



# The Legend of Zelda: Phantom Hourglass

Play Journal Entries



**Christian** TheCalzoneZone

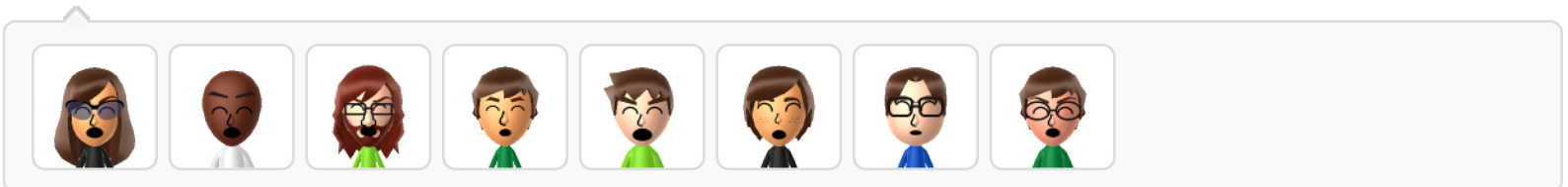
01/14/2017 1:33 AM



Phantom Hourglass Impressions Post! Now that I've finally finished The Wind Waker, I can move on to the first of 2 Zelda DS games that I don't see a lot of love for. A Zelda game where you play with the stylus and use the microphone? Sounds like fun to me! Comment to hear my thoughts as I go right along into this first ever playthrough.

Yeah!

8 100



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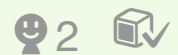
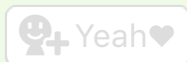
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## Comment



**Christian** 01/14/2017 1:38 AM

I humored myself here by breaking out my old DS (practically had to blow the dust off of it) and turning on Download Play, then holding it near the GamePad. As expected, I could not establish a connection, the prevailing theory is since the GamePad lacks the technology to do so. Rats, looks like I won't know what I was missing in Battle mode... Till I look up some YouTube videos on it, of course.



**Christian** 01/14/2017 1:47 AM

What garnered a smile from me, was that the opening was really just a book made by Rico all along. That explains the childish wording and imagery. He did a pretty good job condensing down the story of The Wind Waker, and, might I say, sweet paper collage-making skills, bro.

Side note: I'm very interested as to what's in store for the first dual-screen Zelda, as far as what kind of information



+ Yeah!

2



**Christian** 01/14/2017 1:49 AM

will appear on what screen. As demonstrated on the title screen, I see that some cutscenes might be split across both of the screens, y'know, for style points. Nothing like that ever came to 3DS, that's for sure.

+ Yeah!

0



**Christian** 01/14/2017 1:53 AM

I hardly think looking for the ship is worth your time, princess. I already got the fragment of the Triforce of Courage that was hidden there, and other than that there were just a couple enemies wandering about.



+ Yeah♥

1



**Christian** 01/14/2017 1:54 AM

Shoot, I remembered his name wrong. Sorry fellow swabbie.



+ Yeah!

1



**Christian** 01/14/2017 2:02 AM

Oh, look, it's Navi II. I know her name is really Ciela, but other than that I know nothing about her. I'm surprised they just reused Navi's voice clips, seems a little lazy to me. I don't want to say it sounds out of place, like I thought the Happy Mask Salesman's laugh was on Vaati in the Minish Cap, but it does bug me a little.



+ Yeah!

0



**Christian** 01/14/2017 2:07 AM

Oh boy, here we go. 100% stylus controlled movement. This could either be not that big a problem, or a real pain to learn and get used to. I've no idea, having never played a DS game with similar controls.



+ Yeah!

0



**Christian** 01/14/2017 2:11 AM

I'm able to directly write and leave memos on the map, eh? I can see myself using this. Sometime, maybe. With so little room to write, I feel like the only worthwhile use would be to draw little squiggly balls over houses or other points of interest. Also directional arrows if need be.



+ Yeah!

4



**Christian** 01/14/2017 2:16 AM

Tap to interact. Intuitive.

Flat textures in an otherwise 3D environment like Ciela or this barrel is killing me meanwhile. And I thought we'd said goodbye to those after OoT and MM.



+ Yeah!

1



**Christian** 01/14/2017 2:25 AM

Again sir, I've been on this ship once before, and on it there were only a couple Bubbles, Wizzrobes, and a Stalfos. Hardly "doom" as you've described.

Okay, okay. This is a different ship, I get it.



