



The Legend of Zelda: Phantom Hourglass

Play Journal Entries



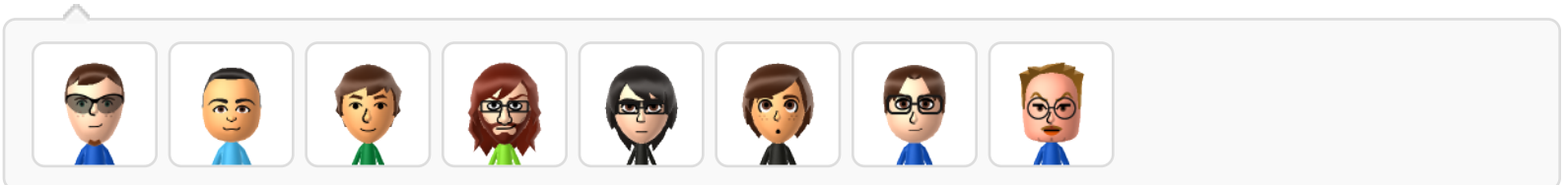
Christian TheCalzoneZone
01/31/2017 12:01 AM · Spoilers



With a change in our lead's goal, and the story overall, I'm eager to begin the second part of my journey through Phantom Hourglass. As always, comment to follow my progress.

 Yeah!

 8  100 



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Comment



Christian 01/31/2017 12:07 AM

Ahhh, the promise of riches is enough to drive a man to do anything. What won't he do...



Yeah!

1



Christian 01/31/2017 12:12 AM

Hrm, you're right. But thanks for reading its entirety to me anyway! It **was** juicy, as you said.



Yeah!

1



Christian 01/31/2017 12:19 AM

I know, right? Three tribes, three pure metals. Gotta gather them all to make one righteous blade, the only weapon that can vanquish Bellum.

Welcome to the world of video games, Linebeck.



Yeah!

1



Christian 01/31/2017 12:35 AM

Yay! Happy to see this guy's return. Although, he won't be the same without those excellent voice clips provided by Dan Owsen.



Yeah!

1



Christian 01/31/2017 12:49 AM

This was a tricky one. Really fun, though.



Yeah!

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Bethanny 01/31/2017 3:00 AM

Wen you say voice clips do you mean the splish the cubom the and wen you win yay yay. no more gone he won't do it eny more dose this mean i can't call him splish splish kabom man eny more!!!

Yeah!

0



Ed 01/31/2017 4:30 AM ·Spoilers

Sploosh.

Yeah!

2



Nintendoer 01/31/2017 8:41 AM

Kaboom?

Yeah!

4



Blake 01/31/2017 10:35 AM

Hya!

Yeah!

1



Jayse 01/31/2017 10:58 AM

Splish

Yeah!

1



Stagger 01/31/2017 11:32 AM

Yay! Hurray! ... oh ho ho ho.

Notify me captain.



Christian 01/31/2017 1:21 PM

Ka-BOOOM!

Welcome aboard, everyone, to zee second part. Hey, that's a cool phrase to use considering how you constantly board a ship in this game.

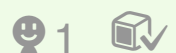
Last night I had a dream about Phantom Hourglass, which is neat since I hardly dream about Legend of Zelda. I guess you could say it's my subconscious' prediction of what's going to happen next in the story, since it carried off right from where I



Christian 01/31/2017 1:24 PM

ended last night.

Link and Ciela were warped to the area right outside of Stone Tower Temple in Majora's Mask. Then, in another big warp portal, out comes Bellum sparking with electricity and the roar of the musical score. (Does anyone else dream in music, I wonder? I can elaborate further if you need me to.) I woke up, but I can only assume Link finished off Bellum then and there. If my dream



Christian 01/31/2017 1:28 PM



was right, then it looks like I don't have to worry about the three pure metals and the Phantom Sword after all!

Heh heh, here's hoping.

+ Yeah ♥

0



Christian 01/31/2017 1:38 PM

You know what, for the first time in this game so far, I can honestly say I'm excited to keep playing and find out what happens next. This should hopefully motivate me to play without large gaps, although please know that I can't necessarily help it if the rest of my family is using the entertainment center during the best and most viable gaming opportunities, as has been happening recently.

+ Yeah!

0



Bethanny 01/31/2017 2:13 PM

Lucky i hardly ever have dremms and wen i have them its mostly random nonsense i don't under stand at all

+ Yeah!

