





WALKTHROUGH

This chapter will guide you through the full *Breath of the Wild* adventure. It provides a streamlined path that you can follow step by step to reach the ending credits, while also offering advice on when you might profitably venture off the beaten path to complete optional objectives.

The chapter's structure has been designed with flexibility in mind. It is suitable both for occasional reference and all-encompassing guidance.



INTRODUCTION

Breath of the Wild features a gigantic realm, known as Hyrule, that you can explore at your leisure. From very early in the adventure you are free to take your character, Link, to any place that he can physically reach.

At first, the play area is limited to a single region – the Great Plateau. This serves as a very welcome prologue, during which you will be introduced to most of the game’s key mechanics. After you complete a handful of main story objectives, though, the full sandbox will be unlocked. The world is incredibly vast and varied. Virtually everything you see on your screen can be explored: every mountain peak, every valley, every snowfield. In short: if you see it, you can visit it.

In this breathtaking environment, the game’s narrative invites you to visit specific places and face set challenges. At any point in time, though, you can choose to go your own way, either to roam freely in the wild or to attend to optional tasks unlocked during the course of the adventure. Opportunities to leave the main narrative path to complete secondary quests and challenges are quite literally *everywhere*.

To reflect the bountiful, feature-packed nature of this game, this walkthrough covers both main quests and a large selection of optional tasks that are within convenient range along the way. We’ve designed the chapter so that you can plot your own customized course through the adventure, should you wish, but always be able to refer to our guidance when it is needed.

► Each region that you visit during main missions is introduced in the guide with a double-page spread that features a large area map as its focal point. This highlights:

- The key landmarks and points of interest for the area in question.
- A visual representation of the steps that you must follow to complete the corresponding main quests. This information is displayed in **orange**.
- A list of the various optional objectives that you might feasibly complete while in the area, taking your likely current level of proficiency and development into account. Call-outs detailing basic requirements and essential advice are printed in **blue** for shrines, and in **green** for side quests and all other similar activities.

► The pages that follow each map offer a traditional walkthrough for the main storyline events that occur in the corresponding map portion. This provides step-by-step guidance, with screenshots and captions detailing the actions you must take. For ease of reference, each entry is identified by a clear number icon that links to the area map.

If you would like to complete the adventure with minimal assistance, the map-oriented pages offer an essential directory of available activities. Expert gamers can use these to plan their path through the adventure, and therefore claim all major rewards, without fear of encountering spoilers or puzzle solutions.

MAP LEGEND

The following legend details annotations and icons that you will encounter throughout the Walkthrough chapter. Our maps are oriented in accordance with the classic convention where “up” is always north, as with the main in-game map.

Note that most collectibles in the game vary in accordance with your current progression. In other words, a single, specific treasure chest can contain different items based on your accomplishments prior to opening it.

LEGEND

ANNOTATION	MEANING	ANNOTATION	MEANING
	Walkthrough path		Stable
	Walkthrough step		Armor shop
	Player character movement		General store
	Interactive object movement		Inn
	Enemy movement		Dye shop
	Tower		Jewelry
	Shrine		Village
	Tech lab		Other landmark

CRASH COURSE

Breath of the Wild offers little in the way of tutorials, waypoints, or any other form of in-game hand-holding. This is actually one of its most enjoyable features: as you learn from your experiences, you will obtain a powerful and genuine sense of accomplishment. The flipside of this is that there are many genuine challenges to overcome, particularly tough opponents, complex puzzles, and navigational conundrums. This is *not* an easy game.

We strongly suggest that you take the time to read our Primer chapter, starting on page 8, to learn about key concepts and acquire good habits that will serve you well throughout the adventure. That said, we completely understand that many readers will be eager to just dive in and begin playing. In recognition of this fact, the following concise summaries offer critical advice that will benefit anyone who would rather begin with minimal assistance or forewarning. When you’re ready to learn more, you can refer back to the Primer at your leisure.



Navigation: Though basic commands and movements are easy to execute, navigating complex environments and planning efficient trips can prove more demanding. Stamina management is a massive part of the game. Sprinting, climbing, swimming, and gliding all consume Link's energy reserves, which are extremely limited at the start of the adventure. Overconfidence can be fatal, especially while climbing.



Combat: While early encounters may seem trivial and undemanding, you will soon face adversaries that can deplete most (if not all) of your hearts with a single blow. Combat in *Breath of the Wild* is highly strategic. You cannot simply rush your foes; many individual enemies, let alone groups, can make short work of Link in a guileless toe-to-toe melee. You must carefully consider your approach to each skirmish, and generally prioritize defensive tactics (especially oft-decisive counters).



Landmarks: *Breath of the Wild's* massive game world is home to countless points of interest, characters to talk to, collectibles to acquire, and quests to complete. A working knowledge of the various types of landmarks you will come across can help you to make sense of the world you explore. There are three recurring destinations that are particularly important:

- ▶ **Towers** must be scaled to reveal regional maps as a matter of priority; they are also convenient fast travel points.
- ▶ **Shrines** are mini-dungeons that contain assorted treasures; they, too, serve as fast travel points.
- ▶ **Villages** are hubs for side quests, trading, and upgrades.

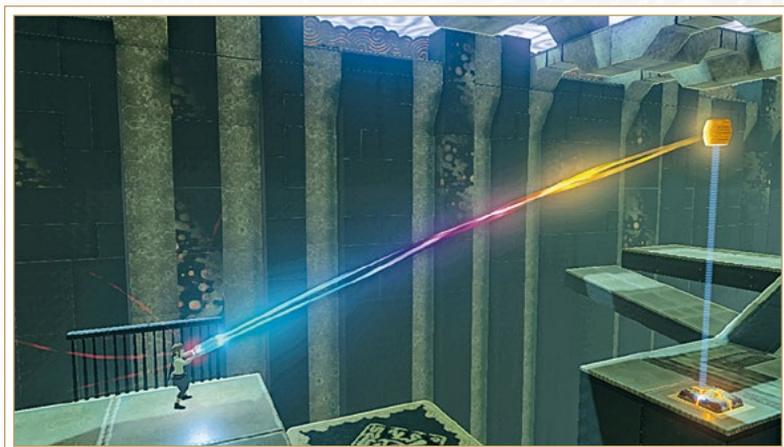


Resources: There are many different types of resources in *Breath of the Wild*. Ensuring that Link is suitably equipped for each encounter should always be a priority.

- ▶ A single weapon and shield will not suffice; they break over time. You need a varied stock of equipment to survive and thrive. Find Koroks and obtain their seeds to increase Link's carrying capacity.
- ▶ Gathering materials will enable you to create dishes or elixirs that grant temporary bonus effects such as enhanced stamina. Before you undertake any journey or trial of note, a brief stop at a cooking pot to prepare is always a good idea.
- ▶ You can *never* have too many arrows.



Weather & Elements: Weather conditions play a significant role in *Breath of the Wild's* sandbox, sometimes having a direct impact on your gameplay possibilities: when it's wet, for instance, Link will struggle to climb. Elements such as fire, ice, and electricity also play a pivotal role, enabling you to exploit enemy weaknesses or to solve puzzles in creative ways.



Runes & Puzzles: *Breath of the Wild* features many hundreds of puzzles. These are most commonly encountered in shrines and dungeons, but the world of Hyrule itself will often test your ability to closely observe your surroundings and notice potential secrets or intriguing opportunities. Don't underestimate the runes that you receive in the opening region: these essential abilities are employed in countless different ways throughout the adventure.

PROLOGUE: THE GREAT PLATEAU

WALKTHROUGH SUMMARY (SEE OVERLEAF FOR DETAILS)

STEP	DESCRIPTION
1 → 4	From the Shrine of Resurrection where you begin, head to the terminal to the east to reveal the Great Plateau Tower.
5 → 10	Clear the Oman Au Shrine.
11 → 16	Clear the Ja Baij Shrine.
17 → 21	Make preparations in anticipation of a long climb and exposure to cold temperatures.
22 → 27	Clear the Owa Daim Shrine.
28 → 31	Clear the Keh Namut Shrine.
32 → 33	Interact with the goddess statue at the Temple of Time, then climb to the building's rooftop.

OPTIONAL CHALLENGES

ICON	ACTIVITY	NOTES
I	KOROK SEEDS	If you dive into the circle of waterlilies in the nearby pond after your very first encounter with the old man, you will obtain a Korok seed. These items can be traded a little later into the adventure for additional inventory slots for your weapons, shields, and bows. There are hundreds of Koroks to find in Hyrule in locations that will generally draw your attention; if a particular arrangement of objects catches your eye, it's usually a good idea to investigate. Refer to our Extras chapter for details (see page 330).
II	ENVIRONMENTAL PUZZLES	After you complete the Oman Au Shrine, your newly acquired Magnesis rune will enable you to interact with the environment in creative ways. You can experience this immediately as you leave the shrine: two treasure chests are submerged in the small pond adjacent to the building. Lift them with Magnesis to retrieve their contents. Scanning the pond will also reveal a thin metal slab, which you can use to reach the wooden ledge in the middle of the bog to the west, where two additional chests await. Get into the habit of studying your surroundings with Magnesis active, as the world is filled with similar opportunities.
III	ENEMY OUTPOSTS	You will come across a great many outposts throughout the adventure – some rudimentary, others much more elaborate. These should never be taken lightly and the approach you choose is always important. The outpost to the south of the Great Plateau Tower is a good example: if you are spotted by the sentry on the lookout tower, all local forces will attack you, making this a very tricky battle. If, on the other hand, you approach incognito from the north and use an arrow to cut the rope from which a lantern is hanging inside the skull-shaped building, the subsequent explosion will incapacitate or badly wound all foes inside, vastly simplifying the process of clearing the outpost.
IV	SUB-BOSS: TALUS (see page 314)	A Talus sub-boss awaits deep in the Forest of Spirits. You can defeat this enemy type by making it collapse with bombs, then climbing onto its back to attack its weak point, which looks like a dark crystal. Defeating it will reward you with numerous gems, which can be sold for hefty amounts of money. There are many other sub-bosses like this spread all over Hyrule.



THE GREAT PLATEAU



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STEP-BY-STEP WALKTHROUGH



1

After the introductory cutscene, you will gain full control over Link. You can move him around with **○** and control the camera with **○**. If you would like to adjust control settings, this is a good time to do so: open the System menu, then select Options. Interact with the first terminal with **A**, then open the two treasure chests in the next room to receive your first pieces of armor. Equip these via the inventory menu, then activate the next terminal. You can now run outside, sprinting with **B** if you wish. To climb the small cliff on the way, simply run into it and use **○** to ascend. Both sprinting and climbing will deplete your stamina wheel. Link will be left out of breath and even lose his grip once his stamina is fully depleted.



