



The Legend of Zelda: Phantom Hourglass

Play Journal Entries



Christian TheCalzoneZone

02/05/2017 1:50 AM



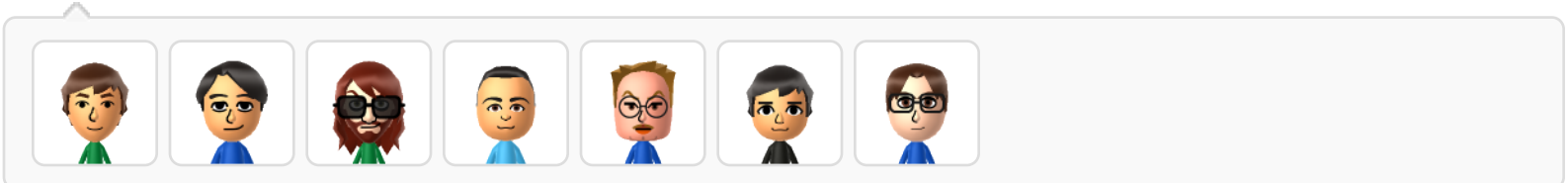
Part 3 | Phantom Hourglass Impressions

Welcome, anyone interested, to the third part of my initial impressions of this charming little game. This will likely be the last part, with 1 pure metal left to go before the Phantom Sword can be reforged.

To start off this post, I'd like if we could all give a moment of silence for McNey. Brave, daring soul he was. A tragedy it was, to have lost him. :'(

Yeah!

7 66



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Ed 02/05/2017 8:55 AM ·Spoilers

Yar!



Nintendoer 02/05/2017 12:24 PM

Cielafications.



Christian 02/05/2017 5:42 PM

Definitely not the hardest instance of this type of puzzle in the game, but no less fun.



Christian 02/05/2017 6:02 PM

This should be a lot of fun. I mean, Ciela's holding it for cripe's sakes! And a charged variety as well? Awesome.



+ Yeah!

1



Straggler 02/05/2017 6:09 PM

Notify me cap'n. Bunch of grouches playing this game atm. :p Seriously, I'm pretty sure I prefer PH to TP for my sixth favorite. LoZ title Christian, not LoZ soundtrack ...

+ Yeah!

3



Christian 02/05/2017 6:33 PM

While I could appreciate the early temples up to the Ghost Ship for their puzzles, it seems only these latter dungeons' have brought a smile to my face. The boulder puzzles in Mutoh's made this temple for me.

I s'pose I'm excited for the boss, too. I'd like to see the return of the mic in-battle, let's see if my wish gets answered.



+ Yeah!

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Christian 02/05/2017 6:51 PM

No, no mic, but Eox was still fun enough with just the Hammer and the launch panels. I died to him twice, a first, because I was really bad at avoiding his fist attacks. Now for my favorite part:



Yeah!

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Christian 02/05/2017 6:54 PM

The Sand of Hours cutscene!

I don't know why I haven't mentioned it before, but these cutscenes are great. They're the best examples of both cinematics and music in the game, in my humble opinion. Why can't all cinematics/music be like this? Ugh!



Yeah!

2



Christian 02/05/2017 7:02 PM

Cool design. Reminds me of a Hawaiian king. Of course, in ancient Hawaiian culture obesity was looked upon favorably, as you must be royalty to afford so much food. I similarly thought his knights had cool designs, although their builds and garb remind me instead more like Egyptians.



Yeah!

2



Christian 02/05/2017 7:13 PM

No sooner had the words escaped my lips, than did this screen appear:

"Watch it be nine..."



Yeah

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Christian 02/06/2017 12:23 AM

That is to say, I said aloud, "Watch it be nine" as I tried to present my

Courage Gems, and sure enough that was my total. Awkward phrasing on my part, eheh.

 Yeah!

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Elzonire 02/06/2017 3:41 PM

Once again, I didn't notice...

 Yeah!

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Christian 02/06/2017 6:06 PM

It's cool, bud. I don't knock off points for tardiness.

'Cause I don't award points period.

But I DO give out awards. Congratulations Stagger, Nintendoer, and Ed for each receiving the Perfectly Punctual Award, for arriving on time to all three parts.


 Yeah ♥

 2 



Nintendoer 02/06/2017 6:44 PM

Someone should add this accomplishment to my wikia page. =P

 Yeah ♥

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Christian 02/08/2017 9:02 PM

Hey look, the 4 possible ship types have all met up at this one area! Beetle, Traveling Ship, Jolene, and our ship. Pretty neat. Oh wait, I suppose only the enemy ship type is needed to truly finish the set. Fat chance all five us could ever meet.



+ Yeah!

