanage movement with waypoints that map journeys on a step-by-step basis. Instead, it generally leaves you free to write your own unique story as you follow a personal path through Hyrule, and trusts your ability to learn through observation and experimentation.

This chapter offers an introduction to all gameplay concepts of significance in *Tears of the Kingdom*, including exploration, combat, character progression, equipment, and other core systems. You can refer to it when required in the early hours of the story to learn more about the things that you encounter, or read it all in advance if you'd like to be fully prepared – the choice is yours.



QUICKSTART

← PRIMER

COMPANION

MAIN QUESTS

SHRINES

SIDE ADVENTURES

SIDE QUESTS

ATLAS

INVENTORY

BESTIARY

INDEX





GAME STRUCTURE

After an opening sequence, *The Legend of Zelda: Tears of the Kingdom* leaves you free to set out on a journey in whatever direction you please. No matter which way you travel, its glorious open world is alive with adventures and opportunities.



Broadly speaking, there are three primary pursuits:

► **MAIN QUESTS** (支线任务): These missions advance the storyline upon completion. Their associated waypoints are displayed prominently on your map and mini-map, but you shouldn't blindly follow them to complete objectives. Exploring each region on the way to your next destination is a large part of the challenge, where natural curiosity and a willingness to investigate the environment will enable you to find solutions on your own. Sometimes, you may not even receive directional assistance: certain main quest waypoints stay fixed on the position of the quest giver. In such instances you have no guidance other than the hints provided by the character in question to help you. It's up to you to pay attention to what they say in order to intuit what you should do next – though you can, of course, always count on this guide to assist you.

► **OPTIONAL QUESTS:** The game offers many secondary assignments. **Side adventures** (支线任务) can involve multiple steps but are generally shorter than main quests. **Side quests** (支线任务) usually feature a relatively simple objective – such as finding a specific item or defeating designated foes. **Shrine quests** (神社任务), finally, consist of revealing a hidden shrine. Whenever you wish to complete one of these optional missions, be sure to select it in the Adventure Log menu: this will ensure that any active waypoints on the map and mini-map will highlight locations of significance, where applicable. Our Companion chapter offers selections of optional quests that are feasible and within the limits of Link's abilities for each stage in the storyline. As a rule, we encourage you to complete as many of these objectives as you can. Not only will they offer valuable rewards, but they will also enable you to see more of the wonders of Hyrule.

► **EXPLORATION:** Even if you are not actively engaged with a quest, there is still a lot that you can do – such as traveling through the spectacular environments, clearing shrines, gathering resources, discovering secret areas, participating in mini-games, and testing your mettle against varied enemies. The world is positively teeming with opportunities and rewards. Irrespective of the advantages that you'll gain by accumulating items, exploration is hugely rewarding in its own right: charting the vast expanses and discovering memorable sights can lead to many quietly profound moments.



QUICKSTART

← PRIMER

COMPANION

MAIN QUESTS

SHRINES

SIDE ADVENTURES

SIDE QUESTS

ATLAS

INVENTORY

BESTIARY

INDEX

← GAME STRUCTURE

← COMMANDS

ON-SCREEN DISPLAY

NAVIGATION

LANDMARKS

MAPS & MARKERS

THE DEPTHS

ABILITIES

PUZZLES

COMBAT

RESOURCES

COOKING

WEATHER

DIFFICULTY

By contemporary gaming standards, *Tears of the Kingdom* can be challenging. There are few tutorials or prompts to introduce concepts and systems, you are offered little in the way of traditional visual cues to help you plan your travels, and battles can end abruptly if you are unprepared. What's more, the world you explore is absolutely *vast*. That said, *Tears of the Kingdom* also provides you with many tools and ways to develop your potential in your very own unique manner. The game leaves you free to experiment and discover, and this guide will help you to make informed decisions, making each time you overcome obstacles that much more special.

SAVING

Tears of the Kingdom employs an autosave system that automatically records your progress at regular intervals. This happens seamlessly (look for the icon in the bottom-left corner of your screen) and means that you will be taken back to a position just prior to the moment that you hit the Game Over screen – sometimes mere seconds before. There are five such autosave slots, offering plenty of flexibility if you would like to backtrack to an earlier point in time.

You can also create a manual save file via the System menu. Make a habit of using this feature to record your progress, especially before you attempt something dangerous or reach pivotal moments in quests. As with *Breath of the Wild* before it, *Tears of the Kingdom* is a game where you should pay heed to your innate daring, ingenuity, and mischievousness. If you have an interesting, foolhardy, or even ludicrous idea, just make a manual save and try it!

COMMANDS

The following table offers a handy recap of the main commands you will use throughout the adventure.

DEFAULT CONTROLS SUMMARY

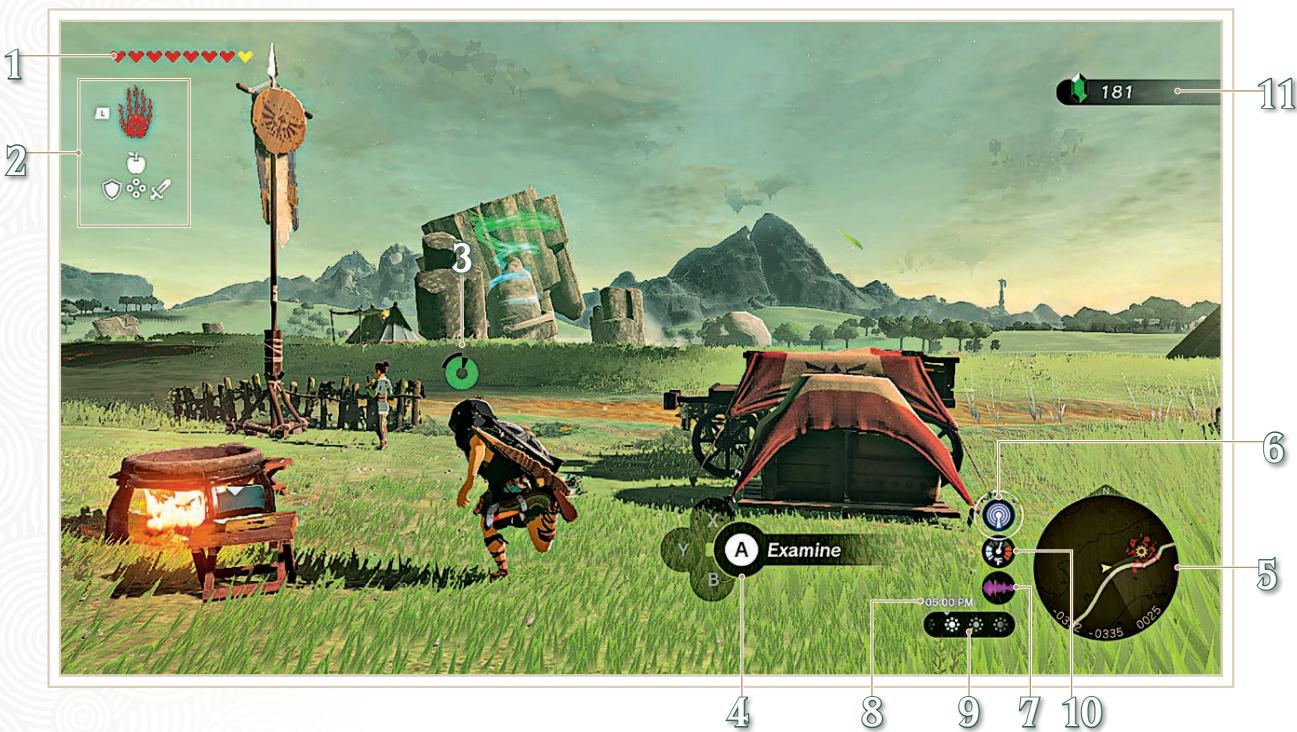
Switch	Summary
	Used for basic movement and to navigate menus.
	Used to control the game camera, for aiming weapons and abilities, and to scroll up and down in menus.
	Used to select your current weapon/bow/shield/item (hold a direction and navigate available items with). Whistle to call your horse or Sage allies (). When poised to shoot with your bow, select a material to attach to the arrow (). Also used to navigate menus.
	Used to interact with the environment and to confirm selection in menus. During combat, press the button while holding a shield to perfect-guard. Used to mount a horse; while mounted, spur the horse to make it speed up. With a shield drawn and Link airborne, tap this button to shield-surf.
	Press to sheathe your current weapon or to put away the paraglider. Hold while running to sprint. Also used to cancel selections in menus, and to interrupt charged attacks or bow shots.
	Tap to draw your weapon. Press to attack with a weapon in hand. Hold to perform a charged attack.
	Press to jump while on a solid surface. While airborne, press to use the paraglider. While swimming, press to dash.
	Tap to draw your currently selected melee weapon. Hold to aim and release to throw that weapon (or any material that you select by holding). Also used to throw objects that you are carrying, such as jars or rocks.
	Tap to draw your currently selected bow. Hold to aim and charge, and release to shoot.
	Tap to activate your currently selected ability. Tap again to deactivate it. Hold to select a different ability with .
	Tap to instantly align the camera in the direction that Link is facing. Hold to focus (fixing Link in that direction), lock on to a nearby target, and draw your shield. Release and press again to switch between targets where applicable.
	Used to crouch.
	Press to use your scope. On the main map, press to bring the cursor back to Link's current position.
	Display the pause menu, where you can cycle through tabs with and , and sort items with (press the button multiple times when more than one sorting system is available).
	Display the Purah Pad, where you can cycle through tabs with and .

SKIPPING CUTSCENES

While most players will naturally want to experience the story in full, there are instances (particularly when triggering an event multiple times, or while replaying the game) where you may wish to avoid revisiting a cinematic sequence. To skip cutscenes, press , though you should note that the command is not always available. For important story-related events, you will sometimes need to press when the corresponding prompt appears. It's also possible to speed up conversations with characters by pressing every time they begin a new line of dialogue.

GYROSCOPIC AIMING

As in *Breath of the Wild*, the “Aim with motion controls” setting defaults to “On.” You can use motion controls for activities such as aiming bows, and manipulating items with the Ultrahand ability. If you would prefer to control aiming with only, you can toggle this setting in the Options menu (accessed via the System tab) at any time.



ON-SCREEN DISPLAY

1 HEARTS

Hearts represent Link's health. The gauge is depleted every time he sustains damage; if fully emptied, expect a brief visit to the Game Over screen before you can resume from a recent save file. There are multiple ways to restore empty hearts, the most common being to consume food. Starting with three hearts at the beginning of the game, you can increase this total permanently by completing dungeons and shrines (see page 25), or temporarily by eating appropriate cooked dishes (see page 28). Temporary hearts are displayed in yellow and disappear when you lose them.

2 LOADOUT

This reflects your current loadout and ability. Hold **+** in a direction to display the corresponding selection menu: left for shields, right for melee weapons, up for materials, and down to whistle for your horse.

3 STAMINA WHEEL

A green, circular bar appears whenever you consume stamina while performing effortful actions such as sprinting or climbing. Once you cease the activity, the gauge will refill automatically. If you fail to stop before the entire bar is exhausted, however, it will turn red and leave you unable to rely on stamina-fueled moves for several seconds until it is fully restored. Worse still, if you run out of stamina while climbing or swimming, Link will lose his grip or drown. Your stamina wheel can be increased permanently by completing shrines (see page 25), or temporarily by eating appropriate cooked dishes (see page 28). Temporary stamina sections are displayed in yellow and disappear when you use them.

4 INTERACTIONS

Objects or individuals that you can interact with in the game world using **A** are highlighted by prompts such as "Talk" or "Activate" when you move within range.

5 MINI-MAP

This illustrates Link's immediate surroundings, including essential details such as waypoints, shrines, and assorted points of interactivity. The mini-map also shows your coordinates. See page 16 for details.

6 PURAH PAD

At the beginning of the adventure, you receive the Purah Pad, which gives you access to the in-game map. A little later, a new function can be added: the sensor, which enables you to detect nearby shrines. This feature is represented by an antenna icon (⌚). Whenever a shrine is available in the current radius of the Purah Pad, the sensor starts to glow. The concentric circles light up when Link faces in the direction of the shrine; the better his alignment, the more circles glow. When a shrine is directly above or underneath Link, a corresponding message will appear next to the sensor's display.

7 NOISE INDICATOR

When Link performs an action, this gauge reflects the amount of noise he makes: the louder he is, the greater the amplitude of the soundwaves. Whenever you deem discretion to be the better part of valor, you can glance at this to ensure that enemies cannot hear Link while you concentrate on keeping him out of sight. Crouch-walking is the quietest way to stalk or sneak past enemies; certain foods and pieces of armor can also reduce motion-related noise.

8 TIME OF DAY

One second in real life translates into one minute in the game world, so a full day/night cycle in Hyrule corresponds to 24 actual minutes. The current time of day plays an important role. For example, some enemy types are nocturnal, guards in outposts often sleep at some point after dark, and certain fauna specimens are only active between specific hours.

9 WEATHER

The highlighted icon denotes the current weather, while the icons to the right offer the forecast for the coming hours. All icons slowly scroll to the left as time passes. The weather can have various practical gameplay consequences. For instance, Link will slip and slide if you attempt to climb when it rains, and he can be struck by lightning during thunderstorms (see page 29).

10 TEMPERATURE

The thermometer display represents the current temperature. If the meter enters the blue or red zones, you need to consume appropriate food or elixirs for temporary respite, or to adorn Link with equipment that offers suitable protection from cold or heat respectively.

11 RUPEES

Rupees are the primary currency in Hyrule. Your current total funds appear briefly in the top-right corner of the screen whenever you collect them, though you can also consult a permanent tally of your wealth at the Inventory menu. You need rupees to make purchases from merchants, among other things.

NAVIGATION

While basic commands and movements are easy to execute in *Tears of the Kingdom*, navigating complex environments and planning efficient trips can prove a little more demanding. With practice, though, these skills will soon become second nature.

- ▶ **BASIC MOVEMENT:** Traveling from one destination to another on foot is extremely simple. You move Link around with ⌂ and control the camera with ⌄. While running, hold ⌃ to sprint. Sprinting gradually depletes your stamina bar. Stop sprinting and the gauge will gradually refill. If you deplete the entire bar, Link will be left out of breath and temporarily unable to reach top speed until it has been fully replenished.
- ▶ **JUMPING:** You can jump by pressing ⌋. This enables you to vault over obstacles or gaps. To leap over greater distances, prepare a suitable run-up and sprint in advance. Uncontrolled falls from great heights will lead to injury or even death, so be careful when you move close to significant drops. Once you obtain the paraglider, you can avoid fall damage by gliding (tap ⌋) to kill your momentum during unplanned descents.
- ▶ **SWIMMING:** Link swims automatically when you tilt ⌄. Every movement he makes in deep water depletes a fraction of the stamina bar. If you cannot reach solid ground by the time the gauge is fully empty, he drowns – and you return to your previous position on dry land with one heart fewer than before. You can swim faster in short bursts (dash) by pressing ⌋, though this burns a fairly substantial chunk from the stamina bar with each use.
- ▶ **CLIMBING BASICS:** Link can scale virtually any obstacle, cliff, and mountain that he encounters, with some common-sense exceptions – such as the perfectly smooth walls typically found in shrines. To begin a climb, direct Link towards a solid, vertical surface. Use ⌂ to ascend, traverse sideways, or descend. Every movement you make while climbing takes a toll on your stamina bar, so you need to choose your route carefully. Employing ⌄ to adjust the camera and plan ahead is a vital skill, as you will often need to find flat areas where you can take a break to refill your stamina during long ascents. Link will lose his grip and fall once the stamina wheel is fully depleted. You can jump with ⌋ to quickly reach a higher position while climbing, but this instantly burns up a large amount of stamina

– making it a move best left for low-risk situations, or as a desperate last-gasp gambit to reach the safety of a ledge above.

- ▶ **DESCENT MOVES:** To begin a descent from a standing position, head to the edge and press ⌈ when the corresponding button prompt appears on your screen. While hanging, you can release your grip and drop with ⌉, or back eject (jump away) by holding ⌊ down and pressing ⌋. Push ⌈ towards a nearby surface while falling to grab it.
- ▶ **HIGH GROUND:** Before you set out on long journeys or enter the vicinity of enemy outposts (or other dangers), make a habit of looking for elevated vantage points. Having a clear view of the area will help you to make informed decisions. You might, for example, espy enemy sentries that can be eliminated with arrow headshots to ensure safe passage through a hostile area, or notice a shrine that could be reached with a minor detour on the way to your primary destination.
- ▶ **TRAVEL POINTS:** Every time you activate towers, shrines, temples, lightroofs (see page 17), and a few other structures, they become new travel points. Open the Map menu, move the cursor to an appropriate icon, then press ⌈ to teleport. Given the size of Hyrule, this is an essential feature that you will use on a regular basis.
- ▶ **PARAGLIDER:** Shortly after you complete a task for Purah at the end of the opening section of the game, you receive the paraglider. This amazing device enables you to glide rapidly over long distances, particularly when you jump from positions of great elevation, when you hop into an updraft, or when you skydive. Press ⌋ while airborne to initiate flight, then adjust your direction and speed with ⌄. The distances that you can glide are limited by Link's current stamina reserves, so there are instances where it is necessary to press ⌉ to put away the paraglider and freefall until close to the ground. You can then tap ⌋ to draw it again and slow your descent before you land.
- ▶ **SHIELD-SURFING:** To initiate shield-surfing, hold your shield aloft (z), jump (⌋), then tap ⌈ while airborne. You can then tilt ⌄ sideways to steer, forward to move at maximum speed, or backward to slow down. You even have the possibility to perform a spinning attack with ⌋. A fun activity in its own right, shield-surfing is also one of the fastest ways to travel down slopes, making it indispensable to complete certain challenges.

