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Oceanhorn walkthrough sky island

Trapped in the adventure game iOS Oceanhorn: Monster of unexplained seas? In this complete Pocket Gamer guide, we will tell you everything you need to know to save Pirta land from disaster. When we last left you, we just took the second emblem from the Ice Palace. Now we're going to make our way to the third dungeon - on Sky Island - but make a quick pit stop on Riptide Reef to get a new sword. In this guide we will focus mainly on the main adventure, so you have not learned about heart pieces, blood stones or other side quests here. We hope to cover this material in future tutorials. When you jump into your boat after the end of the Ice Palace, the old bay will ask you to return to hermit island. Ignore it now and head to Riptide Reef instead. It's the earliest that we can get a Coral Sabre - an upgraded sword that does more damage - and we want to have it by the end of our adventure. Let's get there. (If, by the way, you don't have Riptide Reef on the map, you'll have to skip this bit now and come back later. When you land, use new boots to jump between gaps. Follow the trail around and walk along the wooden bridge. Save your progress at the checkpoint. Move away from the checkpoint and go down the stairs to this place. The tavis reads: They carry the same armor and share the same vows, but at this cruel hour they are pushed into a duel. Turn the steps back, turn left at the checkpoint and drop to the lower platform. Take a small staircase and go ahead until you reach this block. Walk to the end of the wooden platform on the right and use boots to jump on the platform on the left. Now you are behind the block and can push it forward. Press it to this position and then press it to the left to make it fall. Press one position forward so that it is in front of the gap on the rock. Now, go back all the way around and fall into that gap. Push the block out into the middle of the area and then press the boxes so that it is in that position. Give him one last shout so he can fall. Click the statue on the wooden boxes and then make it fall on your faithful little block. Next, use the bomb to destroy the wooden boxes - you can click the statue on your block and then on the beach (right behind another statue). Almost there. Push the statue to the right. Then go down and press the block to the right. Come back until you're on the block again and push the statue forward. Finally, push the statue to the left so that it collides - almost kissing - another statue. The door will open in the lower right corner of the site. Stroke yourself on the back and walk further. Go along the way and go to this tombstone. Throw a bomb to the ground to blow up a hole with treasures inside. Inside there is a master key. Go all the way back to the statue puzzle area, fall into the water, and swim around to find the appropriate main door. Come in and your little hero buddy will do his best for King Arthur to impress and pull the sword out of the downed dragon. Now you have a more powerful sword that will make the battle a little easier. Finish on the island (there is a heart piece right on the right) and make your way back to your boat. Go to hermit island. Talk to an old hermit and he'll send you on a funny quest. The first item he needs: a stool! There is one near the hermit's house. Take it and take it to it. Now he wants a bed to travel. Return to the tent from the very beginning of the game. You can get there by turning left in the hermit's house and following the path up. Take a travel bed and go back with it to the hermit. Now he needs a burning fire bowl. God, why did your last slave die? Jump into the cave from the very beginning of the game. All 100 km on the right side of the island, in the rocks. Right inside the doorway there is a fire bowl, so grab it and take it back to the hermit. Cuckoo weather? Now you're taking a nicky. Yes, be that as it may. I don't think there's one on hermit's island, so jump into your boat and go to Tikarel. Walk around the village and find a shop. Take a walk directly from the store owner and you will see a weather blind on the roof of the house. Take him and go back to your boat. Go back to Hermit Island. Take him to the hermit, but be careful with the bad. It breaks down and you have to come back if you get hit by holding it. Place it down and kill the enemies to pass. Once you're in the hermit, you'll be watching cutscene and being transported to... Isle of Skye. I hope you don't get dizzy. Step down and follow the path around until you get to the enemy's laser beam. Take the left path and then approach the sign with Grand Core. Walk around the small passage on the left and shoot the arrow to the target on the right. The gate will open to the right of the laser energy, so go back there and walk through the gate. Go left and walk past the stone doorway until you reach the sign with storm shelter warning. Avoid these massive staying giant guys. They are very difficult to kill, but they can be easily surprised. Go left and keep walking until you find this Twitter chappy. It's outside the store if you need to refuse. Once you're done, walk up to this tiny village and enter the grandmaster's office. Cutscene will play when you enter. Go outside and this hooded man will tell you to find the key in the study. He says: If you need a hint, find a red book in a nearby house. The clue reads: Knight's face is old and don't forget to light torches cold. Go back to research and light two torch with a fiery spell (or with burning pots). Now stand in front of the statue to the right of the stairs. A chest will appear, with the key inside, from the village and head to the storm shelter from abroad. Press the key in the lock to open the gate and then head Follow the cave corridors until you get to this room. Use bombs to clear debris near the statue and then click it left one space. It activates the pressure plate and the chest will appear. Open it, take the key and open the door. Follow the trail around. Place a bomb on this L-shaped rock to reveal the tunnel. Click all four blocks on all four buttons to open the gate. Walk inside and press the switch to raise the blocks. Use jumping boots to jump from block to block. Walk around until you reach the dark guy with a hood with a creepy voice that is completely evil... I promise. You will throw a bomb at the machinery, but lose the necklace in the process. Climb a small ramp and then go down. Take the ladder back to the surface. Now take your steps to the door of the Big Core and... ... Go. We will cover this dungeon in our next guide. Back to the Guide homepage Want more? Check out our growing collection of Oceanhorn tips, guides and walkies! You will automatically get to Sky Island after you get the cuckoo weather to the hermit. Island Challenge Blast'em: Kill the enemy with a laser beam of 100 diamonds. Ocean Horns: A monster of unexplored seas adventure game from FDG entertainment. In this game you take on the role of an unnamed hero as he searches for the truth