

 **The Legend of Zelda Series Community**

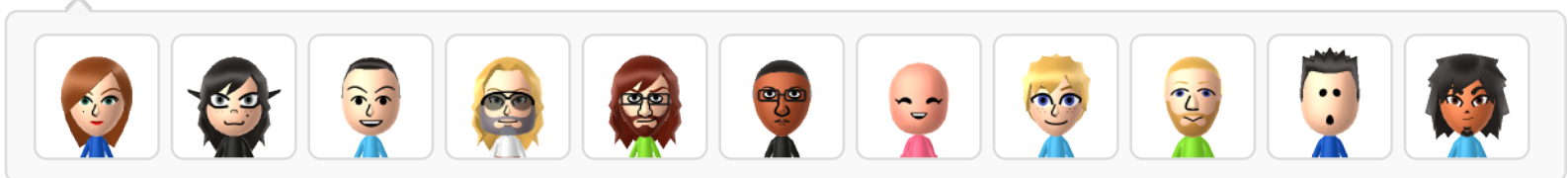
Eeee-Money egallager

01/29/2016 7:39 PM

Skyward Sword play log, post 3! As per the previous, when I'm actively commenting on this post, I'll be booted into Wii mode, and unable to reply to PMs. Anyways, I left off my previous entry in the middle of the Sandship...

 + Yeah!

 11  86



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MICHAEL 01/29/2016 7:48 PM

(Bookmarked)

 + Yeah!

 1



Danny 01/29/2016 7:50 PM

Commenting for notifs.

 + Yeah!

 1



Ray 01/29/2016 8:05 PM

Cool...



1



Eeee-Money 01/29/2016 8:06 PM

Heh, I should've guessed a pirate ship would have a bunch of treasure chests on it! ...I bet a few of these are fake...

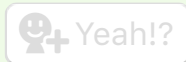


2



Eeee-Money 01/29/2016 8:09 PM ·Spoilers

...and nope, they were all real! But mostly useless, though...



1



Stagger 01/29/2016 8:11 PM

Heh, you stole Scrapper's crew's booty! Notify me captain ...



1



Eeee-Money 01/29/2016 8:17 PM

What, me, steal? I was merely... borrowing it, for safekeeping! Y'know, so none of the monsters around steal it instead! I'll give it back, I swear!

(...if Scrapper asks for it...)



2



Stagger 01/29/2016 8:53 PM

Well to be fair, I'm not sure if Scrapper is cool w/ all these guys. I meant the Captain, d'oh. This is only a tiny spoiler, but I highly recommend that you take a moment to return to the Sandship after you've completed the dungeon and ask around about the loot.



1

Kirby 01/29/2016 9:07 PM



Haha well at least you didn't find a rupoor among the treasure. Although, that'd be a fine lesson in teaching you not to steal from pirates >:) So how far are you now? This is one of my fave dungeons in SS! I just love timeshift stones. May they make a much-welcome return in Zelda WiiU! Also, how big is your quiver right now? You might want a few extras, just sayin.

Yeah!

1



Eeee-Money 01/29/2016 9:19 PM ·Spoilers

Dang, Tentalus, man... that was not the average Kraken fight I was expecting! Funnily enough, though, despite being bigger and nastier than your average Kraken, I was still able to beat him more easily than most of the Krakens I come across in Splatoon... I credit it due to Link having more hearts than your average Inkling...

Yeah!?

2



Eeee-Money 01/29/2016 9:24 PM

Oops, missed those 2 comments somehow...

@Stagger: Okay, I'll be sure to do that!

@Eliza: I haven't upgraded my quiver at all, but it was more than enough for that dungeon... I'll see what I can do about it next time I'm in the Skyloft Bazaar, though! And yeah, Timeshift Stones... they're cool, but I dunno if calling what they do "time travel" is exactly correct; they violate causality...

Yeah!

1



Eeee-Money 01/29/2016 9:28 PM

I'd really almost prefer it if they called what the Timeshift Stones do more of a "LightWorld/DarkWorld" shift thing, seeing as the way events affect one another isn't exactly directional... events in the future affect ones in the past just as much as vice versa when it comes to these Timeshift Stones...