QUICKSTART

◀ PRIMER

COMPANION

MAIN QUESTS

SHRINES

SIDE ADVENTURES

SIDE QUESTS

ATLAS

INVENTORY

BESTIARY

INDEX

GAME STRUCTURE

COMMANDS

◀ ON-SCREEN DISPLAY

◀ NAVIGATION

LANDMARKS

MAPS & MARKERS

THE DEPTHS

ABILITIES

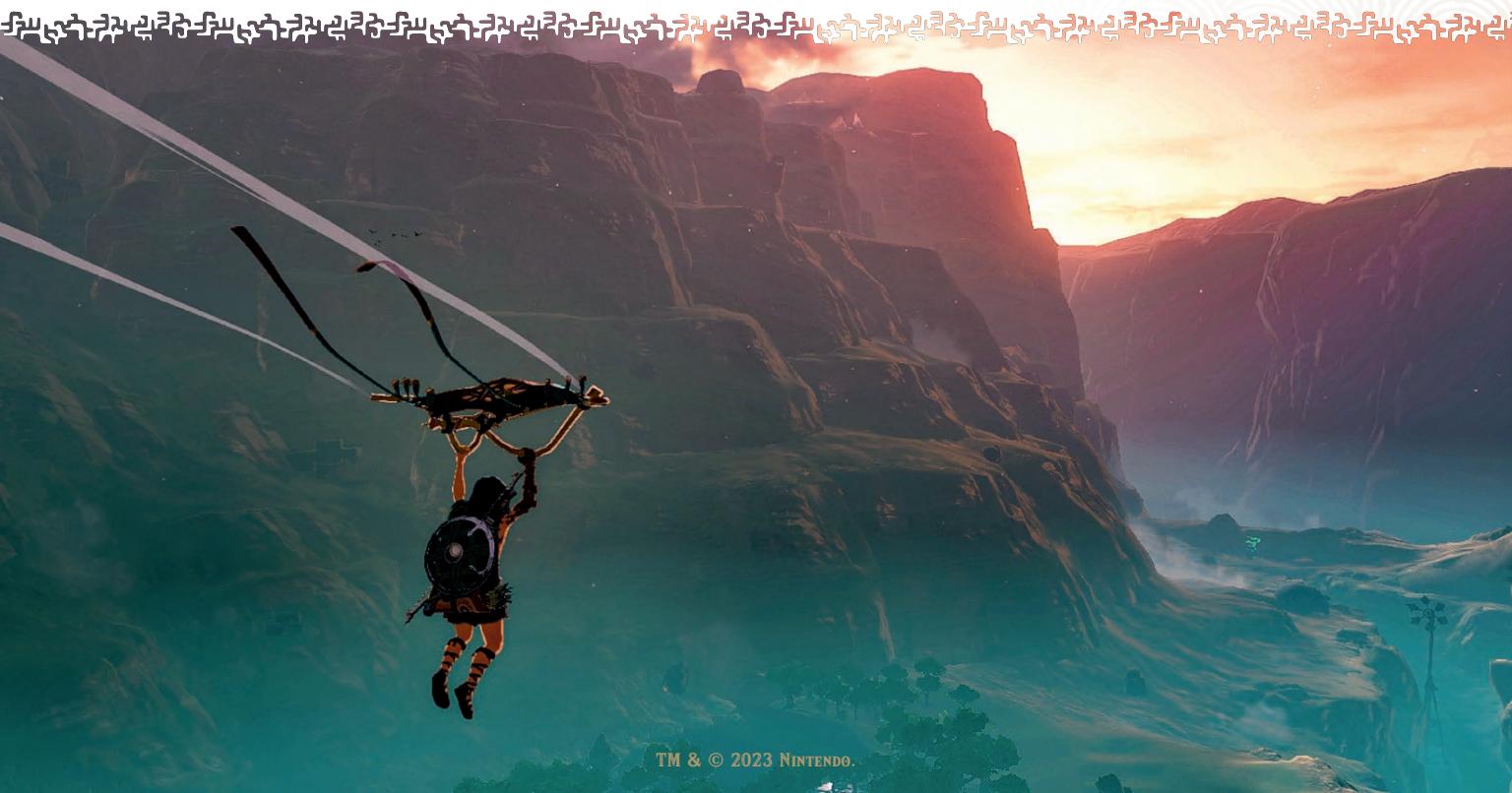
PUZZLES

COMBAT

RESOURCES

COOKING

WEATHER



LANDMARKS & POINTS OF INTEREST

Exploration is one of the most important activities in *Tears of the Kingdom*. The game world is astonishingly vast and features countless points of interest, characters to talk to, collectibles to acquire, and quests to complete.



SKYVIEW TOWERS: When Link is launched into the sky from a tower to scan the surrounding region, the corresponding portion of the map is revealed (both for the sky and the surface of Hyrule), making navigation much easier. It therefore makes sense to visit towers as a matter of priority whenever you explore a new region. Unlike in *Breath of the Wild*, activating these landmarks involves more than a simple ascent. Instead, each tower presents you with some form of puzzle or challenge. The first one you're likely to encounter, for instance, stands in the middle of an enemy outpost. Others will require you to complete a task, such as finding a missing item to fix them. Towers have a second essential application: once unlocked, they become travel points, enabling you to warp to them whenever you please. Last but not least, towers can be used to propel Link into the air – which makes it easy to glide to point of interests within range.



SHRINES: Shrines are small, self-contained “dungeons” where you are challenged to complete puzzles and feats of dexterity. Much like skyview towers, they are high-priority targets in terms of exploration. Not only do they offer valuable rewards (including Lights of Blessing – items that you can trade in for additional heart containers or stamina vessels), but they also turn into travel points the moment you first interact with them. As the game features well over a hundred shrines, these gradually form a network that enables you to warp to virtually anywhere on the map. Some shrines are not accessible until you complete a related shrine quest to unlock or reveal them.

VILLAGES: *Tears of the Kingdom* features a number of villages where you will find amenities including shops, quest vendors, cooking pots, and goddess statues where you can trade Lights of Blessing acquired in shrines for heart containers or stamina vessels. Take the time to speak to all characters that you encounter. They might have something useful to tell you, particularly hints that will help you to unlock or complete a quest.



STABLES: These are smaller settlements where you can register any horse that you have tamed in the wild (see “Horses” on the page to your right). Once registered, a horse can be retrieved from any stable in Hyrule, even if you leave it at the opposite end of the world map. Stables are not travel points, but there is usually a convenient shrine situated a short walk away – so be sure to find and activate these when you first visit.



GREAT FAIRY FOUNTAINS: Great Fairy Fountains, which are all conveniently situated near stables, give you the chance to upgrade pieces of armor in exchange for materials gathered in the wild. This is one of the most powerful ways to increase your resistance to damage. The initial rupee payments that were required in *Breath of the Wild* to unlock Great Fairy Fountains no longer apply in *Tears of the Kingdom*. Instead, you will need to complete a quest involving musicians to restore the services of each fairy (see page 230).



CAMPFIRES & COOKING POTS: You will regularly encounter campfires and cooking pots during your travels, particularly in villages, stables, and enemy outposts. Campfires enable you to pass the time, which is useful if you would like to wait until dawn or dusk, or for unfavorable weather conditions to pass. Cooking pots are campfires with the added functionality of enabling the preparation of foodstuffs and brewing of elixirs. Note that you can light a fire yourself if required. This can be achieved in many ways, such as hitting a flint close to a bundle of wood with a metallic or stone weapon, or using equipment with elemental properties (see page 23). While exploring, always pay attention to plumes of smoke in the distance – you will usually find some point of interest at the corresponding campfire.



CAVES: We recommend that you explore caves whenever you find them. They typically contain valuables – including ore deposits that yield precious gemstones when you break them, brightbloom seeds that serve to illuminate dark areas, and truffles that fully restore Link's health when cooked. They're also home to the Like Like enemy type which, once defeated, usually surrenders a treasure chest. Last but not least, almost all caves feature a hidden or hard-to-reach chamber that is the habitat of a Bubbulfrog – elusive creatures that drop a special item when you eliminate them. Note that some caves can be reached by diving into wells.

HORSES

After you depart the Great Sky Island during the opening hours of the game, you will encounter wild horses in certain locations.

▶ **TAMING HORSES:** To attempt to tame a mount, carefully approach it from the side (crouch-walking is best), then press **A** to mount it once within range. Be ready to tap **L** repeatedly as, depending on its temperament, the animal may try to throw you. If you have sufficient stamina to withstand its bucking, the horse will grudgingly accept you. For the immediate future, your new mount will occasionally refuse to obey your instructions. In all instances when this occurs, soothe it with **L**, noting the pink particles that subsequently appear next to the animal's head. Each time you soothe a horse, the animal's bond with Link will increase; you can check your current level at stables. When a bond reaches the maximum rating of 100, the horse will unfailingly comply with all reasonable instructions, and automatically follow roads.

▶ **RIDING HORSES:** While riding a horse, steer with **O**. To increase your speed, tap **A** until you reach the required gait: from a walk, to a trot, to a canter, and from there to a full gallop. Riding at top speed consumes one unit of the horse's energy every time you ask it for a burst of maximum effort (**+**). These segments refill automatically after a few seconds, and horses with a high stamina stat have more available. If you fully deplete a mount's energy reserves, it will slow down drastically and be temporarily incapable of faster movement. To reduce speed, tilt **O** down. You can also strafe and move backwards by holding **ZL**.

▶ **REGISTERING HORSES:** After you have tamed a horse, take it to a stable and register it by speaking to the manager (**ZL + A**). Once a horse has been registered, you can subsequently summon it from any stable. While visiting a stable, you can also check a mount's attributes, which are represented by stars; the more of these you see, the better the stat. As a rule, speed and stamina are the most important characteristics, as they determine the horse's suitability for long journeys. If you notice that a freshly recruited horse has poor attributes, consider releasing it back into the wild before beginning a new search for a better mount.

▶ **PONY POINTS:** When you visit your first stable, the manager will introduce you to the concept of Pony Points, which you earn every time you accomplish certain tasks – such as discovering a stable or registering a new horse. Accruing Pony Points will enable you to unlock various rewards, including bridles and saddles that you can use to customize the appearance of your mounts.

MAPS & MARKERS

To successfully navigate Hyrule's complex terrain, you'll need to make liberal use of the in-game map – and, of course, the detailed maps found in our comprehensive Atlas chapter (see page 300).

MAIN MAP: You can access the main map at any time by pressing **MINI** (and **L/R** if you need to change tabs). Link's position is represented by a triangular arrow that points in exactly the direction that he is facing, irrespective of current camera orientation (**Y**). Once on the map screen, scroll with **C**, zoom in or out as required with **B**, and drop manual markers with **A**. Each map region is initially obscured; to reveal it, you must activate the terminal inside the regional skyview tower.

The fact that the in-game maps (as well as those included in our Atlas) faithfully represent the true lay of the land is crucial: they all show not only surface features, but also a topographical representation of relief with contour lines that connect places of identical elevation. Colors ranging from dark brown to light gray also depict different altitudes: the higher a location, the lighter its color. This means that, by carefully studying maps, you can identify all sorts of potential obstacles in advance: mountains, hills, ravines, chasms, and so forth.

MINI-MAP: The mini-map shows a small portion of the main map that corresponds with your immediate surroundings. The "N" icon on the outer edge always points north by default; you can alternatively opt to disable mini-map rotation (so that north is always at the top of the frame) via the options menu if you wish. All other icons that appear here are identical to those found on the main map. These disappear once they leave the mini-map's outer boundary – with the exception of your currently selected quest waypoint and your pins, which remain visible at all times. You will see these on the mini-map as usual if you are close, or in a representative position on the display's outer rim over longer distances.



PINS: While consulting the map or observing the surroundings through your scope (**O**), you can manually drop "pins" with **A** – up to a maximum of six at a time. This feature works particularly well when employed on high vantage points such as skyview towers or mountain peaks: you can survey the entire region through your scope and drop pins on any shrine or potential place of interest that you identify. Pins remain visible on your mini-map at all times, making them invaluable navigational tools.

STAMPS: Unlike pins, these reference markers disappear when you leave the mini-map's outer boundary. You can drop hundreds of them, however, and use them as reminders. Every time you notice something of interest that you would like to explore at a later date, leaving a stamp is the safest way to ensure you will remember to return to it. Stamps exist in a variety of shapes, enabling you to choose one suited to the position in question – such as a skull icon for a sub-boss or an enemy outpost, for instance.

KEY MAP ICONS

Icon	Meaning
	Link
	Link's current horse
	Quest waypoint
	Pin
	Stamp
	Skyview Tower (located, activated)
	Shrine (located, activated, completed)
	Stable
	Village
	Tech Lab (located, activated)
	Other landmark

MINI-MAP COORDINATES

You might have noticed three numbers inside the mini-map. These reveal Link's precise coordinates.

- ▶ The **left-hand number** corresponds to your position on a horizontal axis of a map: it increases when you move east and decreases when you move west.
- ▶ The **middle number** corresponds to your position on a vertical axis of a map: it increases when you move north and decreases when you move south.
- ▶ The **right-hand number** corresponds to your elevation: it increases when you ascend and decreases when you descend. Whenever you can't find what you're looking for even though you seem to be standing at the correct location, your objective is likely above or beneath you.

This guide will regularly offer coordinates for specific points of interest, such as shrines, to facilitate effortless, confusion-free navigation.

THE DEPTHS

After completing the opening sequence on the Great Sky Island, you will have the opportunity to explore the Depths – a vast underground world as large as Hyrule above.



CHASMS: These ominous pits found on the surface of Hyrule act as gateways to the Depths. Drop down into them to initiate a long freefall sequence – but don't forget to pull out the paraglider before you hit the ground! During your travels you will happen upon many different chasms. While most lead to various places in the same subterranean world, some offer access to unique enclosed pockets of terrain that cannot be reached in any other way.



GLOOM: A noxious substance commonly found around chasms and throughout the Depths, Gloom doesn't just harm Link – it leaves him partly unable to heal. This phenomenon is represented by cracked hearts on your life bar (), which you cannot replenish by traditional means. Your options for restoring these hearts are to consume food with the appropriate added effect, to interact with a lightroot (more on which shortly), or to return to the surface of Hyrule and expose Link to daylight. As such opportunities are not always immediately available, though, you should make it a habit to carefully avoid contact with Gloom whenever you encounter it. Note that you can also induce the Gloom resistance added effect to limit the detrimental effects of the substance on Link.



DARKNESS: Other than an odd dim lantern and the grim luminescence of puddles of Gloom here and there, much of Hyrule's underworld is shrouded in darkness – so a reliable source of light is essential. When you are ready to truly explore the subterranean expanses, you should make it a priority to secure armor with the Glow added effect. You can obtain a full set of three such armor pieces in the Depths, each extending the radius of the light surrounding Link when worn. However, this only applies to your immediate surroundings. To illuminate the terrain ahead of you, your best bet is to throw brightloom seeds – collectible materials common in Hyrule's many caves – or shoot arrows with that material attached.



LIGHTROOTS: These plants grow naturally throughout the Depths. Interacting with one will cause it to permanently illuminate the entire surrounding area, will heal hearts lost to Gloom, and will also reveal the corresponding region on your map. A high-priority destination whenever you see them, lightroots offer another invaluable perk: they turn into travel points once active. Like shrines on the surface, they eventually form a network that enables you to warp virtually anywhere. Interestingly, lightroots in the Depths appear in the exact same position as shrines on the surface – a factor that you can use to find them more easily.



VALUABLES: Exploring the Depths is fraught with dangers, especially its nefarious indigenous foes – many of whom are coated with Gloom, making their attacks that much more harmful. But despite the risks, charting this underground world can also prove extremely profitable. The Depths are home to all sorts of valuables, including treasure chests containing armor pieces, Poes (collectibles in the shape of small blue flames that you can trade in at specific statues for equipment), and Zonaite – a resource almost exclusive to the Depths that you can acquire by breaking ore deposits (see page 26). Zonaite is especially plentiful in the deepest sections of the Depths, which are located directly underneath the most elevated points on Hyrule's surface.



COLISEUMS: Coliseums are arenas where you face waves of enemies, usually arranged in an ascending order of difficulty. Defeating them all will reward you with both the items they drop and a prize contained in a treasure chest.

QUICKSTART
PRIMER
COMPANION
MAIN QUESTS
SHRINES
SIDE ADVENTURES
SIDE QUESTS
ATLAS
INVENTORY
BESTIARY
INDEX

GAME STRUCTURE
COMMANDS
ON-SCREEN DISPLAY
NAVIGATION
LANDMARKS
MAPS & MARKERS
THE DEPTHS
ABILITIES
PUZZLES
COMBAT
RESOURCES
COOKING
WEATHER

ABILITIES

Abilities are a core feature in *Tears of the Kingdom*. Granted to Link during the opening hours of the game, they are essential to solve puzzles, and have many additional applications.

You can change abilities on the fly by holding **L** and then make your selection with **O**. To use them, tap **L**, then aim as required and activate the ability with **A**. Pressing **B** or **L** again will revert you to standard controls.



ULTRAHAND



Ultrahand bestows Link with the power to grab and move suitable objects such as crates, tree trunks, or door panels: all viable targets are highlighted in orange while the ability is active, and turn green when you point at them. You control basic motion with **O**, and distance with **+**. Objects can be picked up to create bridges, to arrange steps to reach higher positions, or might simply be moved aside to reveal a concealed reward. Other simple applications for Ultrahand include lifting buried or submerged treasure chests, and raising crates high into the air to drop and break open (thereby preserving weapon durability).

Breath of the Wild players might assume that Ultrahand is the new Magnesia, but it's much more versatile than you might at first expect. Firstly, it works on any material that is highlighted when the ability is active, not just things made of metal. More importantly, it enables you to "glue" objects together to assemble all sorts of creations. By fixing four wheels to a rectangular platform, for example, you can make a basic vehicle; add a few planks and you can turn it into a proper carriage. You can procure the appropriate building materials all over Hyrule.