behind his father's disappearance while exploring the islands and dungeons of his world. Going through Gamezebo will provide you with detailed images, tips, information and tips on how to play the best game. Game Tips Oceanhorn Gameplay is an action/ adventure puzzle game in the link legend of Zelda. Most of the gameplay includes moving the hero around the world, fighting enemies, solving puzzles, and collecting treasures. To move the hero, simply hold your thumb/finger down the screen, sliding slightly in the direction you want to move. You can also one touch where you want to go and the hero will work there. To attack or interact with an object, press the large red action button. This button is contextual; by default, it will attack. If a hero stands next to an interactive object such as a pot or a person, he will interact instead, such as picking up a pot or talking to a person. Some interactive areas are marked with a corresponding red button indicating that they are interactive. In addition to the sword, you can equip a secondary object. In the image above, the secondary element is the shield. To use a supporting item, click its smaller button next to the action button. What you do afterwards depends on what is equipped. For example: for a shield, tapping once quickly locks, or holding the button will make the hero block until you release it. For bombs, pressing the secondary button will bring out an active bomb, and pressing the action button will drop or drop it. For arrow keys, you can shoot a quick shot by clicking or your Aim and shoot by holding and then releasing the extra button. To edit an additional item, click the gray item button, and then click what you would like to equip. You can edit the button layout using the menu to support the game with the left or right hand, and to show a virtual joystick. HUD In addition to the on-screen action buttons, most of the information you need while traveling is always displayed. 1) Health Bar: How many lives you have left. When you hit an enemy, your life will diminish. If all hearts become empty, you will die and grow at your last control point. Life is replenished by the search for hearts, and your maximum health can be increased by collecting containers for the heart. 2) Magic Bar: How much magical power you have left. You can cast spells as long as you have enough magical power. The magic is replenished with the search for bottles of magic. 3) Current Keys: If you have a key, whether it's a regular key or a master key, it will appear here. Normal keys are used and disappear as soon as you open the door with them. Master Keys are permanent but tied to their respective island; Each island has a master key and that Master Key will only work on this island. 4) Money and Level: When you collect coins or experience points, your total amount of money and experience will briefly appear on the screen. They disappear after a short period, but they can be viewed at any time from the menu. Minimap Mini-map contains a lot of information about the surrounding area. 1) Orange Arrow: This is your (hero's) current location. He will always be centered on the mini-map as he follows him, but the arrow will point in any direction he encounters. 2) Blue Arrow: This is the door or entrance somewhere. In the city, for example, doors to houses or shops will be blue arrows. In the dungeon it can be a ladder or a cave, etc. 3) Green Arrow: This is the door or entrance from which you just came. 1) Red Dot: This is an enemy. 2) Blue Point: It's a friendly nonimmier character. 3) Treasure Chest: A completely white chest indicates a treasure chest that you have not opened yet. open chest with treasures: the chest that is clear on top is the one you have already opened. 1) Key icon: indicates a locked door. 2) Orange Eye Bull: This highlights the chests or doors that require the opening of Master Key. Note: Parts of the minimap will be filled during the inspection. A room or corridor may not appear until you actually stand by it, while orange bull markers or treasury markers will appear before you have come at this room. The Menu menu in the game can be opened at any time (except cutscene) by tapping the mini-card. Scroll through the menu by moving it to the right or left and exit by tapping anywhere outside the block border. The menu contains a lot of information: 1) Level and EXP: Your current level and experience points. The first number is the current experience points, and the second number is how much is needed for the next level. For example, 880/1000: You have 880 points out of the 1000 needed to reach the next level. 2) Location and Completion: Displays your current location (island). Switch between Calls and % % you have a specific place for this. 100% completion of the island means that you have completed all the activities there and found all the secrets / treasures. 3) Challenges: Your current problems. Completing these will earn you extra experience points and coins. Blue calls are already complete; gray problems did not. As well as completing % above, they switch between displaying the specifics of the task and the number of experience points of each award challenge. 4) Emblems and Hearts: Shows which sacred emblems you have collected; Below this is your current heart chunks. Finding four parts of your heart will give you another full container of heart in your life bar. 1) Elements and Spells: Shows you what objects and magic spells you have collected. For items with a number, the number on the left is also displayed (for example, in the image above, 10 Bombs and 15 arrows). 2) Quests and playback data: Items related to the quest you have collected and how long you play Oceanhorn. Completion in this area refers to the whole game, not just the current island. 1) Flashbacks: Flashbacks allow you to go back to any cutscene you've already viewed. Tap the arrows to scroll between flashbacks. 2) Journal: The journal tracks all the dialogues and signs you encounter. The dialog box appears blue and the characters are mentioned as a White Note. Clicking the ellipsis button switches between the dialog and the characters, or just the dialog. 1) Settings: Change the volume with three sliders - sound effects lighting, voices with a speech bubble and music with a musical note. The button, located just below this button (the default right arrow), edits the action buttons on the screen. The default is that there is no virtual joystick, and on the right, the buttons will appear on the right side of the screen. 