Yeah!

2



Eeee-Money 01/29/2016 9:34 PM

Also, on another note, I wonder what I'll need all these extra dowsing target

slots for?

 Yeah!

 2



Eeee-Money 01/29/2016 9:38 PM

lol, I love this role reversal with the Bokoblins being trapped in the prison where they were keeping the robots previously! I wonder why the robots didn't take away their weapons, though...

 Yeah!

 4



Eeee-Money 01/29/2016 9:46 PM

@Stagger: Okay, I found the bit of dialogue you were hinting at now... I wonder what he would've said if I had left the treasure be?

Also, one other thing I was noticing: Now that I have the bow, all my item slots have been filled... There's still another dungeon or 2 to go, though, right? I wonder what they'll do for items instead...

 Yeah!

 3



Rellmon 01/29/2016 9:50 PM

bookmarked...SS Zelda is hawt. That is all.

 Yeah 

 2



Stagger 01/29/2016 9:54 PM

I've done both. They not only boast about their impressive treasure, but you can then just take it anyway. It's a hoot. As for the extra dowsing targets, a couple of them are mildly tricky to fill in ... back to the revisit though, I like that you are invited on a mission to find their other colleagues. It adds to my love of the Sandship to think about the dungeon having its own later adventure.

 Yeah!

 2



Eeee-Money 01/29/2016 10:01 PM

Back in Skyloft now, and I'm only just noticing now that people have unique reactions to having the Gust Bellows used on them... this is fun! Also, I got

the Cursed Medal... it says I can open my pouch again by leaving it at the Item Check, but if I leave it there... Peatrice won't be able to open HER pouch anymore, right?

 Yeah!

 4



Rellmon 01/29/2016 10:06 PM

naw the development didnt think that far. itll be alright.

 Yeah!

 1



Eeee-Money 01/29/2016 10:49 PM

Anyways, speaking of the Item Check Girl... I ship PeatricexLink. Goose can have SS Zelda for all I care!

 Yeah♥

 2



Eeee-Money 01/29/2016 11:14 PM

Yay, completed another Silent Realm! That was another exciting rush!

 Yeah!

 1



Eeee-Money 01/29/2016 11:37 PM

So I've gotten inside the volcano, to the point where I'm going to need a large amount of water... Think I'll stop here for now, though; this one seems like it could be annoying...

 Yeah!

 3



Kirby 01/30/2016 5:14 PM

So did you complete the Eldin Silent Realm in one go?! I lost quite a few times with that one! O__O

 Yeah!?

 2



Eeee-Money 01/30/2016 5:17 PM

Yeah, I did, actually! I had quite a few close calls with the Guardians, and I did fall into the lava a large number of times, but falling into the lava doesn't

kick the player out!

 Yeah!

 2



Kirby 01/30/2016 5:20 PM

Omg that's awesome! Great job, Eric!


 Yeah!

 2



Eeee-Money 01/31/2016 6:52 PM

Okay, so I'm back at it, and the game is sending me back to Lake Flordia... I always get turned around internally at this landing location...

 Yeah!

 1



Eeee-Money 01/31/2016 7:10 PM

Okay, I think I see why you were telling me to upgrade my quiver now... That escort mission wasn't as bad as it could've been...

 Yeah!


 1



Eeee-Money 01/31/2016 7:21 PM

Okay, so I'm up to the Fire Sanctuary, and... hm, interesting, this is one of those dungeons that has both indoor and outdoor parts... like the second dungeon in Twilight Princess.

I know I haven't played much yet this play session, but... idk, can't concentrate tonight. Gonna take a break...

 Yeah!

 2



Ray 01/31/2016 9:55 PM

I agree, it's cool when there are outdoor sections to dungeons, like the Forest Temple in OoT, Stone Tower Temple in MM, Dragon Roost Caves in WW, Snowpeak Ruins in TP, etc.

 Yeah!

 3

Vanessa 02/01/2016 2:10 AM



Legends of Zelda ist ein echt cooles spiel.
Man kann dort echt tolle sachen machen.
Und Spaß haben ebenso.
Danke das ihr das gelesen habt.