+ Yeah ♥

1



**Christian** 01/14/2017 2:34 AM

That is the happiest I've ever seen Link getting a green Rupee. I don't get it Link, don't you remember how rich you were back home?



Yeah!

1



**Christian** 01/14/2017 2:39 AM

Alright, I think I get it now. Thanks for the tip, mister!



Yeah!

1



**Christian** 01/14/2017 2:47 AM

Woah, that was neat! The puzzle solving possibility (using stylus controls) here is enticing to say the least.



Yeah!

2



**Christian** 01/14/2017 2:55 AM

Arigatou gozaimashita oniisan. \*Bows\* It must be the excitement of a new game, since I'm burning up posts right now. Stopping for the night, and hope to play more tomorrow.



Yeah!

1



**Blake** 01/14/2017 3:48 AM

This is like the fourth or something ZNG log to begin in 24 hours? Notifications!

Yeah!

6



**Matthew** 01/14/2017 5:59 AM

Maybe I should start a log. I'd finish it when Mother 3 is released...

notifs!

 Yeah!

 5 



**Nintendoer** 01/14/2017 6:39 AM

Notifications!

 Yeah!

 0



**Jayse** 01/14/2017 8:12 AM

Notifications!

 Yeah!

 0



**Stagger** 01/14/2017 9:20 AM

Notify me captain! For a lively little discussion of pros and cons of PH, bookmark Blake's recent post upon completing it for your perusal after you've done the same. Quickly revealing how sympatico you are w/ your fellow Zol Nesting Gurus, you've hit on the kernels of popcorn on both sides of the theatre already.

 Yeah! 

 5 



**Captain Ed** 01/14/2017 11:26 AM

Squiggly balls? All us experienced seamen use X's, the only proper mark for an adventurer's map!

Avast, notify me!

 Yeah!

 3



**Elzonire** 01/14/2017 12:55 PM

Don't have many comments to expend but it's Phantom Hourglass! Notifs, s'il vous plaît.

 Yeah!

 2

**Ray** 01/14/2017 1:37 PM



So many logs recently, Blake's right! And that's awesome.

Yeah!

2



**Christian** 01/14/2017 1:43 PM

@Ray and Blake Just doing my part. I currently have 3 open logs.

@Stagger Have I now? That's surprising, after only having played the game for one night total.

@Everyone Else Notifs you shall receive! And Elzo, I unfortunately will not be able to provide posts for you in French.

Yeah!

2



**Aaron** 01/14/2017 2:03 PM

\*puts on eyepatch\*

I'm ready. Let me receive so many numbered orange dots that I can sail through!

Also, I've never played this one. I know that there are 25+ comments before this one, but this is bound to be interesting.

Yeah!

3



**Aaron** 01/14/2017 2:03 PM

\*sail through them

How could I forget to type an entire word?

Yeah...

1



**Christian** 01/14/2017 2:14 PM

Easily, Aaron. It happens to me a lot.

Yeah!

1



**Christian** 01/17/2017 6:59 PM

Ooh, another Milk Bar! And I thought A Link Between Worlds brought that back from Majora's Mask only.



+ Yeah!

2



**Christian** 01/18/2017 1:32 AM

I'm already noticing the drastically different writing style found in this game. Little things like the word "darn" here would almost certainly not appear in other games.

By the way, I just finished writing up my "final initial" impressions for The Wind Waker for those who haven't seen.



+ Yeah!

1



**Christian** 01/18/2017 1:41 AM

Picked up some pretty jewelry to give to Tetra when I save her, but owch!

This new "Item Get" jingle is so loud and abrasive on my ears!



Yeah...

0



**Christian** 01/18/2017 2:01 AM

That is SOME reward for picking up rocks. Seeing this brings so many questions to mind:

Is this the man's own funds? Did he just find it up in the tree one day? Did that "bad look" on my face after being paid 1 Rupee cause him to want to justify himself and pay me more handsomely? In any case why did he give me so (darn) much? Did the man forget the value of the Rupee in the tree?



Yeah!?

0



**Christian** 01/18/2017 2:36 AM

Temple of the Ocean King, Temple of the Ocean King. If it's one thing I hear talked about in Phantom Hourglass, it's the Temple of the Darn Ocean

King. And here it is so soon? However, I think I understand why. Let's see if I'm right.



Yeah!

0



**Christian** 01/18/2017 2:41 AM

Gulp! I'm starting to think coming here was a fool's errand, I can't believe Ciela talked me into this. Yadda yadda.