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Christian 02/08/2017 9:32 PM

After another run-in with Jolene, and a humorous recounting of Linebeck's history with her, I've given Zauz sufficient time to forge the Phantom Sword.

I imagined it being/wanted it to be like Phantom Ganon's sword. Black with light blue outlining, it was a really beautiful design. Instead, Zauz is setting me up with... the Master Sword, again. I should've seen it coming in hindsight, but still,



+ Yeah!

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Christian 02/08/2017 9:33 PM

if the Phantom Sword resembled PG's from WW, that would've been such an awesome reference.

+ Yeah!

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Christian 02/08/2017 9:39 PM

I just love how Phantom Hourglass purposely does a lot of wacky gags with its cutscenes. The Oshus King stealing Link's thunder and grabbing the Hourglass before the music can finish is a wonderful example. Just great.



+ Yeah!

1



Christian 02/08/2017 9:42 PM

You got the Ma-ahemggrllgrlb, Phantom Sword! Sorry, force of habit.



+ Yeah!

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Christian 02/08/2017 9:45 PM

Oshus cooks a mean blade handle, this is for certain. Really slick design.



+ Yeah!

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Christian 02/08/2017 10:24 PM

Hrm. That last wave of Phantom killing was less challenging and more annoying.

In any case, ready to finish this thing!



+ Yeah!

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Christian 02/08/2017 10:37 PM

"Use the Force, Ciela!"

Obvious joke, I know.



+ Yeah ♥

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Christian 02/08/2017 10:40 PM

This is amazing.



+ Yeah!

2



Christian 02/08/2017 11:21 PM

Having my name at the top, what a great way to end it.

Wow. Let me mull over the adventure for a little while, and then I'll give my final thoughts.



+ Yeah!

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Christian 02/08/2017 11:31 PM

Nice ending.

I'll make it sweet and short, since, I dunno, it's what I feel like doing. If I had one word to describe Phantom Hourglass, it would be: cute. Some people might interpret that as an insult, or a means to say the game is lesser than others, but that's not my intent. What I mean is: this game is just the cutest, and it really lives that up.

Linebeck was hilarious. Cutscene animations



+ Yeah!

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Christian 02/08/2017 11:35 PM

continued to be very fitting and well-made, as in The Wind Waker. Puzzles were splendid, although most dungeons failed to wow me as a whole.

Graphics were a little above decent as a whole. Music was severely lacking, but the game managed a couple great tunes: Linebeck's theme, Sand of Hours acquisition, Oshus' theme, and Bellum's fight themes plus other end-game score. Gameplay was simple, but it

 Yeah!

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Christian 02/08/2017 11:42 PM

didn't NEED to be any more complex. Collecting was decent. Dialogue was fun and snappy. Drawing puzzle solving, mic usage, the map press puzzle, and leaving memos on the map and were all super fun.

I did enjoy it quite a bit. Minus two times I had trouble understanding things, it was a fun experience throughout.

By show of hands, who would be interested in reading a Spirit Tracks log by yours

 Yeah!



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Christian 02/08/2017 11:43 PM

truly? It likely won't happen unless I have my friends' genuine interest, so please make your voices heard! Conversely, if you'd just *hate* it if I made another one o' these, you can voice that opinion too. ;)

 Yeah!

 1 



Straggler 02/08/2017 11:50 PM

Hand up! Enjoyed it, even empathized w/ the complaints when I didn't agree ... I find the level of character on display in interactions between Ciela and Linebeck close to unmatched in the series. Seeing his actions towards the end gives the character such depth ... the three phases of Bellum, the pure inarticulate malice of the villain, and the LA style plot twist - nothing on that? :p

 Yeah!

 2

Christian 02/09/2017 2:01 AM



It's nice to be in company with people who can respectfully disagree. I said I'd keep it succinct, and that I did, but if you really must know, Stag...

Okay. But sleep first. More tomorrow.

Yeah!

1



Nintendoer 02/09/2017 4:06 AM ·Spoilers

That "yeah" is a hands up, by the way. =P

The final Phantom encounter was annoying, eh? Did you not set up a safe zone down there beforehand?

Yeah!

2



Ed 02/09/2017 4:32 AM

Hand up! If it's no trouble, that is. But really, you thought this game was cute? Wait 'till you get a load of ST Zelda...

How close to 100% completion did you come?

Yeah!

1



Elzonire 02/09/2017 8:44 AM

Hand raise! Yeah, it'll be fun to see someone try out Spirit Tracks for the first time.

Yeah!

1



Christian 02/09/2017 10:55 AM

I sorta counted on your hand, Jason. It doesn't surprise me at all, it being your first Zelda. Similarly, that's why I'm excited to see Noelle's impression of Ocarina.