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Christian 01/31/2017 3:24 PM

I'm impressed, this section of the Temple had a rapid spike in difficulty compared to the other sections. I think I died 3 times total, which I've never done before, and you can see on the screenshot how I exhausted all my Sand of Hours on this successful attempt (lucky I had a potion, because I was under a heart of health as the timer hit 0.) I really liked the puzzles in this section, the best



+ Yeah!

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Christian 01/31/2017 3:24 PM

and my favorite puzzles in the game so far!

+ Yeah!

0



Christian 01/31/2017 3:43 PM

Twilight Princess had cats, but now Phantom Hourglass has Gorons. Talk to everyone on the island and he'll consider me part of the tribe. That... doesn't make too much sense, Biggoron, but I dig.



+ Yeah!

2



Christian 01/31/2017 3:58 PM

Phew! Nerve-racking stuff.



+ Yeah ♥

0



Christian 01/31/2017 4:01 PM

Ha, he took back everything I just won. Comedy!



+ Yeah!

1



Christian 01/31/2017 10:32 PM

Aha, seeing how the hearts are positioned here has confirmed an earlier suspicion of mine; there are 14 total hearts in this game. Why cut us short 6 hearts? Link's Awakening understandably set this standard because of the GameBoy's memory limitations, likewise for the Oracles, but Minish Cap came back to the full 20. But on the DS, a still more powerful system than the GBA, they reverted back? Hm



+ Yeah!

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Christian 02/01/2017 9:36 PM

A return of two of some of my favorite Zelda elements; switchable companions, and Goron rolling! This should be fun.



+ Yeah!

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Christian 02/01/2017 9:49 PM

And already Gongoron's showing lots more power has been given to the role of partners. Pounce attack, losing hearts, collecting hearts/Rupees, and scaling a pit without a ramp?! I never thought I'd see the day...



+ Yeah!

0



Christian 02/01/2017 10:16 PM

Woah, out of nowhere this dungeon was great! The puzzles were great (Bombchus created lots of wonderful ones), the boss, Dongorondodongo or what have you, was fantastic. The game has finally delivered a dungeon interesting and engaging from start to finish. Great dungeon!



+ Yeah!

1



Christian 02/01/2017 10:19 PM

AND there's a twist; he's not dead yet. This is great, the other dungeons really lucked out; Goron Temple got all the good stuff.



+ Yeah ♥

0



Stagger 02/01/2017 10:27 PM

I read that as a dungeon that didn't confuse Christian, as the two that preceded it are fantastic. :p

+ Yeah!

3



Christian 02/01/2017 10:32 PM

Your observation has some merit, I will agree. (Although I was only confused twice, Stag, don't blow it out of proportion.) I suppose playing at the end of the day, my brain feels it pretty rewarding to play through a simpler, less mentally taxing dungeon after previous hours of schoolwork. That's what I'll tell myself anyway.

+ Yeah ♥

1



Christian 02/01/2017 10:39 PM

But I'll tell you something else, Stag. The dungeon music I hate by now, which is just the cave theme once again, the more of it I hear, the more negatively I've felt about a dungeon. I could barely hear it throughout Goron Temple. It grated on my ears during the last one. I'd also like to clarify, I haven't disliked any dungeon thus far. I thought that the second dungeon felt like another first

+ Yeah!

2

Christian 02/01/2017 10:43 PM



dungeon, which prompted me to say "I didn't really like this one." What I neglected to say was that what I didn't like was actually this "first dungeon" feeling, and that the puzzles themselves were all good ones. In short, every puzzle has been good so far. The Goron Temple's have been my favorite.

Thanks for saying it out loud, by the way, Stag. I appreciate all commentary, even your ribbing.

Yeah ❤️

1



Christian 02/01/2017 10:47 PM

Besides, how boring would it be if you all agreed with me on everything? C'mon.

I didn't know my presence on this island would be so greatly missed. In truth, everyone wasn't on board with me at first, but now everyone's sad at my leaving.



Yeah ❤️

1



Christian 02/01/2017 11:04 PM

Nothing I could say about this at this point. Do I think it's cool? Eh.



Yeah!

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Christian 02/01/2017 11:09 PM

Not per se. But cute, for sure.



Yeah!

0



Christian 02/01/2017 11:32 PM

Ship Update #1.



Yeah!

