

 **The Legend of Zelda Series Community**

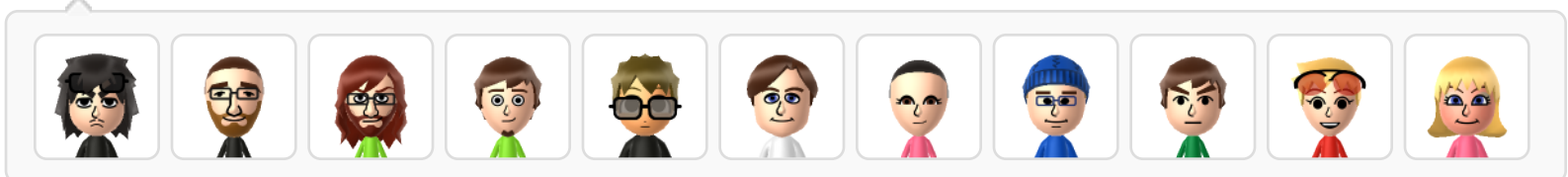
**Matt** 3.14159265  
01/28/2017 9:48 PM

For Christmas, one of my presents was an original cartridge of Zelda: Phantom Hourglass. Even though I won't be able to post screenshots to the game's community, I prioritize both having a physical copy and playing the game on a 3DS (not a Wii U) over screenshotting.

Nevertheless, comment if you want notifications for a log of my experiences with PH! Please keep spoilers to a minimum.

 Yeah!

 11  100



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### Comment



**Christian** 01/29/2017 12:21 AM

Unfortunately won't be able to stay for long. I'm in the midst of playing the game for the first time myself, and I'm also making a log (Wii U ver.) alongside.

 Yeah!

 0



**Brandon** 01/29/2017 8:09 AM

It's a good one. Enjoy!



1



**Stagger** 01/29/2017 8:40 AM

Notify me captain. Despite the misery of the soundtrack's lack of variety, this game is in a constant war w/ the lsst one you played for my sixth favorite LoZ title.



0



**Nintendoer** 01/29/2017 11:05 AM

Notifications!



0



**Christian** 01/29/2017 1:31 PM

On point observation, Stag. I've been noticing this as I play, and it's made me quite glum, to be honest.



1



**Matt** 01/30/2017 8:23 AM

I remember playing a 20-minute demo of this game at a Circuit City (remember those?) a decade ago and trying to get as much stuff done in that time. I want to say it started after meeting Ciela on the beach. Onto the actual game:

I enjoyed Niko's pictorial summary of the events in Wind Waker and the whimsical music to go along with it. Looking forward to my adventures with Ciela.



1



**Matt** 01/30/2017 8:58 AM

The touch controls seem intuitive enough, but it's a step away from the Zelda formula I'm so familiar with. Nonetheless, I have an open mind for

this game.

Combat seems simple enough, but I had some difficulty differentiating rolls from side slashes.

I went shopping for a Wooden Shield and a Red Potion. What is this madness, you don't need empty bottles for potions?!

 Yeah!

 2



**Matt** 01/30/2017 9:08 AM

Linebeck's cracking me up, especially with the scene when he gave me a Small Key when I was dazed. I need to head to class, so I'll continue this later today.

 Yeah!

 2



**Matt** 01/30/2017 2:53 PM

Made it to the Isle of Ember (sailing is a breeze compared to Wind Waker) and eventually got Astrid to let us head to the Temple of Fire. I'm liking these puzzles involving the microphone as I haven't played that many games using one. Really showing the DS's full potential.

I wasn't expecting to get the Boomerang this early, but I'm enjoying the innovative puzzles with drawing its path.

 Yeah!

 2




**Matt** 01/30/2017 3:08 PM

Hmm, the Boss Key is something that you have to physically carry above your head to the Boss Door. That should make for some interesting puzzles in future dungeons; looking forward to them, if any.

Blaze, Master of Fire was a good exam on the boomerang, but it took me a moment to realize the clue on the Map Screen as to the order.

What to do... buy an Elegant Chimney or save up for a Power Gem.

 Yeah!

 2



**Matt** 01/30/2017 3:47 PM

Decided to get the Chimney for the heck of it since I'd rather not forget later. Detoured to Cannon Island to meet the winged Postman. ...Oookay, moving on. I couldn't do anything there, so I went ahead to the Temple of the Ocean King and found the game's titular item. I made it to the Northwestern Sea Chart just fine, and that was a great (part of the) dungeon with nice stealth and puzzles.


 Yeah!