2) Game center and title screen: View the achievements of the game center or return to the title screen. Oceanhorn's experience and alignment uses a simple alignment system similar to those found in role-playing games. When you kill an enemy or complete a task, you will earn blue diamonds that cost different amounts of experience points. These experience points are used to increase your adventurer level visible in the first section of the game menu. As the adventurer level increases, you will earn special, useful rewards. They vary on a level, but include things like increasing the maximum number of bombs or increasing the speed of swimming. To get rewarded for a level, you must touch the mini-card when Level Up! appears. Note: since your health is also replenished after leveling, it may be useful to wait until you are concerned about your health before claiming the award. Sailing ocean passes in the world, consisting of islands with long expanses of sea between them. Our hero will have to visit these islands. To get to the world map, first your boat will appear on the map, and then you will be able to enter the world map. On this screen you will see a destination. Click on an island or random stretch of sea and a course line will appear on the destination again to start swimming there. To change your destination, just tap another location. Our hero will automatically steer his boat to his destination. However, there will be enemies and obstacles along the way. Fortunately, our hero will earn a pumpkin gun very early in the game to protect his ship. As well as on land, enemies are marked as red dots on the mini-map. To attack any dangers near you, move the sighting reticulate by moving the screen. Press the action button to shoot the pistol. You can shoot in quick succession by pressing several times. As soon as our hero reaches his destination, he will automatically leave and you will take control of it on the island. To stop swimming at any time, tap the compass to open the map screen and select a different destination. Hints and hints Your hero has a limited amount of stamina, which is used for various actions. Swimming in rough (ocean) water and shield blocking are two examples. When performing these actions, a small green stripe will appear on the hero and will be exhausted as he continues to do them. Running out of endurance means that it cannot perform this action until it is rechargeable (in the case of swimming, this means that it sinks and revives nearby). As soon as it stops swimming, blocking, etc., this sensor will disappear and recharge. You will not be able to reach 100% on each island the first time you visit it. As the story progresses, our hero unlocks additional objects and abilities that will allow him to reach previously unattainable areas. If the treasure or area seems completely inaccessible, try returning later. The problems are tied to a specific island to complete, but can be completed on any island. For example, Read 10 Characters will help complete the assessment on hermit island, but you can read these signs anywhere. Don't miss a dialogue without reading it. Many of the goals and directions in Oceanhorn are revealed when talking to other characters, and there is no hint of the current goal. If you're not sure what to do next, try talking to the characters on the current island. Reset Buttons: Any puzzle that includes moving boxes or other objects that you can get stuck in the wrong place will have a reset button somewhere nearby. The reset buttons are bluish-gray with an hourglass on them. Clicking this button will reset the objects in this room to their original locations. The buttons themselves are sometimes difficult to find, but they will always exist if it is potentially necessary. Some treasure chests are hidden before our eyes. If the minimap displays a treasure chest icon but nothing is there, you'll probably need to make it appear by doing something like flip the switch. Part 1 - Hermit Island and Tikarel After the game begins on hermit island. This level is basically a tutorial, so just follow the path and check the signs to learn more about the game. Some of the one have additional information that you can see interacting with them. You need to return your mother's necklace that floated into the cave. Bonus: Go waiting for the entrance to the dock of the boat. Talk to the hermit to find out that the Sun Festival is about to begin, but her father can't get up the road to Hillfolk Hill. It needs you to take it up the mountain and gives you a regular clue. Move back to parts of the city and open the locked gate. Keep moving east and enter the cave here. Bonus: In a large cave room, blow up wooden boxes and cut the east behind them to find a toy soldier worth 20 coins. Follow the cave to the west and south until you reach the exit. I recommend fighting as little as possible here because the girl's goal seems to interrupt you during the fight. Follow the outer path west and head to the top of the hill. When you reach the top of the hill, the battle of the mini-boss will begin. This is a guy from a black boat who sends crab robots around the world; the Dark Apostle. This fight is similar to the previous one with the Ovrus Guard; it has a shield protecting the right side. However, this is much easier thanks to the pillar of flame in the middle of the battlefield. Use the pillar to your advantage; wander around him until the Dark Apostle turns to run after you. When he returns, his back is wide open and can usually be obtained in two or three oblique dashes. Keep doing it until he wins. Our hero watches fireworks with a girl and they plant acorn together. Then you will return to your boat, automatically completing the task of the City Sheriff. Talk to the girl (Neeti) before you go to uncover the fall locations of Hillfall and Southwind Island. Bonus: The rest of this section contains optional elements that you can now do in Tikarel. To complete the main quest, go to part 5. Now you can blow up the rocks blocking the cave of Rak. It is on the northwest side of the city, but not on the hill. In raki cave go east. Meck the hearses in the corner to open the red button; Place a magazine or a small boulon on this button to unlock the north path. Move across the bridge. There's a box puzzle locking treasure chest. The easiest way to solve this is to blow up wooden boxes on the west side and move the metal crate to the place where the wooden bait was. This breast nest you 150 coins. Head west and head north (you can't get a treasure chest in the water yet). Read the letter in the bottle to reveal the location of the reef. Go back inside and head east - there's a Bloody Stone here - and up the stairs. Cross the bridge to the south and enter an abandoned house. Open two treasure chests to get extra bombs and 50 coins. There's not much you can do here, except to find out who's out there and do robots that could do it, so get out of the house and fall. Another bonus: Let's meet the Bloodstone collector. Straight east of the abandoned house. Lower the two levels to the grassy area, then drop into the hole here. Talk to the collector; He wants a lot of Bloodstones in exchange for a special gift. Get out of the cave and push the metal fence forward to the beach; Now you can visit the collector through this direct entrance. While we are here, use your bow and arrow to shoot into the eye of a bull that is just south of the cave Standing on the beach, you will not be able to see it. Swim a little in the water to see it. You can shoot the bull's eye while it is off screen. Do this, and the treasure chest appears in the northeast. This