

### The Legend of Zelda:Oracle of Seasons Community



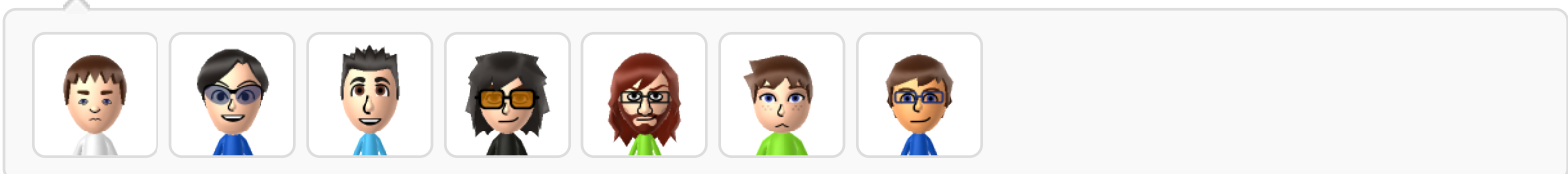
**Nintendoer** Nintend0er  
09/15/2014 11:57 AM · Spoilers



4-Heart Cursed Ring Minimalist Run: Unicorn's Cave. This post will contain gameplay up through the fifth dungeon. All comments are welcome. There will be spoilers!

First, I want to apologize for not continuing this over the past few days. I've been so wrapped up in the Smash demo (and to a much lesser extent, the Hyrule Warriors demo) that I completely neglected everything else during my pastime.

Yeah!



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## Comment

**Nintendoer** 09/15/2014 12:04 PM ·Spoilers

But...I'm playing this now.

There's not a whole lot to do before accessing the next dungeon, but I do need to get a new season. Which means I need to visit the charming Subrosians once again.



Yeah!

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**Nintendoer** 09/15/2014 12:11 PM ·Spoilers

The journey to obtain this important item includes dodging debris from an erupting volcano, making several dangerous (but not difficult) jumps over lava, and dealing with monsters, such as the one you see on the left. Fire Pokeys are...not threatening. They can hurl fire at you, but...it's really not hard to avoid.



+ Yeah ♥

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**Nintendoer** 09/15/2014 12:20 PM ·Spoilers

The rod of Seasons is now fully powered-up! While there really haven't been many puzzles dealing with changing the seasons, there will be later on.



+ Yeah!

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**Nintendoer** 09/15/2014 12:24 PM ·Spoilers

Yes, a VERY short overworld segment. But that's okay; the dangers of dungeons are more fun in a playthrough like this, anyway. =P



+ Yeah!

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**Nintendoer** 09/15/2014 12:30 PM · Spoilers

(While I don't need to be in here, I still want to share my strategy for this room.)

Hugging the wall is easy enough up until here, but doing a balancing act the rest of the way can be tricky. So...skip it entirely with this combination.



+ Yeah ♥

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**Nintendoer** 09/15/2014 12:40 PM · Spoilers

Caution is advised during this section. The slightest touch of that fire will knock out half of my health under these circumstances.



+ Yeah!

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**Nintendoer** 09/15/2014 12:45 PM · Spoilers

Gibdos really pack a punch if you touch them. They take 8 slashes to defeat, and they don't flinch upon being attacked. However, the boomerang and Pegasus Seeds will stop them in their tracks, making them very easy to pick off.



+ Yeah!

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**Nintendoer** 09/15/2014 12:49 PM · Spoilers

The item appears fairly early in this dungeon. The Magnet Gloves can be used for some pretty fun magnetism puzzles.

Just like the Cane of Somaria, I have no clue if these are useful in combat (other than the enemies you're intended to use them on, that is). Some

testing will be required.



Yeah!

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**Nintendoer** 09/15/2014 12:53 PM ·Spoilers

Unfortunately, there is one negative side-effect. I generally don't mind 8-bit tones. Heck, I even appreciate them, most of the time. But...the high-pitched sound the magnet gloves make is particularly grating, for some reason.



Yeah...

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**Nintendoer** 09/15/2014 12:58 PM ·Spoilers

Well...I fell on spikes for the first time in this section. They do half a heart per hit, instead of a whole heart like I previously mentioned. My mistake.