 1



**Matt** 01/30/2017 4:32 PM

Yeah, I gotta admit the soundtrack is pretty lackluster for a Zelda title. Went back to Cannon Island, and I managed to get a cannon for the ship, hooray! On my way to Molida Island, I saw the Ghost Ship and steered clear of it for my own safety. Nothing significant on Molida except some info on a spring to the south. I know where to power up spirits with Spirit Gems now.


 Yeah!

 1



**Matt** 01/30/2017 5:59 PM

To humor myself, I decided to follow the Ghost Ship as far as I could until I got sent back to the entrance to the northwestern sea. Good thing I did that so I could get the trigger to enter the cave on Molida. With the Shovel in hand, I found three Big Green Rupees to let me buy a Power Gem at the Molida shop. I then made my way to the Isle of Gusts with more great puzzles on using the Shovel.

 Yeah!

 2



**Matt** 01/30/2017 7:15 PM

I could go on and on about this game's excellent puzzles. I'll try to stop here, but I'll probably keep doing it anyway. The bosses so far have been a bit easy for my tastes, though.

The boat cannon minigame with Salvatore was tedious, but I eventually managed to score a 2580 after ~10 attempts, including two 2480's. I randomly got 2 ship parts from here; are any exclusively obtainable from here?

 Yeah!

 0



**Straggler** 01/30/2017 8:33 PM

Since you asked, no ship parts are exclusive to any location or pursuit in PH save Linebeck's originals. Some are much rarer than others, requiring a higher mini-game score and such.

It wasn't until my third and most recent playthrough of PH I even noticed the map thing on Blaaz btw. :)

 Yeah!

 1



**Matt** 01/30/2017 8:34 PM

Decisions, decisions, for 1000 Rupees, I could either get another Bomb Bag upgrade from Beetle or two Spirit Gems. I eventually decided on the Bomb Bag.

Some Link "cosplayer" on a Traveler's Ship cracked me up with how badly he impersonated Orca. Could only take 3 hits before wimping out.

"Press it down to transfer it." Best thing I saw all day. How does the Wii U handle that, Christian?

 Yeah!

 0



**Christian** 01/30/2017 11:11 PM

Well, Matt, I got a big kick out of that myself. Got me smilin' all big and all it did. I thought it was the most creative use of the DS' capabilities by far. On the Wii U, going in and out of the VC menu did the trick, and I do believe the HOME button would've worked also. Not as intuitive for a first-timer, but once I understood what needed to be done for the original, didn't take long at all.



**Matt** 02/05/2017 11:48 AM

After taking a break from gaming for a bit, I bought the Salvage Arm and got undersea treasures. Some of those treasures were the Sun Key from the Sleep Mode puzzle, another minute's worth of Sands of Time and a ship part. The Sun Key led me to another secret cave in Molida and eventually to the Temple of Courage.

The Temple had some nice puzzles, but it was really just OK. The first-person...



**Matt** 02/05/2017 12:08 PM

...view from Krayk's eyes was an interesting twist. Other than that, the dungeons have really just been going through the motions for me.

Back at the ship, I saw Ciela merge with the Spirit of Courage to find that she *is* the spirit, and we left for the Ghost Ship. Before that, I ran into Linebeck's rival, Jolene, and defeated her. She said their last encounter was 100 years ago. Interesting...



**Matt** 02/05/2017 12:30 PM

I got the Demon Prow ship part from an underwater chest. Since I had 10 Power Gems, I went to Spirit Island to power up the Spirit of Power. I learned from a letter from Jolene that her sister has an obsession with mermaid costumes... New sword upgrade from the Power Gems. Salvatore sent me a letter with a Wisdom Gem. I finally boarded the Ghost Ship after manually guiding the ship.



**Matt** 02/05/2017 1:10 PM

Sand of *\*Hours\**. I found the first of the Cubus sisters. Seems a bit

suspicious if you ask me. Escorting the other three sisters through the Temple of the Ocean King portion was a nice challenge. Dead Man's Volley with the Cubus sisters was fun, and I even got a Heart Container for it. I found out Tetra was turned to stone and saw Oshus's story as a storybook. What a twist! Linebeck leaning on...

 Yeah!

 1



**Matt** 02/05/2017 1:44 PM

...Tetra, knocking her over, fainting from learning there's no treasure, AND instantly changing his attitude about us cracked me up. Met Zauz as Oshus suggested and then set out for the Temple of the Ocean King. Well, after finding the Uncharted Island, where even Linebeck noticed there was no map on the upper screen. The puzzle of "rudder, spray, paddles, sees a way" was great.

 Yeah!

 3



**Christian** 02/05/2017 3:42 PM

I'm happy to find that I'm not the only one who finds Linebeck hilarious.