0



Christian 02/01/2017 11:46 PM

What have I done? I upset a sensitive Anouki by convincing him I was a Yook in disguise. Poor fella's so flustered right now...



Yeah...

0





Christian 02/02/2017 12:18 AM

I just single-handedly carried out the Great Yook Genocide of '17. :P

I desperately felt like quoting this, and with Blake present that's my green light:

I killed them. I killed them all! And not just the MEN, but the WOMEN, and the CHILDREN too! I HATE THEM!




 Yeah 


 3 



Christian 02/02/2017 12:19 AM

Whoo, and with that, school starts early. Goodnight all!

 Yeah!

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Elzonire 02/02/2017 1:34 AM

How did I not realize that the last post ended? Notifs!

Man, I'm really the only guy that likes the dungeon theme a lot. In spite of it's objective repetitiveness, it subjectively doesn't feel repetitive. It's good, because the music makes all of the dungeons (Especially the Temple of the Ocean King) carry an air of danger in a different but striking manner from the rest of the series. The music

 Yeah!

 1



Elzonire 02/02/2017 1:37 AM

Makes you feel scared to enter a dungeon, which is perfectly logical. Who wants to enter death trap temples?

As for the music itself, it just sounds good. And it's not completely the ALttP cave theme. It's missing the short melody of that game, and actually benefits from it.

 Yeah!

 1



Christian 02/02/2017 1:45 AM

That's the feeling I got from the song the first. But the second time, not so much. By the third time, not at all. And by the, I don't know where we're at now, maybe 6th time, I find it annoying.

While certainly not as important as design or puzzles, I nonetheless place a large importance on mood and aesthetic. Games like OoT, MM, and TP absolutely nail this, but Phantom Hourglass unfortunately

Yeah!

0



Elzonire 02/02/2017 1:51 AM

I'll say this much. For all my joyful rambling of Spirit Tracks, everyone probably thinks I'm biased towards it. Not as much as they think, if at all. You know why? I have never once thought the dungeon themes of Spirit Tracks, save one, to be memorable. I don't think you'll like them. This one though, unique.

Yeah!

1



Christian 02/02/2017 1:53 AM

misses the mark. Graphic-wise, I'm sure we can all agree, PH's dungeons can hardly be considered jaw-dropping and all look very similar to each other, with the outlier being the Ghost Ship. Music-wise, we just covered that.

To me, in every Zelda game, a dungeon's music is part of its IDENTITY. When you make every dungeon use the same theme, you effectively weaken the identities of the dungeons. I

Yeah!

1



Christian 02/02/2017 1:57 AM

can't remember the names of the first 2 dungeons. I don't remember the puzzles in the first dungeon at all. They're just not memorable, as you said, Jase. If each dungeon had its own unique music, like every other game besides the first 2, this surely would've done much in the way in making

them memorable by giving them stronger identities.



Elzonire 02/02/2017 2:02 AM

Temple of Fire. Temple of Wind. Eh. I guess it just doesn't bother me. Until my second Zelda game, I wasn't aware that there were individual themes. Oh well. If a dungeon lacks a unique theme, disappointing, but not unmemorable. Dungeons are memorable. Spirit Tracks' dungeon music is not. Two mutually exclusive ideas. Also, ALttP had two whole tunes for its dungeons, with but two individual



Elzonire 02/02/2017 2:06 AM

Unique ones. And since I'm using up a post for two whole words, I'll mention that the Ghost Ship could have benefited from a different theme, but the current one still works. The dungeon does a great job of looking horrific and ghastly. Graphically, the remaining dungeons are actually quite beautiful, in my opinion.

...Wow. Talk about total disagreement, hmmm.



Christian 02/02/2017 2:10 AM

Ah, but Jason, those two ALttP tunes were GREAT ones, with complexity. I loved listening to them and never tired of them. Do you see how everything's swapped? TLoZ's and AoL's were similarly great.

Here are some additional thoughts: Temple of Wind was memorable for its wind. The Ghost Ship was memorable for the Cubus Sisters. The Goron Temple was memorable period.

Last comment, bye!





Elzonire 02/02/2017 2:27 AM

I never liked the Dark and Light World dungeon themes. Just Hyrule Castle. Agree to disagree.

Yeah!

1



Elzonire 02/02/2017 2:41 AM

Oh. And Zelda 1 and 2 had perfect soundtracks the whole way. No complaints on that front.

Yeah!