is another one you can't collect yet, so leave it at the moment. Let's leave Tikarel and continue the search in Gilfolk Drops. Part 5 - The fall of Gilfall and honey from sails to Southwind Island to The Hillfolk Drop, which is just west of Tikarel. The entrance to Hillfolk's fall is blocked by a stone wall. Use your bow and arrows to get into the bull's eye just past this wall. Go west along the beach, turning north until you come across a bottle that reads her letter to reveal Skery's location. Before returning to the dock, go down the stairs to the left. Follow this path up and around Deep Cove; the entrance is a shallow pool with water with metal gates. Use your Cast Object spell on the blue push to the west and above that gate to open it. Talk to Gillman here to find out what he's waiting for a honey plant; We don't have honey, so get out of the bay and go back to the docks. Bonus: North of the docks treasure chest in sight with five coins inside. Be careful how some enemies jump as you approach. Go back to your boat and leave Hillfall Fall. Bonus: Stop near Skery to get Bloodstone from the northwest corner and 25 EXP from the treasure chest on the eastern edge (blow up the wooden box with a bomb). Another treasure chest requires a level of ability that we don't have yet. We're going to Southwind Island. It is located on the south side of the world, near the island of Hermita. Bonus: On the southern outskirts of the island there is Bloodstone; Just go northwest and then go down to the beach to get to it. Go northwest of the pier, then take the first set of stairs to the east. Near the center of the island there is a gate with wind, which warn that it can be closed if there is dust in the windmills. Climb the stairs south of these gates and clean the weeds and boulders from the entire windmill. It will start spinning. Follow the bridge south to another windmill; bevel beside him to activate it and open the gate. Return and enter the gates that are currently open. The path here is quite simple; Follow him east, up and around. Push the metal fence out of the road and head down with ricochet bombs. Turn down and you will come to the cave with a boat moored outside. Bonus: Go east and swim on a small island just behind the cave to find the Bloodstone. Enter the cave and turn east; there is a chasm behind the railings and across this switch. Use Cast Object spells on the switch; It lifts the blocks north and forms a bridge. Take the bridge up and around; west when the bridge splits. There's a box puzzle blocking the stairs. Move the boxes to the left and right of the stairs to open the way. Head north adjacent room. Knock the first wooden box north Bridge. Get behind the second wooden frame, hit it on the bridge, and then knock it past the first turn. Walk through the drawers to the next room. In the center of this room stands a man on a pillar, around him randomly place four boxes. We need to form a bridge for this person. Click on the two blocks that are on top of the area (next to the reset button) from the edge directly opposite the person. The first block will form a short bridge from this precaution, and the second will fall to the ground below. Go to the block on the west side of the room and push him away from the led so that he sits next to the block you just pushed to the ground. Move the last block, which is north of the person, to that area and push it through the block you just moved down at the top of the block next to it. This will end the bridge. The final alignment is visible in the image above. Note: The treasure chest with 150 coins. Go back through the cellar and go east. You'll be in a hidden Hometalk in prison cells. Go south and press the red buttons with a stone or barrel. This opens the cell door. Return to the cells and open the treasure chest in the estranging north to get the usual key. Bonus: Head south of the room with buttons to find a treasure chest with 20 coins inside. Go east of the room with buttons. Go south and hit the switch to open the second set of cell doors. Bonus: Head further south to a small docking area with Bloodstone. Go east to the checkpoint and lock the door. Go north and then west into the kitchen area. Kill the hammer that's going on here to get the Host Key. Go back to the locked door and go through it to the second floor. Head east past the spikes to another room with prison cells. Click on the blue buttons to open the door and get the usual key. (The buttons open the cells next to them, so if you don't want to fight Cepede, click the button in front of it.) Go north through a locked door and cross the bridge. Hit the studded ball with a sword until it is clear on the red button; the gate will open. Bonus: Go west on the bridge - move the wooden frame away - and exit the exit. Move south along the pros pros pros pros out and fall on two levels next to the tree. You'll appear next to Bloodstone and treasure chests containing 50 Then head south on the bridge near this chest to chest with a piece of heart. Move through the gate near the spike ball and follow the path to the bridge leading to the hole in the floor. Fall through this pit to land in front of master key breasts. Open your chest to get magic: Ice spell. Click the top line from the pron wrap to form a bridge and head down. Bonus: The other two chests in this room are awarded with five coins and 100 coins, respectively, but be careful when you open them, a hammer appears. I go south and then east to an exit blocked by a landslide. Open this exit with a bomb; this leads to an abandoned pier. Follow the pier to the southwest and you will end up back on the boat. Agree on your boat and go to The Fall of Hillfolk: now we are ready to return to the Cave of Fire. You will need to go back to Deep Cove and take a ladder near the western part of the bay to go back upstairs and

then again scroll your way through the small islands to the Cave of Fire. In The Cave of Fire, go northwest and remove the boulder from the button to open the stone gate. Bonus: Immediately after the gate bomb wall on the east side where a bunch of rocks lies. A small hallway leads to a room with pots and a treasure chest containing a replenishment of the heart. In the next room, click the two side boxes forward and the middle box in both directions. Here you will meet your first enemy fire mask. Use icy spells to break the mask and cut it into pieces. Note: your shield will not protect you from fire. Wait until the statue's fiery breath pauses and then run forward. Bonus: Take one of the lamps from the next hallway and throw it on the unlightened torch under you so that the treasure chest appears on the southern edge of this room. You can't reach it yet, but you'll be able to soon. Wait for the traps on the wall arrows to pause and then run through this next corridor. The monument mentions that a steady hand can spread fire far away. Face two torches on the eastern side of the room. Standing behind them, shoot the arrow to the east to light an unlightened torch behind you. Do this so that both pillars raise the