2

Once outside, run down the slope, collecting your first resources on the way, and speak to the old man at the campfire. Shortly afterwards, you receive your first main quest: **“Follow the Sheikah Slate.”**



3

Head to your objective, represented by a glowing yellow waypoint. Feel free to display the map with **○** if required. You will encounter your first enemy on the way, a lone Bokoblin. Use this opportunity to practice basic combat skills, particularly locking on to a target (hold **ZL**), strafing and dodging (hold **ZL**, then tilt **○** and press **X**), and attacking (**Y**). If you don't yet feel very comfortable with the combat system, avoid fights against multiple enemies for now and make your way directly to the waypoint shown on the mini-map: the Sheikah terminal found inside a small rock structure. This will raise the Great Plateau Tower (along with all the other towers in Hyrule) and reveal the regional map.



4

From the top of the tower, survey the surrounding region to locate the Great Plateau's four orange-glowing shrines. When you spot one, activate your scope by pressing **○**, then align the reticle on the shrine and press **A** to place a pin on it. This will add a colored icon to your map and mini-map at the position of a landmark, making it much easier to keep track of it. Two shrines are clearly visible to the west and northwest, while the other two (shown in the accompanying screenshot) are further away to the south and southwest. Once you have a pin on each of the four shrines, move between the ledges in a clockwise direction as make your way back down to ground level.



5

At the foot of the tower, you will receive your next main quest: **“The Isolated Plateau.”** The old man asks you to visit your first shrine, to the north of your current position. Interacting with the terminal at the entrance will activate the building, turning it into a new fast travel destination. This means that you can simply select this shrine from anywhere in the world while looking at your map, and warp to it instantly. This applies to all towers and shrines that you activate. Step on the elevator platform inside the building and examine it to enter the shrine. Before you do so, consider making a brief detour to any pond in the area to catch a Hyrule bass, and to the nearby Forest of Spirits to the west to obtain raw meat from a fox or boar: this will come in handy very soon.

SHRINES

Shrines are miniature versions of dungeons, challenging you to solve all sorts of physical or logical puzzles. Much like towers, shrines are high-priority targets in terms of exploration. Not only do they offer valuable rewards on completion, but they also turn into fast travel positions the moment you first interact with them. As the game features over a hundred shrines, these soon form a network that enables you to warp to virtually anywhere on the map.

All shrines feature an altar – your goal. Examining the altar both completes the shrine and returns you to its entrance. The first four shrines you will encounter, all found on the Great Plateau, are mandatory and introduce key gameplay concepts. All future shrines, on the other hand, are *technically* optional. Finding and clearing as many as you can is extremely important, though, as the spirit orbs you obtain from altars can be exchanged for additional heart containers (that extend your health gauge) or stamina vessels (that add segments to your stamina wheel).

OMAN AU SHRINE



6

Once inside the Oman Au Shrine, interact with the terminal on the left to receive your first rune: **Magnesis**. This enables you to manipulate metallic objects. Test your new skills on the metal objects in the center of the room: trigger Magnesis mode with **L**, then align your cursor on one of the metal slabs and press **A**. With your grip on the object active, you can move it around freely with **○** and **Ⓒ**, and adjust its distance relative to Link with **+**. For now, simply move one of the two metal slabs aside to reveal a hole in the ground leading to the other side of the fence.



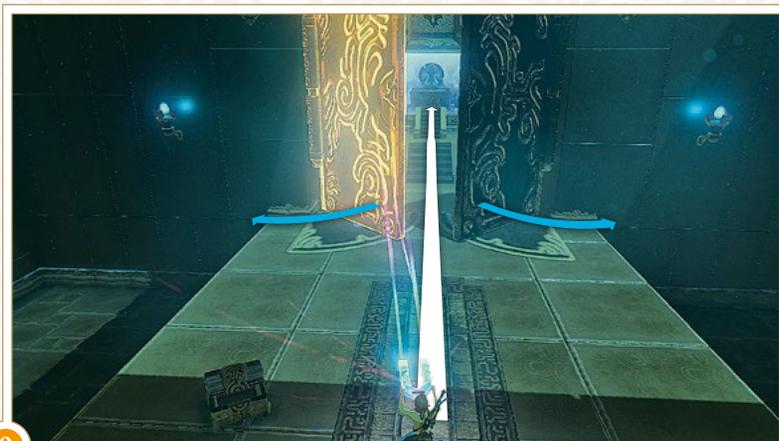
7

Once on the other side, grab the metal cube in the wall with Magnesis and use it as a battering ram to knock down the pile of blocks. This will give you access to the next room. You can then use it to destroy the nearby Guardian Scout. These creatures can be dangerous at your current stage of progression. If you have a shield equipped, you can perfect-guard their laser beams to deflect them back for a one-hit kill, though this is a move that requires some practice to master. When the environment offers you an alternative (and easier) way to defeat opponents, it's wise to take it.



8

You will notice three platforms in the next section. Head to the middle one and cast Magnesis on the metal slab bridging the gap between the first two platforms, then move it over the next gap, so that it connects the second and third platforms.



9

Once on the third platform, grab the chest on the ledge to your left with Magnesis, then move it back to your position. You can now open the large metallic doors by pulling them in your direction with Magnesis.



10

Finally, head to the altar and examine it to complete the shrine and receive your first spirit orb – an item that you will soon be able to exchange (in bundles of four) to obtain additional heart containers and stamina vessels.



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JA BAIJ SHRINE



11

From the Oman Au Shrine, head southeast to the Eastern Abbey. Go through the main entrance, to the west of the ruins. A few steps past the archway, a Decayed Guardian awakes from its slumber. This enemy type initially targets you with an aiming beam, then opens fire after a few seconds. This is currently lethal to Link, so you must be careful. Dash from one cover point to the next until you reach the wall with the cracked rocks. Thanks to the cover of the ruins behind you, you can scale the wall, behind which you will find the Ja Baij Shrine.



12

Once inside the shrine, examine the terminal on the left to receive a new rune: the **Remote Bomb**. Its primary function is to annihilate destructible objects. Remote bombs exist in round and cube versions; round bombs will roll when placed on slopes and if caught in the wind, whereas their cubic counterparts tend to stay where you place them. Choose one by holding + and using C , then tap L for Link to hold the bomb above his head. Press A to drop it at his feet, R to throw it, or B to put it away. You can then trigger the detonation with L , though be careful to ensure that Link isn't caught in the blast. Try your new skill on the cracked blocks in front of you. Follow this by blowing up the two cracked blocks in the passage beyond. The opening on the right leads to a treasure chest, while the one on the left leads to the next room.



13

When you reach the moving platform, wait until it moves close to you then drop a cube bomb on it and backtrack to solid ground. Detonate the explosive when the moving platform touches the destructible wall on the far side. You can then step on the moving platform, which will take you to the final room.



14

Make your way to the launcher close to the left-hand wall: it will propel you to the treasure chest on the opposite ledge.



15

Head to the launcher on the right-hand side of the room. Drop a sphere bomb into the pipe so that it rolls onto the launcher. It will be propelled to the destructible rocks: detonate it to clear the path.



16

Finally, climb the ladder and run to the altar, which you can examine to complete the shrine.



17

To leave the Eastern Abbey, you can blow up the cracked wall in front of the shrine with your newly acquired bombs. Head to the position shown here, to the west of the Temple of Time. You will find spicy peppers by the archway, a vegetable that will prove very helpful shortly. From here, head to the southeast. Don't forget that you can always refer to our map for this region on page 36 if you lose your bearings, or should you want to learn more about your surroundings.



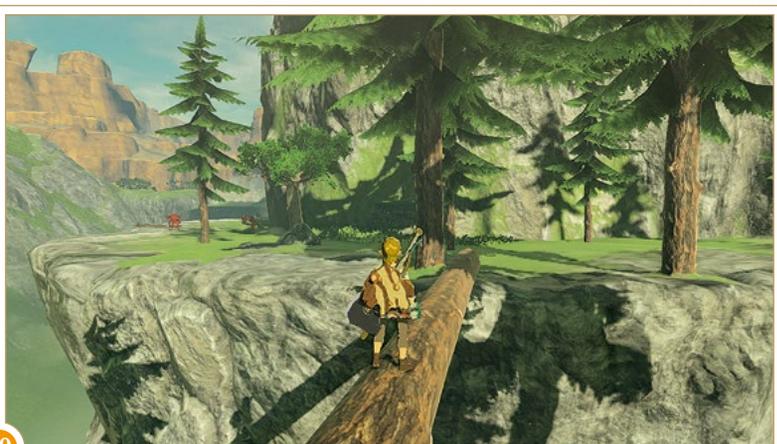
18

In the far southeast of the Great Plateau, you will find the old man close to a hut. There are many collectibles in the area, including mushrooms with very interesting properties. Once cooked, stamella shrooms will restore some of your depleted stamina. Cook several in a single meal: the mushroom skewers you obtain can be profoundly helpful in a long and dangerous climb that awaits further ahead. The cooking process is easy. Select an item in your inventory, choose to hold it, add more copies or other items, then press **B** to return to the field and **A** to prepare the meal with the selected ingredients.



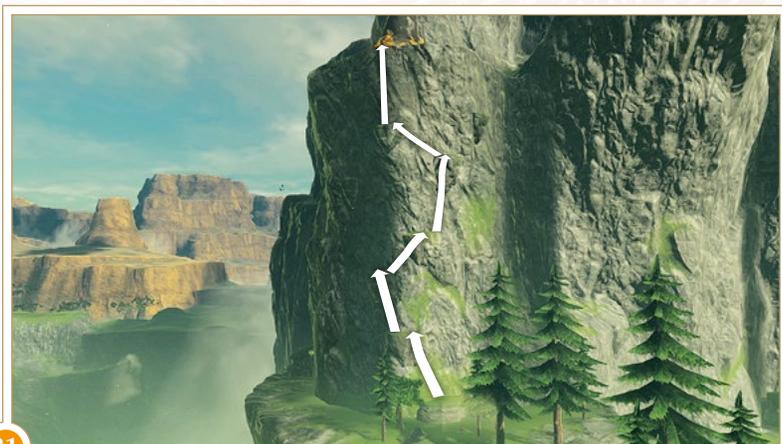
19

Next, you should try to cook spicy meat & seafood fry – a dish fancied by the old man, although he cannot recall the recipe. The diary inside the hut will put you on the right track. You must combine spicy pepper (look inside the hut, or see step 17), raw meat (obtained by hunting any large animal, such as a boar or a fox), and a Hyrule bass (available in the pond southeast of the Oman Au Shrine – see step 5). Cooking these three ingredients together will lead to the creation of spicy meat & seafood fry. Speak to the old man by the campfire and he will offer his thanks by giving you a warm doublet. This piece of armor bestows cold resistance, a bonus that you will greatly appreciate during a forthcoming challenge.



20

When you're ready, head to the southwest and cut a tree with a woodcutter's axe (there's one at the old man's hut): you can use the trunk as a makeshift bridge to cross the chasm. Eliminate any Bokoblins you encounter on the other side.