Zonai devices (see page 26) also lend themselves well to Ultrahand manipulation. Fans can propel rolling or floating structures, while rockets and balloons can help them to ascend – but you don't have to settle for passive methods of travel, as steering sticks can be added for maneuverability. There's a lot that you can potentially create.

The building process in itself is simple: move a suitable object against another while the ability is active and press **A**. Should you wish to detach them, tilt **O** left and right (or shake your controller if you kept the game's gyroscopic features active). The trick is that you will often have to adjust the object's orientation. To propel a wing with a fan, for instance, the fan must be at a 90-degree angle with the surface, and facing away.

When the ability is active and you control an object in the air, hold **R** and use **+** to rotate it either vertically or horizontally. Should the object be at an awkward angle, for example aligned diagonally on both axes from your perspective, keep rotating it along one axis until it is correctly aligned, at which point you can make adjustments on the other axis. An alternative option is to release the object in front of you, move Link around it until you are satisfied with the alignment, and then lift it again with Ultrahand.

FUSE



The Fuse ability enables you to enhance a base weapon, shield, or arrow with a single material of your choice. This is actually a crucial feature because almost all base weapons are "decayed" by default in *Tears of the Kingdom*, and have unusually poor damage stats. Fusing them with powerful monster parts dropped by defeated enemies is the key to making them more effective. Alternatively, combining them with specific gemstones will instead grant them elemental properties, which can be just as important (see page 23 for details). As a rule, fighting with base (unenhanced) weapons should be avoided – you will always have items at hand to unlock greater potential.

The fusing process depends on the nature of the object you intend to augment or imbue.

► **WEAPONS AND SHIELDS:** With the base piece of equipment of your choice in hand, stand in front of a suitable material (an object of the environment such as a boulder, or a suitable item dropped by a foe, and activate the ability. The merging of the two components is indicated by a blue hue around the weapon's icon, and lasts until either the weapon or the material breaks. Examples of materials that can be used for enhancements include enemy horns, as well as environmental objects such as rocks, spiked boulders, or icicles. Should you ever wish to remove an enhancement to replace it with another, simply select the weapon in question in your inventory – though be aware that this will destroy the material.

► **ARROWS:** Fusing arrows with materials works in a completely different way. While aiming with your bow, press **+** to display a menu with all items in your inventory, and make your selection with **A**. Note that you can sort the items with **Y** to make it easier to find the ones you are looking for (the "by most used" option proving particularly helpful). You can then shoot the arrow to trigger the effect corresponding to the projectile's attachment: a bomb flower to cause an explosion, Chuchu jelly to trigger elemental effects, brightbloom seeds to illuminate an area, and so forth. Unlike weapons, arrows need to be customized individually before each use. You cannot, for example, craft a bundle of fire arrows in advance.

RECALL



The Recall ability makes it possible to temporarily revert the flow of time for an object.

RECALL (CONTINUED)

This ability is involved in many puzzle solutions in shrines and temples. Toothed wheels that rotate in the wrong direction, for example, can be reversed simply by pressing **A** while aiming at the mechanism. Along the same lines, a platform propelled by a strong current can be sent back against the flow of water.

Recall can be equally useful in the wild, though. When you attempt to cross the bridge leading to the heavily guarded Central Hyrule skyview tower, for instance, a large spiked boulder will be sent rolling down your way. Rather than fleeing, just activate Recall and send the boulder right back at its senders to crush them!

As you explore Hyrule, you will also frequently see strange debris falling from the sky. Cast Recall and swiftly climb on it: the time inversion will propel the object back into the air, providing an opportunity to scout the area or glide to a specific objective.

ASCEND



Possibly the most straightforward of the four main abilities, Ascend enables you to pass through suitable surfaces above Link. When you activate the ability, a green circle indicates that the ascension is possible; a red circle that it is not. Once Link's head pops through, as if he were emerging from water, you can either commit to moving (**A**) or cancel and return to your starting point (**B**).

This ability can be a great way to reach ledges or elevated platforms that would otherwise be inaccessible in puzzles. It can also prove handy in the wider world: to abbreviate certain climbing sequences, to reach the surface of islands above you in sky archipelagos, and to swiftly exit a cave or a well – and even, occasionally, to access secret areas.

Ascend is a potent ability. Whenever you appear to be stuck in an area, remember that looking up might be all it takes to solve your problem.



ADDITIONAL ABILITIES & FEATURES

AUTOBUILD: Link's fifth ability, unlocked during a side adventure (see page 248), makes it possible to instantly build things that you would normally have to assemble manually with Ultrahand.

In addition to his own abilities, Link can upgrade the Purah Pad to have access to new features.

► **CAMERA** (see page 76): The camera enables you to fill your album with pictures (reach the corresponding menu with **B** and **R**). Whenever a creature or object that you have not yet captured is on the camera's screen, it will be highlighted by an orange frame: take a picture to fill the corresponding entry in your compendium. The camera can also help you to complete quests where you are required to show a specific picture to somebody.

► **SENSOR** (see page 238): This enables the Purah Pad to detect nearby shrines or, once the sensor + function is unlocked, any creature or object that you have added to your compendium.

► **TRAVEL MEDALLIONS** (see page 239): These let you establish "travel gates" practically anywhere in Hyrule, which you can then warp to instantly – just as you fast travel to shrines and skyview towers.

► **HERO'S PATH MODE** (see page 239): This enables you to see where you have been on the map.

PUZZLES

Like its illustrious predecessor, *Tears of the Kingdom* features hundreds of varied puzzles. As a rule, try to approach these challenges rationally and methodically. Natural forces in the game work broadly as they do in real life: leaves and brambles will burn if set ablaze, metal objects conduct electricity, and gravity affects objects in an entirely intuitive manner.

As well as paying attention to environmental possibilities, always consider what each of your abilities could achieve. When you first enter a shrine, for example, you might spend a few minutes staring at an elevated area that seems impossible to get to... only to suddenly realize that a protruding ledge will make it simple to reach with the Ascend ability. The more you play, the better you will become at recognizing such opportunities.

One thing to keep in mind is that there are often alternative solutions to puzzles. Depending on the tools at your disposal and your way of thinking,

you may very well take a completely different approach to a situation than a friend does – or, indeed, our suggested course of action in this very guide.

Picture the following illustrative scenario: Link needs to reach a doorway situated high above an inactive wall-mounted elevator. One player could take this as a cue to try to assemble a tottering tower with objects lying around. Another player might take one quick look at the elevator, raise it up with Ultrahand, and allow it to drop, then hop on and use Recall to invert its flow of time.

Deducing solutions to *Tears of the Kingdom*'s puzzles is hugely satisfying. We advise that you try to achieve these "Eureka!" moments for yourself whenever possible – safe in the knowledge that this guide is always to hand should you find yourself hopelessly stuck.



COMBAT

Fighting adversaries can be quite challenging in *Tears of the Kingdom*. It won't take long before you face opponents who can deplete most (if not all!) of your hearts with a single bone-crunching blow. Combat in this game is highly strategic: you need to carefully consider your approach to each skirmish in advance, and prioritize defensive and counterattacking techniques once Link is engaged in a melee.

STEALTH



As long as enemies are unaware of your presence, you can observe them and plan your actions accordingly. To avoid detection, activate crouch-walking with **L** to remain out of sight (environmental features such as tall grass or any form of barrier will help here) and also relatively silent (keeping soundwaves on your noise indicator to a minimum).

Whenever you successfully creep up behind an oblivious enemy, you can unleash a powerful blow known as a sneakstrike: press **Y** when the corresponding prompt appears. This deals massive damage that will often take down targets instantly, or severely weaken more resilient foes.

You can also engineer scenarios where you put opponents at a disadvantage through creative use of your bow. If you have an appetite for a dramatic opening to hostilities, arrows fused with a fire-infused material (see page 18) can detonate explosive barrels to wreak havoc. When subtlety is more appropriate, standard arrows could be used to strike a solid surface close to an adversary to draw them away from their allies for a sneakstrike takedown.

If an enemy manages to hear or spot you, a question mark will appear above their head. If you continue to move in plain sight or make noise, the question mark will gradually fill with red. Once full, a yellow exclamation mark appears, signifying that you have been detected. At this stage, the alarm will be raised and all local forces will enter combat mode and start tracking you down. This leaves you with only two options: fight or flee. If you opt for the former against more than one opponent at once, you'll need to know how to defend yourself.

DEFENSE



Enemies tend to inflict massive damage when their blows land, so your ability to defend effectively is crucial. It's also noteworthy that key defensive techniques act as a gateway to the best attacking opportunities.

► **BLOCKING:** Block enemy assaults by holding **ZL** while equipped with a shield. The same command has the effect of locking on to the target that you are currently facing. This means that, as long as you have the button held, you will keep your nearest assailant in sight and deflect their attacks. Each hit sustained by a shield removes a portion of its durability, until it eventually breaks (its icon flashes red before this happens). Hold **+** and make your selection with **B** to equip another.

► **STRAFING & DODGING:** Another very effective way to avoid incoming enemy attacks is to dodge them. To do so, hold **ZL**, which enables you to strafe. While in this stance, jump laterally with **X** and **L** to perform a quick side hop, or backward to perform a backflip. These moves are useful not merely to evade assaults, but also to rapidly relocate Link to a more advantageous position.

► **SPRINTING:** A simple sprint is a reliable way to evade projectiles and area-of-effect assaults. Turning tail and fleeing is also a smart course of action if you feel that you cannot win the current battle, or simply do not wish to fight adversaries when there is no benefit in doing so.

► **CROWD MANAGEMENT:** You will regularly face large groups of foes where attacks, including fast-moving projectiles, can potentially arrive from any direction. Make good use of **O** to monitor opponents in the surrounding vicinity, paying attention to which opponents are weakened or could pose a grave threat. Try to use any environmental obstruction to your advantage, avoiding scenarios where you are surrounded or trapped in a corner, and focus on eliminating foes one at a time to thin their numbers.

► **RESTORING HEARTS:** When Link is on the brink of collapse with a single heart left, he is highlighted by a flashing red hue. The most practical way to restore his health is to consume food with healing properties, which can be retrieved from the Inventory menu at any time. All items in this category are clearly marked with a heart symbol. As a rule, raw ingredients offer limited health benefits, so it's important to cook a selection of restorative meals in advance. Collecting small fairies during your travels will provide a special boon: each one will automatically restore five hearts whenever Link is poised to keel over. You are also completely healed on completion of a shrine.

PERFECT DEFENSE

Two techniques rule supreme among all combat actions: perfect guard and perfect dodge. Both are variations of standard moves that require precision timing to transform the danger of an impending blow into an opportunity to inflict significant damage.

We advise that you take the time to practice the timing of these counterattacks with early-game assailants. This training will be of huge benefit later in the adventure, where you will need greater finesse and composure to defeat opponents of intimidating speed and strength.



PERFECT GUARD: This is the act of intentionally deflecting (rather than simply absorbing) an incoming blow. To perform this feat, hold your shield aloft with **ZL** and then press **A** precisely as an enemy attack is about to hit you. When executed correctly, as indicated by a clear sound and visual effect, you will bat away an incoming blow with your shield (without reducing its durability) – thereby staggering an opponent, providing an opening for an immediate riposte. A secondary benefit is that a successful perfect guard will disarm most standard enemies, forcing them to run to retrieve their weapon (or locate another) before they can resume their assault.



PERFECT DODGE: This technique is the art of initiating a dodge (either lateral or backwards) a fraction of a second before an enemy attack connects, which triggers a brief slow-motion effect. During this window of opportunity, you are immune to damage, and can tap **Y** repeatedly to perform a “flurry rush.” This enables you to inflict noteworthy damage to even the most agile and elusive foes, as they are helpless to respond until the perfect dodge attack window ends.

OFFENSE



Defeating enemies is often a highly tactical process in *Tears of the Kingdom*, so mashing buttons will only get you so far – especially against mixed groups where you might face a barrage of blades, bludgeons, and projectiles all at once. In this section, we introduce offensive moves at your disposal.

► **LOCK ON/FOCUS:** You can lock on to a target that you are currently facing by holding **ZL**. To switch to another target who has moved to the front line in a melee, release **ZL** and quickly hold it again. Locking on enables you to keep track of, and focus all your efforts on, one foe at a time. A locked on target is clearly marked by a red downward arrow hovering overhead.

► **MELEE ATTACKS & COMBOS:** Standard attacks are performed by pressing **Y**. Each button press leads to an individual blow, though you can also tap in rapid succession to perform flowing combos. Note that mindlessly slashing, stabbing, or clobbering will generally only work against weaker and less cunning enemies. To stand a chance against stronger foes, it is vital that you practice more advanced techniques – particularly perfect guard and perfect dodge.

► **CHARGED ATTACKS:** Hold **Y** to make charged attacks. For one-handed weapons and polearms, the longer you charge, the more powerful the attack (up to three levels) when you release the button. With two-handed blades and clubs, however, the attack continues until you let go, or ends when Link runs out of stamina. You can cancel the charge process by pressing **B**, which will enable you to regain full control of Link when circumstances change. The exact nature of a charged attack depends on the weapon you use (see “Weapon Types” overleaf).

► **JUMP SLASH:** If you press the attack button while airborne, Link will dive down and slam the ground, causing a shockwave proportional in size to the height from which he fell. A target directly within range of Link’s strike will be hit by the attack itself, and then a second time by the shockwave. Note that you will sustain fall damage if you initiate this command from too great a height.

► **BOW ATTACKS:** To shoot an arrow, hold **ZL**, aim, then release. Over long distances, take the effect of gravity into account: aim above your target to compensate for the rise and fall of the arrow’s trajectory. As you might expect, headshots will deal increased (critical) damage. To revert to your shield or melee weapon after firing an arrow, press **R**. If you draw your bow while airborne, a slow-motion effect is activated to facilitate precision shots. Each shot depletes your stamina, though, so try to make them count.

► **THROWING WEAPONS:** You can throw any melee weapon by holding and then releasing **R**. Thrown weapons inflict increased damage to any target they strike, but they break on impact (with the exception of boomerangs). Boomerangs are also unique in that you can catch them on their return flight by pressing **A** in a timely manner.

► **SWITCHING WEAPONS:** You have access to two sets of combat gear during battle – your melee weapon (and shield if applicable) with **R**, and your bow with **ZL**. You can switch between these two “modes” at any time. If you wish to draw your shield while wielding anything other than a one-handed weapon, you will first need to put the latter away with **B**.

Weapon Types

There are three categories of melee weapon in *Tears of the Kingdom*. Each type possesses distinct characteristics, and has a unique charged attack.

As a rule, you should favor one-handed weapons as the most versatile option, as they allow for a balance of solid offense and shield-based defense. Two-handed weapons, by contrast, are slow but far more powerful; their charged attacks work wonders against tough enemies if you can accommodate their long wind-ups. Spears, finally, are great for keeping foes at bay thanks to their unequalled reach – which makes them ideal candidates for elemental fusing (see “Elemental Weapons”).



WEAPON TYPE OVERVIEW

Type	Charged Attack	Pros	Cons
One-handed	Link performs a single swirling, 360-degree blow	<ul style="list-style-type: none"> Only weapon type that allows you to wield a weapon and a shield simultaneously* Fast attacks 	<ul style="list-style-type: none"> Shortest reach Limited raw power
Two-handed	Long spinning move during which Link can hit all nearby targets multiple times; ends with a final blow that causes a shockwave	<ul style="list-style-type: none"> Most powerful weapons Charge attack can deal massive, multi-strike damage 	<ul style="list-style-type: none"> Slowest attacks Long build-up
Spears	Link unleashes a flurry of rapid stabs	<ul style="list-style-type: none"> Longest reach Fastest attacks 	<ul style="list-style-type: none"> Limited raw power Limited area-of-effect potential

* Technically, both two-handed weapons and spears can be fused with a shield, though this greatly limits their damage potential.

COMBAT STRATEGY

Combat can be approached in a great many ways in *Tears of the Kingdom*. Some players will favor aggressive tactics, attempting to overwhelm opponents with combos and charge attacks. Adepts of this combat school will often trade damage with foes – meaning that they must rely on top-tier equipment and items to prevail.

Other players will instead focus on footwork and positioning, luring adversaries into ill-advised attacks – which they will then meet with a perfect guard or evade with a perfect dodge (see page 21). The primary advantage of this approach is simple: when executed flawlessly, it results in optimal scenarios where Link methodically eliminates his opponents while preserving his resources. The risk, of course, is that it exposes him to great danger.

Ultimately, there is no right or wrong way to play this game. The best strategy is the one *you* will find most rewarding. Do you feel comfortable with advanced techniques such as counterattacks? Then, by all means, use them liberally! If not, rest assured that *Tears of the Kingdom* gives you the freedom to defeat your enemies by other



methods. Among many other possibilities, you can boost Link’s combat capabilities by focusing on early shrine completion to obtain extra hearts and stamina, by strengthening your weapons with powerful materials, by acquiring (then upgrading) special armor sets to increase your defense, and by preparing a wide variety of enhancing elixirs and foodstuffs. If you find combat taxing, our Inventory chapter (see page 400) has a great deal of advice on how to tip the scales in your favor.

Battle Rewards

Every enemy that you defeat will yield at least one item, and sometimes more. Generally speaking, the stronger the adversary, the more valuable the rewards will be.

The monster parts they leave behind have three principal applications: they can be cooked with small creatures to create elixirs, some can be given to Great Fairies to upgrade armor, or they can be fused with base weapons to increase their damage potential (see page 18). Most armed foes will also drop their current equipment when they collapse.

In addition to enemy-specific loot, most outposts feature at least one treasure chest. Containers that emit a purple glow can only be opened once you have defeated all local troops; when the final associated enemy falls, the light turns yellow.



ARMORED ENEMIES

As you make progress in the adventure, you will occasionally have to fight enemies that wear an armored stone shell. This grants them a high level of protection (and a yellow health bar), which renders your standard blows mostly ineffective, and even completely neutralizes your elemental attacks. Shattering an opponent's armor, therefore, should be your number one priority. Use the same means as when you want to break destructible rocks: hammers and arrows enhanced with bomb flowers work supremely well; failing that, any weapon fused with a rock or a boulder will also do the trick.