0



Christian 02/02/2017 9:50 AM

Pretty much perfect. Zelda 1 and 2 had 12 and 15 tunes respectively, so it'd actually be quite shocking if any of them turned out to be bad. Imagine what the series would be like today if the first 2 hadn't paved the way for excellent music. Just how different would the franchise be without its signature main theme?

Yeah!

0



Christian 02/02/2017 5:02 PM

So the abilities of the Hookshot and Grappling Hook have been merged now? I wonder why this was done.



Yeah!

0

Christian 02/02/2017 5:25 PM



And with a surprise use as well. Gotta love items with versatility.



+ Yeah!

0



Christian 02/02/2017 5:44 PM

This is crummy. It would appear I've effectively trapped myself in this room:

- This eye needs an arrow, but I'm clean out
- I've already smashed every pot
- The exit is blocked by blue blocks
- The red/blue switch is blocked by blue blocks

A design flaw; now to escape I must die, waste the Purple Potion I have, and die again. Unless I'm missing something, in which case I'll gladly take it back.



+ Yeah...

0

Christian 02/02/2017 5:50 PM



Ah, there truly was no hope. Bummer.



Yeah!

0



Stagger 02/02/2017 5:56 PM

While I think you are missing something, I'm not sure why saving and quitting doesn't present itself to you as a preferable course of action.

Yeah♥

2



Christian 02/02/2017 6:05 PM

Ah, thank you for bringing that up. I did not want to Save and Quit here. Why? Because: It would only make sense. And sometimes, a little nonsense can be a good thing.

Another surprising feature of the Grappling Hook (which at this point I'm convinced won't be ever swung upon à la Wind Waker); it has the ability to launch you **diagonally** upwards to reach a higher plane.





Christian 02/02/2017 6:11 PM

Very cool use of Grappling Hook + Arrows. I continue to notice fresh and innovative new ways Phantom Hourglass has combined item use to aid in puzzles, this is a great example of the fun stuff they cooked up.



Christian 02/02/2017 6:25 PM

I liked this one, I really did. Fun puzzles all around. And perhaps, too, it helped that I found the visuals in here much more pleasant than typical.

Maybe now's a good time to mention, but I'm honestly surprised at the Boss Keys in this game. Having to physically lug around the key has so much potential for being a puzzle in it of itself, but so far, it's always a linear path to the door. What



👤+ Yeah!

👤 1 📦



Christian 02/02/2017 6:28 PM

gives? Also, the key is heavy, so you think they would do something with it like what they've been doing in the Temple of the Ocean King, e.g. have something chase you. But sadly, it just seems for show. I hope this won't be the case for the final dungeon. Onwards to the doubtlessly ice-themed boss!

👤+ Yeah!

👤 0 📦



Elzonire 02/02/2017 6:55 PM

Wait until Spirit Tracks. Boss key jaunts are better.

👤+ Yeah!

👤 2



Christian 02/02/2017 6:56 PM

Ah, I'm pleasantly surprised. This isn't your standard ice-themed boss after all, what I instead got was Gleeok, whose fighting style bears little resemblance to the NES boss of the same name but insteads draws more influence from Trinex from ALttP, and also a tiny bit of Twinrova, and, Twinmold, too. Fun fight, the several phases were really nice and everything looked great on the double screens.



👤+ Yeah!

👤 0 📦

Christian 02/02/2017 7:01 PM



This screenshot is excellently framed, for example, and the little detail of the light rays coming up on the top screen is the icing on the cake.

Ah, is that so? Well, I'm interested in seeing what Spirit Tracks finally does with it.

Finally, one last note before I claim the Azurite as my own. Before I entered Gleeok's lair, I realized how every preceding Temple introduced a new mechanic every



Yeah!

0



Christian 02/02/2017 7:07 PM

boss.

Blaaz had microphone use.

[Frog boss] used both screens.

Crayk had the boss' perspective on the top screen.

Dongorongodangojango had the partner mechanic, my favorite thus far.

And Gleeok had, uh, both screens once again.

It's totally excusable though, since it's such a unique feature exclusive the DS games, I say take advantage! Besides, as I said I thought it looked great w/ Gleeok.

Yeah!

0

Christian 02/02/2017 7:10 PM



I was wrong about 14 hearts, the file select screen really made me think there was no room for more than 7 in a row. 16 hearts is better, if only by a little, it's better.