Yeah ♥

0



**Christian** 01/18/2017 2:45 AM

Pssh. Some adventurers they were. They all died in the first room with no enemies in sight.

Gee, what is it about this game that makes me want to joke about everything I see? Maybe the fact that I've exclusively played in the early hours of the morning? In any case, I oughtta ease up on the posts, or else

we're lookin' at a 10-parter log.



Yeah ❤️

0 📄



**Christian** 01/18/2017 2:51 AM

Okay. That was funny.



Yeah ❤️

0 📄



**Christian** 01/18/2017 2:54 AM

What's the consensus here; deliberate Braveheart reference or not?



Yeah!

0



**Christian** 01/18/2017 3:01 AM

Geez Louise, why is this game so hilarious? Wow, every bit of talking to Linebeck here brought a smile to my face. I'm loving this humor!



Yeah!

1



**Christian** 01/18/2017 3:11 AM

How do you break into a new Zelda game? Like this! It's just one of those hallmarks.



Yeah!

1



**Christian** 01/18/2017 3:20 AM

"Good Thing." ;) Beedle's not the same without his voice clips, unfortunately; completely different feel.



Yeah!

1



**Christian** 01/18/2017 3:24 AM

Of course, I just \*had\* to plan out the dumbest route ever.



+ Yeah ♥

2



**Captain Ed** 01/19/2017 8:03 PM

Braveheart: "FREEDOOOOOOOOM!"

Linebeck: "FREEEEEEEDOM!"

Please try not to confuse the two.

+ Yeah!

1



**Christian** 01/23/2017 1:39 PM

Hey, I found time during daylight hours to play! This should hopefully run much smoother now as a result.

This game emanates a childish vibe, I'm noticing, not that I dislike that. It's very different from other Zelda games as a result, a game where you just have some quirky fun and laugh, such as Linebeck continuing to make me laugh with every line. Another thing that I think adds to this fun,



Yeah!

1



**Christian** 01/23/2017 1:41 PM

child-like nature of the game are the touch and just recently microphone controls. It made me feel all fun and silly blowing out these candles here for instance, I love it.

Yeah

1



**Christian** 01/23/2017 2:24 PM

Fun dungeon, nice and short. Using the microphone against Blaaz was unexpected, but it really added to the fight and I liked it a lot. I can report that as of now, the controls suddenly feel much more natural and a lot less awkward than before, so I'm happy about that. Oh, and the boomerang is really fun to use!

So now it looks like I'm carrying multiple companions on this trip. Party members?



Yeah!

1



**Christian** 01/23/2017 2:27 PM

In Zelda?! Crazy, right? My prediction is that Leaf, and other fairy that might come along my way, will be able to:

- 1) Talk to me.
- 2) Grant me additional physical attacks like sword moves and movement

options

But it's really just a guess, so I really don't know what I'm in for.

 Yeah!

 1 





**Christian** 01/23/2017 3:05 PM

The sailing so far is... interesting. I think the devs realized how little involvement is actually required from the player during these segments, so they added some quirky diversions to compensate, such as a handful of Sea Traps I did a horrible job of leaping over just now, and I'm sure there'll be more stuff later on. But after playing *The Wind Waker* for hours, it's honestly refreshing to be



 Yeah!

 0 



**Christian** 01/23/2017 3:10 PM

playing a game that's NOT as ocean travel-centered. Kick back, y'know? Linebeck knows what to do. Also, somewhere here there's a joke about "Cruise Control" but I'm too lazy to make it sound good.

 Yeah!

 0 



**Blake** 01/23/2017 3:14 PM

Have you tinkered around with the screen settings yet?

 Yeah!

 0 



**Christian** 01/23/2017 3:16 PM

For the Virtual Console release, you mean? I have, and I don't like the other options. I'd rather view the screens just as I would've on DS, so I'm keeping it like this for now.

+ Yeah!

2



**Christian** 01/23/2017 3:23 PM

Good ol' PH translation. It just has to set itself apart.



+ Yeah!

0



**Christian** 01/23/2017 3:31 PM

"It...works!" Haha, I love the million different ways the game makes clear how intrinsically basic Linebeck's ship is. This could only come from an English translation, you wouldn't be seeing this in the original Japanese for instance, just because of how the language works. Very colorful, this a localization win in my book.



Yeah!