Enemy Evolution & Respawns

It's not immediately apparent, but defeating opponents in combat gradually triggers the appearance of stronger and more resilient variants in the game world. An enemy's "grade" is indicated by their color. In ascending order of hierarchy, these are red, blue, black, and silver. As the adventure unfolds, you will encounter senior adversaries more often – but this also works in your favor, as they offer better item drops that all contribute to making Link stronger.

You will encounter the Blood Moon phenomenon at intermittent intervals, which causes all defeated antagonists to respawn throughout Hyrule. This means that, no matter how hard you try, you cannot rid the world of monsters. Note that Zonai Constructs follow different rules: they respawn every four in-game days, irrespective of Blood Moons; and it is their horn, not their color, that indicates their grade.

ELEMENTAL WEAPONS

In *Tears of the Kingdom* you no longer find weapons that are innately elemental, as was the case in *Breath of the Wild*. Instead, you can now make virtually any base weapon elemental by fusing it with specific materials. These include certain gemstones, as well as the horns of the elemental Lizalfos variants.

The Fuse ability (see page 18) becomes available during the adventure's opening hours. Thereafter, crafting and maintaining a stock of useful elemental weapons can make a world of difference, particularly when it comes to combat.



Combat Applications

Elemental effects are remarkably potent tools that can make even the most difficult enemy encounters far more manageable.

- ▷ **FIRE** causes susceptible enemies to burn – along with pieces of wooden gear they wield, and anything flammable they come into contact with while ablaze. If used on a patch of dry grass, it will generate updrafts that you can ride with your paraglider to fly upward and then align precision headshots with your bow. Fire will also detonate explosive barrels.
- ▷ **ICE** attacks are incredibly useful. Hitting most foes with ice will instantly freeze them, which has two major benefits. First, frozen enemies are neutralized until they free themselves or are struck again, which is great for crowd control. Second, the first blow you land on a foe encased in ice deals hugely increased damage – which you can maximize by switching to your most powerful weapon. You can then freeze them again and repeat until they fall.
- ▷ **ELECTRIC** blows shock their victims. This causes brief paralysis and leads them to drop equipped weapons and shields, leaving them vulnerable to attack. Water conducts electricity, so it's possible to shock multiple targets whenever you notice them standing in a body of water.



Weapon Types: Elemental Affinities

The true value of elemental weapons isn't in raw damage, but in their capacity to disable and disrupt through their added effects: they should be regarded as something more akin to a syringe than an instrument of brute force. For this reason, it's usually best to prioritize attack speed and ease of use over any other characteristic when choosing something for elemental enhancement.

Weapons break relatively quickly in *Tears of the Kingdom*, so fighting solely with elemental arms will prove wasteful (and expensive in resources to replace them). Instead, it makes sense to use them tactically: deliver one elemental strike to incapacitate assailants, then switch to a more powerful standard weapon to deal meaningful damage.

- ▷ **SPEARS** are excellent candidates to host elemental properties, as they combine speed and reach, letting you stop enemies in their tracks before they have a chance to move within combat range.
- ▷ **ONE-HANDED WEAPONS** also work well as a second choice given their speed – but their lack of real range means that you will need to get in close to apply the desired effect.
- ▷ Though they technically each belong to one of the three types, "**MAGIC**" **WEAPONS** (rods, scepters, and staves) have a very special affinity with the gemstones that induce elemental effects through fusion. When used, any of these weapons enhanced with one such gem will cast elemental projectiles that can have area-of-effect properties. Though not common at the onset of the adventure, they can be acquired relatively painlessly when you know where to look (see page 424).





RESOURCES & CHARACTER PROGRESSION

There are many different types of resources in *Tears of the Kingdom*, most of which serve to make Link more powerful or adaptable by gradual increments.



WEAPONS, BOWS, & SHIELDS



The primary method of acquiring combat items is by appropriating them from defeated enemies, though you can also find equipment lying on the ground in many outposts. Valuable weapons can also be obtained from treasure chests, usually found in areas such as shrines or ruins.

You should note, though, that almost all weapons on the surface of Hyrule are “decayed” because of the Upheaval, a mysterious event that happens at the beginning of the story. As a result, they are relatively weak and less durable when you first collect them – including memorable blades that were among the most powerful found in *Breath of the Wild*. To restore their

potency, you will need to enhance them with a material (such as a horns dropped by defeated monsters) by using the Fuse ability; see page 18 for details. Though the stats of base weapons will increase moderately during your playthrough, most damage potential will be derived from the gradual improvement in the standard of the monster parts that you acquire from enemies.

All weapons, bows, and shields have limited durability. They gradually lose hidden hit points with each use; once they reach critical status, their associated icon will flash red to indicate that their usefulness is almost at an end. Some items enjoy above-average durability, which is indicated by the icon next to their image. Near-broken melee weapons thrown at opponents actually cause bonus damage, though they shatter instantly on impact.

When you are poised to pick up a weapon, you can tell if its basic attack value is higher () , lower () , or equal () to your current one. However, it's only by actually collecting it that you will find out about any special characteristics it might have.

Carefully managing your arsenal is an important skill. A balanced inventory should ideally feature at least one weapon of each element (see page 23), a tool suitable for efficiently shattering ore deposits (such as a hammer), and a varied supply of implements with raw power for dealing damage.



ARROWS



Arrows are most commonly found in the many wooden crates scattered across Hyrule, particularly in and around enemy outposts. They can also be dropped by defeated foes, retrieved from the ground after battles, acquired from treasure chests, and purchased from certain merchants.

Arrows have countless applications: detonating explosives, cutting ropes, activating switches from range, and – of course – dispatching opponents from a safe distance. It's therefore prudent to maintain a large stock at all times.

Once you obtain the Fuse ability, it's possible to attach materials to your arrows by pressing before you shoot them. By choosing appropriate items (such as Chuchu jelly varieties), you can imbue them with elemental properties to start fires, freeze enemies, or disarm targets with electric shocks. Other applications include solving environmental puzzles. Ice-imbued arrows, for instance, can create ice slabs that float on the surface of water.

Don't forget that drawing your bow while airborne will trigger a slow-motion effect that facilitates precision aiming. You'll need to start from a position of suitable elevation to make it work: jumping from the top of a crate is a valid setup, for example, whereas attempting a hop on flat ground is not. You can always trigger the slow-motion effect while gliding – and, in fact, floating in from above to surprise enemies with an opening salvo of headshots is often a great way to start a fight.



ARMOR



Link's armor determines his basic resilience: the higher this stat, the less damage he takes from enemy attacks. Link's overall defense value is the sum of the numerical value of each garment he wears (), up to a maximum of three – one per body part (legs, chest, and head).

Armor is primarily available in armor shops. Certain pieces can also be found in treasure chests located in remote places, particularly in the Depths. Many outfits provide valuable bonus effects in addition to their defense attribute, such as resistance to extreme weather or increased climbing speed.

While owning base armor sets is very useful in and of itself, the default defense stat of each piece is actually rather limited. To upgrade them, you must enlist the services of Great Fairies. These magical beings are located at Great Fairy Fountains found close to stables across Hyrule, though they are initially reluctant to leave the safety of their buds. Each time you assuage their fear by completing a related quest, Great Fairies will offer to upgrade all relevant armor in your possession by one additional level. The process, which requires a payment in both rupees and specific materials, is well worth the investment. These improvements *substantially* increase Link's defense rating, and can unlock armor set bonuses (see page 410).



LIGHTS OF BLESSING



You will receive a Light of Blessing every time you clear a shrine. Whenever you have collected four of these items, you can trade them in at a goddess statue in return for one or two very important upgrades:

- ▷ **HEART CONTAINERS** each add a permanent heart to Link's health bar, which makes a big difference to his survivability – especially early in the game. Note that you will also receive a heart container for every temple dungeon that you complete.
- ▷ **STAMINA VESSELS** each add a segment corresponding to a fifth of a full stamina wheel. Securing many of these will eventually lead to a gauge made of concentric circles, enabling you to climb higher, glide farther, and swim for longer.



WILDLIFE



- ▷ **PLANTS:** Many varieties of fruits, vegetables, and flowers grow in the wild, all ripe for harvest and ready for cooking. When these collectibles are out of reach, think creatively: *Tears of the Kingdom* allows for multiple solutions and rewards experimentation. To obtain fruit on high branches, for example, you could climb to the top of the tree and pick it by hand, hit the trunk with a blunt weapon to make it drop, cut the tree with an axe – and the list goes on...
- ▷ **SMALL CREATURES:** You will encounter numerous insects, frogs, lizards, and crabs during your travels. To avoid disturbing them, it's usually best to sneak up in crouch-walking stance (click). You

do not need to attack when you are close: instead, quickly press to collect these creatures, as you would a plant. They are most often used to concoct powerful elixirs, where they determine the type and intensity of effect (see page 28).

- ▷ **LARGE ANIMALS:** Bigger animals, on the other hand, yield resources only when attacked. An arrow is sufficient for the weaker specimens, such as foxes and large birds; more resilient creatures will require headshots or a blow with a melee weapon. Hunting animals provides you with pieces of meat that offer greater healing properties when cooked.
- ▷ **FISH:** Elusive targets as they may be, fish can be caught. Either dash to outpace them in the water and grab with , or hit them if they are within range (lightning-infused arrows are perfect to incapacitate entire groups). Cooked fish works well to regenerate Link's hearts.
- ▷ **FAIRIES:** Fairies are rare and precious beings encountered in select locations. To catch one, proceed as you might while stalking smaller creatures: crouch-walk until you are within range, then tap to collect them. Once in your inventory, a fairy will automatically restore five of your hearts should your health be completely depleted. Their ability to bring Link back from the brink of death makes them extraordinarily valuable – though they can also be employed as "helpers" in the preparation of certain cooking recipes.



MONSTER PARTS



The most common materials dropped by enemies when you defeat them, monster parts have three principal uses.

They can be combined with small animals in cooking recipes to create potent elixirs, exactly as they did in *Breath of the Wild*. Each monster part has unique properties that determine the duration of any added effect in these concoctions. Specific monster parts are also required to upgrade certain armor pieces at Great Fairy Fountains.

Last but by no means least, monster parts have a new application in *Tears of the Kingdom*: they can be fused with base weapons to enhance them (see page 18). The stronger the enemies you defeat, the more powerful the parts they drop, enabling you to craft even better weapons to tackle ever sturdier foes – a virtuous circle.



RUPEES

The primary currency in the Legend of Zelda universe, rupees are required to make purchases from merchants, and as payment for services. The color of a rupee collectible indicates its value:

Rupee	Value
	1
	5
	20
	50
	100
	300

Rupees can be obtained in various ways:

- ▷ As collectibles, often found inside treasure chests or dropped by certain creatures. One notable example is the Blupee, a rare rabbit-like entity that sheds rupees each time you strike it; where possible, jump from a ledge and use slow-motion archery to maximize your haul before they disappear.
- ▷ As a reward for completing secondary quests.
- ▷ By selling items to merchants. While most objects have a relatively low value, three types of item are worth mentioning here: gemstones, cooked dishes, and elixirs can help you to raise significant funds when required.



GEMSTONES



Gemstones are obtained by destroying the distinctive ore deposits that protrude from cliffs, mountains, and cave walls. The best way to break these is to always carry a hammer suited to this express purpose. While you can use other weapons, they will lose a lot of durability with each strike. Alternative ways to shatter ore deposits include arrows fused with bomb flowers, and rolling charges by an ally that will eventually join you (see page 90).

We encourage you to diligently smash any ore deposit that you happen across. Gemstones are precious not only for their sale value, they're also a fantastic way to enhance weapons through fusing. In particular, rubies, sapphires, topaz, and opals enable you to bestow elemental properties.



ZONAI TECHNOLOGY

You will regularly run into relics of the ancient Zonai civilization, and these play a very important role in the adventure.

- ▷ **SOLDIER & CAPTAIN CONSTRUCTS:** These enemies guard Zonai locales such as shrines, ruins, and sky islands. The level of threat they pose is reflected by the numeral in their name, ascending in the following order: I, II, III, and IV. Susceptible to arrows shot at their vulnerable eyes, they drop Zonai charge collectibles when defeated.
- ▷ **ZONAI CHARGES:** Most reliably obtained as item drops from

construct-type enemies, Zonai charges have two primary functions. They can be consumed on the go to refill your energy cells, or they can be thrown into device dispensers (like ingredients in a cooking pot) to produce capsules.

- ▷ **DEVICE DISPENSERS:** As similar in appearance to gumball banks as they may seem, these machines dole out capsules instead of candies. The more Zonai charges or construct horns you insert into the machine's receptacle, the more capsules will come out. Stored in your inventory, capsules are consumables that release a Zonai device when you use them.



ZONAI TECHNOLOGY (CONTINUED)



- ▶ **ZONAI DEVICES:** Found in specific Zonai-related areas, or available as capsules, these devices are most commonly used as a means of transportation. In conjunction with the Ultrahand ability acquired early in the story, it is possible to combine them in all sorts of ways: you can fix fans on a wing to propel it, glue a balloon or a rocket to a platform to gain altitude, or even equip the same platform with a steering stick and wheels to create a vehicle (see page 18 for more details). The moment you activate a Zonai device, it will start draining your energy cells. Once your reserves are exhausted, the device will stop.

▶ **ZONAITES:** Encountered in various sizes, Zonaites is a substance yielded by ore deposits in the Depths. Take the time to collect as much as you can. Zonaites can be traded in (look for forge constructs, special vendors commonly found at abandoned mines), enabling you to purchase either Zonai charges or crystallized charges.

▶ **CRYSTALLIZED CHARGES:** Though they are occasionally offered as a reward, these items are mostly available for purchase from forge constructs in exchange for Zonaites. Crystallized charges have one main purpose: you can spend them at a crystal refinery to unlock energy wells (additional energy cell segments), which will enable you to use Zonai devices for longer durations.

▶ **ENERGY CELL:** Zonai devices that you activate will drain your energy cell and eventually turn themselves off. Your initial single energy cell segment only makes it possible to power devices for a limited time. By spending crystallized charges at a crystal refinery, however, you can unlock energy wells that extend your meter. With sufficient upgrades you will eventually be able to fly a constructed flying device up to lofty (and otherwise inaccessible) sky islands, or to float safely across dangerous regions of the Depths.



POES



Poes are collectibles in the shape of small blue flames that are exclusive to the Depths. You will usually find small Poes in collections on the ground, though larger variants with a higher value also exist – typically hidden just out of sight or easily overlooked locations.

Poes serve as a currency that can be traded in at “bargainer statues” – also unique to the Depths – for valuable equipment.



KOROK SEEDS



There are two ways to obtain Korok seeds:

- ▶ You will get one every time you find a Korok. These creatures are hidden across Hyrule, typically in positions that are designed to attract your attention – for example, under a rock with a distinct placement that catches the eye at the top of a mountain peak. Essentially, whenever you notice something unusual in the environment, such as a gap in an arranged pattern made of rocks, it is likely that a Korok awaits. Solve the puzzle – in the previous instance by finding and placing the missing rock – and the seed will be yours.
- ▶ You will also be rewarded with two Korok seeds every time you reunite a pair of separated traveling Korok friends. Carry the one requesting help by any means you deem suitable (such as using the Ultrahand ability, or transporting them in a constructed carriage) and convey them to their pal to get your prize.

Korok seeds are special items that you can exchange for additional equipment slots in your inventory once you encounter a memorable individual. It's a good idea to meet up with this character early in the adventure, as their exclusive services make it possible for you to carry more combat items – and, therefore, to maintain a flexible arsenal for all kinds of situations (see page 306).



COOKING

Cooking is an essential feature that enables you to make concoctions that restore hearts and bestow Link with a variety of beneficial (albeit temporary) added effects.

COOKING POTS



Though you can roast many raw foods with any suitable source of fire or heat, the restorative benefit of such meals is limited. To maximize healing and access potent added effects, you'll need to use a cooking pot. These are found in locations all over Hyrule, particularly in villages, outposts, and camps discovered in the wilderness. Whenever you encounter one, quickly check your current stash of meals to ensure that you have a ready supply for healing and useful specialist buffs; if not, stock up before you move on.

You will eventually be able to carry portable cooking pots with you in single-use capsules, enabling you to concoct recipes in a pinch if you run out of restorative dishes far from the more civilized areas of Hyrule.

MAKING FIRE

If the fire beneath a cooking pot is not lit, you have a number of options:

- ▷ Place a piece of flint (a common drop from ore deposits) close to the wood, then strike it with a metallic or stone weapon.

- ▷ Shoot an arrow enhanced with a fire-infused material such as fire fruit or red Chuchu jelly.
- ▷ Transfer fire from another source (such as a nearby lantern) with a torch or any wooden object.
- ▷ Drop and strike red Chuchu jelly to cause a small explosion.

THE COOKING PROCESS

With a fire blazing beneath a cooking pot and Link standing in close proximity, enter the inventory screen. Select a material of your choice, then choose the Hold option to transfer it to Link's hands. You can then add more (**A**), remove some (**X**), or select other items for the mix. Once you have the desired ingredients (up to a maximum of five) and are ready to proceed, press **B** to return to the game, then tap **A** to drop the ingredients into the pot. After a brief animation (which you can skip with **X**), your creation will be ready.

There are many possible combinations of materials that lead to dozens of meals and elixirs, each with unique properties. Many of these restore hearts, but they can also provide all sorts of temporary added effects such as increasing stamina, improving your defense rating, or providing resistance to extreme temperatures. For a complete presentation of this system, turn to our Inventory chapter on page 438.

The game features official “recipes” that you mostly unlock through experimentation. Haphazard combinations can lead to awkward results, but the in-game descriptions of materials usually offer helpful suggestions and hints. The following golden rules will help you to avoid disappointing results:

- ▷ Only one added effect is possible for any concoction; multiple added effects in a single recipe will cancel each other out.
- ▷ Ingredients with the same added effect will stack to produce more potent buffs.
- ▷ Monster parts are combined with small creatures to make elixirs, but will ruin any meal you add them to.