gate. Head east and press the first metal box forward into the hole to form a complete bridge. Follow the bridge and push the southernmost raft into a studded pit. Leave another box at the moment. There's nothing we can do about it yet, so go west. Go down the stairs. There are two doorways, one on each side of the stairs. Bonus: In the northwest corner of this room there is an arrow box. Bonus: For even more arrows, keep moving down the other western stairs to the second chest. Go to the north doorway. The treasure chest here contains bombs. Use the bomb near the wooden frame next to the wall to blow up the wall and open the way. Follow this simple path until you appear next to the reset button and some metal boxes. Click on the button Open the studded gate. Click one of the boxes forward so you can reach the spikes of the floor area. Click the box you have already dropped further south to the stone wall. Walls, the other two boxes on spikes to form a reverse shape L. On top go up the stairs near the button and push the box out of the way. Go east to the studded pit and push the final box down, then go down and push it into place so that the entire studded floor is covered with boxes. Turn from above and walk along the box bridge you created, moving south. This will take you to the treasure chest with the usual key. Return to the crate bridge and open the locked door to the east (click on the rest of the box forward out of your way). Be sure to get to the checkpoint in the next room. Carefully go the studded floor. Once you reach the end of the room, be sure to climb a short staircase and knock the metal boxes into each hole to form a bridge. In the next room, go east across the bridge and open the treasure chest to get a fiery spell. That's what we came for! With a fiery spell, we can now get into the frozen Royal Palace. Bonus: To get the remaining treasures in the fire cave, follow these steps. To continue the main quest, exit Fire Saver and go to part 7. Go south of the Fire Spells chest and go down to the treasury. This contains one coin. Again go down and sail through the doorway to the west. Go through this corridor and enter another room with a fire-fighting enemy. Turn south and grab the treasure chest up the stairs for some bombs. Go back through the door you just came from, moving east. There is an unlightened torch in this room of this cave. You can use Fire Spell to light it up. Or you can pick up the barrel, lower it to the lit torch in the room, and then transfer the burning barrel to an uneducated torch. This opens the stone gate. Move through these grates, going west. You will appear at the chest with treasures and ladders; the chest contains 100 coins. Click the ladder up and you'll be outside the Cave of Fire. Go down and swim on the island right to the south; bring the ladder back to Deep Bay. Part 7 - The Emblem of the Ocean and Coral Sword Royal Palace is located on the northeast side of Deep Cove. Pull north and follow a large pool around in the shape of a C. You will appear on the northeast side of the map near the frozen clog. Use your fiery spell on this issue; Pick up the log to move it out of your way and then head southeast. On this site there are closed gates with metal boxes and spikes. It is necessary to push the boxes into the spike pits. To get to the boxes opposite the reset button, you will need to go through the closed gates. There are four boxes, but only three studded pits; the box at 6 o'clock is not used (as in the image above). After the gates are open, go in shallow water and walk in shallow water to the gates of the palace. The transition to the gate is frozen: Use fire spells on it and then hit it, Open the gate. In frozen palace, go straight north and use Fire Spell on the frozen Gilman. (Although it doesn't give you anything useful.) Bonus: Just from the place where Hillman was frozen, climb the stairs to the Bloody Stone. Use fire spells on two metal boxes at the entrance and then press each forward on the brown squares on the floor. The treasure chest appears with the usual key. Go east through a locked door. Follow the trail around, waiting for the statues breathing ice to stop. You will come to the channel; briefly head west to the checkpoint, then return to the water and head east. Press the yellow button that draws the water level for a short period of time. Jump down and press a metal box that used to be underwater to the west. Continue pressing it until it is on top of the red button on the far west side of the canal. You may need to press the yellow button several times. You will also need to cut out purple plants that block your path. Drive past the checkpoint to a large room full of platforms. Use a bomb to blow up wooden boxes on the northwest side of the room and then pick up a barrel or metal beam from the small room behind them. Use these elements to squeeze red buttons at the stone gate and open the gate. Go through the gate and up the stairs to the Upper Wing. The monument on the west side of this room tells you to pass the light throughout the room. In these connected rooms you need to light unlightened pillars of the torch. Take the burning bowl on the east side of the room (on top of a snow-covered staircase). Click the switch next to it to open the gate. Light a pillar north of the western monument. Light a pillar northwest of where you took the burning bowl. Walk through the gate and up the stairs. Walk up the stairs to the east and down the stairs to the checkpoint and spike maze. The last pillar is south of this checkpoint; light it up and a treasure chest appears near the monument in another room. The chest contains a regular key. (Feel free to leave it now as you return to this room soon.) We need three ordinary keys to get across the key bridge. Return to the maze of thorns. Walk along the wall above the spikes north of the checkpoint. Follow this to the treasure chest on the northeast side of the room, which has another ordinary key. Tip: To make the hero walk slower and be easier to control on this narrow wall, click the attack button and hold it as you are going to make a special attack. Hold on until you reach the treasure chest; he will walk much slower. Bonus: Take a walk along the other path west from the checkpoint to the treasure chest with 50 EXP. Leave a spike maze and head north of this large, divided room. There are ice gates blocking your path. The eastern gate has a hole; use fire spells on it and pass. This room is full of enemies studded, and treasure chests on the north side. Walk around studded enemies on your chest to get a third regular key. (You really shouldn't attack them or anything.) With all three keys, return to the bridge of locks and start Jump until the hole at the end. You will fall right in front of the treasure chest; Open it to get trencher boots. Now you can use them to jump over small gaps. Note: Trencher boots, like blocking or swimming, use endurance. As soon as you run out of stamina, you will not be able to jump and you will need to allow it to recharge. Note: When you are not in the