21

The next shrine is situated at the top of the cliff you are now facing. Your goal is to scale it, making regular stops at the horizontal ledges on the way to refill your stamina (press **B** while above a ledge). You have little stamina available at this early stage, so aim straight for the closest ledge each time. Avoid jumping while climbing for now: this consumes a large chunk of the gauge. If you end up in a dire predicament, consume the food with stamina-boosting properties that you cooked at the hut. The Owa Daim Shrine awaits directly at the top.

OWA DAIM SHRINE



22

Interact with the terminal on your left to obtain the **Stasis** rune. Stasis grants you the ability to briefly stop an object in time – for example, to freeze a moving platform. This power has a second crucial application: an object subject to Stasis will store any kinetic energy accumulated while it is immobilized, and release it afterwards. If you hit a boulder in Stasis with a sledgehammer multiple times, for instance, you will see a vector arrow appear. This shows the direction in which it will be propelled once the effect ends. Each use of Stasis will be followed by a brief cooldown period during which the ability is unavailable. Try out your new power on the cogwheel in front of you: cast Stasis while the rotating platform is in a horizontal position, enabling you to cross the chasm.



23

Next, run to the bottom of the ramp. Observe the boulders that regularly roll down and fall into the abyss. Cast Stasis on one of them right as it passes your position. While it is frozen in time, sprint all the way up to the top of the ramp, letting your stamina refill once on the way. If you do not make it in time, come to a halt on the intermediate landing and stop the boulder when it passes in front of you.



24

From the chest, turn around, wait for a new boulder to roll, then sprint down the ramp. Take a right on the intermediate landing and collect the iron sledgehammer against the far wall.



25

Stand in front of the boulder blocking the way and cast Stasis on it. While it is frozen in time, hit it once with your sledgehammer. Once the effect ends, the boulder will roll forward and fall in the abyss, enabling you to make your way to the altar.



26

Back outside, climb the cliff directly west of the Owa Daim Shrine. There is a flat ledge where you can catch your breath midway through the ascent. Once at the top, you will reach an area with low temperatures. You will take gradual (and, in time, fatal) damage unless you trigger a cold resistance bonus. This can be induced in multiple ways: by equipping the warm doublet if you obtained this piece of armor from the old man at the hut; by cooking spicy pepper (available by the archway to the west of the Temple of Time); or by wielding a torch that you set ablaze, though this is a very temporary solution that will prevent you from sprinting, making it hard to recommend. The warm doublet is by far the best option as its effect is permanent. If you opt for food effects, note that you will need several minutes to reach the next shrine: cook at least four spicy peppers to be safe.



27

The path to the fourth shrine is relatively straightforward and uneventful, with only a few enemies standing in your way. The shrine lies to the northwest of Mount Hylia, on a small peak overlooking a pond. Examine its terminal and head inside once you're ready to proceed.

KEH NAMUT SHRINE



28

Interact with the terminal on the left to receive yet another vital rune. **Cryonis** enables you to summon blocks of ice on flat water surfaces, creating makeshift stepping stones. These blocks are climbable and can even be materialized on falling water. You can only summon three blocks of ice at a time, though; if you generate a fourth in succession, the first one in the series will be destroyed. You are also free to destroy an existing block by pressing **A** while aiming at it. Note that Cryonis has another critical use: you can summon a block of ice under an object to lift it up. This works on Link himself, but the most valuable application of this feature is that it makes it possible to raise certain gates and access submerged items. For now, create a block of ice in the small pool and use this as a stepping stone to reach the corridor above.



29

In the next room, summon an ice block beneath the gate to open the way. This is a trick that is easy to forget, but will be key to solving multiple puzzles throughout the adventure.



30

You will encounter a Guardian Scout after you pass the gate. It should fall quickly to a few hits with your best weapon. Feel free to generate a block of ice in the middle of the area to enjoy a possible cover point if your enemy fires laser beams at you. When the battle ends, position an ice block at the base of the ledge with the treasure chest to access it.



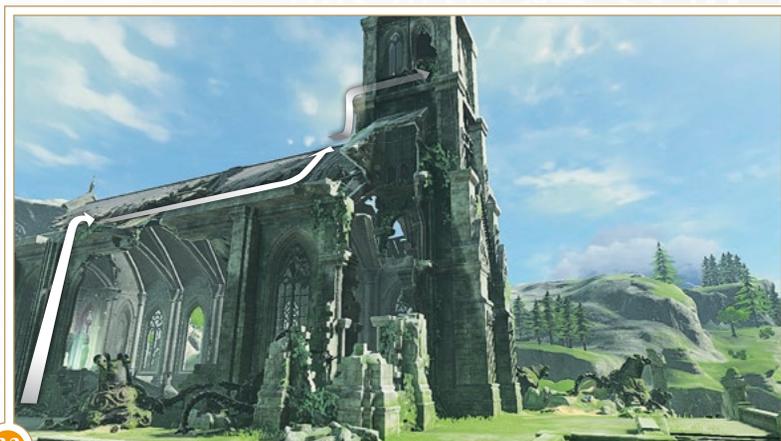
31

Finally, summon an ice block beneath either end of the beam: once raised, it will form a ramp that you can use to make your way to the altar.



32

After the cutscene that ensues when you exit the shrine, head to your next destination. If you look on your map and draw two imaginary lines, one horizontal between the Keh Namut Shrine and the Ja Baij Shrine, and one vertical between the other two, the point where they intersect is the Temple of Time. Warp to the Shrine of Resurrection if you would like to shorten the journey. Once inside the Temple of Time, pray in front of the large goddess statue. You now have an important choice to make: this is your first opportunity to trade a bundle of four spirit orbs acquired from shrines for either a heart container or a stamina vessel. While the benefits of choosing heart containers should be obvious, extra stamina segments make a real difference to your ability to explore the world.



33

Now climb to the Temple of Time's rooftop to meet the old man. You can use the ladder on the building's east side to get there easily. This concludes "The Isolated Plateau," and grants you the paraglider as a reward. This essential piece of equipment enables you to glide while airborne: press **X** to draw the sail, and **B** to put it away. Gliding consumes stamina, a factor that you must consider carefully when covering long distances.

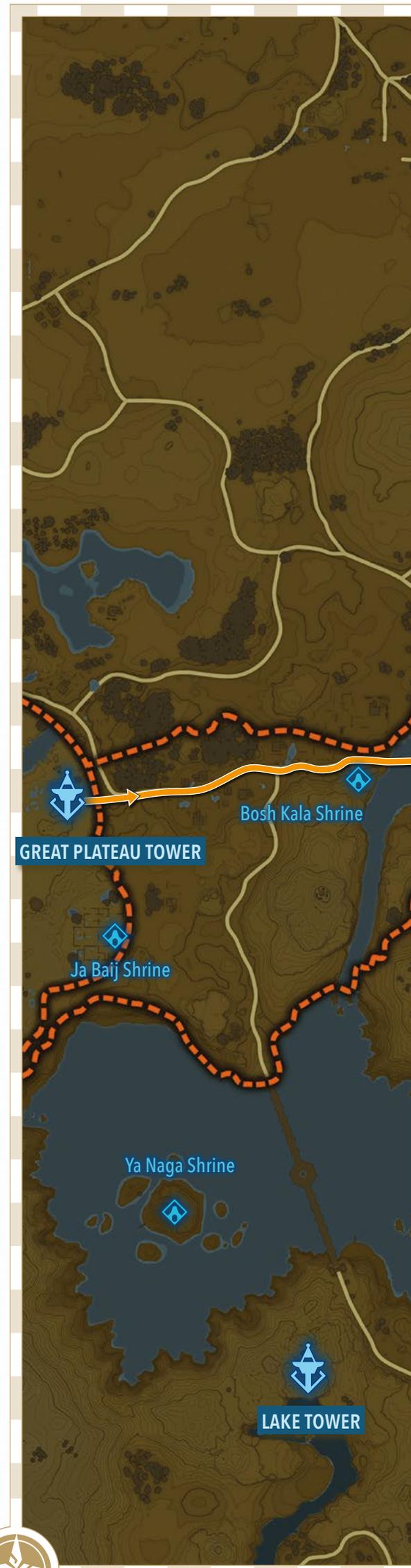
SEEK OUT IMPA

WALKTHROUGH SUMMARY (SEE OVERLEAF FOR DETAILS)

STEP	DESCRIPTION
1 → 4	Make your way to Kakariko Village and speak to Impa.
5 → 6	Head toward Hateno Village.

OPTIONAL CHALLENGES

ICON	ACTIVITY	NOTES
	SHRINES & SHRINE QUESTS	You can find step-by-step solutions for all shrines and shrine quests in our dedicated chapter: see page 118 for the shrines in the Dueling Peaks Tower region.
	SIDE QUEST: MISKO, THE GREAT BANDIT (see page 220)	If you speak to Domidak at the Dueling Peaks Stable and agree to give him 100 rupees, you will trigger this side quest and obtain a riddle concerning a treasure. However, you can actually visit the cave in question without activating the quest: it is hidden behind destructible rocks, on the cliff at the south edge of Hickaly Woods.
	SIDE QUEST: THE PRICELESS MARACAS (see page 220)	On your way to Kakariko Village, you can speak to a creature called Hestu. Retrieve his maracas from the outpost to the east and return them to him. He will then offer you additional inventory slots for your weapons, bows, or shields, in exchange for any Korok seeds that you take back to him.
	WILD HORSES (see page 220)	When you reach the Dueling Peaks Stable, speak to Rensa, the man close to the counter. He will challenge you to mount a wild horse and take it back to him in under two minutes. You can find an introduction to this system on page 17.
	SIDE QUEST: FLOWN THE COOP (see page 221)	While visiting Kakariko Village during the day, speak to Cado, opposite the armor shop, to trigger this quest. Your goal is to round up seven cuccos within the village, including two that often stand on rooftops and one on the ledge overlooking the armor shop. Take them all back to the enclosure to complete the assignment.
	SIDE QUEST: ARROWS OF BURNING HEAT (see page 221)	After completing the “Seek Out Impa” main quest, speak to Rola, the owner of the general store that sells arrows in Kakariko Village. She needs you to light the four candles behind the village’s goddess statue. You can do so with fire arrows, or standard arrows set ablaze at the nearby campfire, or even with a fire-elemental melee weapon.
	SIDE QUEST: KOKO’S KITCHEN (see page 222)	Speak to Koko, a child that can be found by the cooking pot next to the general store in Kakariko Village every afternoon. Buy a swift carrot for her in the shop to complete this short assignment.
	SIDE QUEST: COOKING WITH KOKO (see page 222)	Speak to Koko again after completing her previous quest. This time she needs goat butter, which you can also purchase from the nearby general store.
	SIDE QUEST: KOKO CUISINE (see page 222)	Speak to Koko again after completing Cooking with Koko. This time she needs raw meat, which you can obtain by hunting a mammal such as a fox, a boar, or a wolf.
	SIDE QUEST: KOKO’S SPECIALTY (see page 223)	Speak to Koko again after completing Koko Cuisine. You can help her by giving her some Courser bee honey (acquired by shooting a bee hive).
	SIDE QUEST: PLAYTIME WITH COTTLA (see page 223)	Speak to Cottla between noon and 04:00 PM. She usually runs around near the armor shop. Choose to play tag with her. Once the game begins, sprint after Cottla and you should catch up in no time.
	MAIN QUEST: FIND THE FAIRY FOUNTAIN (see page 223)	Though considered a main quest, this mission is entirely optional. Speak to Pikango after you obtain the camera rune. Take a picture of the Great Fairy Fountain to the northeast of the village, then report back to Pikango.
	SIDE QUEST: BY FIREFLY’S LIGHT (see page 223)	This will become available after you complete the “Find the Fairy Fountain” and “Flown the Coop” quests. You receive this assignment from Lasli, the woman who stands outside Kakariko’s armor shop during the day, but walks to her home at night, in the southeast corner of the village. Speak to her there from 10:00PM onwards to trigger this quest, then catch five sunset fireflies in the area. Once you have them, select them in your inventory, hold them in your hands, and release them in Lasli’s house.
	GREAT FAIRY FOUNTAIN	A short distance to the northeast of Kakariko Village, you will find your first Great Fairy Fountain. You must spend a set amount of rupees to unlock each fountain (100 rupees in this instance), but the investment is well worth the money: these fountains will enable you to upgrade your pieces of armor by spending materials gathered in the wild.