 Yeah!

 2



**Matt** 02/05/2017 3:46 PM

I met Cylos and got his Slate. Convenience, hooray! Got the Demon Ship ship part and a few hundred Rupees from the Salvage Arm. Linebeck sent me a letter with the Ancient Cannon ship part. I adventured through the Temple of the Ocean King and made it to the midway warp point easily enough. I eventually got to the Southeastern Sea Chart with 6:24 remaining of 15:00. I don't want to risk it.

 Yeah!

 2



**Straggler** 02/05/2017 6:06 PM

Boo! Take some risks! :p In all seriousness, I find that just one of the myriad things I love about the TotOK. Whether or not to go for the entire enchilada the first time or come back w/ improved capabilities and more sand is a great forced choice.

Just humdrum dungeons for you too eh? You showed enthusiasm for the Ghost Ship at least Matt. I really like the Temple of Courage too.

 Yeah♥

 2



**Matt** 02/05/2017 6:42 PM

Admittedly, Christian, I find him to be an incorrigible, greedy person, but he has his moments every now and then that make me burst out laughing.

I feel PH's dungeons up to this point have been somewhat linear. I'm liking the puzzles, but I'm having no trouble with the dungeons even with little effort.

From treasure charts, I found another minute's worth of Sand of Hours and three ship parts.

 Yeah!

 1



**Straggler** 02/05/2017 6:44 PM

... and this differs from TP somehow? :p Great explanation of your position though Matt. You and I have been agreeable in disagreement for our entire friendship.

 Yeah!

 0



**Matt** 02/05/2017 6:53 PM

Compared to stuff you and Nintendoer write, my prose is really kind of barebones. You mentioned a utilitarian philosopher in my TPHD log; even though I hadn't heard of him before, I see where you're coming from on that. I've never been any good at rhetoric or descriptive writing since I'm usually very direct, even blunt sometimes, but also somewhat inarticulate.

 Yeah!

 0



**Straggler** 02/05/2017 6:56 PM

Whoa, slow down! Way off topic, but you're certainly not inarticulate. Direct is certainly true heh. Still way off topic, but I'm glad all of us in our group are

so different yet clearly enjoy each other's input and company ... now get back to boating.

 Yeah...

 1



**Christian** 02/05/2017 7:15 PM

Well, it's not that incorrigible nor greedy people can't have a sense of humor, can they? I didn't say he was a flawless character, I said he was a hilarious one.

 Yeah♥

 2



**Christian** 02/05/2017 7:19 PM

Don't worry about prose, Matt, really. I've honestly felt the same way at times, but then I remembered that my writing style offers something that neither Stagger, nor Nintendoer, nor anyone else's can; me. So please don't belittle yourself, you're doing great.

 Yeah!

 3



**Matt** 02/05/2017 7:21 PM

I could go into why I say I'm inarticulate, but I'll spare you (most of) the details. That's mainly when I'm talking to people, but with electronic communication like Miiverse, I actually have time to organize my thoughts. Getting back to the game:

On my way to Goron Island, I encountered a sea monster boss. I actually got my first Game Over from it, but I defeated it on my second try.

 Yeah!

 2



**Nintendoer** 02/05/2017 7:23 PM

Agreed with the two Goriyas above. Keep doing what you're doing! I enjoy reading your more direct style of logs and approach to judging elements of the game. Inarticulate, you are not.

 Yeah!

 3



**Matt** 02/05/2017 8:09 PM

Nice remix of Ocarina's Goron City. Passed Biggoron's test on my 5th or so try. Since I was stuck on how to access a switch behind a small hole, I set sail for a treasure map I found (a duplicate ship part) and possibly a golden frog in the Southeastern Sea. I found the Ho Ho Tribe and was able to access the Isle of Frost and its golden frog.

I really love logic puzzles like the one here.

Yeah!

1



**Matt** 02/05/2017 9:47 PM

After pondering the puzzle for many minutes, I correctly deduced that "Aroo" was the lying Yook.

I eventually made it to the Temple of Ice and found the Grappling Hook. Unlike WW, you can actually use it to grapple onto chests like in the N64 Zeldas. New to this game is using it as a tightrope between two wooden posts and as a makeshift catapult for both you and arrows. Not bad, I like it!

Yeah!

2



**Matt** 02/05/2017 10:08 PM

I really enjoyed the Gleeok fight. Who knew the rope could withstand their fireballs? I claimed the Azurine for myself, did all I could on the island with the Grappling Hook and sailed to Harrowing Island. Along the way, I found another golden frog. I played the digging minigame once (got two treasure maps) and closed the DS for the night.