1



**Christian** 01/23/2017 3:36 PM

Ooh, now this I like a lot. This would've been fun in WW, although for story reasons it's understandable why nothing like this existed. Imagine swapping out Lions' head for a new one, heh heh.



Yeah

1



**Christian** 01/23/2017 3:46 PM

...Which means the more bosses I defeat, the more Sand of Hours the Hourglass contains, meaning I stay alive for longer each time, meaning I explore more of the Temple each time. That, is cool.



Yeah!

1

**Christian** 01/23/2017 3:49 PM



Prediction Time: Grandpa Oshus IS the Ocean King. Or the Ocean Prince, and his father told him everything he knew.



Yeah!

0



**Christian** 01/23/2017 4:16 PM

That was honestly super fun. Great design. I think hiding from the Phantoms is my new favorite sneaking/hiding segment in the Zelda series. Time left on the Hourglass was 2:46.



Yeah!

3



**Christian** 01/23/2017 4:22 PM

I think I've made my point with the other posts, but one last time. This guy just cracks me up.



Yeah!

1



**Christian** 01/23/2017 4:39 PM

Signing for a letter. That's a cute touch.



Yeah!

1



**Christian** 01/23/2017 4:52 PM

I think I spoke too soon about the ocean; undersea treasure huntin' is back and so is blasting stuff with the cannon. I also just had a run-in with the Ghost Ship, promptly lost it as expected. Kind of weird confrontation, honestly, not sure what to think about it.



+ Yeah!

0



**Christian** 01/23/2017 5:26 PM

I wouldn't've guessed, but the marking things like routes and puzzle solutions on your map is by far the most used new feature of PH and has the largest emphasis placed on it. It's pretty fun, too.



+ Yeah!

2



**Christian** 01/23/2017 5:51 PM

Hm, I can understand half of this because of the little seafaring and boat knowledge I do know. The order is either stern, port, starboard, bow, or stern, starboard, port, bow. Of course meaning either south, west, east, north, or south, east, west, north. Luckily I only have to try a maximum of twice before I hit upon that right combination. How many kiddos did this stump, I wonder?



Yeah!

0



**Christian** 01/23/2017 6:07 PM

Oh, I was wrong I guess. But midway inputting what I thought was the correct on try #2, I hit the correct combination by accident. And it would appear the shape of the isle was really what I was supposed to be looking at, but no need now heh heh heh.

Right, onwards!... Eh- tomorrow maybe. This is my last post. I'll be playing TPHD in the meantime, I'll likely beat it today, yay. Peace, brothers.



Yeah!

2



**Nintendoer** 01/23/2017 6:21 PM ·Spoilers

That's a shame! Didn't get to experience the puzzle the correct way, by charting the island yourself...

Yeah!

3



**Nintendoer** 01/23/2017 6:22 PM

I guess my priorities are different. When I first came here and saw the lack of a map, I was more than eager to make one myself.



**Christian** 01/24/2017 1:04 PM

Thanks ND for making me feel guilty and drawing out the map. ;)

But I don't regret making the map anyway, since this is neat! Whale Island. I was very much off when I thought I had understood the riddle the first time.



**Christian** 01/24/2017 7:19 PM

Almost beat Twilight Princess, aah! So exciting! Decided to go back to PH in the meantime. Cyclok defeated and the Temple of Wind down. I'll be honest, it was very unremarkable. That felt like another "first dungeon", if you catch my meaning. Plus, the tileset was barely different (if at all) from the Temple of Fire? Either way, looked very drab. Didn't care too much for this one. :/



+ Yeah!

0



**Christian** 01/24/2017 7:50 PM

Hang on, I need to go through everything I did the first time again? Oh no! It's like a Zelda dungeon version of Simon Says! This may just be quite the challenge, but it can only get better with practice. And with new items I pick up along the way, I'm sure to unlock several shortcuts and other ways to get through faster every time. Perhaps my new bombs for instance. I'm ready to start!



+ Yeah!

2



**Christian** 01/24/2017 7:53 PM

Beautiful. I'm fresh out of bombs. Welp, that's gonna be a hindrance.



+ Yeah...

0



**Christian** 01/24/2017 8:34 PM

Woah! This is the nuttiest puzzle I've ever seen in any Zelda game, period! I stood there for a moment perplexed, and suddenly when I realized it wanted me to PHYSICALLY close the two halves of the DS system my eyes popped open in surprise and an imaginary big goofy smile appeared on my face. That's so brilliant, who came up with that? To use the system itself in a puzzle, I never would've think



+ Yeah!?