WEATHER & ELEMENTS

Weather conditions and elements play a significant role in *Tears of the Kingdom*. In this section, we look at some of the environmental “rules” of the game world.

RAIN

In addition to a general reduction in visibility, rain makes cliffs and walls slippery – which is a nightmare should you need to climb anywhere in a hurry. If you only have a short ascent to complete, a vertical lunge with **X** might do the trick, but you will be better served by finding another way up for larger distances, or by waiting for the rain to pass.

A little later in the adventure you will gain the ability to utilize the slip resistance added effect, which is conferred through consumables or a specific armor set. This makes it possible to safely scale walls even in a downpour.

Rain has another obvious (and sometimes frustrating) effect: it extinguishes fire. If you are attempting to prepare recipes using a cooking pot in the open, you might need to summon your patience – or, better still, warp elsewhere to complete your culinary endeavors.

THUNDERSTORMS

During thunderstorms, standard wet weather penalties to climbing apply. More pressingly, though, lightning bolts can strike anywhere in your vicinity – including directly on Link if he is equipped with metallic bows, weapons or shields. Look for the cues that foreshadow this event, particularly sparks that appear on his body at an incrementally faster rate. This is a timely prompt to enter your inventory and remove all equipment made of metal from your current loadout.

LOW TEMPERATURES

Various locales in Hyrule are defined by low temperatures, as indicated by assorted visual cues – not least the thermometer display on your screen. These include most snowy areas (where certain icy cliffs can prove so slippery that they’re hard to climb), the tallest mountain peaks and regions at high altitudes, but also the Gerudo Desert at night.

By default, cold will cause Link to visibly shiver. If you do not take measures to address this, he will gradually lose hearts. There are two primary remedies: either equip armor pieces with cold resistance (**ice**), or consume special cooked food or an elixir that temporarily yields the same effect. Cold resistance buffs are cumulative, so two appropriate armor pieces equipped simultaneously will grant a level 2 resistance (**ice**), which is sometimes required to resist bitter cold. You can also negate damage caused by cold temperatures through proximity to an external source of heat, such as carrying a lit torch or a weapon infused with the fire elemental effect – though this is rarely practical for long journeys.

Note that if you drop certain ingredients such as pieces of meat in the snow, they will freeze after a few seconds. Frozen food provides Link with heat resistance, which can make your life a little easier in places such as the Gerudo Desert – at least until you acquire armor that offers permanent protection against high temperatures.

HIGH TEMPERATURES

Hyrule also has regions where temperatures are so high that they prove harmful to Link. Just as with cold, you can negate damage penalties by equipping appropriate armor or by consuming specific foods and elixirs.

There are two separate and distinct heat effects to be wary of, depending on whether the local temperatures are caused by the sun or the presence of lava. You need heat resistance (**flame**) during the day in the desert, whereas it’s the flame guard effect (**fire**) that will protect you when you are near lava. Suffering the effects of heat gradually reduces your hearts, but being exposed to extreme temperatures around lava is much more dangerous – and will cause Link’s health to drain in mere seconds. A final word to the wise: whenever you need the flame guard buff, it’s prudent to unequip wooden weapons, shields, and bows.

FIRE

Fire is the element that you will likely encounter first – often found in camps, under cooking pots, or in lanterns. You can set wooden weapons ablaze, including arrows, by exposing them to nearby flames. This can be useful to deal additional damage to enemies, or to spread fire elsewhere. Flammable items will eventually be consumed unless you use them in a timely fashion, or extinguish the fire before this happens; note that any burning equipment sheathed or stowed by Link is automatically extinguished.

Among many other possible applications, fire can burn dry grass, leaves, ivy, and bramble; create updrafts; cause explosive barrels to detonate; make ice blocks melt; burn out-of-reach wooden platforms to release a reward; and much more.

ELECTRICITY

Electricity shocks and disarms enemies; some assailants employ it to the same effect on Link. You can electrocute a single target (perhaps with an arrow fused with yellow Chuchu jelly) on dry ground, or affect a whole group if they are standing in a body of water.

Electricity can occasionally play a role in puzzles. You might be required, for instance, to power up a device by positioning a conductive object between two sections of a live circuit.

WIND GUSTS & UPDRAFTS

You will often visit areas where the wind blows heavily, which is represented by thin white streams on the screen. This affects Link while he is gliding, enabling him to cover surprisingly long distances when he has the wind behind him – but quite the opposite if he is flying into a gale.

Vertical, upward wind streams are called updrafts. If you open your paraglider while above an updraft, Link will fly high into the air.

CHUCHU JELLY



Chuchus are among the weakest enemies in the game, but the jelly that they drop when defeated is one of the most useful items you will find. Make sure you always pick up this precious monster part: the red, yellow, white, and blue variants are naturally imbued with a corresponding element (fire, lightning, ice, and water, respectively). Jelly can be turned into other types by exposing it to the relevant conditions. Heavy snowfalls, for instance, will cause it to turn white. You can even manually engineer the transformation: prepare a small pile of jelly, throw an item infused with the desired element, then marvel as the area-of-effect damage triggers the transformation.

You can drop jelly items in specific positions before striking them to cause an elemental explosion. For greater versatility, you can attach jelly to arrows to imbue them with elemental properties. As Chuchus are plentiful in the game, you can acquire large stocks of all types fairly easily – and we recommend that you do.

QUICKSTART

PRIMER

COMPANION

MAIN QUESTS

SHRINES

SIDE ADVENTURES

SIDE QUESTS

ATLAS

INVENTORY

BESTIARY

INDEX

GAME STRUCTURE

COMMANDS

ON-SCREEN DISPLAY

NAVIGATION

LANDMARKS

MAPS & MARKERS

THE DEPTHS

ABILITIES

PUZZLES

COMBAT

RESOURCES

COOKING

WEATHER



TM & © 2023 NINTENDO.

[QUICKSTART](#)[PRIMER](#)[COMPARISON](#)[MAIN QUESTS](#)[SHRINES](#)[SIDE ADVENTURES](#)[SIDE QUESTS](#)[ATLAS](#)[INVENTORY](#)[BESTIARY](#)[INDEX](#)

COMPANION



Tears of the Kingdom is a game that offers an incredible degree of freedom. From the moment you leave the Great Sky Island, opportunities are everywhere. Some players will focus on the main storyline, while others will choose to just explore for hours as soon as they set foot on Hyrule. Most, however, will probably opt for their own unique combination of a little bit of *everything*: main quests interspersed with optional objectives and meandering excursions into uncharted territories.

This guide fully embraces the freeform nature of *Tears of the Kingdom* – which is why, instead of offering a prescriptive linear walkthrough, we have opted for a modular structure with themed chapters. This approach ensures that each reader can use this book in accordance with their own playstyle, referring to our advice as and when they need assistance or information.

You might wonder, though, how you are supposed to approach such a vast array of possibilities. Where do you even begin? And after you do one thing, where should you go next?

Which is precisely where *this* chapter comes in. It offers an overview of the steps required to complete the main episodes of the core storyline, sorted in a manner that guarantees an enjoyable progression through the adventure – while leaving you free to proceed in a different order if you prefer. We also highlight secondary challenges, and opportunities to strengthen Link so that you can experience the adventure at a difficulty level that suits you.

The Companion chapter also serves as a jumping-off point to the individual walkthroughs, analysis, and specialist information available in later reference chapters. No matter where you are in the story or game world, you can always return to this hub for advice, or to decide which new opportunity you might explore next.



INTRODUCTION

Many main quests in *Tears of the Kingdom* involve long-term goals and multiple sub-objectives. To simplify matters, we have grouped these together in our coverage as “questlines.” The opening section on the Great Sky Island, for example, constitutes one such questline; the subsequent adventures with the Sage of Wind in Rito territory are another.

Each questline in the main story typically takes place within a particular region of Hyrule, which will naturally lead you to explore and attend to optional tasks in that area. This is reflected in the structure of this chapter: for every major questline, we provide advice not just on how to guide Link through the challenges in main quests, but also on side adventures, side quests, and opportunities to make him stronger and better equipped.

The beauty of this system is that you can still use the Companion chapter for advice even if you chose to tackle missions in a different order than the one we suggest. Just identify the questline you are currently working on, in either the accompanying table or the vertical tab on the far right of each double-page spread, and you will find all the guidance you need at your fingertips.

If you are happy to follow our suggested route through the game, pay special attention to the “Character Progression Goals” table at the beginning of each section. These will give you an indication of how much progress Link should have made in four primary areas of advancement by the time you complete the corresponding questline:

 **HEARTS** correspond to Link’s health meter. You can obtain additional heart containers by giving four Lights of Blessing (obtained by completing shrines) to a Goddess Statue, and by beating each major boss.

 Your **STAMINA WHEEL** determines how long Link can perform effortful actions. You can obtain additional fifths of a ring by giving four Lights of Blessing to a Goddess Statue.

 Your overall **DEFENSE RATING** is the sum of the numerical value of each piece of armor you wear. You can increase this by upgrading individual armor pieces at Great Fairy Fountains.

 Your **ENERGY CELL** (used for powering Zonai devices) initially comprises three energy wells. You can unlock additional energy wells by spending crystallized charges at a crystal refinery.

These concepts will be explained in greater detail in due time. All you need to know for now is that these four attributes are critical to Link’s progression, and that following our recommendations will enable you to stay ahead of the game’s difficulty curve.

Questline	Page
Great Sky Island	69
Intermission	76
Sage of Wind	80
Sage of Fire	90
Sage of Water	102
Sage of Lightning	113
The Fifth Sage	127
Master Sword & Finale	138

I. THE GREAT SKY ISLAND

QUEST OVERVIEW

MAIN QUESTS			
Name	Overview	Page	Reward
The Closed Door	Unlock the Temple of Time's door by completing the island's first three shrines	70	-
To the Kingdom of Hyrule	Reunite with Purah at Lookout Landing and follow her instructions	75	-

PROGRESSION NOTES

The beginning of the adventure, which confines you to the boundaries of the Great Sky Island, is designed to introduce you to core gameplay systems in *Tears of the Kingdom*. Opportunities to stray off the beaten path are deliberately limited while you familiarize yourself with key concepts. Rest assured, though, that this will change the moment you set foot on the surface of Hyrule, at which point the full open-world sandbox will become available to you.

Our coverage in this first section is similar in spirit, introducing and explaining crucial features to ensure that you hit the ground running when you depart the Great Sky Island.



Gravity

One thing that experienced *Breath of the Wild* players might struggle with at first is the initial absence of the paraglider. Without this precious tool, you will have to learn to slow down and pay due attention to fall damage. Dropping down from low ledges and obstacles is okay; leaping recklessly from the top of a tall cliff isn't.

Rest assured that you will soon acquire the paraglider again. Until then, planned descents where you carefully drop down one ledge at a time is the only way to go – unless, of course, you find other means of gliding, such as Zonai wings...

Combat Items

Your priority when you emerge from the Room of Awakening is to secure combat items, as your Decayed Master Sword is of limited use.

The very first weapon you can obtain is a humble Tree Branch, soon followed by a Wooden Stick. The moment you acquire the Fuse ability in the In-isa shrine (see page 72), you can – and should! – strengthen whatever weapon you are currently using with materials, such as the horns dropped by the Constructs you defeat. Make a habit of systematically enhancing your weapons in this manner: it is the most fundamental way to make Link more effective in combat.

You can obtain your first bow after interacting with the Temple of Time's door, on your way to the Ukokoh shrine. Bows are indispensable tools, useful against virtually all enemy types and capable of stunning even the strongest foes when aimed with precision.

Of course, you can only make the most of a bow if you have arrows at your disposal. We strongly encourage you to collect these whenever you can. Arrows take on a whole new dimension with the Fuse ability, which enables you to attach materials to your projectiles to alter or augment them. One of the best ways to accumulate arrows is to consistently break all wooden crates that you encounter. These are everywhere, and smashing them (either with a crushing two-handed weapon, or by lifting them high with Ultrahand and dropping them) will almost always reward you with at least a few arrows.



Map Coordinates

This guide regularly offers coordinates for specific points of interest to facilitate effortless, confusion-free navigation. These are represented by three numbers that appear on the mini-map display.

- ▷ The **LEFT-HAND NUMBER** corresponds to your position on the horizontal axis of a map: it increases when you move east and decreases when you move west.
- ▷ The **MIDDLE NUMBER** corresponds to your position on the vertical axis of a map: it increases when you move north and decreases when you move south.
- ▷ The **RIGHT-HAND NUMBER** corresponds to your elevation: it increases when you ascend and decreases when you descend. Whenever you seem to be at the correct location but can't find your objective, it's likely above or beneath you.

If you're not familiar with using coordinates for navigation, there's a simple trick that you should find helpful: rotate both Link and the camera to face north. With this setup complete...

- ▷ ...any movement you make to the right (east) or left (west) will increase or decrease the first number.
- ▷ ...any movement forward (north) or backward (south) will increase or decrease the second number.
- ▷ ...any movement that causes you to gain or lose elevation will increase or decrease the third number.

Try to familiarize yourself with this system early on. It will make it far easier for you to find your way around and locate specific objectives throughout the adventure.

QUICKSTART
PRIMER
COMPARTMENT
MAIN QUESTS
SHRINES
SIDE ADVENTURES
SIDE QUESTS
ATLAS
INVENTORY
BESTIARY
INDEX

INTRODUCTION
I. GREAT SKY ISLAND
II. INTERMISSION
III. SAGE OF WIND
IV. SAGE OF FIRE
V. SAGE OF WATER
VI. SAGE OF LIGHTNING
VII. FIFTH SAGE
VIII. MASTER SWORD & FINALE

Korok Seeds

Korok seeds are special items that are awarded to you every time you find a hidden Korok, or help reunite two Korok friends. You will soon be able to exchange these seeds for additional equipment slots in your inventory, which make it possible for you to carry more combat items – and, therefore, to maintain a flexible arsenal for all kinds of situations. Collecting Korok seeds is very beneficial over the course of a playthrough.

The first Korok you might meet awaits on the plateau at the foot of the Temple of Time (step ② in our walkthrough on page 70). You will notice a daffodil that disappears when you walk to it, but then materializes a short distance away. Follow this elusive flower until the mischievous Korok appears and gives you a seed. A second Korok is found to the southwest of the Ukou Shrine. Lift the rock on the tiny island in the middle of the river to reveal the little creature and obtain its reward (0113, -1080, 1417).

You will take part in many different types of puzzles and activities to secure Korok seeds. We introduce them all in our Atlas chapter (see page 306), where you will also find expanded maps that document the exact location of every single Korok in the game.

Cooking

If you follow our walkthrough, you will encounter your very first cooking pot in the area by the river southwest of the Ukou Shrine (0114, -1172, 1417). To use it, first select ingredients from your Inventory screen to hold them in your hands (up to a maximum of five), then leave the menu and drop them into the pot to create a meal or an elixir. The primary purpose of this system at this stage in the game is to create consumables that restore hearts. When you obtain a more varied range of materials, you can also cook dishes and brew elixirs that will confer a variety of temporary added effects, such as improving your defense rating or granting resistance to extreme temperatures. For a complete guide to this system, turn to page 438 of the Inventory chapter.

You can also roast food items by dropping them close to a suitable source of heat (such as a campfire), but cooking maximizes the healing potential of ingredients. Cooking pots are found in locations all over Hyrule, particularly in villages, outposts, and camps discovered in the wilderness. Whenever you encounter one, quickly check your inventory to ensure that you have a ready supply of restorative meals; if not, stock up before you move on.

Useful items that you can collect for cooking purposes on the Great Sky Island include skyshrooms, apples, stamella shrooms, meat dropped by forest ostriches, and occasional bird eggs in larger trees.

Extreme Weather

The approach to the Gutancac Shrine on the east side of the Great Sky Island is the first time you will deal with cold temperatures. You can negate the adverse effects in one of two ways:

- ▷ At first, your best option is to cook a suitable meal. Pick up all the spicy peppers that you come across, then find a cooking pot. A dish made of five peppers will provide cold resistance for 12:30 minutes when consumed. It's a good idea to cook a few of these meals to be on the safe side. Note that if you are lucky enough to obtain a ruby from an ore deposit, you could fuse it to a weapon to produce heat.
- ▷ A short distance from the Gutancac Shrine you can collect the Archaic Warm Greaves, a piece of leg armor that grants the cold resistance added effect. It is found in a treasure chest directly northeast of the shrine (0765, -1340, 1587). With this equipped, you will no longer have to worry about low temperatures on the Great Sky Island (or in many areas of the Tabantha region that you will soon visit).

The Four Primary Abilities

The adventure's opening section on the Great Sky Island involves obtaining the four primary abilities. We encourage you to read our introduction to these powers in the Primer chapter (see page 18) if you haven't already done so.

Here's a quick overview of each ability's core applications:

- ▷ **ULTRAHAND** enables you to grab suitable objects and move them. Wooden boards, stone slabs, and metal plates can be employed to create bridges or to arrange stepping stones. Ultrahand also enables you to glue objects together: a Zonai fan attached to the rear of a mining cart or a wing, for example, will propel it when activated.
- ▷ **ASCEND** makes it possible to pass through surfaces above Link. Thanks to this ability, seemingly inaccessible ledges or elevated platforms can be reached with the press of a button.
- ▷ **RECALL** grants you the power to temporarily reverse the flow of time for an object. This can be used to manipulate mechanisms, and to send certain projectiles back in the direction they arrived from.
- ▷ **FUSE** is used to enhance a weapon or a shield with a material of your choice. With this process, even a modest decayed blade can be transformed into a more powerful implement by using a monster part dropped by a defeated enemy. Shields can be made more resilient, or even turned into offensive tools. Items such as fire fruit and ChuChu jelly can also be attached to arrows to grant them elemental properties. Unless you have no other option, you should avoid fighting with unenhanced weapons. There are always ways to unlock greater damage potential – including by fusing weapons with objects lying around you, such as boulders and spiked iron balls.