Yeah!?

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**Nintendoer** 09/15/2014 1:04 PM ·Spoilers

The magnet glove can take the mask off of these enemies. But used against other monsters? No effect. The Magnet glove is useless under normal circumstances. Considering how I dislike the noise they make, as a certain feathered pilot would say...

...I guess I should be thankful.



Yeah♥

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**Nintendoer** 09/15/2014 1:09 PM ·Spoilers

If you want to incorporate a bit of humor into a post, a Star Fox quote may or may not do the trick. Probably not. =P

Wow, Armos hurt quite a bit! There seem to be a lot of enemies that can hurt me for two hearts anymore...



Yeah!?

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**Nintendoer** 09/15/2014 1:23 PM ·Spoilers

Miniboss! Syger has multiple patterns for rolling around in an attempt to hit you. With it being hard to predict exactly which pattern he'll use, this makes him VERY dangerous.



Yeah!?

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**Nintendoer** 09/15/2014 1:27 PM ·Spoilers

During his brief breaks, his tail is vulnerable to attack. the sword works, as do seeds. I wonder if bombs are any good...



+ Yeah!

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**Nintendoer** 09/15/2014 1:31 PM ·Spoilers

Okay, beat him. And with one heart left, too. Bombs...didn't work out. I have no clue if they could hurt him or not; he was way too fast.

Anyway, moving on...



+ Yeah!

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**Nintendoer** 09/15/2014 1:36 PM ·Spoilers

I haven't mentioned this yet, for some reason. These can be defeated with the boomerang. They drop a fairy when you do so!



Yeah!

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**Nintendoer** 09/15/2014 1:43 PM ·Spoilers

Then there are THESE enemies. The idea is to attract them using the Magnet Gloves and slash when they get close, but considering they can shoot fire at you, that's...not exactly easy to do.



Yeah!

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**Dani** 09/15/2014 1:48 PM

You can make this without pass the level 4... the level 5 NEVER need the slingshot

Yeah!

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**Nintendoer** 09/15/2014 1:49 PM ·Spoilers



Yeah, they're not easy. I personally think it's better to trap them in a corner and slash them from there...but the fire is still a problem.

And only the sword works. Seeds, bombs, boomerang...nothing else will affect them.



+ Yeah...

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**Nintendoer** 09/15/2014 2:02 PM ·Spoilers

Got past them on the second try, no problem. Now there is one last obstacle before I can claim the essence...

@Dani This is true. But why would I deprive myself of such a useful item for this dungeon, especially considering the challenge I'm doing?



+ Yeah♥

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**Nintendoer** 09/15/2014 2:03 PM

considering\*

Yeah...

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**Nintendoer** 09/15/2014 2:08 PM ·Spoilers

Digdogger makes an appearance! No, playing an instrument won't help this time. =P

Instead, I should turn my attention to the northeast corner of the room, where a large, spiked, metal ball sits. Wonder what I should do with it...



Yeah!

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**Nintendoer** 09/15/2014 2:12 PM ·Spoilers

Of course, I should whack him with it using the power of magnetism.

Erm...this was probably a really poor time to pause the game. I wonder if I can get out of this unharmed...



+ Yeah!?

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**Nintendoer** 09/15/2014 2:17 PM ·Spoilers

After 4 (maybe 5, I lost count) hits like this, he splits into four. I have two options at this point: Whack them around using the normal methods (sword, seeds...not bombs, they're far too quick for that), or I can use the spiked ball again, which would probably do more damage.



+ Yeah!

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**Nintendoer** 09/15/2014 2:25 PM ·Spoilers

You know what? Ignore me. I must not have seen the others for some reason, because there were clearly more than four.

Anyway...the spiked ball can be used to quickly dispatch a good number of them, which means less chance of taking damage. I now have 5 essences.

Three left!



 Yeah!

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**Cliff** 09/15/2014 5:48 PM

Having never played the Oracle series, I have no real benchmark for the difficulty of what you are doing. But just judging by the description, you're doing fantastic! Good luck with the rest of it.

P.S. The Smash demo is gettin' me pumped!

 Yeah!

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Details about Miiverse 

