

The Legend of Zelda: Oracle of Ages Community



**Nintendoer** Nintend0er  
08/30/2014 7:47 AM · Spoilers

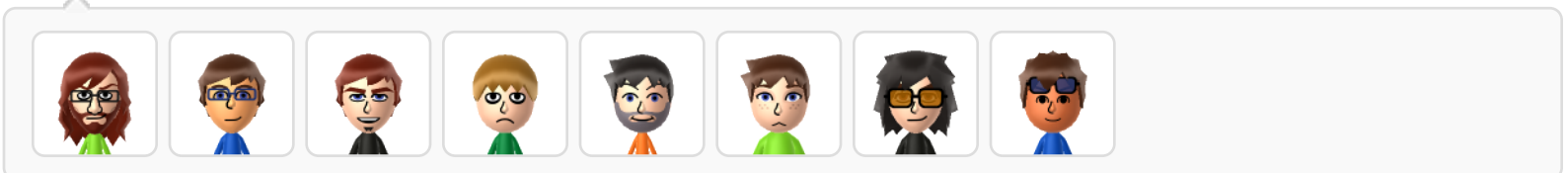


4-Heart Cursed Ring Minimalist run: Jabu Jabu's Belly. This post will contain gameplay up through the seventh dungeon. All comments are welcome. There will be spoilers!

Before diving into the ocean, I need to pay a certain queen a visit. Which means sneaking past these guards.

Yeah!

8 19



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**Nintendoer** 08/30/2014 7:55 AM ·Spoilers

While the guards outside will just throw you out when found, these guys will quickly and mercilessly chase you. I have Pegasus Seeds and Roc's Feather if I need to escape.

By the way, I won't be able to do this entire section today. My life is getting busier, so I won't have as much time to play this as I have been.



Yeah!

1



**Nintendoer** 08/30/2014 8:01 AM ·Spoilers

Snuck past the guards with little trouble.

The first Veran fight is very easy; although it is a bit of a puzzle to figure out on the first time through the game. The only notable difference to how you normally fight her is that I'm using Scent Seeds for damage instead of the sword.



+ Yeah!

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**Nintendoer** 08/30/2014 8:07 AM ·Spoilers

Yeah, that wasn't too much trouble. She had more health than I thought, though; I ended up using all of my Scent Seeds and needed to switch to the sword for the last few blows.



+ Yeah!

1



**Nintendoer** 08/30/2014 8:20 AM ·Spoilers

I need to be careful while swimming through these poisoned waters. Which is more difficult than it would seem, because of the suit's controls. If I go slowly, I should be alright.



+ Yeah!

1



**Nintendoer** 08/30/2014 8:26 AM ·Spoilers

Since I don't have time to do any more, Zora Village is a good stopping place.

I should have time a bit later to go further, though.



+ Yeah!

1



**Nintendoer** 08/30/2014 10:17 AM ·Spoilers

I need a potion to help the Zoras in the past. This will be the only time this is in my inventory.



Yeah!

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**Nintendoer** 08/30/2014 10:30 AM ·Spoilers

As long as the directions are followed precisely, this room should be no danger. And if I have any trouble, the cane can help me, as well.

This pre-dungeon section isn't as dangerous as I remembered it being.



Yeah!

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**Nintendoer** 08/30/2014 10:41 AM ·Spoilers

Okay, made it to the dungeon with very little trouble.

And...here's where I stop for today. Tomorrow, I should be able to claim the seventh essence.