DUELING PEAKS TOWER REGION



STEP-BY-STEP WALKTHROUGH



1

Though you can, in principle, head to Castle Hyrule and attempt to destroy Ganon immediately, this would be suicidal. You will first need to greatly develop your gear and abilities. The first of many steps required to achieve this is to complete the **“Seek Out Impa”** main quest. From your starting position, glide to the east and keep going in the same direction until you reach the Dueling Peaks Tower. Activating this tower will add a new functionality to your slate: the Sheikah sensor, which is represented by an antenna icon on your screen. Whenever a shrine is available within its detection range, the sensor will start glowing. The concentric circles will light up when Link moves in the direction of the shrine. The better his alignment, the more circles glow, enabling you to locate shrines more easily.



2

Pass between the two Dueling Peaks to find a first stable, which will give you an opportunity to register a wild horse found in the area. You can find more details on how this works on page 17. There is also a very profitable side quest to complete in the vicinity (see **“Misko, the Great Bandit”** on the previous double-page spread). Once you’re ready, head north and cross the bridge.



3

The rest of the path to Kakariko Village is entirely straightforward, following a linear canyon. One point of interest on the way is a creature called Hestu, who will trade any Korok seeds that you have gathered so far for additional inventory slots. Turn to the previous page for details.



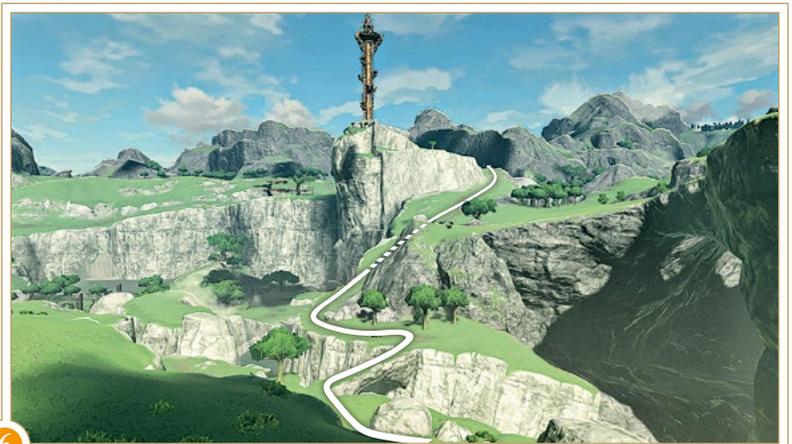
4

Once at Kakariko Village, we suggest you activate the local shrine that overlooks the village. This will act as a handy warp point whenever you need to return here. As a rule, this is something you should aim to achieve whenever you visit a new area or region. When you’re ready, head for the largest building, inside which Impa awaits. Speaking to her completes the **“Seek Out Impa”** main quest and unlocks two new ones: **“Free the Divine Beasts”** and **“Locked Mementos”**. The former is a long-term task that you will make a start on soon. For now, prioritize the latter, which involves finding the Hateno Ancient Tech Lab.



5

Retrace your steps through the long canyon until you cross the Kakariko Bridge, then head east toward Hateno Village, following the main road. You will go through Fort Hateno on the way, with a cooking pot available should you need to replenish your stock of restoratives.



6

Keep following the main road until you reach the natural rock bridge shown here. Cross it and head south, alongside the river, until you are within climbing range of the Hateno Tower.

PRIMER RECAP

With the game's prologue now behind you, you have opportunities to venture off the beaten path at your leisure. If you simply follow the main storyline, you might get the impression that you have the situation very much under control and that the enemies you encounter pose no problem. While this is still true at this early stage of the primary quest, you will soon face more taxing challenges.

If you have read our Primer chapter, you should already know how adopting certain habits early and practicing the game's most demanding techniques is essential, and profoundly beneficial to your overall *Breath of the Wild* experience. If you haven't read it, or if you could use a concise summary to refresh your memory, the following points should help.

EXPLORATION (SEE PAGE 15)

- ▶ **Towers:** This is probably obvious to you at this point, but towers should be your first port of call every time you visit a new region. Navigating environments with no map is at best sub-optimal and at worst very dangerous, preventing you from identifying natural hazards. Towers are clearly recognizable thanks to their thin, tall shape. They also emit a distinct orange glow that is particularly visible at night. Reaching the top of a tower enables you to reveal the regional map. It also gives you a chance to spot landmarks in the vicinity, most notably shrines. Gliding from the top of a tower to a shrine, then warping back to the tower and repeating, is a very effective method to gradually conquer new territories.
- ▶ **Shrines:** Once you have unlocked a region's tower, shrines should be your second priority. Finding these enables you to develop a large network of fast travel positions, greatly shortening long journeys when you need to return to previously visited locations. Clearing shrines gives you access to important rewards: varied (and, on occasion, highly valuable) items from treasure chests, and spirit orbs that you can trade for physical upgrades (either additional hearts

or extensions of your stamina wheel). Every stat boost that you can acquire makes a big difference, particularly in the early game. It therefore makes sense to complete as many shrines as you can before you undertake more demanding missions, as will be the case soon.

- ▶ **Korok seeds:** Gathering a large number of Korok seeds might seem like a very secondary objective, but is actually a vital activity. Every additional inventory slot that you can obtain from Hestu will be more than welcome once you reach the point where you find more weapons than you can carry. An expanded inventory will enable you to build a large and diversified arsenal, adapted to all sorts of situations.

COMBAT (SEE PAGE 18)

- ▶ **Strafe:** One of the most effective ways to avoid incoming enemy attacks is to dodge them. To do so while keeping your opponent in sight, hold **ZL**. While in this strafing stance, jump either laterally to perform a side hop, or backward to perform a backflip. These moves are useful not merely to evade assaults, but also to rapidly move Link to a more advantageous position.
- ▶ **Perfect dodge and flurry rush:** If executed a fraction of a second before an enemy attack connects, a sidehop or backflip will trigger a perfect dodge – a slow-motion interval during which your enemy is almost frozen in time while you can deal multiple “flurry rush” counterattacks with total impunity. This move is one of the most vital in the entire game. Even though you may not need to employ it right now, you soon will, and any effort you put into practicing sooner rather than later will pay off. We cannot stress this enough: mastering the perfect dodge/flurry rush combination is key to defeating most of the game's toughest creatures.
- ▶ **Perfect guard and counter:** Perfect-guarding is the act of proactively deflecting an incoming blow. Much like the previous command, perfect-guarding is also a demanding but indispensable combat move. This is achieved by holding your shield aloft with **ZL** and pressing **A** precisely as the enemy attack is about to strike. Both a defensive and offensive command, perfect-guarding is the only way to block certain powerful assaults without taking damage. Whenever you execute it successfully, this command will enable you to follow up with a counter while your target is temporarily stunned.
- ▶ **Charged attacks with two-handed weapons:** When you need to inflict massive amounts of damage, nothing can beat a two-handed weapon charged attack. Link starts spinning, hitting nearby targets multiple times, and unleashes a final blow that strikes the ground, causing a shockwave. With an extended stamina wheel, this type of attack can deal over a dozen blows in just a few seconds, potentially annihilating all but the most resilient enemies. This works wonderfully well against slow creatures such as Guardian Scouts.
- ▶ **Sub-bosses:** Sub-bosses can be found in various locations in Hyrule. These large-scale creatures pose challenges similar to those that you face against main quest bosses, but they spawn in the wild. Each type of sub-boss has its own behavior and attack patterns, as revealed in this guide's Bestiary chapter. As a general rule, defeating these giant enemies is worth the effort as they often drop valuable items, from gemstones to weapons of all kinds. Defeating sub-bosses will often require you to employ the techniques described above, making them excellent sparring partners.
- ▶ **Strategy:** If you struggle against an enemy type, take the time to observe and analyze its movements and the timing of its attacks. Once you've learned how to react accordingly, even the fiercest foe can be dominated with confidence. The important point is this: you should really be practicing any moves that you are uncomfortable with. Any of the commands detailed here that you choose to disregard *will* eventually cause you to struggle against certain creatures, especially bosses.



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WALKTHROUGH SUMMARY (SEE OVERLEAF FOR DETAILS)

STEP	DESCRIPTION
7 → 8	Make your way to the Ancient Tech Lab in Hateno Village.
9	Speak to Symin and Purah inside the tech lab, then light the furnace on the Tech Lab's outer wall with a blue flame.
10	Take a photo of Purah and show it to her, then return to Impa in Kakariko Village.
11	Find a captured memory spot to recall the events that occurred there, then return to Impa.
12	Choose which Divine Beast you want to conquer first.