jumping area and use Trencher boots, you will ride instead. Try your new boots by jumping on the platforms in this room before going out. Stop to send the bats as needed. In the next room, go north and hit the switch. Walk to the stone gate that descends, and then jump through the gap, where the statue's icy breathing strikes. Stand next to your breath to reveal your chest on the north side of the room. Open this box to get a regular key. Return to the stone gate area and head through the door. You will appear at the locked gate; open it. Bonus: Go west and then north to the room with spikes and books. Follow the monument so that the stone blocks go up. Then climb up and jump through the blocks to Bloodstone. Return to the entrance and go east until you return to the room. Just past the canal and checkpoint. Just west of the entrance is a series of jumping platforms. Walk the westernmost and jump on them until you reach the end. Very slowly and carefully turn east and jump on the platform with the statue, then jump on the final platform in front of the treasure chest. Open this mailbox to get the master key. Return to the entrance to the Palace. Go north through the door of the Master Key; You will enter the mausoleum of King Angler, where Princess Finn is frozen. There's also a breathtaking guy sitting on the throne... You can freely run around the room and prepare a little for the fight by moving the boxes, but it is not really necessary. To start the fight, use a fiery spell on Princess Finn. The boss's battle with the Dead King Angler begins. This battle is quite simple: in the middle of the room there is a yellow button; stepping on this, lower the stone blocks surrounding the statues, at the corners of the room. Run to the block and stand on it; when it automatically comes back, the hero will ride on the platform with another yellow button. Pressing the elevated yellow button will force the associated statue to indent the fire. Click on the button when King Angler is nearby. He will be installed abaziti and humpbacks, repented his glowing weak spot. Mow at his weak point as much as possible before he returns to normal. This can be done from a button or on the ground. Continue to follow this pattern - press the middle button, drive blocks to another button, etc. - until it is defeated. King Anglerfish sometimes shoots you with an ice beam: Use a trophob of boots to roll back from this beam. If you froze, action button several times and quickly to become unsubstined. Sometimes the ice beam freezes the button. You can throw it with Fire Spell or if you wait about 20 seconds, Unfreeze. After this battle you will get the Ocean Emblem and return to your boat. Princess Finn recommends that you get the Coral Sabre, which we know is on Riptide Reef. Let's go ahead. Bonus: Return to Deep Cove. Immediately after you walk into the driveway, head up a short staircase and bomb the dirty wall here. Use Trencher boots to jump through a small hole to the treasure chest containing five coins. Bonus: From the treasure chest above, jump east to reach Bloodstone. Bonus: In Deep Cove, go all the way back to the box and spike the puzzle that opened the gate on the way to the palace. Drop the puzzle to turn the gate up and then walk through the gate and down the metal bridge to the southwest. Use Trencher boots to jump on the turtle and get a piece of heart. This is the last point required to 100% complete Gilkof's drop. When you leave the Fall of Jillokif, the hermit will contact you. He says that you need to find the Sun Emblem and asks to return to his island. First we go to Riptide Reef; It is the northernmost island. Note: You can smash wooden boxes by rolling Trencher boots into them (saves on bombs) - this will complete the task here. The entrance to Riptide Reef is all about trench boots; Use them to jump among the small islands. Keep in mind that you can not jump diagonally, so line up right for each jump. Bonus: The treasure chest in the northern part of these islands contains one coin. Bonus: The island north of the above chest contains Bloodstone. Bonus: Walk under the bridge south of the first Bloodstone to find another Bloodstone. Once you reach the first main island, cross the bridge and go east to the monument and checkpoint. The monument mentions the ordeal for those looking for a coral sabre. Bonus: Head southeast and use a bomb to blow up a small mound of mud blocking the stairs. Climb the stairs to the box with arrows. Drive past the monument and climb the stairs; walk on the top pros pros prosthetics until you reach the metal frame. Our goal is to get a bronze statue on the north shore to the shore with another bronze statue. Click the metal fence south to the statues and then squeeze into the water/bark. (You will need to move the statue down the space, out of the way.) Go down on a metal fence and use Trencher boots to roll up a wooden box in the center, destroying it. Note: You only want to destroy this box right now, so don't use a bomb. Squeeze back and click the bronze statue on the wooden boxes and then down into the empty space that you just made. Now use the bomb to blow up other wooden boxes; Fall down and push the statue through a metal box to the other side. Place two spaces directly in front of the other statue, then push it into another statue so they touch it. Doors on the edges of the island will open. Lay through these doors, where it is much easier. Waiting. Use the bomb in front of the grave to uncover a treasure chest. Open this mailbox to get the master key. Return to the top performance, where there was a bronze statue; will fall north and you will be at the door of master key. Open this door and go to the lawn. As you approach, a cut automatically appears, showing how the hero pulls the coral siber out of Sealork's head. Now you have a coral sabre! He is much stronger than your previous sword; Fun to kill things. Bonus: The treasure chest north of Sealork on this lawn contains 25 EXP. Bonus: Go south of Sealork's body and open master key breasts to get a piece of heart. This is the last point required for a 100% completion on Riptide Reef. Returning to your boat is a bit confusing at first, as the box you used to move the statues now blocks your path. Go back through the main key door and swim southwest of the blue reset button. You will make it to the shore of the central island and you can jump your way back to the pier from here. It's time to return to hermit island, which is just south and just west of Riptide Reef. Hermit waits at the piers, so you get a short way deep into the country and talk to him. He explains that the final sacred emblem, herb Sol, is located on the Isle of Skye. Talk to the hermit again and he says he has a way of bringing you to Skye Island, but first you have to bring him a stool. The hermit's house has a stool; Go northwest to his shackles, take a stool and take it back to him. The hero drops the stool, and the hermit asks for a travel bed — aka, sleeping bag. There's one in your tent. Go to the northwest side of the island, up the stairs