2



**Christian** 01/24/2017 8:37 PM

it! So next was the problem of what do I actually do since this is the Virtual Console release. I had to think for a bit about what actually happened to running DS games when you closed the system. I couldn't remember if it was akin to what we have on 3DS now, or if it would additionally pause the game for you. Pausing, I found out, doesn't do the trick, but going in and

out of the VC menu does.



Yeah!

1



**Christian** 01/24/2017 8:40 PM

I'm sure pressing the HOME button would've returned the same result. I thought we were done after writing on the screen and blowing into the microphone, but this game sure surprised me when this cool, new bit appeared. The game continues to have charm!



Yeah!

1



**Christian** 01/24/2017 9:07 PM

Thanks, Eddo. As much I was \*wanted\* to scream like a lunatic for that Salvage Arm, at the risk of disrupting my family members I decided against it and that simply blowing would have to do.



+ Yeah♥



**Christian** 01/24/2017 9:13 PM

Cute.



+ Yeah!



**Christian** 01/24/2017 9:46 PM

Blast that Salvage Arm... That hunk o' junk didn't didn't last a whole 4 treasures before it broke! Lousy craftsmanship, if ya ask me. I kid; only user error here. Paid for its repair and am heading towards the next location. I've also found 2 Golden Frogs so far.

And before I start losing it, time to stop playing for the night. Logging to continue tomorrow. Or not, you know me. Hyuk hyuk hyuk.



+ Yeah

2



**Christian** 01/26/2017 12:21 AM

Gasp! A return of Pals Voices? And more importantly, their original weakness finally coming to American/European audiences? This makes me happy.

Should anyone not know what I'm talking about, Pals Voices in the original Zelda are susceptible to arrows, right? Only for us Americans as it turns out, because in Japan they were weak to noise. You guessed it, blowing into the microphone. The Famicom



+ Yeah!

2





**Christian** 01/26/2017 12:24 AM

2nd controller featured a microphone, but the same can't be said for the Nintendo Entertainment System. The weakness to arrows was programmed into the American release of the game as a solution to this

problem.

Stagger, call on your childhood for a moment. Do you recall opening that little gold manual to read up on the enemies, and under Pals Voice it read "hates loud sounds"? How many people

 Yeah!



 1 



**Christian** 01/26/2017 12:28 AM

this must have confused! What happened here should now be obvious; the translator was just doing his job and translated this passage from the original Japanese as-is. No one told HIM that the NES had no mic and that this information was now irrelevant. Most likely he didn't understand what the hint in the Japanese was even alluding to in the first place. The result, an entirely incorrect hint made

 Yeah!

 1 




**Christian** 01/26/2017 12:32 AM

its way into the manual unnoticed. That wasn't the only mistake/lie in the manual either, that was just one in a series of slip-ups. Fascinating stuff.

Oh, sorry, couldn't resist sharing some fun TLoZ knowledge. Back to the log!

 Yeah!

 1 



**Christian** 01/26/2017 1:58 AM

As if in reply to my statement on the last dungeon, the Temple of Courage is proving to be quite a bit more difficult than the first two. The puzzle in this room is really stumping me, for example. "Ponder the grand order of the whole Temple." Could that be worded any more vague? My first thought is it means the overall directions you moved from room to room. In light of this I've tried several



Yeah!

0



**Christian** 01/26/2017 2:01 AM

combinations, all ultimately failures. So, I'm instead opting for some sleep so I can be level-headed when I return to solve the puzzle tomorrow after my classes. G'night everyone.

Yeah!

1



**Christian** 01/26/2017 5:56 PM

Another hour in. Still no closer to understanding the riddle.

On a side note, I realized why I felt like the dungeons were so bland, other than their visuals. It's because they don't have their own themes, they all use the "Cave" theme first introduced in ALttP. It's gotten very noticeably grating while I sit and think for a while flipping through the map a hundred times.



Yeah!

1



**Christian** 01/26/2017 6:42 PM

What on earth. I had simply forgotten to read a stone. Only the one that had the solution to the order, is all. Ya know, the most valuable stone I could've read.

...

I'd be laughing right now if I hadn't been so flustered this last hour racking my brain, drawing charts, etc. Eh, I can still manage a smile and a snort of air, so that counts. Time to move on.



Yeah

2



**Christian** 01/26/2017 7:00 PM

At least Crayk was pretty fun. His first phase was definitely the best, where you had to check the top screen to see where he was and if you were aiming in the right direction. Another great concept from the DS game.