OPTIONAL CHALLENGES

ICON	ACTIVITY	NOTES
	SHRINES & SHRINE QUESTS	You can find step-by-step solutions for all shrines and shrine quests in our dedicated chapter: see page 124 for the Hateno Tower region.
	SIDE QUEST: THE STATUE'S BARGAIN (see page 226)	If you speak to a child called Teebo in Hateno Village, he will take you to a strange statue by Firly Pond. Speak to that statue to trigger the quest, then speak to it again to regain the essence it took from you. This is a simple introduction to a feature that enables you to turn a heart container you have acquired into a stamina vessel, or vice versa, for a mere 20 rupees.
	SIDE QUEST: THE WEAPON CONNOISSEUR (see page 226)	Speak to Nebb, one of the children running in the streets of Hateno Village during daylight hours. He will ask you to show him a traveler sword. You can find one in the valley leading to Zora's Domain. He then has additional similar requests, making this a long-term assignment that you will gradually complete as you progress in the adventure.
	SIDE QUEST: A GIF FOR MY BELOVED (see page 228)	Speak to Manny, who is usually found between Hateno Village's dye shop and the local inn. Next, speak to Prima from behind the back of the inn's counter, and report the news of what she likes to Manny. You must then gather 10 restless crickets for him.
	SIDE QUEST: THE SHEEP RUSTLERS (see page 228)	Speak to Koyin, who watches over her flock outside the farm located between Hateno Village and the Tech Lab. She needs you to slay monsters that congregate at Hateno Beach, to the southeast of the village. After eliminating them, report to Koyin.
	SIDE QUEST: ROBBIE'S RESEARCH (see page 229)	After showing Purah a picture of herself, speak to her again to trigger this quest. You first need to find Robbie at the Akkala Ancient Tech Lab, in the northeast corner of Hyrule. Once inside, speak to Robbie, remove all your armor pieces to show your scars, then speak to him again. Now pick up the torch leaning against the shelves and light it up with the blue flame found on Tumlea Heights, just west of the Tech Lab. After igniting the furnace with the blue flame, speak to Robbie again to complete the assignment.
	SIDE QUEST: SLATED FOR UPGRADES (see page 229)	After acquiring the camera rune from Purah at the Hateno Ancient Tech Lab, speak to her again to initiate this quest. If you give her three ancient screws, three ancient shafts, and three ancient cores, she will upgrade your Sheikah sensor, remote bomb, and Stasis runes respectively. The materials in question can be obtained by defeating guardians, commonly encountered in shrines and around Hyrule Castle.
	SIDE QUEST: SUNSHROOM SENSING (see page 230)	Once you've acquired the Sheikah Sensor+ rune upgrade, speak to Symin. Show him a picture of the sunshroom at the back of the Tech Lab, then find three of these for him. The sunshrooms are really easy to spot in Retsam Forest, just north of the Tech Lab.
	SIDE QUEST: THE HERO'S CACHE (see page 230)	Speak to Kass on the tall rock, in the middle of Kitano Bay. If you interpret his clue ("17 of 24") as a clock position, the riddle means 5 o'clock. Looking at the group of rocks jutting out of the water as a circle, move to the ones in the bottom-right section, where a needle would point to show 5 o'clock. You will find a treasure chest hidden between the rocks.
	SIDE QUEST: HYLIAN HOMEOWNER (see page 231)	Speak to Bolson in Hateno Village. He and his men are at work around a house just south of Firly Pond. He will sell you the house in exchange for 3,000 rupees and 30 bundles of wood. You must then invest more rupees for furniture and other upgrades. This is a long-term task, though you can satisfy both initial objectives rather quickly by selling gemstones, and by felling trees with bombs.
	SIDE QUEST: FROM THE GROUND UP (see page 232)	After you have purchased a house as part of the "Hlyian Homeowner" side quest, speak to Bolson and Hudson. Once Hudson has departed for the Akkala region, meet him on the small island in the middle of Lake Akkala. He will require your help to gather more wood and to recruit people for his new village: Tarrey Town.



HATENO TOWER REGION



FARON TOWER REGION

STEP-BY-STEP WALKTHROUGH



7

The Hateno Tower is overrun by brambles. While you can burn it, this is a waste of time and resources: it makes more sense to just carefully navigate the hazards. The southeast face of the tower's base is accessible, so start your ascent from there, stopping at each ledge on the way to refill your stamina bar. You must descend towards a ledge to your left approximately halfway through the climb. When you make it to the top, activate the tower, then glide directly to Hateno Village's entrance.



8

The Ancient Tech Lab is located at the far end of the village, at the top of a distinctive rock outcrop to the east. There are many points of interest on the way, including a local shrine; feel free to explore the town in search of equipment and side quest opportunities.



9

Speak to Symin inside the Tech Lab, then to Purah. She will ask you to light the furnace on the Tech Lab's outer wall with a blue flame. To do this, you must retrieve the blue flame from the ancient furnace, located a short distance to the west of your current position. Don't forget to pick up the torch inside the Tech Lab, as this will make your task much easier. Light your torch with the blue flame at the ancient furnace, then head back to the Tech Lab, making sure you light every lantern you encounter on the way. You can use these to retrieve the blue flame if, for example, your torch is destroyed, or should it start raining. Once the Tech Lab's furnace (to the left of the main entrance) is lit up with the blue flame, speak to Purah to activate the Guidance Stone.



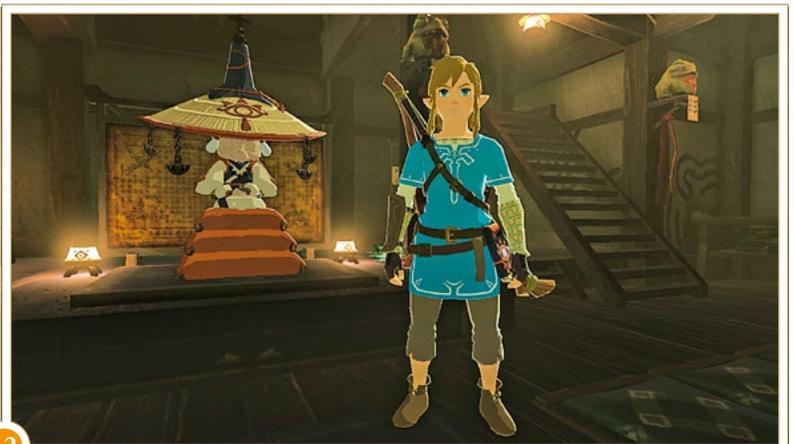
10

Select your newly acquired camera rune and take a photo of Purah, then talk to her again. After the ensuing cutscenes, you will receive a new objective: speaking to Impa. You can fast travel to her almost instantly if you have activated the shrine overlooking Kakariko Village (Ta'loh Naeg Shrine). This completes the **"Locked Mementos"** main quest, and unlocks a new one: **"Captured Memories"**. Your objective here is to travel to one of the places shown in any of the 12 photos stored in your Sheikah slate album.



11

The easiest captured memory spot to reach is most likely the second from the left in the top row. Fast travel to the Oman Au Shrine on the Great Plateau (the very first shrine you completed, where you acquired Magnesis). From here, jump over the Great Plateau's edge and glide to the north. You will find the interaction point shown on the above screenshot in the woods, close to the lake's west shore. Press **A** to recall the events that occurred at this location. After the cutscene, warp back to Impa at Kakariko Village.



12

After Impa rewards you with the champion's tunic, a very useful armor piece that reveals enemy health points, speak to her again and ask about the four Divine Beasts. Each of these represents a main quest line that will take you to a specific region of the world and conclude with a difficult dungeon that you must clear. You can complete them in any order that you prefer, with the difficulty of their final bosses scaled to your current progress. In other words, if you complete the Divine Beast Vah Ruta dungeon first, its boss will be set at the easiest difficulty level. Once you defeat him, the other three will become harder to beat. After a second Divine Beast victory, the remaining two will become even more deadly; the last will be faced in its most perilous and pitiless configuration. For this reason, and based on the nature of each of these battles, we suggest that you begin with Divine Beast Vah Ruta (starting overleaf), then proceed in turn to Divine Beast Vah Naboris (see page 68), Divine Beast Vah Medoh (see page 80), and finally, Divine Beast Vah Rudania (see page 92). Our Walkthrough will follow this order, but feel free to proceed otherwise if you prefer; follow the page references listed here to jump to the appropriate sections of the chapter.

PRIMER RECAP (CONTINUED)

As you spend more time in the world of Hyrule, you will gather more and more resources. Soon, you will face situations where you cannot pick up new weapons, bows, or shields, because your inventory is full. This short section will help you to make informed decisions whenever you might need to leave equipment or items behind.

INVENTORY MANAGEMENT (SEE PAGE 22)

▶ **Durability:** Durability is a hidden attribute that determines how many times you can use a piece of equipment. Every weapon, bow, and shield has such a value. Each use reduces their durability, until the value reaches 0 – at which point, the item will break. This makes durability one of the key factors to take into account when managing equipment. If you have been using a sword for a while, for example, it is likely to break soon. Replacing it with a new one that you find can therefore make sense, even if the new blade has slightly lower stats. When an item is about to break, a message will appear on your screen as you wield it; it will also flash red in your inventory.

▶ **Special bonuses:** As you make progress in the adventure you will begin to receive equipment with special boons, such as bonuses to durability, damage, critical rates, and so forth. This will happen only occasionally at first, but becomes commonplace later on. These perks, which are represented by a small symbol in the top-left corner of an object's window, can be quite significant. As a general rule, items with a bonus are almost always preferable to those without.

▶ **Weapons:** There are many types of weapons, each with its own applications. You should ideally have a varied range at your disposal at all times. This is what makes collecting Korok seeds so important, expanding your tactical possibilities.

- **One-handed weapons** tend to have limited power, but they enable you to hold your shield simultaneously; it's easily the most flexible option. Against enemy types that you are not familiar or comfortable with, these are always a safe bet.
- **Two-handed weapons**, by contrast, can deal impressive amounts of damage, but are incompatible with shield usage. You must sheathe them before you can draw your shield. They are also slower, and therefore require more expertise to wield with the composed precision that is necessary to make best use of them.
- **Spears** generally have low attack stats, but they compensate for this with their long reach and high attack rate. You can use them to hit enemies from greater distances, impeding their ability to retaliate. They are also helpful against tall or airborne adversaries. Like two-handed weapons, they must be sheathed before you can draw a shield.
- **Elemental weapons** are imbued with fire, ice, or electricity. Even if their raw stats are unimpressive, these are often worth

holding on to. Fire weapons can set things ablaze and kill ice-imbued enemies instantly. Ice weapons can freeze a target, with the subsequent attack inflicting triple damage. Shock weapons can temporarily stun susceptible opponents.

▶ **Bows:** There are two main types of bow.

- **Standard bows** fire a single arrow at a time; they generally boast high damage values.
- **Multiple-shot bows** have a lower base damage stat, but they shoot multiple arrows simultaneously (x2 means two arrows, x3 means three arrows – each inflicting the stated damage total), while consuming only one arrow. There are many situations where this can prove useful. You can, for example, employ these bows to cause an elemental effect multiple times, or to improve your chances of hitting a target.

▶ **Arrows:** Arrows are a key part of your arsenal throughout the adventure. You should ideally keep a large stock of them (at least 20) at all times. They are required for the completion of many puzzles in both shrines and dungeons, enabling you to cut ropes or to hit crystals, among other applications. Basic arrows can be farmed in large quantities on the path that runs alongside the Zora River, leading to Zora's Domain. Elemental arrows can be purchased in certain stores, found in treasure chests, and are dropped by specific enemy types.

▶ **Shields:** Shields are an integral part of your combat loadout. Their durability is such that they rarely break when you block melee attacks. On the other hand, charged laser beams fired by Guardians can destroy a shield instantly. Whenever you attempt to perfect-guard one of these attacks, you run the risk of losing your current shield if you fail, so consider equipping your weakest one in such instances.