Yeah ♥

1



Eeee-Money 02/01/2016 8:32 AM

@Vanessa: Bitte, und danke für die Kommentare!

Yeah!

1



Eeee-Money 02/01/2016 2:16 PM

That was a pretty cool fight against those lava hands I had to turn to stone... and by "cool" I mean "hot"

Yeah!?

3



Eeee-Money 02/01/2016 2:19 PM

Cool, this new item has just turned the game into Mole Mania!
(Which I really should get around to finishing some day, btw...)

Yeah!

2



Kirby 02/01/2016 2:40 PM

I like how the mole even keeps a little tool for you to rest on as you've undoubtedly lost almost ALL your hearts, JUST to start playing again!

Yeah!

2



Eeee-Money 02/01/2016 2:42 PM ·Spoilers

Whoa, so there was an extra Empty Bottle just hanging out in one of this dungeon's random extra treasure chests?! That caught me by surprise! Too bad I'm still missing a slot in my Adventure Pouch...

Yeah!?

1

Eeee-Money 02/01/2016 2:43 PM



@Eliza: Whoa I didn't even notice that...


 Yeah!?

 2



Kirby 02/01/2016 2:47 PM

That's because you've been careful with your rupees, not giving in to the temptation of more rupees for fewer to notice! Which means you should probably have enough to buy extra adventure pouches from Beedle!
...Right?

 Yeah!?

 1



Eeee-Money 02/01/2016 2:47 PM

Okay, so this is the first time Fi is warning me about my batteries running low... let's check my play time...
Hm, they've lasted me almost 34 hours so far... Not bad for a single pair of batteries!

 Yeah!

 1



Eeee-Money 02/01/2016 2:49 PM

@Eliza: My current rupee count is 454, and the last pouch I bought cost me 600, so... yeah, I'll need a few more...

 Yeah!

 1




Eeee-Money 02/01/2016 3:00 PM

Hm, there's stamina fruits in this underground section... I wonder what I'll have to run from?

sees bombable wall holding back a bunch of lava, with a bomb right in front of it

...oh. I guess it'd be that.

 Yeah♥

 3



Eeee-Money 02/01/2016 3:24 PM

Beat Ghirahim again... Well, at least I got him on my first try this time... He still made me use up one of my fairies, though.

Yeah!

3



Eeee-Money 02/01/2016 3:53 PM

Nooo, The Imprisoned made it to the top! And here I was thinking things were going easier this time...

Yeah!?

2



Ray 02/01/2016 3:59 PM

He flew right past your defenses?

Yeah!

2



Eeee-Money 02/01/2016 4:04 PM

Something like that... I got him on my next try, though!

Yeah♥

2



Eeee-Money 02/01/2016 4:37 PM

Blah, only got 7 targets in that bird riding test thing for the spin attack... I think this is a good time to stop; I'll come back to it later...

Yeah!

2



MICHAEL 02/01/2016 6:26 PM

Totally neat seeing this!

Yeah!

2



Eeee-Money 02/06/2016 7:05 PM

Got 8 this time... this is hard, but I think I can do it...

Yeah!

1



Eeee-Money 02/06/2016 7:11 PM

There we go! 4th try overall; ended with 32 seconds left... phew...

Yeah!

1



MICHAEL 02/06/2016 7:24 PM

Uh... 0_0'

I can't remember how I did with the bird riding...

Never did like how long it took getting..

But, kinda fun getting there.

Yeah!

2



Eeee-Money 02/06/2016 7:27 PM ·Spoilers

Yay, an overworld boss battle! While Levias is supposed to be modeled after the Windfish, this actually reminds me more of one of the Phantom Hourglass overworld boss battles than anything...

Yeah!

3



Eeee-Money 02/06/2016 7:31 PM ·Spoilers

OMG landing on his back actually worked!

Yeah!?

2



Eeee-Money 02/06/2016 7:37 PM ·Spoilers

...and beaten! I was about to say that was the most epic match of Energy Ball Tennis I've played against a video game boss yet, but then I remembered DJ Octavio in Splatoon... Oh well, this one is still up there, though! It was epic in its own way!