Well then, you have been heard everyone. I'll be sure to make a Spirit Tracks log as well. Looking forward to that flute everyone hates!

 Yeah!

 1 




Christian 02/09/2017 11:01 AM

Safe zone, eh? Other than the wind spot, I did not discover any means to make it easier/faster/safer.

Let's see... 100%... Well, I probably got 6-8 ship parts total not including Linebeck's. Heart Containers are on the screenshots. I leveled up every fairy to Level 1. I never found the fishing mini game or the trading sequence. Keep in mind I wasn't looking for either, I'm notoriously bad at

 Yeah!



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Christian 02/09/2017 11:03 AM

discovering trading sequences in Zelda games anyway. And... that's all I can think of. Not particularly close to 100%, I'd say.

 Yeah!

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Nintendoer 02/09/2017 11:28 AM ·Spoilers

The red pots in the TotOK are portable safe zones. For the final Phantom encounter on B13, you can carry one down there and use it to safely pick them off.

 Yeah!

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Elzonire 02/09/2017 1:07 PM

Should I have said no to uproot expectations?

 Yeah!

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Christian 02/09/2017 5:59 PM

@ND Shoot. That would have been very smart, too bad It's didn't realize it.

@J Haha, no.

 Yeah!

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Ed 02/09/2017 6:06 PM

Don't feel bad. Before I read our fearless leader's log I didn't even know the game had a trading sequence!

I didn't spend too much time on this game, no.

+ Yeah♥

3



Jayse 02/10/2017 8:55 AM

... latifications. :p I missed your post somehow.

I'd be interested in a ST log from you. I'm always down to read about Zelda impressions.

+ Yeah!

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Christian 02/10/2017 3:06 PM

It will be done, Jayse.

Okay, so on the subject of Bellum, I thought he was a fantastic boss. Phase 1, his vertical arena (as well as his attack style by level) is an obvious and effective choice to highlight the DS' dual screens. Shooting his "hands" from a distance was a fun aha moment, and as I said before I just loved Ciela's newly discovered ability. There's something so satisfying about

+ Yeah!

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Christian 02/10/2017 3:13 PM

stopping the creature mid-flight to lash out on his eye. Phase 2, I didn't see coming, but it was another completely natural choice. Shooting the Bellum eyes off of the side of the mobile Ghost Ship while your ship also struggles to keep up? Very cool indeed. Phase 3 was also good. The most satisfying bit was getting Linebellum (Bellinebeck?) to the sword bind. Ya know, "RUB." As for Linebeck

+ Yeah!

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Christian 02/10/2017 3:16 PM



becoming part of the creature, it's a new concept to Zelda, but I can't say I love the idea. No complaints necessarily, it's just that the idea wasn't new to me and I it didn't wow me or even interest me. Just a case of personal preference.

So, one last thing, is that Ciela takes the place of Zelda as she helped out in games like WW, TP, and to a lesser extent OoT. I really like this fact, that

Yeah!

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Christian 02/10/2017 3:18 PM

Ciela the fairy was given this important duty of helping in battle. Remember when Navi says she'll fight with you to the end with the final Ganon confrontation, but ends up being completely useless as all she can do is tell you that she "has no idea what [Ganon's] weakpoint is"? Not the case with Ciela, and I really appreciated that.

Finally, the ending, and the nod to Link's Awakening. When I

Yeah!

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Christian 02/10/2017 3:21 PM

heard the cry of the whale off screen, the implications of that immediately hit me. "No way this was all a dream!" I likely thought to myself. But *is* it a dream? Because after all, Link still has the Hourglass in his pocket-- it's just like the ending of the Polar Express written by Chris Van Allsburg, and he sees Linebeck's ship off in the distance, although not Linebeck himself, so this could

Yeah!


2



Christian 02/10/2017 3:25 PM

easily be another ship, and if you believe it's a dream, then it's the real-life ship that Link saw to later dream about Linebeck owning. The case can even be made that owning the Hourglass is not proof that what he experienced was real, as he could've picked it up on the Ghost Ship before falling asleep, the memory of that world was therefore likely concealed in the Hourglass, and when he woke up

 Yeah!

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Christian 02/10/2017 3:28 PM

again, there it stayed in his pocket.

In the end, we don't know. Whereas Link's Awakening made it very clear that the adventure took place in a dream-- the Wind Fish's memory, Phantom Hourglass makes it purposefully ambiguous as to whether the adventure took place in a 10-minute dream, or through a portal to some alternate universe. That's why I don't weigh in on any one side more than the other,

 Yeah!



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Christian 02/10/2017 3:29 PM

because I can believe it happening either way. It's a good ending, and fun to consider.

 Yeah!