▶ **Armor:** Link's armor determines how well he resists damage. The defense value of each piece of apparel he wears is cumulative, and the total corresponds to his overall defense. The higher Link's armor-induced defense stat is, the less damage he takes from enemy attacks. Armor is primarily available in armor shops found throughout Hyrule. Certain valuable pieces can also be secured in treasure chests hidden in specific shrines. Many outfits provide bonus effects in addition to their defense attribute, such as resistance to an element or increased climbing speed, making them even more precious.

▶ **Restorative Items:** Though many fruits and vegetables can be consumed raw, the best restorative items are those produced by cooking. Before you undertake any significant challenge, such as exploring a dungeon, you should ensure that you have a wealth of powerful dishes at your disposal, capable of replenishing most, if not all, of your health bar. Food or elixirs that grant special effects such as extra yellow hearts, enhanced movement speed, and increased defense can also prove very useful against bosses.

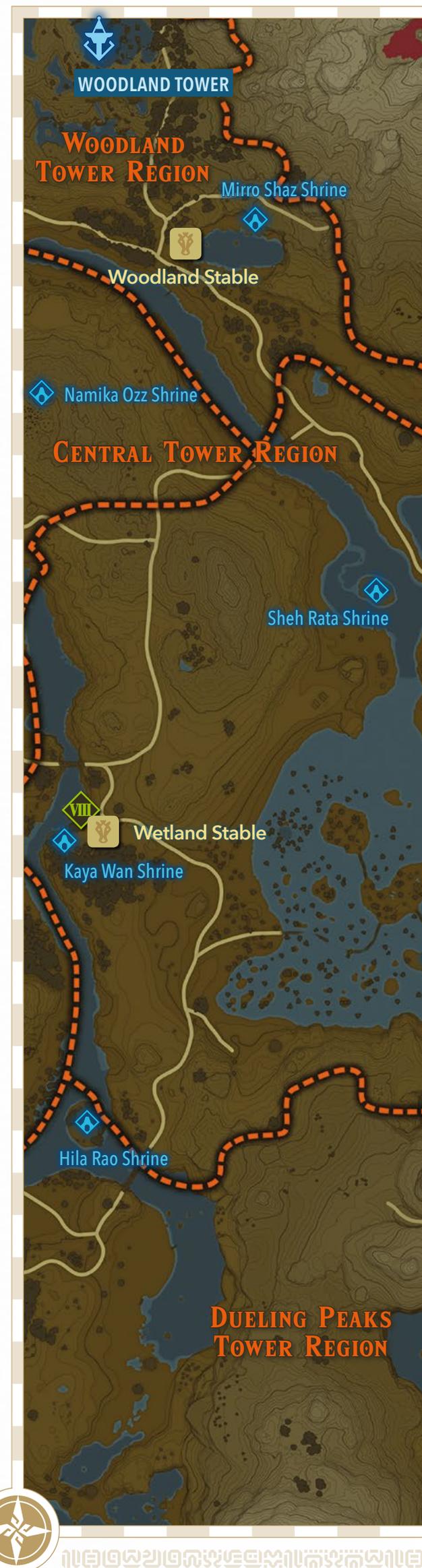
ZORA QUEST

WALKTHROUGH SUMMARY (SEE OVERLEAF FOR DETAILS)

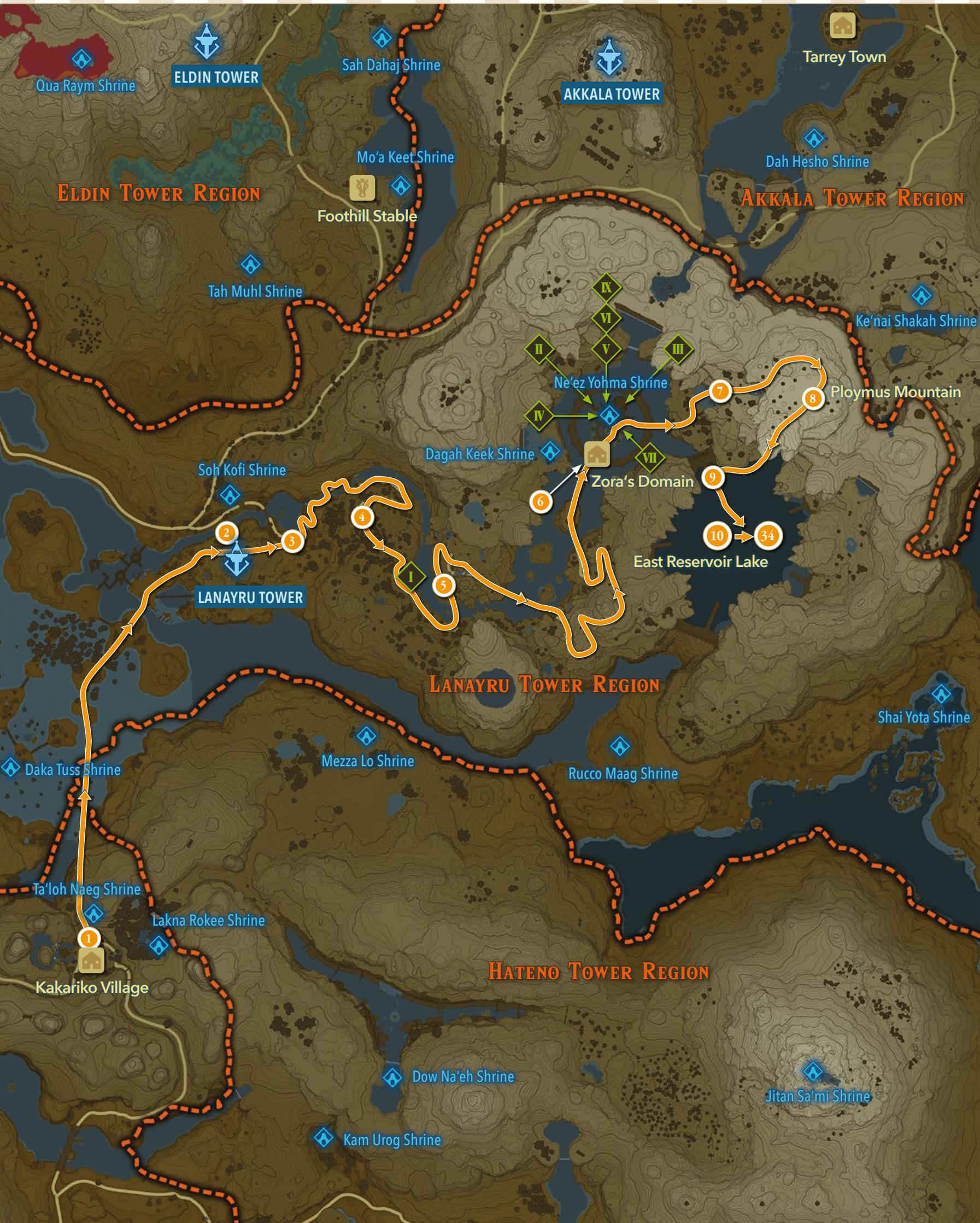
STEP	DESCRIPTION
1 → 2	Activate the Lanayru Tower.
3 → 5	Trek along the Zora River until you reach Zora's Domain.
6	Speak with King Dorephan and Musu.
7 → 9	Retrieve 20 shock arrows on Ploymus Mountain, then glide to Sidon's position on the pier of East Reservoir Lake and speak to him.
10 → 12	Neutralize the Divine Beast.
13 → 34	Clear the Divine Beast Vah Ruta dungeon.

OPTIONAL CHALLENGES

ICON	ACTIVITY	NOTES
	SHRINES & SHRINE QUESTS	You can find step-by-step solutions for all shrines and shrine quests in the Lanayru Tower region on page 130.
	SIDE QUEST: SPECIAL DELIVERY (see page 236)	After clearing the Divine Beast Vah Ruta dungeon, speak to Finley on the Bank of Wishes, in the valley leading to Zora's Domain. When she throws a letter down the river, follow it until it ends up in a small inlet at Mercay Island. Speak to the man making camp there, Sasan, then return to Zora's Domain where Finley and Sasan await.
	SIDE QUEST: DIVING IS BEAUTY! (see page 237)	After initiating the Divine Beast Vah Ruta main quest, speak to Gruve near the stairs leading to the throne room in Zora's Domain. Dive from the edge of the platform next to him, then swim back up the waterfall with the aid of the Zora Armor.
	SIDE QUEST: LYNEL SAFARI (see page 237)	After initiating the Divine Beast Vah Ruta main quest, speak to Laflat, a few steps to the east of the stairs leading to the throne room in Zora's Domain. She needs a picture of the Lynel that roams on Ploymus Mountain. The main quest in this region takes you there, so just take the photo in question on your way to Divine Beast Vah Ruta; you can return to Laflat later.
	SIDE QUEST: FROG CATCHING (see page 237)	Speak to Tumbo during the day at Zora's Domain – he's a child that runs around the statue opposite the shrine. He asks you to find five hot-footed frogs for him. During rainy weather, these frogs are usually plentiful near bodies of water such as Ralis Pond or the small pond to the south of Luto's Crossing.
	SIDE QUEST: THE GIANT OF RALIS POND (see page 238)	After clearing the Divine Beast Vah Ruta dungeon, speak to Torfeau at the plaza underneath the throne room in Zora's Domain. Head to Ralis Pond, to the southwest, and eliminate the Hinox there.
	SIDE QUEST: LUMINOUS STONE GATHERING (see page 238)	After clearing the Divine Beast Vah Ruta dungeon, speak to Ledo, who needs 10 luminous stones. You can find multiple ore deposits with these minerals on the plateaus overlooking the northwest bridge of Zora's Domain.
	SIDE QUEST: A WIFE WASHED AWAY (see page 239)	After clearing the Divine Beast Vah Ruta dungeon, speak to Fronk. He can be found during the day on a round platform a short way east of the general store in Zora's Domain. You can find his wife at Lake Hylia, in the Lake Tower region, usually on the small islet east of Hylia Island.
	SIDE QUEST: RIVERBED REWARD (see page 239)	Speak to Izra, on the shore of the river right by the Wetland Stable. He needs your help to lift a treasure chest out of the water – which is easily achieved with Magnesis.
	SIDE QUEST: ZORA STONE MONUMENTS (see page 240)	After clearing the Divine Beast Vah Ruta dungeon, speak to Jiahto, at the far end of the plaza underneath the throne room in Zora's Domain. He will ask you to search for 10 stone monuments in the surrounding area. You can find a map showing their positions on page 240.



LANAYRU TOWER REGION



STEP-BY-STEP WALKTHROUGH



1

From Kakariko Village, you are very close to the Lanayru region. Make your way up to the shrine that overlooks the village and then glide to the north, in the direction of an archipelago of small islands (the closest of these featuring a shrine). You can then head to the northeast, in the direction of Lanayru Tower.