Yeah!?

2

Eeee-Money 02/06/2016 7:42 PM



...and now I have to go collect 3 more things from each of the areas... idk, while I'm used to Zelda games having a bait-and-switch where the first set of items collected isn't enough, and I then have to go collect a second set, doing that a second time and making me go get a third set of items... well, they're stretching it...

Yeah...

1



Eeee-Money 02/06/2016 7:47 PM

Hm... the fortune teller says I can do the next part in whatever order I want... I think this would be a good place to stop, actually, while I decide...

Yeah!

2



Stagger 02/06/2016 7:54 PM

There is a game breaking glitch at this juncture that is a real threat to your file. If you choose to do the Lanayru portion in any position but last of the three, avoid any contact w/ Gorons afterwards. There is one you can speak to at the Mines entrance to the region who somehow locks you out of being able to continue gathering parts of the Song of the Hero.

Btw, once you get into the three ...

Yeah!

2



Stagger 02/06/2016 7:55 PM

activities, I think you'll find you're not in a reread situation. I predict you'll really enjoy the ensuing variety between the three tasks.

Yeah ♥

3



Eeee-Money 02/06/2016 7:59 PM

Okay, thanks, so this is what that whole save data fixer channel thing was for, then... all right, since the first time thru was Faron-Eldin-Lanayru, and the second time thru was Faron-Lanayru-Eldin, if I want to make sure Lanayru is last, and I don't repeat a previous order... I guess I should go Eldin-Faron-Lanayru, then.

Yeah!

3



MICHAEL 02/06/2016 8:06 PM

I never actually understood the details...Just that there was some preferred order.

Yeah though.. Isn't that thing still there?

and, I'll agree! A third time was...well, I was already a little irritated with the second.



Stagger 02/06/2016 8:11 PM

Well, if you just don't talk to the Goron, or if you're willing to go through the fix (which I assume works on the WiiU), you'll be cool ...

I never understood being put out by revisiting an area if there was good cause. Especially if there were new developments or small portions that were previously inaccessible ... but I respect the gripe gentlemen, whether I share it or not.

Levias ... wow!



Ray 02/07/2016 8:39 AM

I went Eldin-Faron-Lanayru on my playthrough of that section, too. The changes that the areas you go back to have experienced are pretty cool to see.



Kirby 02/07/2016 10:29 AM

Just a quick question, how many Gratitude Crystals have you gotten so far?



Eeee-Money 02/07/2016 11:42 AM



@Stagger: It's not so much that I have to revisit old areas that bothers me, as it is the messing with my expectations... I thought I was nearly done with the game here, but it turns out I'm only 2/3rds of the way there...

@Eliza: I'll have to check, but I think I got up to 47? Why do you ask?

+ Yeah!

2



Kirby 02/07/2016 11:51 AM

Were you planning on getting all of them in this playthrough?

+ Yeah!

1



Eeee-Money 02/07/2016 12:10 PM

Uh oh... are some of them missable?

+ Yeah!?

2



MICHAEL 02/07/2016 5:21 PM

Eric, I honestly dunno...

Stagger, in my case, it's just cause I wanted to be exploring some new areas... Not seeing more new scenarios for places I've already seen. I can go back and explore older areas when I want. It doesn't have to be forced.

+ Yeah!

1



Eeee-Money 02/07/2016 5:41 PM ·Spoilers

So I just landed at Eldin Volcano... All my items are gone! This kinda reminds me of the part in Oracle of Ages where the Tokay of Crescent Island stole all my items... and that actually became one of my favorite sequences of the game, because it really underscored what exactly each of the items was useful for! Here's to hoping this part is equally good!

+ Yeah!?

5



Eeee-Money 02/07/2016 5:47 PM

Also how is this only my first time in the entire game coming across one of these Sheikah Stones with hint videos in it?

 Yeah!?

 2



Danny 02/07/2016 5:48 PM

There's one in Skyloft though.

 Yeah!

 1



Eeee-Money 02/07/2016 5:51 PM

I mean, I believe it, but I somehow just must never have noticed it till now...
WOW...

 Yeah!