to the tent. Take a green, rolled up sleeping bag and take it to the hermit. He has made progress in counter-contraidies. The hero throws a prostate bed at his feet, and the hermit asks for a burning fire bowl. Head southwest of the spot where the hermit stands and use your Trencher boots to jump over a small island here. Bonus: There is Bloodstone right where you jump. Now you must have 100% completion on hermit island. Climb a short staircase and pick up a fire bowl. You can not jump while carrying an object, so throw the fire bowl through the slot to the hermit and then jump across. Take a fire bowl and take it to the hermit. The last object that a hermit needs! There is no such item on Hermit Island. Back to Tikarel. You will face cutscene on the road and then automatically continue swimming. The weather cuckoo in Tikarel is on top of The Sit House. To get there, get off the ship and head east and then to the stairs to the north. Go north past the well, turn east and climb the stairs to the market. Turn south on the stairs and take a walk big tree here. The cuckoo is reachable from this place, just pick it up. Take him back on your boat and return to hermit island. Take the cuckoo to Hermit. It will finish the invention and you will automatically drive away on Sky Island. Note: You won't be able to return from this location until you're done, so be sure you're ready to go. Part 8 - Sky Island and the Sol Emblem Follow the way down and around from the crash site. Go north at the first split and follow this path around. When you get to the track with three telescopes on board, be sure to investigate the third. This will open the location of Home Island, the island where you grew up. Bonus: Head south and use a bomb on a cube of dirt next to the stairs. This will open the way to the stairs; turn down and north to the Bloody Stone. Go east, be careful to avoid the laser eye of the statue. It will rotate in full circle, so just walk past and around when it doesn't look at you. Go any way past the statue of the eye; You want to go to the northeast corner. Stand in a small hole under the pipe on the north side of the doorway. Shoot the arrow south to hit the bull's eye. This draws stone blocks near the statue of the eye. Head back and across the area where there were stone blocks. Move northeast, past a giant robotic guard. This guy is in pain to kill because you have to hurt him in the back to do any damage. The easiest way to kill these guards is to freeze them with an ice spell, and then taste them in the back. Note: You can bomb a shortcut next to a rusty statue in this area leading to the southern half of the island. Now I go to the southwest corner. Be sure to activate the checkpoint. You want to get to the northeast side of the map, but you have to walk through the southern part and through a lot of barren places to get there. Do not pay attention to the entrance to the cave near the checkpoint and storm shelter (go north past the storm shelter). Keep moving northeast and you will come to the settlement. I go west and then north to the city. This is a fairly small place, and your goal is a large construction of the eastern stairs. Head inside the eastern building; the contraction begins, and the Arcadia Grandmaster Ludwig explains the history of Sky Island. Bonus: Go north to the library stacks and read the three elements available here to complete the Scientist task. In the main room, use fire bows or Fire Spell to light unlighted lamps. In the northeast corner in front of one of the statues there is a slightly outlined tile. Stand on this tile to make a treasure chest appear. Note: If you move, the chest will retract, so stand on the tile and move forward only slightly to open it. The chest contains a regular key. Move up past Ludwig to the ladder; take him to the roof. Walk past the man and go down to the girl's green ledge, then head west to the telescope. Explore it to discover the location of the Cemetery Island. Go north through the western door of the library. Crazy will tell you the grandmaster - we have already done. Meet him at the end of the cave he opens. Opens. Head south to a old woman and a windmill, up the stairs and across a metal bridge. Climb a small set of stairs and jump west; there is a treasure chest with 100 EXP. Beam from the chest above, head north and descend to the dirt ledge. Use Trencher boots to jump through a gap near a tree. Then jump back to the ledge near the statue. Go down next to the treasure chest containing arrows. Go back to the storm shelter. This is southwest of the settlement. Use the key on the big castle to open the gate and head inside. Bonus: You can see the treasure chest in the first room: Follow the path north, west, south to get to it. Go north until you get to the closed-door room. On the eastern wall, push the statue north to reveal hidden chests. Open your chest to get a regular key. Open the locked door and ask for the bridge, following it south. You will reach the area with four boxes and three buttons. Blow up the dirt near the northwest box to detect the fourth button. Click all four boxes on the corresponding buttons to open the door to the south. Head through the door and hit the switch to raise the stone blocks and form a jumping bridge. Jump along the stones, move west, and then go north — activate the checkpoint. Go east on the bridge; when you get close enough to a mad scientist, there is a contraction. A large core is now open, but your mother's necklace has been stolen! After the cuts, go up the stairs. North and then west down on another bridge; Go down to the bottom level and exit the door. You will return to the southwest corner of the Isle of Skye and see a mad scientist entering the Great Core. To the entrance to the Great Core, to the northeast. Head inside and on the split at the locked gate, go take the bridge to the north. Bonus: North of the locked gate there is a treasure chest containing bombs. Bonus: There is Bloodstone south of the locked gate. On the bridge, stand a few feet and throw a bomb on a wooden frame to open the way. Follow the bridge and loop through the next room, dodge the statue of the laser eye. Go down the ladder. Go east to the room with the spikes of the enemy ball; Climb the red bridge and knock the metal fence here into the room below. Head back to the hallway and then north into a room with lots of metal boxes; Click four boxes on the darkened squares on the floor to open the metal gate. Bonus: In the drawer room, bomb the northern wall between the two lanterns. Head into this room and hit a rotating counterattack to turn it on. This lowers the stone gate around the treasure chest and activates the statue of the laser eye. Take 150 coins from your chest and then get into the trap again. Bonus: Head west in this room and use bomb (or trencher boots) to destroy wooden boxes. This breast to get a piece of heart. Exit this room to the south; push the metal rings into the water and cross back into the room with Metal box puzzle. Go east through the gate. Put on the blue button in this room