Yeah!

3



**Straggler** 02/05/2017 10:27 PM

You have no idea how stinking lucky you just got on Harrow Island. Just wow ... picture getting Dampe's OoT PoH on your first walletfull and the LttP digging game PoH on the first try back to back. That's what you just did pulling two charts in your first dig on Harrow.

Yeah!?

3



**Matt** 02/05/2017 10:58 PM

Seriously? Dang, talk about beginner's luck. I think I might have gotten two new ship parts out of them, so lucky me.

I always hated the Pieces from Link to the Past's digging game and treasure chest minigame. Anyways, I got to power up the Spirit of Wisdom since I had 11 Wisdom Gems. To me, the upgraded shield was kind of meh. As for Courage Gems, I have 7.

Yeah!?

2



**Christian** 02/06/2017 12:14 AM

The Power upgrade is awesome, although I'm admittedly beginning to speculate that the effect is simple aesthetic and doesn't give you real battle advantage.

Yeah♥

0



**Matt** 02/06/2017 3:37 PM

I powered up Ciela (sword beams were underwhelming...) and used the Grappling Hook around the Great Sea to get various treasures. Since I didn't know how to get a Bombchu Bag to progress on Goron Island, I went back into the Temple of the Ocean King.

Made it to the midway warp point with 1:17 drained. Christian, the flame sword actually has upgrades (see spoiler post below):

Yeah!

0



**Matt** 02/06/2017 3:38 PM ·Spoilers

You can backstab a Phantom with an upgraded sword to stun it, exactly as if you hit it with an arrow in the back.

You can directly defeat enemies like Fire Keese and Bubbles with an upgraded sword without needing to stun them beforehand.

 Yeah!

 1



**Matt** 02/06/2017 4:38 PM

I got back to where I stopped last visit with 3:15 drained of 18:00. On B10, it was so satisfying to finally kill one of those darn Phantoms with a boulder. Next floor, I got to see their powers of teleportation. Terrifying. With about 4:30 left in the Hourglass, I got the final Sea Chart. Some treasures on these final floors remain unclaimed as of yet... It's driving my OCD up a wall.

 Yeah!

 2



**Matt** 02/06/2017 5:15 PM

On my way up to the Northeastern Sea, I stopped by Harrow Island and managed to get 4 50 Ruppoors, a Big Green Rupee and a single Treasure Map. Hooray?

Found Maze Island, won the Beginner level on try 3 and quit the Normal level on try 3. This is a fun way to burn off my 7000+ Rupees. Does anybody object to me taking pictures of the marked and unmarked map and planning out the route on MS Paint?

 Yeah!

 2



**Matt** 02/16/2017 6:39 PM

Finally got back to this game again today. Being a computer engineering major is demanding...

Tried out Maze Island's Normal maze twice before giving up and heading to the Isle of the Dead. Aroo sent me a letter with a Wisdom Gem. I found the secret digging hole and got a Power Gem. I eventually got the Regal Necklace from the fourth knight, Brant.

 Yeah!

 1



**Matt** 02/16/2017 7:52 PM

When ambushed by pirates on the way to Maze Island, I took them out for

Linebeck to reward me with a Courage Gem. My next attempt on the Normal Maze, I narrowly won the Treasure Chart reward. Careful routing ftw. After some more careful planning on the Expert Maze, I won the Heart Container on my third try without having the timer's beeping speed up! I found a Wisdom Gem behind a bombable wall.

 Yeah!

 2



**Matt** 02/16/2017 8:50 PM

From treasure maps in the Northeastern Sea, I got two ship parts. I found Masked Beetle and spent 2000 Rupees total on a Heart Container (where did he find one?) and a Courage Gem. I adventured the Isle of Ruins and restored the isle with the King's Key. While exploring the isle, I found two Wisdom Gems, one Power Gem and one Courage Gem. Right now, I'm lost as to how to get to the first knight.

 Yeah!

 2



**Matt** 02/16/2017 9:30 PM

I eventually left the isle for other pursuits. I found regular Beetle's ship and bought a Goron Amber for 1080 Rupees since I have nothing better to spend them on. Found a Golden Frog and the Man of Smiles in the Northeastern Sea. I warped over to the Southeastern Sea and found Dee Ess Island. How clever. I got a Courage Gem from the "upper screen" and another from the "Menu button."

 Yeah!

 2



**Matt** 02/16/2017 10:01 PM

Since the Goron Game wasn't available there yet, I sailed to Harrow Island. It took seven tries before I got a treasure map to a ship part; completely worth six soft resets =p.

I'll close the DS for the night, and I'll come back to it after lunch today/"tomorrow."