You receive the paraglider at the end of the opening questline, right after you activate the Lookout Landing Skyview Tower. This amazing device, which you can pull out by pressing **X** while airborne, is practically indispensable. Most notably, it enables you to glide rapidly over long distances from elevated positions, to ride updrafts, and to slow your descent while freefalling. Just remember that the duration that you can glide for is limited by Link's current stamina reserves. When traveling long distances, always take care to preserve a sliver of stamina to cushion your landing before you hit the ground!



QUICKSTART

PRIMER

COMPARTMENT

MAIN QUESTS

SHRINES

SIDE ADVENTURES

SIDE QUESTS

ATLAS

INVENTORY

BESTIARY

INDEX

INTRODUCTION

I GREAT SKY ISLAND

II INTERMISSION

III SAGE OF WIND

IV SAGE OF FIRE

V SAGE OF WATER

VI SAGE OF LIGHTNING

VII FIFTH SAGE

VIII MASTER SWORD & FINALE

Basic Combat

Mashing buttons will rarely suffice in combat encounters, even during the early stages of the adventure. Enemies hit hard and are dangerous in groups, so you really need to hone your skills. Our Primer features a dedicated section on the subject: see page 20.

- ▶ **BLOCKING:** Wielding a one-handed weapon is advisable early in the adventure, as it enables you to equip a shield simultaneously. With this setup, you can block enemy assaults by holding **ZL**. The same command has the effect of locking on to a target that you are currently facing. As long as you have the button held, you will both keep that assailant in sight and block incoming attacks. We encourage you to practice the “perfect guard” move (see page 21), as it’s a powerful technique that deflects incoming blows and can disarm your opponents.
- ▶ **STRAFING & DODGING:** If you wield a spear or a two-handed weapon, you have no immediate access to your shield. With this setup, you will instead need to dodge incoming attacks. Even with a one-handed weapon in hand, being able to stay mobile while keeping foes in sight is crucial. Hold **ZL** to strafe, then jump laterally to perform a side hop, or backward for a backflip. When executed a fraction of a second before an enemy attack connects, these evasive maneuvers trigger a “perfect dodge” (see page 21). This provides a brief slow-motion window where you can pummel your target with a withering succession of strikes known as a “flurry rush.”
- ▶ **ATTACKING:** Standard attacks are performed by pressing **Y**. Tapping the button in close succession triggers combos. Holding the button will instead initiate a charged attack, the nature of which depends on the weapon you wield (see page 22). The challenge with these basic combat moves is to identify or create suitable openings to perform them. Only the weakest enemies will fall to straightforward hacking and slashing without leaving their mark on Link; for most opponents, you’ll need guile and variation in your approach.
- ▶ **SHOOTING ARROWS:** Aim your bow by holding **ZR**, then release to fire. Shooting arrows is a powerful combat method that remains effective throughout the entire adventure. Practice the art of rapidly aligning headshots to deal critical damage and stun your targets. If you pull out your bow while airborne (either while gliding, or having leapt from a suitable height), a special slow-motion effect facilitates precision shots.

▶ **RESTORING HEARTS:** Consuming food with healing properties is the most practical way to restore Link’s health. This action is performed at the Inventory menu, and can be done at any time – even in the midst of battles. To enjoy the full healing properties of ingredients, you will need to cook them in advance by throwing them into a cooking pot. Various principles govern the art of cooking (see page 28), but feel free to simply add any fruit, plant, vegetable, fish, or meat that you currently have in your inventory. You can mix up to five edible ingredients, though you won’t need that much healing with a health bar limited to three hearts. A couple of apples or mushrooms will suffice for now.



Chuchu Jelly

Chuchus are easily defeated and usually simple to avoid, but the jelly they drop makes it worthwhile to eliminate them whenever you can. The red, yellow, and white jelly variants are naturally imbued with fire, lightning, and ice respectively. Jelly can be transformed into other types by exposing it to the appropriate conditions. Dropping some close to a fire, for instance, will cause it to turn red.

While you can drop jelly in specific positions and hit it (ideally with a ranged weapon!) to cause a small explosion of the element in question, its main application is that you can fuse it with arrows to grant them elemental properties. As Chuchus are plentiful in the game you can acquire large stocks of all types fairly easily, providing you with valuable resources for generating elemental effects with your bow from a safe distance.

An arrow enhanced with red Chuchu jelly can, for example, detonate explosive barrels in an enemy outpost, or instantly annihilate an enemy susceptible to fire (such as an Ice-Breath Lizalfos). An arrow with white Chuchu jelly enables you to initiate a battle by freezing the most dangerous foe in a pack. Yellow Chuchu jelly applied to an arrow will shock and disarm most opponents, enabling you to steal their weapon and attack them with it.



INTERMISSION

QUEST OVERVIEW

MAIN QUESTS

Name	Overview	Page	Reward
Camera Work in the Depths	Speak to Joshu at Lookout Landing, then meet Robbie in the Depths and take a picture of the nearby statue	76	Camera, Zonaite x5

SIDE ADVENTURE OPPORTUNITIES

Name	Overview	Page	Reward
Master Kohga of the Yiga Clan (Great Abandoned Central Mine)	Defeat Master Kohga	248	Huge crystallized charge, Fanplane schema stone
Master Kohga of the Yiga Clan (Abandoned Gerudo Mine)	Defeat Master Kohga	248	Huge crystallized charge, Hovercraft schema stone
A Call from the Depths	Drop four eye objects into the chasms on the Great Plateau, then take them to the bargainer statue on the lower level of the Great Abandoned Central Mine	225	Heart container or stamina vessel
Bring Peace to Hyrule Field!	Eliminate the monsters	224	100 rupees

SIDE QUEST OPPORTUNITIES

Name	Overview	Page	Reward
Today's Menu	Give an apple to Burmano	259	Fruit and mushroom mix
Fell into a Well!	Fix Rebonae Bridge Well's ladder	259	50 rupees
Where are the Wells?	Long-term assignment requiring you to find the 58 wells scattered across Hyrule	260	10 rupees per well
The Horse Guard's Request	Show two unusual steeds to Toffa	261	150 rupees and two Pony Points
WANTED: Hinox	Defeat the Hinox southeast of Woodland Stable	261	100 rupees

PRIORITY QUESTS

Lookout Landing will be your general headquarters for much of the game. Situated in the center of Hyrule, this settlement features all sorts of amenities, including an armor shop, a general store, and a Goddess Statue found in the emergency shelter, which is accessible via the round hole in the middle of the bastion after you speak to Scorpis. You can even unlock additional services by completing optional assignments, including a mini-stable. This chapter will cover these opportunities when they become available.

The most important step in this part of your journey, though, takes place in the Depths. Before you head out, make sure to explore a few caves to stock up on brightbloom seeds: these valuable items will help you illuminate your path as you travel through uncharted sections of Hyrule's underworld.

When you're ready, speak to Joshu at Lookout Landing to trigger "Camera Work in the Depths" (see page 76), then drop down into the Hyrule Field Chasm. Meet Robbie in the Depths and take a picture of the nearby statue. This unlocks the camera functionality on your Purah Pad, an essential feature that will play an important role at various points in your adventure.

From the position where you photographed the statue, you are a short trek away from the Great Abandoned Central Mine (-0821, -1940, -0523), where you can unlock the Autobuild ability (see page 248 for details). You can also obtain a huge crystallized charge, which you can trade for an energy well at the crystal refinery north of Lookout Landing (-0215, 0194, 0031).

We encourage you to complete the second step in the "Master Kohga of the Yiga Clan" questline. You might be intimidated by the darkness and

potential threats (both imagined and actual!) that lurk in the Depths, but fear not: a trail of statues will guide you all the way from the Great Abandoned Central Mine to the Abandoned Gerudo Mine. Just follow their gaze to take a safe path interspersed with lighroots (which you can activate to illuminate the area and create travel points) and armories. One of the reasons that this trip is so worthwhile is that you can make two small but very profitable detours:

- ▷ To the Hylia Canyon Mine (-1287, -2249, -0707), directly west of the Koradat lighroot, to obtain the **MINER'S TROUSERS** from a chest.
- ▷ To the Abandoned Kara Kara Mine (-3231, -2477, -0475), near your destination, where a treasure chest contains the **MINER'S MASK**.

Both these pieces of armor have the Glow added effect. Combined with the **MINER'S TOP** accessible via the Mount Daphnes Well (see "Notable Landmarks"), these form the complete Miner armor set, which will make it much easier to explore the Depths – making all future endeavors in Hyrule's underworld far less daunting.

There is another assignment that you may also wish to complete before you move on. Though it requires a bit of work, "A Call from the Depths" (see page 225) will reward you with a heart container or a stamina vessel on completion.

[QUICKSTART](#)[PRIMER](#)[COMPARTMENT](#)[MAIN QUESTS](#)[SHRINES](#)[SIDE ADVENTURES](#)[SIDE QUESTS](#)[ATLAS](#)[INVENTORY](#)[BESTIARY](#)[INDEX](#)[INTRODUCTION](#)[I GREAT SKY ISLAND](#)[II INTERMISSION](#)[III SAGE OF WIND](#)[IV SAGE OF FIRE](#)[V SAGE OF WATER](#)[VI SAGE OF LIGHTNING](#)[VII FIFTH SAGE](#)[VIII MASTER SWORD & FINALE](#)

PROGRESSION NOTES



Notable Landmarks

This interlude before you head out into Rito territory takes place in Hyrule Field – broadly, in the region around Lookout Landing. There are many shrines in the area. We advise that you complete at least eight to be able to afford two more heart containers.

Major points of interest in the region include:

- ▷ **HYRULE FIELD SKYVIEW TOWER** (-0753, -1019, 0064): Though this tower stands in the middle of an outpost, you already have the means to activate it. Eliminate the enemies gradually, casting Recall on the spiked iron ball at the bridge, and attaching fire fruit to arrows to detonate the numerous explosive barrels.
- ▷ **OUTSKIRT STABLE** (-1445, -1268, 0032): Fairies and sticky frogs can be found in the stable's well: sticky frogs can be used to prepare elixirs that confer the slip resistance added effect, which mitigates the effect of rain when you climb. The Outskirt Hill Well to the southwest (-1460, -1296, 0033) features nine pieces of fire fruit.
- ▷ **RIVERSIDE STABLE** (0336, -1092, 0010): From here, you are a short walk away from Whistling Hill Cave (-0071, -1046, 0020), which is home to two rare ore deposits that will yield precious gemstones, as well as the valuable Rubber Armor that grants Shock Resistance.
- ▷ **ANCIENT TREE STUMP** (-1110, -0431, 0064): In this cave, you go down a long vertical shaft, then up a second parallel shaft that leads to the Fierce Deity Boots. This piece of leg armor grants the potent Attack Up added effect, which boosts the amount of damage you deal.
- ▷ **MOUNT DAPHNES WELL** (-1313, -0622, 0010): This well is actually a chasm that leads to the Depths. If you have a few bright bloom seeds to spare, drop down and head due east when you touch the ground. You will soon reach the Daphnes Canyon Mine, where a treasure chest containing the Miner's Top awaits (-1078, -0556, -0514). This grants the Glow added effect.
- ▷ **HYRULE CASTLE**, easily recognizable from afar, has a number of valuable items that you can put your hands on if you're feeling particularly bold.
- ▷ **CRENEL HILLS CAVE**, to the northeast of Lookout Landing, features a single large chamber guarded by a Stone Talus. Keep to the sides if you wish to avoid a battle, and shatter the destructible rocks high on the north wall with an explosive arrow. This reveals a passage that leads to a treasure chest containing the Barbarian Armor.

Lights of Blessing

Aim to complete at least eight shrines on Hyrule Field. Every time you obtain four Lights of Blessing, make your way to a Goddess Statue (such as the one in the emergency shelter at Lookout Landing). Experts may want to invest in stamina vessels to facilitate easier exploration, but most players will find it prudent to prioritize heart containers at this early stage.

Looking for new shrines and completing them to accrue Lights of Blessing is something you should focus on throughout the adventure. Developing Link's health and stamina is essential to stay on par with the game's difficulty curve. For an optimal experience, we suggest you keep the relevant page of the Atlas open as you explore new regions – use the overview map on page 312 to find your location. Playing with our Atlas to hand will enable you to identify not just shrines, but also other profitable points of interest in your vicinity such as caves, wells, and Korok seeds.

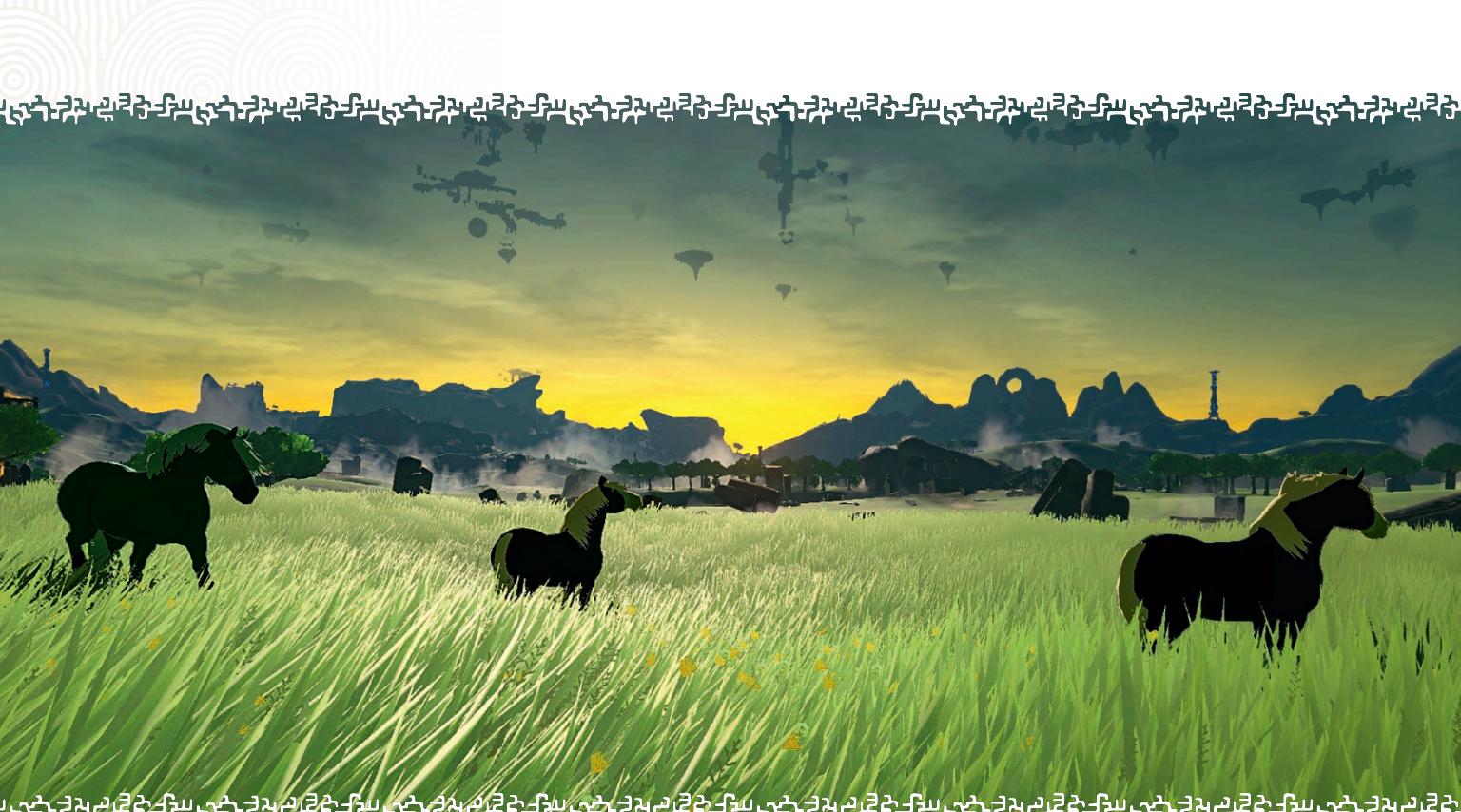
Combat Items

Unlike in *Breath of the Wild*, the vast majority of weapons that you find are relatively weak until you unlock their potential by fusing monster parts to them.

You will gradually learn to instinctively assess the value of items dropped by defeated opponents. As a rule: the tougher the foes you defeat, the better the monster parts they will yield. With experience, you will know which items a group of adversaries might provide just by looking at their archetypes and colors.

It's also important to develop a good understanding of which monster parts to fuse with base weapons:

- ▷ Ideally, you should keep the most powerful items for weapons with the greatest damage potential, and reserve these for the hardest challenges, such as bosses and sub-bosses.
- ▷ Try to always have a spear strengthened with an ice-infused monster part, as they are supremely useful. Once you have sufficient inventory slots, having one weapon for each element is strongly recommended.
- ▷ Elemental gemstones can be combined with magic rods, scepters, and staves to provide a reliable and cost-effective source of area-of-effect attacks.
- ▷ Ensure that you always carry a crushing hammer or equivalent (any two-handed weapon fused with a rock, spiked iron ball, Moblin horn, et al) for the purpose of shattering ore deposits.
- ▷ The rest of your (at this stage, limited) weapon inventory space should be occupied by whatever you can acquire from opponents or find in the world, fused with readily available items. Most encounters with groups of rank-and-file opponents will supply you with new "workhorse" weapons and disposable monster parts to replace those that you use to defeat them.



Farming Opportunities

The Applean Forest east of Lookout Landing (0500, 0260, 0019) is a wonderful location to farm staple items: apples (including golden varieties), of course, but also courser bee honey, mushrooms, Hyrule herb, Hylian pine cones, and game that you can hunt for meat.