2

The easiest way to climb Lanayru Tower is to make your approach from the northwest. Climb up the long ladder leading to the top of the lookout platform, then glide from here to the tower itself. The rest of the ascent is undemanding. Activate the terminal at the top to reveal the map for this region. Once you are ready, glide down to Inogo Bridge, to the east, to trigger a cutscene and meet Sidon. This will trigger a new main quest: **“Reach Zora’s Domain”**.



3

The trek along Zora River poses no great challenge, though you will experience occasional encounters with Octoroks. Eliminate these with bombs to spare your arrows. They will often drop octo balloons, a useful item that can simplify certain puzzles; it’s a good idea to stockpile them when you can. There are zapshrooms growing at the foot of trees encountered along the way. Be sure to gather plenty of these: they can be cooked to provide protection against electricity.



4

When you reach the Tabahl Woods, be prepared to face multiple Lizalfos archers. These will fire shock arrows at you, so this might be a good time to drink the electro elixir that Sidon gave you at the bridge. Use cover points during your approach and eliminate each creature with quick melee combos. Your priority in this area should be to pick up as many arrows as possible. These will prove handy in a forthcoming challenge.



5

After you pass Oren Bridge, you must dodge boulders rolling in your direction, but you have plenty of time and space to do so. Shortly afterwards, a large boulder will block your path. You can either climb it, or cast Stasis on it and strike it multiple times, then sprint through before it rolls back down. A battle against multiple Lizalfos awaits on the other side. Lure them to your position in small groups if you can, or try to open hostilities with a sneakstrike. The rest of the journey to Zora’s Domain is entirely straightforward.



6

When you reach the village, activate the local shrine, then visit King Dorephan in the throne room on the top floor. This completes the **“Reach Zora’s Domain”** main quest, and triggers **“The Divine Beast Vah Ruta.”** Your first objective in this mission is to speak to Muzu at the plaza just in front of the local shrine. After your first conversation with him, equip the Zora Armor received from the king and speak to Muzu again.



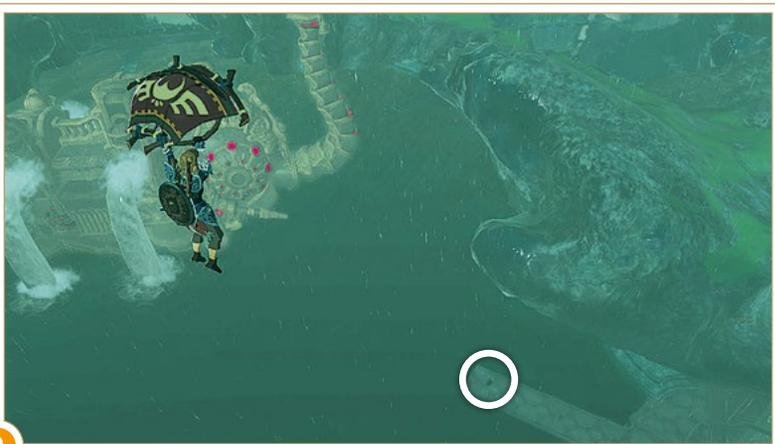
7

Your next goal is to retrieve 20 shock arrows on Ploymus Mountain. You can reach this area via the east exit of Zora's Domain. With the Zora Armor equipped, swim up the waterfalls by pressing **A** until you make it to the top of the mountain. Run up the slope leading to the summit, collecting any shock arrows embedded in trees along the way.



8

On the plateau there are many more shock arrows. Try to grab as many as you can. You need 20 to move on to the next step of the quest, but any extra arrows will be more than welcome. The challenge here is that a fearsome Lynel roams the area. This enemy can be defeated, though doing so requires advanced equipment and skills (see page 320). Unless you are a true master of the perfect guard move, and in possession of powerful weapons, this is probably a fight you should leave for later. The Lynel has above-average detection capabilities, so stay out of sight and crouch-walk whenever required. Naturally, any stealth bonus you can trigger here will help. Don't forget to take a picture of it if you are working to complete the related side quest.



9

Once you're ready to proceed, head to the mountain's peak to the southwest: Shatterback Point. You can glide from here directly to Sidon's position on the pier at East Reservoir Lake. Speak to him and agree to begin your assault against the Divine Beast.



10

As you ride on Sidon's back, the Divine Beast will regularly hurl ice blocks in your direction. The best way to destroy these is with Cryonis. Activate this rune and look in the direction of the incoming projectiles; whenever you have one in your reticle, press **A** to shatter it. If you struggle, a less-than-polished approach of pressing the button repeatedly while moving the camera can suffice.



11

Every time you survive an ice block barrage, Sidon will take you to the monster. Press **A** while passing close to a waterfall: this will enable you to swim upward and be propelled high in the air. At the peak of your flight, aim a shock arrow at one of the pink-glowing devices on Vah Ruta's back. If you're quick, you can hit two consecutively, but this is not easy. If in doubt, take them out one at a time.



12

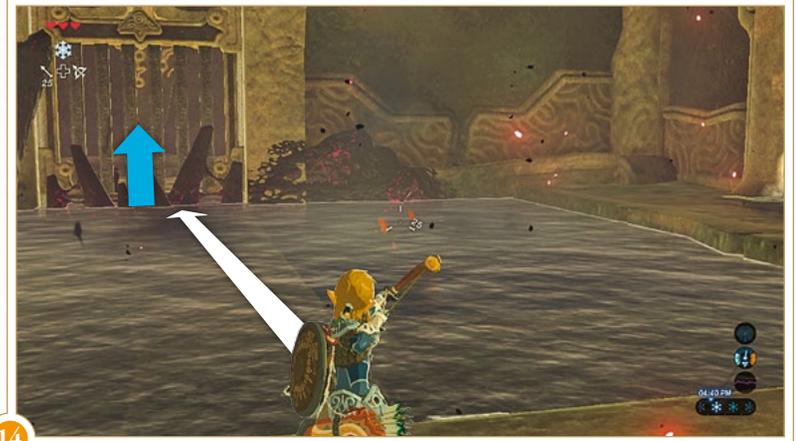
There are four devices to hit in total. Every time you hit one with a shock arrow, a new loop will begin: you destroy the ice blocks thrown at you, swim up a waterfall, and shoot a glowing device. The sequences where you need to shatter ice projectiles become increasingly difficult, though. Each further series consists of more and more projectiles, and spiked ice boulders will be added to the mix. These behave differently: they are partly submerged during their approach, leaving less for your Cryonis reticle to aim at. Take your time and do not panic, tracking each one methodically and aiming just above the water's surface. After a few waves, you should get the knack of this maneuver. Once all four devices have been hit by a shock arrow, the sequence will end and you can finally enter the "Divine Beast Vah Ruta" dungeon.

DIVINE BEAST VAH RUTA



13

This dungeon will become available as a fast travel position from the moment you reach it. This means that you can warp in and out of it at your leisure, which is useful if you lack a vital item or simply need to restock. Important resources to bring along in large quantities include dishes with healing properties, powerful weapons (with an attack value of at least 15), and arrows (ideally 30 or more). When you feel sufficiently prepared, fire an arrow at the glowing eyeball at the top of the ramp in front of you: this will remove the Malice goo that blocks the entrance. Some of these goo structures include a “mouth” that regularly releases flying skull enemies. Destroying the eyeball will rid you of the “mouth” as well. It therefore makes sense to eliminate these eyeballs as a matter of priority every time you encounter one.



14

FIRST TREASURE CHEST & MAP TERMINAL: There is a second eyeball waiting for you in the main room, just below the surface of the water. Move close to it, in the room’s corner, and hit it with an arrow. This will free the nearby gate of Malice goo, enabling you to lift it with Cryonis. After you summon a block of ice beneath the gate, head through and activate the terminal to receive the dungeon’s map. Note that you can find a first chest submerged in the water, at the base of the waterfall: grab it with Magnesis to retrieve its contents.



15

CONTROLLING DIVINE BEASTS: The Divine Beast’s map is three-dimensional: you can rotate it as you please with **C**. Your goal is to examine the dungeon’s five terminals, represented by glowing orange dots (●). To do so, you must exploit one of the Divine Beasts’ key features: they are articulated machines that you can partly control. In the case of Vah Ruta, you may freely move the elephant’s trunk. The increments by which you can change the trunk’s angle are represented with purple icons (●). Select one with **L** and **A**, then execute the command with **B**. This is an important point that is easily overlooked: *it’s only by pressing B that you will make the trunk actually move*. It will then take a few seconds for the Divine Beast to react accordingly. This concept applies to all dungeons.



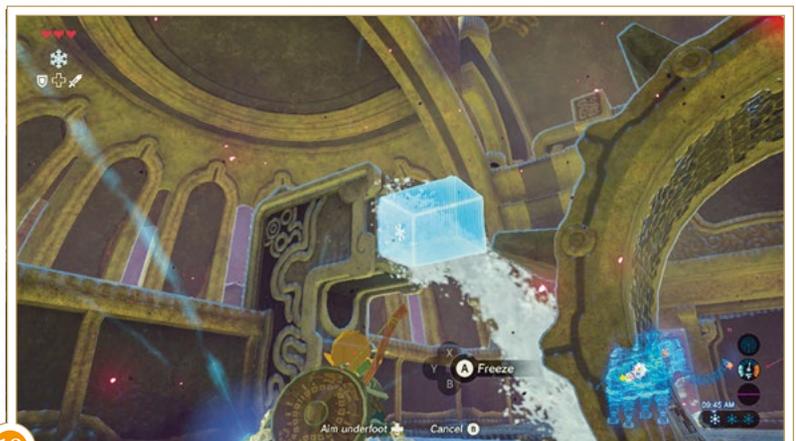
16

FIRST TERMINAL: Return to the first room you visited (where you eliminated the two eyeballs) and grab the cogwheel’s handle with Magnesis. Rotate it clockwise until the terminal is fully out of the water. You can then walk over and activate it.



17

Go through the gate opposite the dungeon’s entrance and run up the ramp. When you reach the top, take a right and defeat the Guardian Scout in the room with the watermill.



18

SECOND TERMINAL: If you look inside the rotating watermill, you will notice that it features a terminal. However, you cannot reach it because of the pool at the watermill’s base. Wait until the terminal is close to the bottom of the wheel, then use Cryonis to summon a block of ice that will obstruct the flow of water from the fountain. This will stop the watermill and drain the pool, enabling you to access the terminal.



19

SECOND TREASURE CHEST: Free the flow of water from the fountain to make the wheel spin again. Step on one of the cogwheel's teeth, making sure that it and the tooth in front are free of Malice goo. When you are at the uppermost point of the cogwheel's rotation, glide to the top of the wall on which the fountain is built. This will give you access to a second treasure chest.