+ Yeah ♥

0



Stagger 02/02/2017 7:15 PM

The Cubis Sisters were a two screen fight, and the best dead man's volley sequence from a gameplay standpoint in the series imo. I also like one in another game that I don't want to spoil for you br'er Christian, but it's such a minor part of the battle. Frog = overgrown Octorok btw ...

+ Yeah!


2




Christian 02/02/2017 7:15 PM

Ah, my mistake. No genocide here, nope, nope. This is Nintendo ya hear. Instead, I was just getting some simple "revenge" on the Yook, like Grandpa Anouki said. It apparently makes them vanish in a puff of smoke, as IF they died, but they're sure to come back safe and sound in the end, if not for a headache here and there.



 + Yeah ♥

 1 




Christian 02/02/2017 7:17 PM

Gondorongobongo. Gotcha.

Egg on my face. That's right, he was an octopus/octorok, not a frog.

Skyward Sword, I presume? No spoilers would be appreciated, yes.


 + Yeah!



 1 



Christian 02/02/2017 7:18 PM

The Ghost Ship is not a TEMPLE. I wondered if either you or Elzo would mention the Sisters.

 + Yeah ♥

 0 



Stagger 02/02/2017 7:19 PM

So Christian, what did you think of the logic puzzle w/ the Anouki? I really like them as a species.

 + Yeah!

 1 



Stagger 02/02/2017 7:21 PM

It's a dungeon and a boss, but yeah, I see you used the specific subject Temple. You're the bus driver here.

 + Yeah!

 2 



Christian 02/02/2017 7:22 PM

Thank you for asking. I thought it was right up Zelda alley. Now, unfortunately, I'd paid for the outside Anouki's hint before I knew what it would entail. Didn't make me feel too good, knowing that it would've been so much more fun to figure out without such a large hint. But it still fun.

Yeah...

1



Christian 02/02/2017 7:23 PM

As a species, don't have any complaints. Their faces remind me of baby seals, so there's that.

Yeah!

1



Bethanny 02/02/2017 7:25 PM

Makeing progress then

Yeah!

0



Christian 02/02/2017 7:28 PM

Question, br'er Stag. How does one pronounce "br'er"? "Bruh-ur"? "Brur"?

Yeah!

0



Stagger 02/02/2017 7:33 PM

It's like replacing the long o in the word bro with the entire word air. Br'er Rabbit, et cetera ...

That's a shame w/ the hint. That type of deductive detective work is honestly completely different than anything introduced in LoZ prior to it, although like you said, it fits right in. I also feel the Anouki are inspired by Canadian stereotypes - in a way that isn't malicious, of course.

Yeah!

2



Bethanny 02/02/2017 7:33 PM

y do you make so many coments

Yeah!

0



Christian 02/02/2017 7:45 PM

They ARE charming. More charming than any other islanders in the game so far. Of course, we have one tribe left to go.

Ah, so "brair", then. Never knew how you meant it to be pronounced, since you say it often.

It's what I do, B Cat. It's what I do.



Yeah!

2



Bethanny 02/02/2017 7:48 PM

Ok so it's wut you do il go with that.

Yeah!

0



Christian 02/02/2017 8:49 PM

The Temple is being quite tricky today, very difficult segment. I died once and am now ready to retire the GamePad back to its charger, a satisfying day's worth of gameplay. I'm in a music-composing mood right now. Off to my piano! See you all /till morrow/.

Yeah!

1

Nintendoer 02/02/2017 8:53 PM



It's what we all do in the ZNG, B cat. Just a bunch of Zelda fans getting exponentially more excited for BotW every day, feeling the need to relieve our excitement in the form of sharing our LoZ experiences on Miiverse.

 Yeah ♥

 4



Ed 02/03/2017 4:22 AM

Christian is most obviously not from the South. =P

Now that you're so far into the game, what thoughts do you have about the absence of Heart Pieces? A definite decline in exploration incentive, or a worthy sacrifice for the sake of Gems, Treasure, and Ship Parts?

 Yeah!

 4



Christian 02/03/2017 1:16 PM

California, dude.

It's funny, I hadn't fully realized the absence of Heart Pieces until you said it now, Ed. It's markedly different, and you're right about the incentive for exploring becoming noticeably declined. Ship parts aren't entirely useless, as they increase your ship's stamina if you attach pieces from the same set, but the parts themselves are RANDOM, so it's not like an adventure to

 Yeah!