to make a treasure chest. The statue is also starting to spit flames. Press the metal fence in front of the statue's mouth to block the flames. Open your chest to get a regular key. Head back past the metal boxes and south. Go back to the locked gate and open it. I go north and go east to the monument and checkpoint. The monument mentions the ordeal for those looking for a coral sabre. Bonus: Head southeast and use a bomb to blow up a small mound of mud blocking the stairs. Climb the stairs to the box with arrows. Drive past the monument and climb the stairs; walk on the top pros pros prosthetics until you reach the metal frame. Our you're in the showroom. Head north to a room with many stones raised. Turn off the rotating contrapt. Click the switch to lower the stones leading to the monument and climb up. Jump from the ledge of the monument to the raised stone. Use cast object spells on the switch to raise other stones. Jump on stones heading east until you reach the ledge past the contraptif. There are closed gates; head south. Bonus: Go south past the yellow button in the room with platforms above the water. Jump platforms to Bloodstone and chest containing arrows. On the yellow button stand next to the railings and use your Cast Object spell on the switch in the previous room. This again lowers the stones next to the monument. Press the yellow button; it briefly raises the stones on the far west side of the monument room. Run and lower to the floor of the monument room. Click on the trapezoid to rotate again; it raises stones on the west side of the room. Climb next to the monument, jump on the stones and go west this time through the stones raised by the yellow button. Go fast, but do not lose your balance and fall from the first set of stones. You should have enough time to make all these steps pretty easy. You will end up near the checkpoint in another room. Bonus: Head north and fall into the water. Climb a small red bridge to the treasure chest containing arrows. Head northeast and up the stairs. Go north in this room and knock the wooden frame off the bridge. Use your bow and arrows to shoot into the bull's eyes east of the bridge. A treasure chest appears; Open it to get the normal key. Return to the east room, near the yellow button. Use the same strategy as before to cross stone blocks: turn off the rotating switch, climb near the monument, go to the first set of blocks, use the cast object on the switch, and then jump east. Once across, go a little southwest to the giant room; Unlock this to open Gate. Go through the gate and open your chest in this giant room to get the Chrysois shield. This shield can reflect light! Note: However, it cannot display fire. Return to the open gate at the entrance to the Big Core. (To return, leave the treasury, go west, west, to the south, climb the stairs, and then go to the southeast.) Take the red bridge south of the gate until you reach the ladder; go up to the maintenance floor. There is a bridge with two statues breathing fire. Push one of the metal boxes forward over the bridge, using it as a shield. When you reach the end, wait for the other statue to stop breathing with fire and then run past it. In the next room there is a statue with a laser eye behind some wooden boxes and two incisive gemstones on both sides. We need to repel his laser in these precious stones with a shield. Destroy all wooden boxes in front of the eye statue. Stand in front of the gems, but where he can hit you; when he does, pull up the shield and go to the center of the room. You have to deviate in the direction from which you came, which will hit the gem and open the corresponding door. Do it for both gems. First, go through the western door of the room. This leads to one room with a red door. Take the barrel near the bookshelf and place it on the red button. A treasure chest falls in a room north of here. Return from the gate to the laser room of the monument of eyes. Now go through the east door. We're around and you'll be in the cooling block; go down and head through the door and then up the ladder. Follow the yellow button to flood the bottom level. Go down into the water and swim to the center of the room: When the water level drops, you will be the central island. Climb the stairs. Go down to the metal fence and go east, up the stairs. Bonus: Grab your chest in front of the stairs for some bombs. Bonus: Take your breasts at the top of the stairs for magical replenishment. At the top of the stairs go south to the red bridge. Follow the bridge to the west room, where we used to drop the treasure chest through the red button. Open your breasts to get the master key. Bonus: Take the stairs down and open the chest in the northern part of this room for 50 coins. Note: You should swim through a small gap between the pipes that are in the water. Bonus: Next to this chest is Bloodstone. Step back as you come, cross the red bridge. At the stairs go east, not down, and follow this long hallway back to the entrance to this room (you will go out near crab robots). Exit the cooling block and head south near the statue of the laser eye, past the fiery breath of the statues, all the way up to the ladder. Go down the bridge and back through the open gate. Go to the southeast, where the eyes of the orange ball are located. Bonus: There is a frantic stacking of boxes; roll into wooden boxes to get rid of them until the metal crate on top is on the floor. Jump from these metal boxes protruding from two treasure chests; Open them up for arrows and bombs. Head to the Master Key door in the central-eastern part of this room. This mad scientist is trying to awaken the power here after a short contraction, the boss's battle with Spiritus EX Machina Shadow Mesmeroth begins. This battle will be threatening at first, but it's probably the easiest yet. Equip your Chrysois shield. Shadow Mesmeroth will shoot (very slowly) fireballs at you. Use your shield to distract them back on it. You can basically just stand there with your shield constantly blocked. Try not to clamp too much of the fireball may fly in the other direction. After he hits the fire ball, Shadow Mesmeroth explodes into several burning balls, like the ones we've seen from previous bosses. Only one is a real weapon; others are bait and disappear when hit once. Find the right one and cut it like crazy. Once it is just below half health, Shadow Mesmeroth will include some machines that drink small, unlocking lasers. Equip Trencher boots and roll between the four corners of the room, hitting the rotating contraptions with the sword to turn them off. When all four are off, the fight continues as before - fireballs, burning balls, etc. It should take just another series of quick swipes of his glowing ball west to finish it off. After the defeat of Shadow Mesmeroth, the Sol emblem appears, and your three logos are combined into one. The heavenly island returns to the sea, and we learn that Mesmeroth moved from the Machine of the Big Core to Oceanhorn, in the ruins of Arcadia. 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