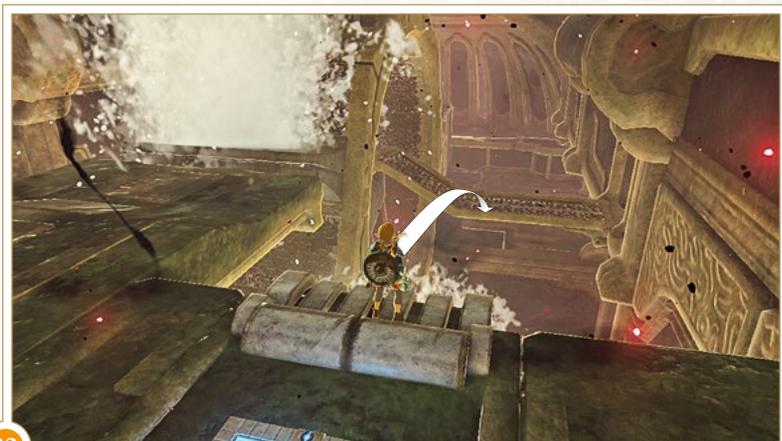
20

Move the Divine Beast's trunk to its fourth increment from the top. This will cause the water flowing from the trunk to make the second, larger watermill spin.



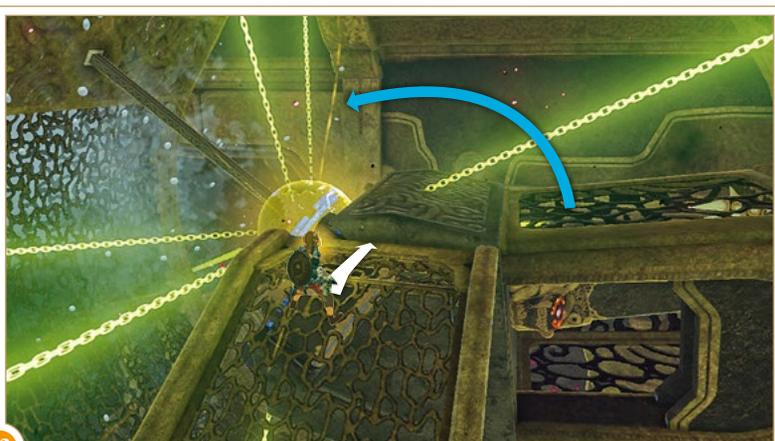
21

THIRD TREASURE CHEST: Standing between the two watermills, look in the direction of the larger one. When you notice a tooth with a treasure chest pass in front of you, hop on the next tooth and move forward until you are not pulled down by gravity anymore. Fire an arrow at the eyeball to remove the Malice goo and you can subsequently access the third treasure chest. Once the wheel's rotation has taken you to the platform on the other side, hop to it. Eliminate the Guardian Scout, then step on the nearby floor switch. This will create a waterfall that you can now use to swim back to the upper floor with the Zora Armor.



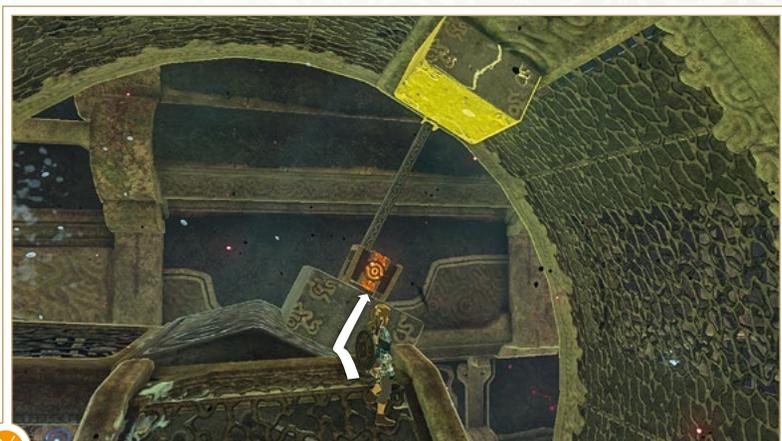
22

From the floor switch, glide to the walkway connected to the large watermill, and then look toward the watermill.



23

THIRD TERMINAL: This terminal lies behind a barred gate. The gate is temporarily unlocked when the nearby orb moves into the concave slot. You can extend this time window by casting Stasis on the orb just before it slides downwards – in other words, when it is to your left. This will enable you to wait for the terminal to pass right in front of you, with the gate still raised. Examine it and the gate will remain permanently open thereafter.



24

FOURTH TREASURE CHEST: Remain on the same walkway and observe the treasure chest that is sandwiched between two concrete blocks. The blocks will move along their slider under the effect of gravity. If you stop the farther of the two just in time as they are aligned horizontally to your right, only the other block will slide down, leaving you free to jump on it and retrieve the contents of the chest before Stasis ends.

DIVINE BEAST VAH RUTA

(CONTINUED)



25

Glide down to the pool on the bottom floor, then swim upward to return to the top of the waterfall. Head inside the corridor beyond it.



26

FIFTH TREASURE CHEST: At the end of the corridor, open the map menu and lower the Divine Beast's trunk to its lowest position. This will enable you to walk on the trunk itself. Shoot an arrow at the eyeball to remove the Malice goo and open the treasure chest. Now raise the trunk again and, once it is high enough, glide to return to the corridor from which you arrived.



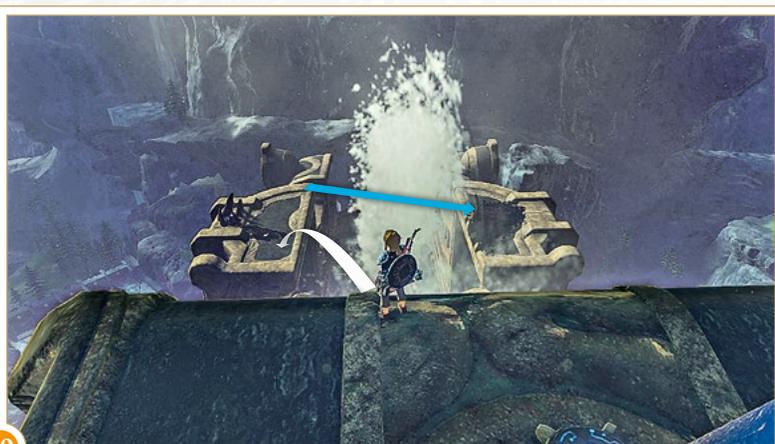
27

Still in the corridor, move the trunk to its lowest position. Once it stops moving, glide to the small platform on the tip of the trunk.



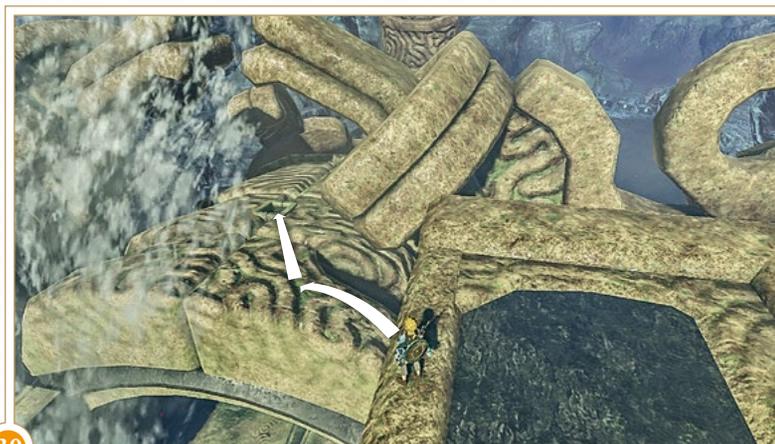
28

FOURTH TERMINAL: From your position at the tip of the trunk, open the map menu and move the trunk again, this time to the fourth increment from the top. During the command's execution, readjust Link's position so as to remain at the top of the structure. When the trunk stops, you will end up in front of the fourth terminal. Examine it.



29

SIXTH TREASURE CHEST: From the fourth terminal, glide to the platform on your left, which features a treasure chest covered with Malice goo. Stand in the top-right corner of that platform, and aim an arrow at the eyeball on the opposite platform. Hitting it will remove the goo.



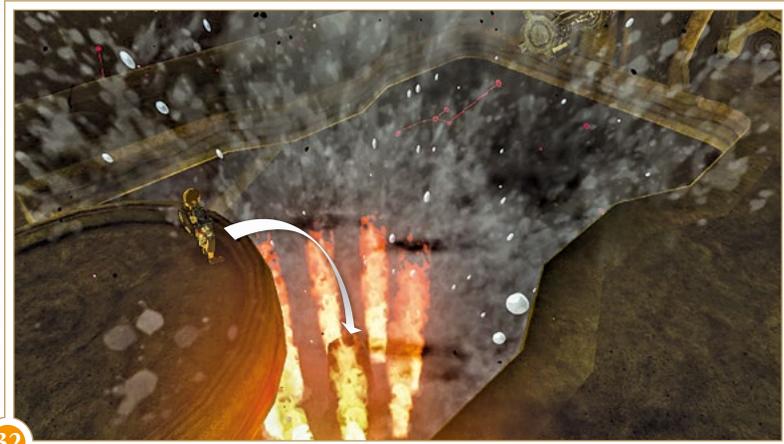
30

You can now glide to the nearby central platform – the top of the Divine Beast's head. Drop down through the small hole in the middle.



31

When you land on a semi-circular ledge, immediately eliminate the eyeball on the ceiling with an arrow. Once the Malice goop has disappeared, grab the nearby handle with Magnesis and rotate it clockwise until the hatch in the ceiling is completely open.



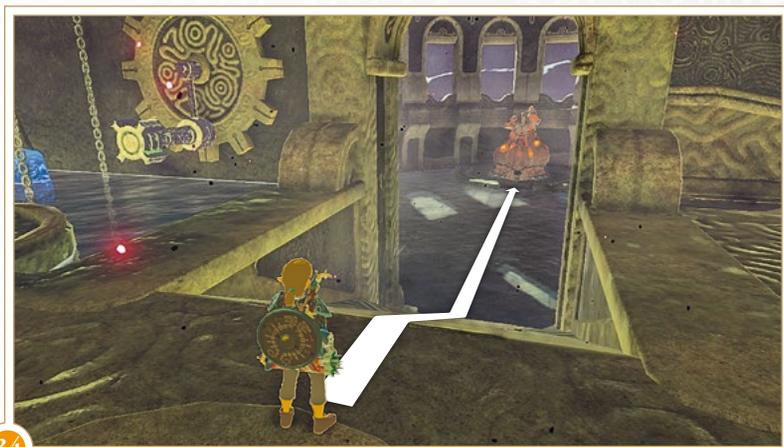
32

FIFTH TERMINAL: Open your map menu and move the trunk to the fifth increment from the top. This will cause the flow of water to extinguish the flames around the terminal directly below. Drop down and examine it.



33

SEVENTH TREASURE CHEST: From the fifth terminal, drop down to the ledge directly below to find this dungeon's final treasure chest.



34

MAIN CONTROL UNIT: The final step to clear this dungeon is to glide down back to the entrance. The main control unit is found in the only room that you haven't explored yet, opposite the waterfall. Interacting with it will trigger a boss battle, so make sure you are fully prepared before proceeding. Having a large stock of arrows and a selection of powerful weapons will definitely help here.