There are up to 12 pieces of fire fruit to collect around the cherry-blossom tree to the northwest of the forest (0315, 0539, 0022). These can be attached to arrows to imbue them with fire, and will enable you to instantly kill Ice-Breath Lizalfos on the next leg of your journey to obtain their horns (which confer ice properties via fusion). Nine additional pieces of fire fruit can be found on a small rock formation directly to the south (0393, -0123, 0042). The forests north and west of Whistling Hill (-0083, -0885, 0024) have an abundance of Hyrule herb and other ingredients.

The more of these basic items you accumulate, the better. Not only will you need them to concoct restorative dishes, vital for the challenges ahead, you can also use excess ingredients to create meals to sell for a nice profit. In the opening hours of the adventure, cooking is actually a very efficient way to make money. A simple dish made of five common ingredients (such as apples, Hyrule herbs, and meat) will sell for an average of 30 rupees. Given how easy it is to procure these materials, you can accrue hundreds of rupees in mere minutes with this method.

Caves

You will encounter caves all over Hyrule, though the visibility of their entrances depends on which direction you arrive from: some are harder to locate than others. The Passeri Greenbelt Cave (-0513, 0126, 0002), for instance, is easy to find after a leisurely walk to the west from Lookout Landing.

Most caves are not particularly difficult to navigate. They usually consist of a succession of tunnels and chambers, with occasional branching paths to explore. Taking the time to visit them is highly beneficial, as caves are a ready source of valuable items – including ore deposits, brightbloom seeds (indispensable in the Depths!), bomb flowers, and truffles that fully restore Link's health and grant extra hearts when cooked.

Enemies commonly encountered in caves include Horriblins (typically hanging from ceilings), and Like Likes (see page 472) who hide their weak point inside their mouth. Each cave is also the habitat of a Bubbulfrog – an elusive creature usually found in a hidden or less obvious chamber that drops a special item known as a “Bubbul Gem” (see page 252).

The most consistent way to ensure that you will not miss caves throughout your travels is to use this guide's Atlas (see page 300) in conjunction with this chapter. The Atlas offers high-resolution maps that make it easy to discover new opportunities and explore points of interest in each region.

Note that cherry blossom trees have a secret and highly useful application in the areas where they are found. The one in Hyrule Field is located to the northeast of Lookout Landing (0315, 0539, 0022). Make an offering of an apple at the small statue at the foot of the tree, and pillars of light will appear to reveal the position of all caves in the vicinity.

Capturing your First Horse

Hyrule Field features two stables: Riverside Stable to the east, and Outskirt Stable to the southwest. Horses can be found to the northwest of both stables.

To tame a horse, carefully crouch-walk and approach it from behind without being seen or heard, then press **A** once within range. Be ready to tap **L** repeatedly as, depending on its temperament, your new mount may try to throw you off. After it accepts you, soothe it regularly with **L** to strengthen its bond with Link. You can then take it to a stable and register it by speaking to the manager (**ZL + A**). This will enable you, from that point forward, to summon your steed from any stable in Hyrule. The manager will also introduce you to the concept of Pony Points – a loyalty program that unlocks assorted rewards.

Taming a horse is great, as it can reduce the duration of longer journeys. Taming a *fast* horse is even better. Before you register a mount at a stable, check out its attributes first. If you notice that your new steed has poor speed and stamina, consider releasing it back into the wild before beginning a new search for a superior specimen. Just make sure you have stamina-recovery meals prepared in advance to refill your gauge on the fly, though, as vigorous steeds will try to unseat you for extended periods.

[QUICKSTART](#)
[PRIMER](#)
[COMPARTMENT](#)
[MAIN QUESTS](#)
[SHRINES](#)
[SIDE ADVENTURES](#)
[SIDE QUESTS](#)
[ATLAS](#)
[INVENTORY](#)
[BESTIARY](#)
[INDEX](#)
[INTRODUCTION](#)
[I GREAT SKY ISLAND](#)
[II INTERMISSION](#)
[III SAGE OF WIND](#)
[IV SAGE OF FIRE](#)
[V SAGE OF WATER](#)
[VI SAGE OF LIGHTNING](#)
[VII FIFTH SAGE](#)
[VIII MASTER SWORD & FINALE](#)

Stamina Management

Until you have a multi-ring stamina wheel, effortful activities will rapidly exhaust Link. As a rule, allowing the wheel to be fully depleted is a bad idea. Sprinting for too long will leave Link out of breath for several seconds; worse still, if you run out of stamina while climbing or swimming, Link will lose his grip or drown. Dashing while swimming and jumping while climbing burn stamina especially quickly. Until you have secured extra stamina vessels, you will need to learn to pace yourself.

- ▶ When sprinting, the principle is simple: alternate between sprinting and the standard running speed to ensure that your stamina wheel is never completely drained.
- ▶ When swimming, there is little you can do other than carefully estimate the distance you can travel in advance. For short swims, dashes are fine; for long hauls, err on the side of caution.
- ▶ While gliding, always keep an eye on your stamina wheel, and ensure that you always have just enough energy to drop and pull out your paraglider just before you hit the ground for a safe landing. Even after depleting your gauge, you have one final chance to pull out your paraglider for one brief moment to cushion a landing.
- ▶ When climbing, try to break up your ascent whenever possible. As well as making stops on obvious ledges, you can also leave the climbing stance by tapping **B** on cliff sections where the slope is less acute. You will usually need to tilt **O** upward to avoid sliding down, but this can be enough to partly, or even completely, refill your stamina gauge. Learning to identify suitable positions where you can take these breaks will enable you to scale cliffs that would otherwise be too high for Link to climb.

You can consume suitable food or elixirs in a pinch to top up your stamina wheel if you are in the middle of something important. “Energizing” dishes will restore a portion of your stamina, and are made with ingredients such as stamella shrooms and courser bee honey. “Enduring” meals will restore your entire stamina wheel *and* provide bonus segments. You can create this effect with a single cooked endura shroom, or an elixir made with a tireless frog.

Depths Collectibles

As dark and daunting as they may be, the Depths are a fertile ground for three precious plant varieties:



- ▶ **BOMB FLOWERS** are extremely valuable assets, both to damage packs of enemies with powerful blasts after attaching them to arrows, and to break destructible rocks. You can never have too many of these!
- ▶ **PUFFSHROOMS:** Easily underestimated, these mushrooms are incredibly potent during battles. When thrown, fired via an arrow, or otherwise activated, a puffshroom will generate a cloud of fine spores in the area where it lands, blinding enemies caught in the effect radius. You could use this opportunity to make an escape or – more cunningly – to perform devastating sneakstrikes on affected targets.
- ▶ **MUDLE BUDS:** These plants also deserve your full consideration. Throw or fire them at your intended victim, and they will temporarily attack whoever is closest to them, including their own allies. Target the toughest opponent in a group for best effect.

These items are most commonly found at the foot of large trees in the Depths, which you should always consider as genuine points of interest. Once you illuminate the area with either a brightbloom seed or a lightroot, you will notice that these plants are *everywhere*. Given how useful they are in combat situations, making regular forays into the Depths to top up your stocks can prove immensely beneficial.



Hyrule Castle

Though you are not exactly ready for the monsters that inhabit Hyrule Castle, it's possible to make very profitable raids for resources on the areas that you can reach – as long as you make a quick escape whenever you encounter tough enemies.



We'll start with the most important one: the Docks on the northeast side (-0288, 1131, 0018). These are guarded by a very dangerous Gloom Spawn that you should avoid at all costs for now. By climbing up the wall on the east side, you can bypass this hazard and reach the top landing. Attach a fire fruit to an arrow and quickly light a fire in the large brazier surrounded by lanterns. This will reveal a treasure chest containing the best shield in the entire game – the legendary Hylian Shield. Immediately leave before the Gloom Spawn catches up with you.

Your next destination is on the opposite side of the castle. The Dining Hall (-0110, 0833, 0105) features both a Soldier's Bow and a Traveler's Sword, as well as numerous wooden crates full of arrows. Head down the stairs in the corridor, then up the stairs on your left (south) to reach the Observation Room. Here, you can find a Traveler's Bow and 10 arrows on the balcony. More importantly, you can also obtain a diamond (worth 500 rupees) in a treasure chest underneath a grate that you can lift with Ultrahand (-0254, 0762, 0087). This marks the entrance to the Royal Hidden Passage, which is full of valuables but probably a step too far for now: you will be better equipped to explore there a little later.

Return to the corridor and follow it to its end to enter the Guard's Chamber, where multiple pieces of equipment can be acquired: a Traveler's Claymore, two Traveler's Spears, a Traveler's Bow, a Soldier's Claymore, and the Royal Guard Uniform. This should be enough to fill up your inventory. The best part of this is that you can make the same trip again after each Blood Moon whenever you need to restock (though with the exception of unique chest contents, such as the diamond, which are one-time rewards).

III. THE SAGE OF WIND

QUEST OVERVIEW

MAIN QUESTS

Name	Overview	Page	Reward
Regional Phenomena			
Crisis At Hyrule Castle	Long-term assignments that require you to complete the game's primary Sage questlines	—	Sage Vows
Find Princess Zelda			
Impa and the Geoglyphs	Fix Impa's broken balloon	77	—
The Dragon's Tears	Find the four Dragon's Tears in the region: #1, #2, #6, #8	78	Memories
Tulin of Rito Village	Find Tulin and clear the Wind Temple with him	81	Vow of Tulin, Heart Container
A Mystery in the Depths	Fix Robbie's hot-air balloon with Autobuild	89	Large Zonaite, Hateno Ancient Tech Lab unlocked, Hot Air Balloon schema stone

SIDE ADVENTURE OPPORTUNITIES

Name	Overview	Page	Reward
Hestu's Concerns	Give Hestu a Korok seed	224	Extra inventory slots
Potential Princess Sightings!	Speak to Traysi at the Lucky Clover Gazette, then complete various tasks at stables across Hyrule	231	Froggy armor set
The Hornist's Dramatic Escape	Help Eustus and his wagon to get out of a hole	231	Courser Bee Honey x3
The Beast and the Princess	Speak to Cima near the Lakeside Stable	226	
The Beckoning Woman	Follow Ralera near the Outskirt Stable	226	
Gourmets Gone Missing	Cook Princess Zelda's Meat and Rice Bowl for Agus	226	
White Goats Gone Missing	Follow the trail of Hylian pine cones to find the missing goats	226	Increasing number of rupees
Zelda's Golden Horse	Return the missing horse to the Snowfield Stable	232	
The Missing Farm Tools	Take Izra by boat to the Floret Sandbar	227	
Who Goes There?	Crouch-walk through the small opening in the emergency shelter's wall, and interact with the statue in the nearby cell	227	20 rupees
A Deal with a Statue	Interact with the Horned Statue	227	Horned Statue unlocked
Messages from an Ancient Era	A long-term quest requiring you to take a picture of 12 stone tablets located on star-shaped sky islands	228	100 rupees per picture, Zonai Survey Team Fabric
The Flute Player's Plan	Provide Pyper with 10 sunset fireflies	243	Big Hearty Truffle
Serenade to a Great Fairy	Fix the wagon and take the musicians to the nearby Great Fairy Fountain	230	Great Fairy unlocked
Serenade to Kaysa	Build an off-road vehicle and take the musicians to the nearby Great Fairy Fountain	230	100 rupees, Great Fairy unlocked
Serenade to Mija	Add a roof to the wagon and take the musicians to the nearby Great Fairy Fountain	232	100 rupees, Great Fairy unlocked
The Hunt for Bubbul Gems!	Give a Bubbul Gem to Koltin	224	Bokoblin Mask
Hateno Village Research Lab	Speak to Robbie at the Hateno Ancient Tech Lab	238	Sensor functionality for the Purah Pad



QUICKSTART

PRIMER

◀ COMPANION

MAIN QUESTS

SHRINES

SIDE ADVENTURES

SIDE QUESTS

ATLAS

INVENTORY

BESTIARY

INDEX

INTRODUCTION

I GREAT SKY ISLAND

II INTERMISSION

III SAGE OF WIND

IV SAGE OF FIRE

V SAGE OF WATER

VI SAGE OF LIGHTNING

VII FIFTH SAGE

VIII MASTER SWORD & FINALE

SIDE ADVENTURE OPPORTUNITIES (CONTINUED)

Name	Overview	Page	Reward
Presenting: Sensor +!	Take pictures of five different enemy varieties	238	Sensor + for the Purah Pad
Presenting: The Travel Medallion!	Collect the travel medallion prototype at the Ancient Akkala Tech Lab and deliver it to Robbie, then use all skyview towers	239	Travel medallion
Presenting: Hero's Path Mode!	Activate a total of 15 shrines	239	Hero's Path Mode for the Purah Pad
Filling Out the Compendium	Buy one picture from Robbie	239	Ability to purchase pictures from Robbie

SIDE QUEST OPPORTUNITIES

Name	Page	Reward
Crossing the Cold Pool	264	50 rupees
Open the Door	264	Spicy Elixir
Cave Mushrooms That Glow	264	Spicy Tomato Mushroom Stew
The Captured Tent	264	Spicy Steamed Mushrooms
Who Finds the Haven?	265	Many mushrooms, including hearty truffles
The Blocked Cave	265	20 rupees
Genli's Home Cooking	266	Biting Simmered Fruit
Treasure of the Secret Springs	266	Vah Medoh Divine Helm
Molli the Fletcher's Quest	267	Arrow x10
Legacy of the Rito	267	Great Eagle Bow
Fish for Fletching	267	Arrow x10
The Rito Rope Bridge	267	100 rupees
Supply-Eyeing Fliers	268	50 rupees
The Duchess Who Disappeared	268	Strong Zonaite Shield
Kaneli's Flight Training	268	50 rupees
Feathered Fugitives	259	100 rupees
A Picture For...		
• New Serenne Stable		
• Outskirt Stable		
• Riverside Stable		
• Tabantha Bridge Stable		
• Snowfield Stable		
The Incomplete Stable	263	Mini-stable unlocked
Village Attacked by Pirates	263	Mighty Salt-Grilled Crab
Spotting Spot	263	50 rupees, Swift Carrot, Spot
The North Lomei Prophecy	269	Evil Spirit Greaves

PRIORITY QUESTS

Though you can, *technically*, head straight to the chasm under Castle Hyrule and attempt to locate and defeat the Demon King once you leave the Great Sky Island, this would be virtually suicidal. You will first need to greatly develop your gear and abilities before you have even a reasonable chance against Link's archenemy. You will also need the support of special allies: the Sages. The first of these in our recommended order, the Sage of Wind, will join you on completion of the “Tulin of Rito Village” main quest.

Before you travel to Rito Village, there are several quests that you should complete (or at least begin) to equip Link for the challenges ahead.

► “Hestu’s Concerns” (see page 224) is perhaps the easiest of all side adventures. From New Serenne Stable, head northeast and you will encounter Hestu, a strange tree-shaped creature, on the way to the Lindor’s Brow Skyview Tower. Eliminating a couple of Evermeans for him is all it takes to unlock his valuable services: from that point forward, he will provide you with **ADDITIONAL INVENTORY SLOTS** in exchange for Korok seeds you find. This is a vital feature that will enable you carry more weapons, shields, and bows – and therefore possess a diverse and flexible arsenal. Hestu will move to Lookout Landing after you purchase two slots or complete your first elemental Sage quest, and then to Korok Forest once you save that location from the evil influence that haunts it. Turn to page 306 to find out everything about Hestu and Korok seeds.

► Another crucial side adventure is “Potential Princess Sightings!” (see page 231), available once you reach the Lucky Clover Gazette outside Rito Village. This is actually a long optional questline that requires you to complete 12 *other* side adventures where you investigate rumors about Princess Zelda. Solving these mysteries will reward you with increasing quantities of rupees, as well as the **FROGGY ARMOR SET** – which triggers the slip resistance added effect. Beginning this quest is also a requirement to unlock numerous other assignments, so it’s prudent to start it as soon as you can.

► Among the quests unlocked by initiating “Potential Princess Sightings!”, arguably the most important is “Serenade to a Great Fairy” (see page 230). This simple mission restores the Great Fairy Fountain near Woodland Stable, enabling you to **UPGRADE YOUR OUTFITS** by one level in exchange for materials (see page 410 for details on this system). Technically, you can then go on to reopen the other three Great Fairy Fountains, though each step will require you to take care of another assignment. For each Great Fairy that you mollify, you can upgrade your armor pieces by one more rank, up to level 4. The costs are significant, but so too are the bonuses granted to your defense rating. If you find combat a little too difficult, this is the best way to increase Link’s resilience.

► After you complete your first elemental Sage questline, you can begin “A Mystery in the Depths” (see page 89). This brief mission ends as soon as it begins if you have followed our recommendations so far and already know the Autobuild ability. Its shortness does not reflect its importance, however, as it causes Robbie to return to the Hateno Ancient Tech Lab, where you can pay him a visit to **UNLOCK PURAH PAD UPGRADES**, including the **SENSOR AND SENSOR +** (to detect shrines and objects photographed in your compendium), and the powerful **TRAVEL MEDALLION** (to create manual travel points). See page 238 for details.

PROGRESSION NOTES



Extreme Weather

As temperatures are low throughout the Hebra region, you will need to trigger the cold resistance added effect to avoid losing hearts. Level 1 resistance is sufficient around Rito Village, but you will require level 2 at higher elevations. This usually applies from altitudes of 0333 and above; check the third number on your mini-map.

You can induce cold resistance temporarily with food, or without a time constraint if you equip Link with appropriate clothing.