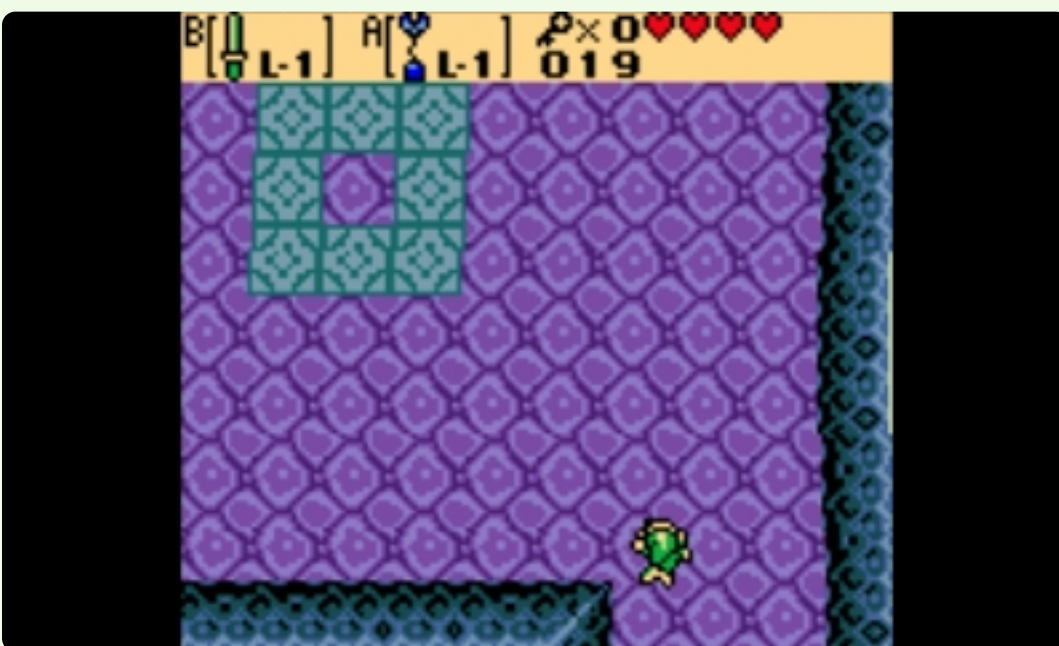
Yeah!

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**Nintendoer** 08/31/2014 11:18 AM · Spoilers

Okay, let's continue. I always thought the Switch Hook was the best item to use underwater, but we'll see what I think this time.



Yeah!

1



**Nintendoer** 08/31/2014 11:33 AM · Spoilers

The Switch Hook is great for enemies that can be damaged by it, and for those instances where you want to just skip past them. The shooter is good for every other instance.



+ Yeah ♥

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**Nintendoer** 08/31/2014 11:49 AM · Spoilers

The main gimmick of this dungeon? Switching the water levels. It's somewhat similar to how it works in Ocarina of Time, and...I hapoen to like it. The puzzles in this dungeon are very thought-provoking.



+ Yeah!

2



**Nintendoer** 08/31/2014 11:58 AM · Spoilers

Miniboss! The general strategy? "Pop" him with a seed, then wail on him with the sword. It works pretty well under normal circumstances, so I see no reason to change that here.



Yeah!

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**Nintendoer** 08/31/2014 12:02 PM · Spoilers

Or so I say, but I carelessly got in a position so that I was stuck between him and a bubble with no hope of escape.

Another death that I really shouldn't have had.



Yeah...

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**Nintendoer** 08/31/2014 12:24 PM · Spoilers

There, got him the second time with little issue. Just needed to be a bit more cautious about where and when I blasted him.

It was kind of annoying to get all the way back here, though.



Yeah!

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**Nintendoer** 08/31/2014 12:30 PM · Spoilers

The Long Hook! It reaches further than the Switch Hook, and travels faster, as well. A simple upgrade, but one that makes the item a bit more useful.



Yeah!

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**Nintendoer** 08/31/2014 12:42 PM · Spoilers

Sorry I'm not posting more screenshots here. The enemies aren't particularly worth mentioning.

Which isn't a bad thing, really. This is a more puzzle-heavy dungeon, after all.



+ Yeah!

2



**Nintendoer** 08/31/2014 12:59 PM · Spoilers

Alright, time for the boss.

Took me longer to get here than it probably should. I got turned around at one point.



+ Yeah!

1



**Nintendoer** 08/31/2014 1:10 PM · Spoilers

The idea behind this boss is pretty cool. He fires shots of one color, so you switch with him to change his color and make his own shot hit him.

He's very "puzzle-y", but not as much as Smog was. This one is actually kinda dangerous; if you're not paying attention, his charge attack can catch you by surprise.



Yeah!

1



**Nintendoer** 08/31/2014 1:22 PM · Spoilers

Boss defeated! He wasn't as bad as some.

Only one essence remains, and in one of my favorite dungeons, too. Heck, it might even be my favorite...haven't really thought about it.



Yeah!

1

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Details about Miiverse



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