 Yeah!

 2



**Christian** 02/16/2017 10:58 PM

Speaking of Dee Ess Island, there's a really neat easter egg assigned to the mic there. See if you can find it.

Yeah!

0



**Matt** 02/17/2017 9:00 AM

I saw four digging spots near where (I anticipate) the mic would be on an original DS. Nice Easter egg.

While exploring the seas to try finding a Bombchu Bag, I came across Molida's Shooting Range. It took me four tries to get the quiver and another three tries to get the Heart Container. I got several new ship parts from other tries. If you ask me, that was worth the money.

Yeah!

1



**Matt** 02/17/2017 10:17 AM

I found an underwater chest with a minute's worth of Sand of Hours. I found Orca's swordsmanship replacement, got a Heart Container for striking him 100 times and exchanged the Hero's Clothes for a kaleidoscope. Trading sequence commence! I gave it to a Ho Ho Tribe member for a guard notebook. I returned it to Nyave to get a wood heart. Whom to give that to...

Yeah!

1



**Matt** 02/17/2017 11:14 AM

Something tells me I have to give that wood heart to a Goron, but I'm not sure. I got a Wisdom Gem for giving Jolene's Letter to Joanne. My first fish was a 1'8" skippyjack.

On a previous visit to Harrow Island, I decided to violate "only 10 treasures" to find out I lose all of my Rupees. I'm considering it since I have nothing to spend them on and have plenty of extra ship parts to sell off.

Yeah!

1

**Matt** 02/17/2017 12:41 PM



I should clarify what I meant with my comments on Harrow. I was hunting for a treasure map there, found out about the wallet-emptying penalty for myself and then soft-reset to before the dig. I didn't actually save after losing all of my Rupees, but I have several thousand Rupees I don't know how to spend.

 Yeah!

 1



**Christian** 02/17/2017 2:23 PM · Spoilers

This comment contains spoilers.

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**Matt** 02/17/2017 4:29 PM

So yeah, I barely had any exposure to the DS line like DS, DS Lite, DSi, etc. I didn't know the mic was on the left half of those systems as opposed to the right half like on my New 3DS XL.

When I found a romance-seeking wayfarer on a Traveler's Ship in the southeast, I gave him the Wood Heart for a thank-you and a hint about a large chest at his former house. Where could it be...

 Yeah!

 2



**Stagger** 02/17/2017 4:41 PM

Man, it is ridiculously expensive to earn your digging priveleges back on Harrow ... which I have done out of curiosity.

 Yeah!

 2



**Matt** 02/17/2017 4:52 PM

Apparently, I was dense enough to not realize the wayfarer *\*was\** the fisherman on Bannan.

Southwest of Cannon Island, I caught a 5'3" loovar. When I went to show it to him, I encountered a boss on the sea and defeated it. I got the

Swordsman's Scroll and a Big Catch Lure from the him. The Great Spin Attack is fun to use, especially when I can hit a wall while spinning to cancel being dazed.

 Yeah!

 2



**Matt** 02/17/2017 6:35 PM

Southwest of Cannon Island, I found a minute's worth of Sand of Hours and a 3'5" toona. Northeast of Goron Island, I caught a 10'8" rusty swordfish. I discovered the only thing between me and the Goron Temple was a bombable wall without a crack in it. The only clue I saw was a design in the ground on the other side of it.

So far, I have 16 Power Gems, 16 Courage Gems and 19 Wisdom Gems.


 Yeah!

 2



**Matt** 02/17/2017 6:56 PM

Goron Temple time. I got a good laugh out of how Link keeps doing the Great Spin Attack even when an air current pushes him up. Controlling Gongoron is fun, and I'm looking forward to having a "Command Melody" partner who can actually fight. Also, what is this madness that Gorons can jump in a roll, without a ramp, and without losing momentum? MM3D needs some more retcons =p. Finally got Bombchus.

 Yeah!


 2



**Matt** 02/17/2017 8:08 PM

The new Bombchu's uses are great and made for good puzzles. It took me a while to figure out what to do with Dongorongo, but then I eventually remembered the timeless quote, "Dodongo dislikes smoke." Had to apply that for both phases of a nice boss fight.

With Bombchus in hand, I went to the Temple of the Ocean King to see what I could do with them. They've only gotten me a Treasure Map and...

 Yeah!

 1



**Matt** 02/17/2017 8:15 PM

...some time savers here and there. The most important thing I learned from this trip, however, was that I can use the Great Spin to move quickly around the Temple without having the Phantom Eyes seeing me or the blue, shall I say, alerting water causing noise for me. I just need to manage not being stunned with a Phantom pursuing me.