- ▶ Triggering level 2 cold resistance with meals is easy when you know how. A single sunshroom (plenty grow around Foothill Stable) cooked with four spicy peppers (bountiful on Satori Mountain) will create a spicy fruit and mushroom mix that will offer the required added effect for 12:30 minutes. If you're making a short trip into a colder area and know exactly what you're doing and where you're going, this is a perfectly viable solution. If, however, you would prefer to take your time and explore without the stress of a countdown, donning clothes that grant the effect is the more practical option.
- ▶ If you followed our advice in the Main Quests chapter, you should already own the Archaic Warm Greaves after obtaining them during the Great Sky Island questline (see page 69). This armor piece grants level 1 cold resistance, but has two drawbacks: a very low defense rating and no option to upgrade at Great Fairy Fountains. You will need two pieces of cold resistance armor to enjoy the required level 2 effect. To adequately prepare for the challenges ahead, we suggest that you choose one of the following options:
 - ▶ The first is to raise sufficient rupees to buy at least two pieces of the Snowquill armor set from the shop in Rito Village. The principal benefit of doing this is that you can improve this equipment's defense rating at a Great Fairy Fountain, which will make combat less challenging. You can fund these purchases by selling cooked dishes or by mining gemstones. See page 408 for our ultimate farming route in Eldin – a genuine, legitimate get-rich-quick scheme!
 - ▶ The thrifty alternative is to retrieve the Vah Medoh Divine Helm, which grants cold resistance, from the North Biron Snowshelf Cave (-3961, 3254, 0239), on the northwest side of the Hebra region. Level 1 cold resistance is sufficient to reach this cave, so equip the Archaic Warm Greaves. The entrance is obstructed by a large ice block. Melt this – for example by holding a fire-infused weapon and standing close – then head inside and ride the updraft in the main chamber. Aim arrows enhanced with bomb flowers at the destructible rocks until three streams of water are flowing. The owl statue will then slide sideways to reveal a tunnel, which leads to a treasure chest containing your reward.

Farming Opportunities

Satori Mountain has an incredible abundance of resources.

- ▶ The forest near the Sonapan shrine (-1921, -0357, 0228) is one of the best orchards in the whole of Hyrule. You can collect well over 100 apples in mere minutes.
- ▶ The woods to the southwest (-2097, -0529, 0193), guarded by a bear, feature around 20 spicy peppers, as well as Hylian shrooms.
- ▶ Many animals can be hunted on the various plateaus.

▶ The forest to the south of the mountain (-2197, -0780, 0162) teems with dozens of mushrooms of all kinds, and a large number of winterwing butterflies that you can catch by gliding from the top of the large tree.

▶ Rutile Lake (-2563, -0645, 0200), to the southwest of the mountain, features a great many fleet-lotus seeds, as well as hot-footed frogs, bright-eyed crabs, and mighty carp.

▶ Last but not least, the woods on a small plateau just south of the mountain's peak (-2301, -0529, 0311) are home to a handful of rare endura carrots. Several flowers and herbs, including the equally rare silent princess, grow on the plateau just above, and on the summit by the cherry-blossom tree.

If chillsrooms are what you need, then Talonto Peak Cave (-3213, 2463, 0348) is the place to visit. You will also find ice fruit outside the entrance. Chillsrooms will prove helpful at a later point in the adventure (or sooner if you have an urge to explore) to protect you from the heat of the Gerudo Desert. To cross the pool and reach the mushrooms, create a bridge made of ice blocks with an ice-imbued weapon or arrows.

Lastly, swift violets grow near the top of the mushroom trees in Ludfo's Bog (-2090, 0725, 0122), just south of the Lindor's Brow Skyview Tower. You can use Ascend to reach the top of these, then climb down and collect the plants.

Combat Items

During your time in the Hebra region, it's a good idea to stock up on materials that grant ice properties to weapons and arrows:

- ▶ Ice fruit can be picked from small trees scattered across the region. They're particularly numerous on the Tabantha Snowfield, northwest of the Snowfield Stable. You will also regularly encounter Chuchus: pop them with an arrow to retrieve the white jelly they leave behind. These two materials will cover your needs for ice-imbued arrow attachments for the foreseeable future.
- ▶ Weapons strengthened with a sapphire (which cast small clouds of ice) can be procured directly from Ice Wizzrobes. These enemies are common in the region. There are two, for example, near the Snowfield Stable: to the east (-1461, 2583, 0240), and to the southwest (-1709, 2393, 0235). Both will die instantly to any fire attack: a single arrow enhanced with fire fruit or red Chuchu jelly will suffice. Again starting from the Snowfield Stable, head straight south and drop down into Tanagar Canyon to find an Electric Wizzrobe wielding a Topaz Rod. You can return to these three spots, all conveniently close to the stable's travel point, after each Blood Moon to restock. This trick alone can turn complicated combat encounters into cakewalks – see page 460 for details.
- ▶ Along the same lines, Ice-Breath Lizalfos are a great source of horns that grant ice properties to melee weapons, and they too die to a single fire-based attack. You can find several in the general area of the Biron Snowshelf (-3756, 3392, 0318). Ice Keese are also commonplace in the region. They fall to a single hit and drop up to two materials with freezing properties: their wings and their eyes. Attach any of these to a spear for optimal reach, and you will be able to freeze foes without giving them a chance to touch you.

Armor Upgrades

Your overall defense stat is the sum of the numerical value of each piece of armor (图示) you're currently wearing, one per body section: legs, chest, and head. The basic Hylian set, for instance, will grant Link with an overall defense of 9 (3 + 3 + 3). In practical terms, this means that you will lose nine health points fewer whenever you sustain an attack. Each heart is worth four points, so this translates into two hearts and a quarter of potential damage mitigation per strike.

While finding new pieces of armor is important early in the adventure to trigger new added effects, such as resistance to extreme weather, you should also upgrade your best (and most oft-used) garb to make Link more resilient. To do so, you will need to enlist the services of Great Fairies. If you read our advice in the "Priority Quests" section (see previous double-page spread),



QUICKSTART

PRIMER

COMPARTMENT

MAIN QUESTS

SHRINES

SIDE ADVENTURES

SIDE QUESTS

ATLAS

INVENTORY

BESTIARY

INDEX

INTRODUCTION

I GREAT SKY ISLAND

II INTERMISSION

III SAGE OF WIND

IV SAGE OF FIRE

V SAGE OF WATER

VI SAGE OF LIGHTNING

VII FIFTH SAGE

VIII MASTER SWORD & FINALE

you will know that you are only a few quests away from unlocking all four of them. You will then need to invest rupees and materials for each armor piece upgrade, but the improvements these bring to your defense stat are increasingly significant. Focus on just a handful of critical garments for now, and any upgrade you can afford will dramatically boost your survivability. A complete presentation of the armor upgrade system is available on page 410.

Feathered Weapons

The Feathered Edge and Feathered Spear, two Rito-engineered weapons that you will encounter in the region, have a unique “Wind Burst” property. This causes them to generate a gust of air with every strike. This feature can be useful both in combat (to throw weaker enemies off-balance) and when exploring or solving puzzles: for example, to activate a wind-powered device or to clear a sand mound. If you can afford an inventory slot, at least one of these weapons is useful to have.



Climbing Alternatives

You might occasionally encounter a cliff that cannot be scaled because its surface is slippery, or simply because it's too tall to climb with your current stamina wheel level. However, there are alternative methods you can use to overcome such obstacles.

► Various Zonai devices can be deployed from capsules:

- A spring will propel you high in the air.
- A rocket fused with a shield achieves the same result when you hold **ZL**. You can also glue rockets onto slabs, boards, or other objects to turn them into improvised vehicles.
- A fan deployed horizontally will generate an updraft that you can ride with your paraglider, though this will not launch you as high as the other two options.
- Alternatively, you can make a fire with a bundle of wood and a flint, hitting the latter with a metallic or stone weapon inches away from the former. Throw a Hylian pine cone into the flames and quickly pull out your paraglider.

Zonaite Weapon Damage Bonus

During your ascent through the Rising Island Chain, you will likely fight large numbers of Constructs. You might be tempted to disregard the weapons they drop, as they do not necessarily boast particularly impressive damage stats. What you may not have noticed, however, is that some of these Zonaite weapons have the “Zonaite-Powered” attribute, which makes them resonate with any attached Zonai materials.

When you fuse Zonaite-Powered weapons with the horns dropped by Construct enemies, the attack power of the base weapon itself (not the attachment) increases. The effect is determined by the quality of the weapon. A lowly Zonaite Spear with a base attack stat of 4 will grow to 7 after such a fusion, for example. At the beginning of the adventure, such improvements are significant.



NOTABLE LANDMARKS

Landmark	Coordinates	Notes	Reward
Lookout Landing Well	-0211, 0134, 0019	In the northeast corner of the settlement	Royal Claymore in the chest behind the destructible rocks
Irch Plain Well	-0910, 1616, 0106	Northwest of Hyrule Castle	Two rare ore deposits
Yiga Clan Maritta Branch	-0642, 2038, 0158	North-northwest of Hyrule Castle	Yiga Tights in the upper-floor room
New Serenne Stable	-1350, 0736, 0085	On the road that heads northwest from Lookout Landing	Spicy elixir offered by Ariane, and 50 rupees in a chest in the well (behind destructible rocks)
Lindor's Brow Skyview Tower	-1901, 1243, 0297	Northwest of New Serenne Stable	Regional map unlocked
North Hyrule Plain Cave	-1188, 0641, 0072	East of New Serenne Stable	Climbing Gear
Great Fairy Kaysa	-1555, -1237, 0085	West of the Outskirt Stable	Armor upgrades
Tabantha Bridge Stable	-2916, 0545, 0169	Southwest end of Hyrule Ridge	Many collectibles in the well, including 50 rupees in a treasure chest
Lucky Clover Gazette	-3251, 1772, 0118	East of Rito Village	Stone Two-Handed Axe, Hylian pine cones
Snowfield Stable	-1639, 2565, 0233	Near the north end of Tanagar Canyon	A bomb flower, a rare ore deposit, and sticky lizards in the stable's well
Great Fairy Mija	-1461, 2994, 0305	North of the Snowfield Stable	Armor upgrades
Tabantha Village Ruins Well	-2358, 1872, 0279	Northwest of the Lindor's Brow Skyview Tower, across the canyon	50 rupees in a chest encased in ice, and a rare ore deposit
Pikida Stonegrove Skyview Tower	-2318, 3066, 0443	Northwest of Snowfield Stable	Regional map unlocked
Rospro Pass Skyview Tower	-3686, 2341, 0233	North of Rito Village	Regional map unlocked
Tamio River Downstream Cave	-2917, -0799, 0009	South of Tabantha Bridge Stable	Phantom Armor (behind destructible rocks)
Brightcap Cave	-3004, 1637, 0201	East of Lucky Clover Gazette	Frostbite Shirt
Hebra Headspring Cave	-2897, 2509, 0393	Northwest of Rito Village	Frostbite Trousers
North Biron Snowshelf Cave	-3961, 3254, 0239	Northwest side of the Hebra region	Vah Medoh Divine Helm
Lake Kilsie Cave	-3932, 2850, -0016	North of Flight Range	Frostbite Headdress

The Light Dragon

While navigating the Rising Island Chain on your way to the Wind Temple, you might be lucky enough to notice the Light Dragon flying nearby. If you do, consider improvising a vehicle to reach it. Selecting as favorite a flexible blueprint such as a flying hovercraft can prove very handy in such instances (see page 446).

Whenever you espy this wondrous sight in the distance, don't neglect the opportunity to visit it. Dragons drop valuable monster parts that count among the most potent in the game, both to cook dishes with long-lasting added effects and to strengthen weapons while imbuing them with special properties. Weapons fused with parts obtained from the Light Dragon will heal Link by a quarter of a heart every time he strikes an opponent.

You can find a complete guide to dragons, including their movements through Hyrule and the items they drop, on page 494.



Enhancing Arrows

Arrows are fantastic offensive tools, especially when you hit weak points to deal critical damage and stun opponents. They are also occasionally essential for solving puzzles and revealing Koroks.

Fusing your arrow with materials (press + while aiming your bow) will grant special properties that make them even more powerful. Here is an overview of some of the most useful attachments.



ARROW ATTACHMENTS

Material	Result	Applications
Fire fruit, red Chuchu jelly	Fire arrow	Detonate explosive barrels; light fires; melt ice; burn leaves, ivy, and bramble; create updrafts; set wooden equipment ablaze
Ice fruit, white Chuchu jelly	Ice arrow	Freeze enemies, create ice blocks that float on water surfaces
Shock fruit, yellow Chuchu jelly	Lightning arrow	Shock and disarm enemies, activate certain electrical devices
Splash fruit, blue Chuchu jelly	Water arrow	Wash away sludge, cool down overheating bodies (including Link), make items wet, generate lava slabs
Bomb flower	Bomb arrow	Cause high-damage explosions that can send enemies flying and shatter destructible rocks
Brightbloom seed	Light arrow	Illuminate darkened environments
Eye (as in Keese Eye)	Homing arrow	Arrow will home in on the closest target
Wing (as in Keese Wing)	Long-distance arrow	Arrow will fly farther
Elemental Gemstones	Explosive elemental arrow	Generate a devastating elemental explosion with a large effect radius
Ancient Blade	Instant-death arrow	Make most enemies vanish instantly (but you receive no item drops)

A New Ally

When you complete the Sage of Wind questline, Tulin offers you his Vow. From that point forward, this means that you can count on his support at all times, unless you choose to dismiss him – though you can always summon him again from the Key Items screen.

Tulin can prove helpful in various situations:

- ▶ When you're gliding, he will automatically position himself close to you. Press **A** to prime his power, then press the button again to generate a gust that will enable you to move farther and faster.
- ▶ During combat, he will automatically assist you. Though his damage numbers are not spectacular, his ability to draw hostility away from you and to land occasional critical hits is highly useful.
- ▶ Tulin's power can also have applications during exploration, such as clearing sand mounds or activating fans. To call on his special ability in these instances, "prime" it by pressing **A** while standing next to him – just as you did in the Wind Temple.



Lookout Landing

After you complete the elemental Sage of Wind story (or any other first Sage questline), new opportunities become available at Lookout Landing.

- ▶ Hestu moves to the settlement, giving you the opportunity to convert any Korok seeds you've gathered into additional equipment slots.
- ▶ The Royal Hidden Passage will be accessible via a hole in the emergency shelter's north wall. This cave is rich in treasure, featuring – among other things – the Soldier armor set. To fully explore it, though, you will need to shatter a *lot* of destructible walls, so it makes sense to leave this task until after you obtain the Sage of Fire as an ally (our next port of call in this chapter), for reasons that will soon become apparent.
- ▶ A stone tablet will have fallen from the sky, giving you the chance to begin the "Messages from an Ancient Era" side adventure (see page 228).

Zonai Resources

You might feel a little confused by the number of Zonai-related names and concepts that you encounter, such as Zonai charges, crystallized charges, Zonai devices, Zonaite, device dispensers, crystal refineries and so forth. The good news is: it can all be boiled down, for the most part, to a pair of simple progression systems that we explain in the accompanying diagrams.

THE ZONAI CHARGE LOOP



Defeat Construct enemy types to obtain Zonai charges



Spend your Zonai charges at device dispensers to obtain capsules



Use the Zonai devices contained in your capsules to reach remote destinations such as sky islands and the far reaches of the Depths

THE CRYSTALLIZED CHARGE LOOP



Farm Zonaite from ore deposits in the Depths



Purchase crystallized charges from a Forge Construct in exchange for Zonaite



Spend your crystallized charges at a crystal refinery to unlock additional energy wells

Advanced Cooking

Up until now, you might have considered cooking primarily as a way to restore hearts, and occasionally to trigger basic added effects such as cold resistance.

Once you learn where to harvest the necessary items quickly, though, you gain much more flexibility in terms of how you equip Link. If you know how to create meals or elixirs capable of granting resistance to extreme temperatures for long durations, you are free to equip specialist armor sets that offer more powerful added effects, such as Attack Up.

There are two factors to take into account while cooking:

- ▷ **STACKING EFFECTS:** Ingredients with the same added effect will stack to produce more potent buffs, with some contributing more power or duration than others. Four spicy peppers grant level 1 cold resistance, but add a single sunshroom to the mix and you obtain the level 2 effect. Activating high-level added effects can prove highly worthwhile. For example, a level 1 attack bonus rewards you with a +20% modifier, whereas level 3 will net you +50% damage – a significant difference.
- ▷ **DURATION EXTENDERS:** When you're preparing a concoction with an added effect, you can extend its duration by adding neutral ingredients (or monster parts in the case of elixirs). Early on in the adventure, simple items such as apples and Hylian shrooms can do the trick. Later on, purchased items such as Goron spice and cane sugar work even better. Ultimately, though, it's items dropped by dragons that offer the best duration extensions, both for meals and elixirs. A single dragon horn, in particular, will guarantee that an effect will last 30 minutes. Applied to a level 3 attack bonus, this can make a world of difference when you embark on a difficult challenge, such as defeating a boss or farming late-game Silver Lynels.

Travel Medallions

The travel medallion is a Purah Pad function unlocked by Robbie at his Hateno Ancient Tech Lab (see page 239). This feature enables you to designate manual fast travel positions. And the best part is: you can acquire not just one, but up to three travel medallions, giving you even more flexibility.

Here is an overview of potential applications for travel medallions:

- ▷ You can establish “travel gates” practically anywhere. From the Inventory menu, scroll to the Key Items tab, highlight a travel medallion, then press **A** and select “Place”. You can then journey to this travel gate in the same way as you warp to shrines, lightroots, and skyview towers – just select it from the map screen.
- ▷ Travel medallions are *extraordinarily* useful for opportunistic resource gathering. In those common instances where you suddenly notice a valuable collection of ore deposits far below after a long ascent, or a star fragment falling in the distance, you can use it to effectively “bookmark” your journey and return after dealing with whatever caught your eye.
- ▷ When you arrive at locations to complete time-sensitive activities where there's a potentially long wait until you can begin, creating a fast travel point enables you to continue with other activities until you reach the appropriate hour.
- ▷ Dragon part collection becomes far less time-consuming, and therefore hugely lucrative. Once you learn the path of each dragon (see page 494), placing a fast travel point in a smart location, such as on a sky island above the dragon's route, makes it easy to regularly gather high-level materials throughout the course of your playthrough.