+ Yeah!

1



**Christian** 01/26/2017 7:17 PM

Dag nab it, one away. Touch-controlled archery is pretty fun once you get the hang of it.



+ Yeah!

1



**Christian** 01/26/2017 7:31 PM

Aha. Really gotta find that groove, if you want a chance at placing above 1700. All about that rhythm. But once you get it, it's as good as yours.



Yeah!

0



**Christian** 01/26/2017 7:37 PM

Aw, that is so cute.



Yeah!

1



**Christian** 01/26/2017 8:14 PM

Sorry sweetie, but you don't fool me for a second. I see through to your deceitfulness! You thought I believed your 4 "Crubus" sisters story, are you blind? The answer is yes, you are.

(Good joke, amirite? Thank you, thank you.)



+ Yeah ♥

0



**Christian** 01/26/2017 9:18 PM

Okay, no more dumb jokes, there's a new problem to worry about. This code is a red herring; totally incorrect. It made me think I had a screw loose towards the end, I had to read it thrice over to really make sure, but no. I'm reading it right. I wrote it down right. I'm inputting it right. The code is wrong. Huhn.



+ Yeah!


0





**Christian** 01/26/2017 9:46 PM

Alright, continuing to stress over solving this any longer'd be unhealthy. I'll find out what simple thing I missed tomorrow. Goodnight again, everyone!




 Yeah!

 1 



**Stagger** 01/26/2017 9:47 PM ·Spoilers

Okay, there are two sane ways to use that code. One involves activating the switches in that order - the second one first, etc. Another involves activating the fourth switch first ... have you tried both ways of looking at it?


 Yeah♥

 2 



**Christian** 01/26/2017 9:51 PM

The help's appreciated, Stag. I wasn't going to be the one to ask, and I'm sure you realized that. Let me took a last look at it before I retire for the night.

 Yeah♥

 0 



**Christian** 01/26/2017 9:55 PM

\*Points and clicks tongue\*

I swear we need a word for that. Goooodnight~♪



+ Yeah!

2



**Christian** 01/30/2017 11:06 PM

Back again, ready to play a little more tonight and finish the thrilling conclusion of the Cuticle sisters. Ya know I'm a sucker for suspense. Yeah, let's go with that. Back to the Krampus sisters, I really think the callback here is great. Blind was so cool in ALttP, it honestly makes me wonder why it took so long for another incarnation of the idea to appear in a Zelda game.



+ Yeah!

1



**Christian** 01/30/2017 11:28 PM

Psh. I didn't expect my prediction would turn out true. Really, I just threw out the first thing that popped into my head. It's like he pulled a Ben Kenobi. Or... only in some ways. Nevermind the comparison's not perfect! But Ocean King, what's the point of changing your name and identity, but then still choosing to live so close to your temple?



+ Yeah!

0



**Christian** 01/30/2017 11:37 PM

This is real interesting stuff Oshus King (pretty funny how he picked a name still so similar to "ocean"), but I have to ask, did Niko make these paper collages as well?

Hahaha, I just now envisioned a scene where Oshus commissions Niko to make these collages for him but he can't tell him why he's making them or even what they depict.



+ Yeah ♥

1



**Christian** 01/30/2017 11:40 PM

Also, I love how he brought all these slides with him in a frame to present to everyone. A great way of adding a touch of humor to a scene that wasn't humorous before.



+ Yeah!

0



**Christian** 01/30/2017 11:43 PM

And Linebeck is just leaning on Tetra all the while. Wow, this guy really makes me laugh, he's definitely my favorite character.



+ Yeah!

1




**Christian** 01/30/2017 11:49 PM

And it just now clicks for him, because he was barely paying attention when Oshus first said it. Simply cracks me up.

Now, to comment on the actual story. I like it, it's very interesting and fresh. The explanation for Ciela splitting herself and losing her memory is a good one as well. Bellum is a name I've never heard before, and to me my first thought is that that probably means he's a



 Yeah!

 1 



**Christian** 01/30/2017 11:57 PM

instantly forgettable character. We shall see. Side note, his design (that I can see so far) reminds me of the Ultra Beast Xurkitree, from Pokémon Sun & Moon.

Well, what a neat place to end Part 1 of this log. I truly have no clue what direction the story will take now that Link's already found both Tetra and the Ghost Ship. Potential! Yay! See you all over on the second part.



 Yeah!

 0 

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