 2



Danny 02/07/2016 5:53 PM

I only used it a few times in my first playthrough. Like on how to solve that puzzle in the Thunderhead.

 Yeah!

 1



Eeee-Money 02/07/2016 6:09 PM

"Rumor has it you're some sort genius that remembers things perfectly the first time you hear them..."
Aw, gee, thanks, Sheikah Stone...

 Yeah!

 3



Kirby 02/07/2016 6:33 PM

Lol, you made it to one of my fave parts of the game!! I love Eldin Stealth Mode :) Also, I don't think any Gratitude Crystals are missable. I won't tell you the reward or how many you get, unless you want to know. And really, how did you miss the Sheikah Stone in Skyloft?!

 Yeah!

 2



MICHAEL 02/07/2016 6:34 PM

I deliberately avoided the Sheikah stones.
Save for one heart piece in MM3d. Random location, and I only needed the

hint title.

Those are some of my favorite sequences too!

Not cause of the importance of items, but more the thrill of making your way around.

 Yeah!

 2



Eeee-Money 02/07/2016 6:49 PM

Okay, so I made it through to the dragon... I think I liked Crescent Island better; maybe it was just because I was a little kid, but I remember it actually being somewhat of a challenge to figure out where to go, and what item I needed next. This volcano sequence, on the other hand, was a lot more linear and obvious about what needed to be done next...

 Yeah!

 2



Eeee-Money 02/07/2016 6:50 PM

And yeah, I seriously don't know how I missed the Skyloft Sheikah Stone... (with hint videos, that is; I've seen plenty that would just tell me text-based hints before this...)

 Yeah!

 1



Eeee-Money 02/07/2016 7:06 PM

Oh, and re: gratitude crystals: I was actually at 42 previously, but now I'm at 53... Gonna go check and see if Batreaux has anything new for me now...

 Yeah!

 1



Eeee-Money 02/07/2016 7:27 PM

Oh... bugs... so THAT'S what that empty island was for... anyways, I think I've had enough for now...

 Yeah!

 1



MICHAEL 02/07/2016 7:33 PM

Eh. I don't remember how long each of my play sessions were. Yeah

though. Maybe I should go back and give Crescent Isle another try. TBH, I might've not taken to it precisely because it was more challenging.

 Yeah!

 2



Eeee-Money 02/07/2016 7:38 PM

The thing about Crescent Island was that it wasn't just getting your items back in order, there was this 1 Tokay who had your Power Bracelet and Roc's Feather, and so you had to choose which one you wanted to earn back first. And the price for it was your Shovel, so you had to juggle which combinations of the 3 items you needed at any time. It was pretty intricate.

 Yeah!

 2



MICHAEL 02/07/2016 7:40 PM

I remember having quite a bit of trouble. IMO, the Oracle games are as hard as it gets without pulling cheap shots like false walls and such.

 Yeah!

 2



Stagger 02/07/2016 7:45 PM

Plus the Tokay are hilarious ... I agree that it's the better version, especially from a gameplay standpoint. I do quite like the story elements surrounding the SS take on it though (the Mogma, the cause of the eruption), and incorporating stealth.

 Yeah!

 3



Eeee-Money 02/07/2016 7:52 PM

Yeah, I suppose I should really be comparing it to other stealth sections from other Zelda games, instead...

 Yeah!

 1



Stagger 02/07/2016 7:54 PM

I think your comparison is fair bro. It's a hybrid of the two elements, which I thought was clever, but it does lack in the challenge department for this stage in the game. OoA's sequence was very thought provoking.

 Yeah 

 3



MICHAEL 02/14/2016 2:19 PM

Whatever happened to this?

Got busy elsewhere?

 Yeah!

 2



Danny 02/25/2016 8:30 PM

I just finished this game recently for the second time.

 Yeah!

 1



Eeee-Money 02/25/2016 8:32 PM

Yeah, I got distracted by other stuff... first the grind to try to equip well enough to beat Telethia, the Endbringer in XenoX (which I've also put on hold), and more recently, it's been back to Mario Maker again... plus there's PM conversations I don't want to miss by booting into Wii mode...

 Yeah!

 1

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