 2 



Christian 02/03/2017 1:20 PM

go out and find that specific part you need to complete your "Elegant" set. Furthermore, they're gifted to you in a variety of different situations and places, and you'll often find getting the same ones over and over, a trading card effect, so as a result they never feel like they're all that valuable or that collecting them is very meaningful. I want to say they're like Kinstones but worse. All

 Yeah!

 0 



Christian 02/03/2017 1:25 PM

in all, I think I would enjoy collecting ship parts much more were they

unique parts with only one of each in the game.

Which, is the case with the Gems, I believe. If I've understood correctly, there are only 60 Gems in the game, no more, no less, and you must find them all to power up- something. You see, I haven't done this yet, although I've certainly succeeded 10 Power Gems by now, so I'll

 Yeah!

 2 





Christian 02/03/2017 1:28 PM

go find out what I've already forgotten they do first thing tonight.

Finally, treasures. I have not found a single use for them yet. True, the members of the Ho Ho clan want a Regal Ring, and there is an appraiser on Mercay who may give me something good should I present him with the right item. But so far, I've had nothing happen with my stash of Zora, Goron, Dark Magic, and misc. goodies.


 Yeah!



 0 



Christian 02/03/2017 1:30 PM

In short, my experiences with exploring in this game have been very watered down compared to what Zelda games normally give. I don't like the changes.

 Yeah!

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Stagger 02/03/2017 1:39 PM

Treasures are saleable, and completing the ship parts set can be expensive at any kind of efficient pace. There is a trading sequence and a fishing set of events you've yet to discover btw. Discovering all of the Gems is one of the tougher hunts in the series, and reaching max charts is pretty tough too.

All that defense, and I'll concede it's a weak point of PH. However there is zero analalogous

 Yeah!

 1 



Stagger 02/03/2017 1:40 PM

relationship between Kinstones and ship parts except for their random nature. One prohibits exploration, the other is a mainly decorative mechanic w/ a perk for less experienced sailors.

+ Yeah!

2



Stagger 02/03/2017 1:44 PM

Just speaking plainly though, the DS games revolve around transport rather than journey. Thus, exploration has a very different role. You might find ST's sidequest blockages to track passages more to your liking. Either way, it's not something I want to see in the series again, but I'm happy for the departure.

+ Yeah ♥

2



Ed 02/03/2017 6:46 PM

Reasons why I prefer Spirit Tracks are hiding amongst you complaints here... The treasure and train parts are done much better. I won't elaborate too far beyond that. Make it next on your list.

+ Yeah!

2



Christian 02/04/2017 2:25 AM

I was very much considering putting it next on my list. In fact, I have only 4 main series Zelda games I **could** play next, not counting BotW. 2 of them, the Four Swords games, would be extremely unlikely for me to own any time soon.

+ Yeah!

0



Christian 02/04/2017 11:26 PM

The question remains, in what way, and what does it mean for Link? Does Link need to call on Leaf to use this new power? Will Link learn a new combat method/movement option as I suggested earlier? Or something entirely different? I hope it's worthwhile, whatever it is.



Yeah!

0



Christian 02/04/2017 11:31 PM

Woah. Hahahaha, that's awesome.



Yeah!

0



Christian 02/04/2017 11:36 PM

Well, I'm very happy with this. The system of swapping out the fairies sounds very reasonable and I approve, and the promise of the other upgrades in return for the other Gems is enticing!

+10 Exploration Incentive Increased!



+ Yeah!

1



Christian 02/04/2017 11:58 PM

Link being transparent here is a neat detail that could've easily been overlooked.



+ Yeah!

0



Christian 02/05/2017 12:38 AM

These latter portions of the Temple of the Ocean King are quickly proving to be the most difficult aspect of the game. I like them a lot, and I definitely consider them one of the high points. This was my cleanest and best attempt so far, where I started with 11:31 on the clock and ended somewhere between 2:00 and 2:30.



Yeah!

0



Christian 02/05/2017 12:56 AM

True, the Nintendo DS can keep time, but surely Beedle doesn't mean real time here? Only one way to find out.



Yeah!

0






Christian 02/05/2017 1:11 AM

Longest 7 days of my life

In truth, I didn't think it very likely Beedle was talking OUR hours.




 Yeah 

 0 



Aaron 02/05/2017 1:22 AM

puts eyepatch back on
Heh. Sorry.

 Yeah 

 0

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