Yeah!

1



**Matt** 02/17/2017 9:20 PM

Nothing else noteworthy in the TotOK, but I bought a Heart Container from the Mercay shop for 2000 Rupees. That Treasure Map from the ToTOK got me another minute's worth of Sand of Hours. On the first cave in the Isle of the Dead, I found a secret cave with a Courage Gem after a maze of Rupoops.

On my way to the Isle of Ruins, I found Neptoona at 17'3". My reward was a Heart Container.

Yeah!

2



**Matt** 02/17/2017 9:37 PM

So yeah, I apparently took the map of the Isle at face value and thought that the perimeter of Max's Temple was blocked off by the top of the pyramid. Completely logical.

I can now access Mutoh's Temple. It was a nice puzzle to just go to another floor from the first room. The Hammer is certainly interesting; I can hit anything without a wall between it and Link.

Yeah!

2



**Matt** 02/17/2017 10:10 PM

I found a Courage Gem in the Temple. The puzzles with the hammer are great: catapulting yourself and boulders onto higher ledges and flipping around colored tiles. I'm a bit disappointed that there weren't any major puzzles based on carrying Big Keys around dungeons with you.

But the Eok fight more than made up for that. Catapulting Link to strike the nails in his stone armor was fun.

 Yeah!

 2



**Matt** 02/17/2017 10:29 PM

I brought all of the Pure Metals to Zauz to forge a sword. While he was doing that, I left and noticed Jolene sent a challenge letter to me. After I defeated her, I learned of Linebeck's history with her. I took Zauz's completed blade to Oshus, who combined it and the Phantom Hourglass into the Phantom Sword. Phantoms, "say hello to my little friend!" After I get some sleep tonight, that is.

 Yeah!

 1



**Matt** 02/17/2017 11:17 PM

\*Eox\*, sorry. I actually got to the final (I hope) blue warp room of the Temple with 14:40 left of 25:00. It was incredibly satisfying to slay all of those darn Phantoms. I only got hit once, which was with the Gold Phantoms in the penultimate room.

 Yeah!

 1



**Elzonire** 02/18/2017 1:28 AM

How did I miss this? Notifs.

 Yeah!

 0



**Matt** 02/22/2017 6:58 PM

Started up the Bellum fight. This game's boss intros have disappointed me very slightly since every boss just appears without any buildup or fanfare. Ciela gave me one hint about grappling the smoke clouds around Bellum's body. Currently wondering how to shoot arrows at Bellum's eyes without them closing beforehand.

 Yeah!

 0



**Matt** 02/22/2017 7:12 PM

...Or, you know, just waiting for them to open on their own. That's another good idea.

Upon "defeating" Bellum, Ciela got her memory back. Apparently, she can harness the power of the Hourglass to stop time itself. Neat! I probably shouldn't have used the Great Spin Attack in the next phase... I got a good laugh out of being teleported onto Linebeck's head in his ship.

Yeah!

0



**Matt** 02/22/2017 7:41 PM

Tetra was revived but got stolen away by Bellum just as I was listening to the first few seconds of Ocarina of Time's ending theme. What a twist! It possessed the Ghost Ship, and I boarded the Ghost Ship after I shot out all of the eyes. I really enjoyed the fight against Phantom Linebeck. After Link sealed Demise's essence into the Phantom Sword, the Wind Fish came out.

Yeah!

3



**Stagger** 02/22/2017 7:46 PM

Ha!

Yeah!

2



**Matt** 02/22/2017 7:48 PM

Joking aside, it was time for Link and Tetra to return to their own world. According to the crew, the duo's adventure only lasted about 10 minutes in the Great Sea. The Ghost Ship then mysteriously disappeared, but Link noticed he had the empty Phantom Hourglass and saw the SS Linkbeck was sailing out in the distance. The end.

I really enjoyed this game! Now to 100% it.

Yeah!

2

**Matt** 02/22/2017 8:25 PM



In the Mercay Shop, I found my first Ruto Crown. I got a letter from Gongoron, learned about the Goron Game on Dee Ess Island and got the included Courage Gem. I got another letter from King Mutoh with a Power Gem included. Only five more gems to go: 1 Courage, 1 Wisdom and 3 Power. I set a new record (29.70) on the Goron Game on attempt 4 for a Bombchu Bag. My best record was eventually 23.93.

 Yeah!

 1



**Matt** 02/22/2017 9:40 PM

I got a letter from Joanne with a ship part I already had. Hooray. I became a Gold Member with Beedle, but I'm not interested in wasting money (go figure) on potions to become a Platinum Member. Found an 11'5" rusty swordfish near the Isle of Frost, where I also found a Power Gem in a chest on the tundra. I'll call it a night.