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Christian 02/10/2017 3:31 PM

*Correction, Linebeck fusing with Bellum isn't entirely new. Somehow I forgot about Ganondorf and Zelda from TP.

 Yeah!

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Straggler 02/11/2017 4:30 PM

Yay! I'm glad I prodded you there, as I really enjoyed your thoughts brocephus.

I completely agree with all but one of them, and also tend to think it wasn't a dream but rather a powerful summons to distant seas from Oshus. When you play ST, there are certain indications in it that those inhabitants were real and not figments. Still a beautiful nod to LA w/ either interpretation ...

 Yeah!

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Straggler 02/11/2017 4:31 PM

My disagreement is more of an added element. Linebeck chose to stand up to Bellum. Ythen of course the final battle incorporates his awesome theme song. I find that an awesome jump from the materialist he was, and one tht didn't feel forced. *cough Byrne cough*

Yeah♥

2



Christian 02/11/2017 10:38 PM

You like my thoughts? How kind of you to say! Personally, I feel I write much better when I'm looking back on something as opposed to writing about it as it happens. So... it doesn't really help that I've only been making impressions logs lately. ;) But they're fun in their own way, wouldn't you guys agree? For example, it's funny to see someone play the game for the first time, and *think* they

Yeah!

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Christian 02/11/2017 10:43 PM

understand something, but they're totally wrong. I did that a couple times this log, so I hope I at least got a chuckle out of someone.

I suppose I did get that from Linebeck as well, hm. Also, hey! No Spirit Tracks spoilers!

Yeah!

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Christian 02/11/2017 10:49 PM

Random thought that just ocured to me: the best enemy in the game, Pols Voices, only appeared twice and in the same temple. Too bad really, they were fun little guys.

Yeah!

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Straggler 02/11/2017 10:51 PM

Well that's just a given, experience leading to greater clarity ... I for one take that into account, and I'd bet most if not all of these Nerds do too. :)

Sorry! The Byrne thing was too far. Now I feel bad.

 Yeah...

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Christian 02/11/2017 11:05 PM

I was kidding Stag. That doesn't spoil anything for me, in the true sense of the word. No worries brother.

 Yeah!

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Nintendoer 02/13/2017 9:22 PM

Not to pressure you, but any word on that ST playthrough? I'm curious to see what you think of it after your impressions of this game. I'm enjoying my replay of the game a lot more than I thought I would. Partially because I'm playing it immediately following PH (such a huge improvement to the ideas laid out in that game...sorry, Stagger!), and admittedly probably 75% because it's a bit of a...

 Yeah♥

 1 



Nintendoer 02/13/2017 9:24 PM

...nostalgia trip for me, as the last time I played the game was my senior year of high school. Yeah...

Anyway, just curious to see whether or not I'm insane for liking the game more than PH. =P I thought your impressions of this game were spot on.

 Yeah!

 3 



Christian 02/14/2017 2:40 AM

Aha, so you admit it! You just want me to be able to read your latest log, don't you? :)

Truthfully, I don't think I'll buy the game as soon as you'd like. :P This is because I'll be spending at least \$76 on games this March, and I'd like to wait a while longer before I make any further purchases. True, it's an \$8 game, but I still feel like it'd be a pressured purchase, which, you just

expressed

 Yeah!

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Christian 02/14/2017 2:50 AM

not wanting to contribute towards, so I know you'll understand. The future will tell, as we still have half of February, but actually, the next game I'd consider buying first is Metroid Fusion, for a reason that ties into the non-BotW game I'm buying this March; Metroid Prime: Trilogy. You see, I redeemed a coupon for it through My Nintendo knocking off 20%, but it expires soon and I have to act

 Yeah!

 2 



Christian 02/14/2017 2:55 AM

quickly. Because of my preference to play franchise games in order of release, that's why I'd pick up Fusion, to play before I move onto Prime. So now you know.

 Yeah!

 2 



Nintendoer 02/14/2017 4:13 AM

Understood, Chris! Enjoy the games listed; they're all fantastic.

 Yeah!

 1 



Straggler 02/14/2017 7:00 AM

That may be true Nintendoer, but the flaws it has ... I'll save it for my log. :p

Just for reference Christian, Prime exists as a completely separate continuity to the rest of the Metroid series, confirmed by its creative director. It wouldn't effect my decision if I were intent on playing them in release order. Fusion preceded Prime in that regard, right?

 Yeah!

 2



Christian 02/14/2017 4:08 PM

Right you are, Stag. I willingly spoiled just the opening of Fusion and a few

aspects of its enemies in a video I saw recently, and it literally impressed me. It looks very fun! Metroid Prime I don't want to know a thing about, however.



Christian 02/15/2017 10:39 PM

Update:

Well, I made a decision. Please see my latest post.



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