 Yeah!

 2



**Matt** 02/23/2017 11:32 AM

While exploring the Wind Fish's temple (this'll be the last time I use that joke), I found a Power Gem in a chest on B6 and got a Sickle Anchor to complete the Demon ship part set. I played the archery game for a bunch of other ship parts. Should I consider myself lucky that I managed to get a Gem Anchor out of that game a couple days ago?

 Yeah!


 0



**Matt** 02/24/2017 8:40 AM

I'm personally finding the archery game to be the most consistent way to get ship parts. So long as you can score over 1700 points, you're guaranteed a ship part, albeit not always new. Plus, it's very cost effective.

From it, I managed to get a Golden Handrail for 2150 points. Should I consider myself lucky to have gotten that from the archery game?

 Yeah!

 1

**Stagger** 02/24/2017 10:20 AM



Nah, you shouldn't. It's the best way to get ship parts, especially golden ones in my experience. Every other method takes much longer.

Yeah!

1



**Nintendoer** 02/24/2017 10:46 AM

I dunno, I still find running the Temple to be more fun. =P

Although I will admit the archery minigame is quicker in my limited experience.

Yeah!

2



**Matt** 02/24/2017 3:25 PM

After taking a break from the archery game for a couple hours, I got the Golden Hull maybe five rounds later. Hooray for RNG.

By the way, I still have 19 of every type of Spirit Gem.

Yeah!

0



**Stagger** 02/24/2017 4:36 PM

Ah, but you don't go in for WRs at that sort of thing 'doer. Archery has a lot more wiggle room than the Temple Time.

Yeah♥

2



**Matt** 02/25/2017 3:39 AM

I just looked up speedrun records of the Temple of the Ocean King. When I saw that people can finish the temple with a full Hourglass, I was naturally impressed and wanted to see a video of it. Even though I couldn't find anything besides an unoptimized tool-assisted run, it still showed the basic idea of how to do it. Very clever skips and tricks.

Yeah!

2



**Christian** 02/25/2017 5:25 AM

There certainly is pleasure to be taken in a good TAS. Although I believe a

full TAS of Phantom was never completed due to how difficult it is to program the movement optimization.

 Yeah!

 1



**Stagger** 02/25/2017 10:29 AM

You looked up a video? Man ... to be fair, I can only speak for myself, but if you actually intend to get a full 25 minutes left time on your inventory screen, you robbed yourself of the fun of it.

 Yeah...

 1



**Matt** 02/25/2017 10:31 AM

I don't remember all of the particular details from the video, though. Even then, I'm admittedly not interested in doing it.

 Yeah!

 4



**Stagger** 02/25/2017 10:33 AM

Well, if you didn't actually want to do it, then by all means heh ...

 Yeah!

 4



**Matt** 02/25/2017 4:52 PM

When I had spent all of my Rupees on the archery game, I had:  
prow: 1 bell, 5 mermaid, 2 log, 3 demon, 6 tropical, 4 tourist, 1 golden  
anchor: 2 bell, 1 iron, 5 ancient, 4 swim, 5 sickle, 4 shell, 1 weighty, 2 gem  
hull: 1 bright, 2 iron, 4 stone, 3 vintage, 4 demon, 1 dignified, 1 golden  
cannon: 1 strong, 3 ancient, 3 meager, 4 fear, 1 seapony, 1 red  
handrail: 1 arch, 5 pillar, 3 spike, 2 wood,...

 Yeah!

 0



**Matt** 02/25/2017 5:01 PM

...2 utility, 1 golden

bridge: 4 restful, 2 conning, 5 peaceful, 3 barrel, 6 demon, 2 shell, 2  
practical

chimney: 2 elegant, 3 parasol, 7 stone, 3 strange, 5 demon, 2 horn, 3 tall

wheel: 1 paddling, 3 battle, 8 rock, 4 simple, 4 insect, 5 shell, 2 red, 1 golden

Sold off 3 rock wheels, 2 stone chimneys, 1 demon bridge and 1 tropical prow for 6300 Rupees. Here's to 315 more tries on the game =p.

 Yeah!

 1



**Matt** 02/25/2017 5:32 PM

Try 4: Got a Golden Cannon. 7 more new parts to go.

Try 10: Got a new record, 2250, and a Demon Prison. On that note, I think I'll stop for the night before I lose all track of time doing it.

 Yeah!

 2



**Matt** 02/26/2017 10:17 AM

Tries 30 and 44: Got a Golden Hull each time. Go figure.

Tries 48 and 64: Got a Gem Anchor each time.

Try 53: Tied my record of 2250.

Stopped after try 65 (5000 Rupees left) to do college work.

 Yeah!

 0



**Brandon** 02/26/2017 10:50 AM

You have a dedication to collecting ship parts that I never had on my two attempts to 100% this game. Way to go!

 Yeah♥

 2



**Matt** 02/26/2017 12:22 PM

Try 66: First time with 10 of any ship part (Pillar Handrail).

Try 69: Set another new record, 2300, and got my first Drill Prow to celebrate. Apparently, I miscounted earlier; \*now\* I have 7 more new ship parts to get.

Tries 70, 78, 79: Got another Golden Prow. I'm not joking!

Try 72: Got a tenth Peaceful Bridge.

3 golden parts per 10 tries; therefore it's a 30% chance of getting one =p.

 Yeah!

 1



**Matt** 02/26/2017 5:38 PM

Since both my computer and phone randomly shut down for some indiscernible reason, my try documentation split across both was lost. Between tries 73 and 103, I got another Golden Hull, another Golden Wheel, a Golden Cannon and a Golden Chimney. Though I didn't realize it until try 112, I had actually completed the set of golden ship parts!

On another note, try 106 got me another Golden Handrail.

 Yeah!

 2



**Matt** 03/04/2017 8:31 AM

Try 131: Got a Golden Hull.  
Tries 132, 144: Got a Golden Wheel.  
Tries 145, 162: Got a Golden Cannon.  
Try 160: Got a Golden Prow.  
Try 172: Got my first Regal Ring after screwing up and getting a 1330.

I've already spent 172 tries, and I still have yet to find another new ship part. Neither of Beedle's shops are getting me anything new, either. It's feeling like an exercise in futility.

 Yeah!


 0



**Matt** 03/05/2017 10:20 AM

Try 178: Got a Golden Cannon.  
Try 186: Got a Golden Bridge.  
Try 198: Set a new record, 2350. I doubt I can do any better than that!  
Try 200: Got my 20th Peaceful Bridge. How fitting.  
Try 207: Got my first Worn Handrail. First new ship part in 100+ tries.  
Try 208: Got my first Tropical Ship. Lady Luck is so fickle.

Once I get rid of all of my Rupees on this game, I'll just do runs of the TotOK.

 Yeah!

 0



**Matt** 03/05/2017 12:58 PM

Try 222: Set yet another record, 2400.

Try 226: Got a Golden Prow. I find it ridiculous I have 7 of these but still have yet to find two "normal" ship parts.

Tries 229, 236: Got a Golden Cannon.

Try 234: Got a Golden Hull.

Try 242: Got my first Artistic Cannon. Only one more part, a Chain Handrail, to go!

Try 283: Got a Golden Chimney.

 Yeah!

 0



**Matt** 03/05/2017 5:28 PM

Try 303: Got a Gem Anchor.

Tries 305, 311, 315: Got a Golden Hull, Chimney and Prow, in that order.

Since I now have no more money to spend on the Shooting Gallery, I'll try out the Temple whenever I have some free time.


 Yeah!

 0



**Matt** 03/05/2017 7:18 PM

I went on an expedition to find those last three Spirit Gems. After I had explored Spirit and Moida Islands as thoroughly as possible, I had enough money to play the Shooting Gallery again 13 times. Minus a Golden Cannon on the very last try, nothing came out of that. On my way to the Uncharted Island, I caught a rusty swordfish with a stowfish on it. From the wayfarer, I got a ship part.

 Yeah!

 0



**Matt** 03/05/2017 7:24 PM

Obviously, it wasn't the Chain Handrail I was longing to see. However, I saw some pirate ships while sailing over to the Isle of Gusts, sunk the leader and noticed a red X where I sank it. I salvaged that X and started to

hyperventilate when I saw a Chain Handrail inside; I finally got every single ship part in Phantom Hourglass! Now to find the last three Spirit Gems, for real this time.

 Yeah!

 1



**Matt** 03/06/2017 8:25 PM

I found the last Power Gem in the maze north of the Goron Village, the last Wisdom Gem from a chest on TotOK B2 and the last Courage Gem from the cave up to Freedle.

I randomly thought, "Eh, what the heck, I'll try out the 25:00 Temple Completion challenge." My first time at the end, I had 24:11 left. I actually succeeded the next time back! That was fun. (If you want proof, check the Wiki)

 Yeah!

 3



**Christian** 03/07/2017 3:29 PM

A telling display of diligence, Matt. Much props to you. I won't personally be 100%ing PH anytime soon, that's for sure.

 Yeah!

 1

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