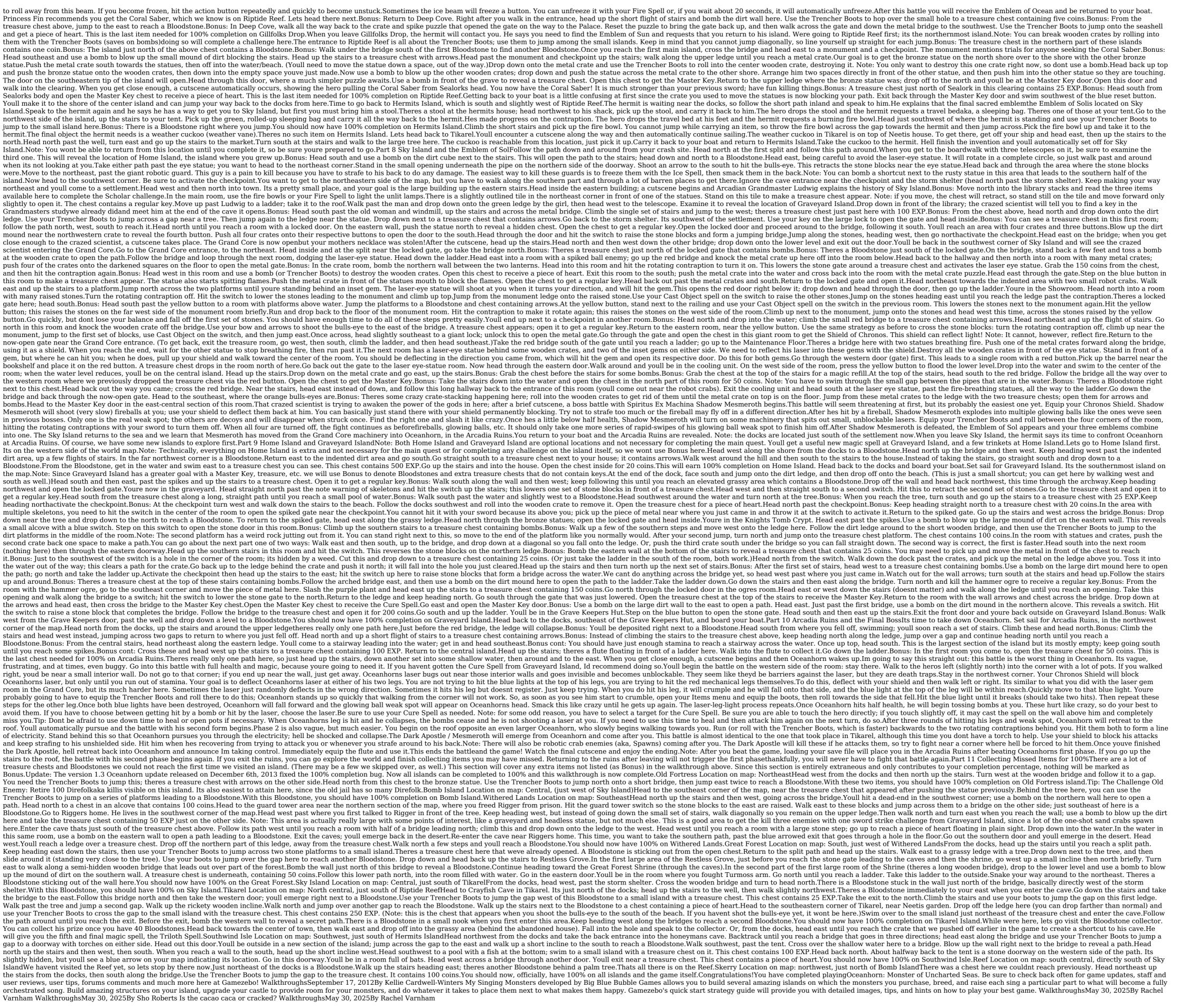
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to pay for unlocking the full game. This game is honestly the best! Loads to do, constantly evolving story and loads of mini stages etc. Graphics are brill for mobile game. It says that you have to pay for the whole entire other half of the
game! And it is definitely a Zelda Breath of the Wild rip-off. I would rate this game a one-star! Bring us more of the game! It a good game but Don't waste your data please Why you don't make people know that thay have to pay to have full version When is Ocean horn 2 coming to Android
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furniture technology teamed up to convince us all that sitting is a bonafide health hazard. Since then, standing desks have become FeaturesApril 29, 2025By Johnny Peterson April 23, 2025By Johnny Peterson NewsApril 28, 2025By Johnny Peterson FeaturesApril 28, 2025By Johnny Peterson NewsApril 28, 2025By Johnny Peterson FeaturesApril 28, 2025By Johnny Peterson Feat
has plenty of twists and unexpected threads..." FeaturesApril 22, 2025By Simon Reed In a world where MMOs can rise with a $10 million cinematic trailer but die before your download finishes, World of Warcraft has done the unthinkable. It has thrived. It has watched the MMO genre peak, collapse, rebrand, and FeaturesApril 21, 2025By Johnny
Peterson What are you waiting for? May 16, 2025By Adele Wilson Our favourite visual novels! NewsMay 15, 2025By Adele Wilson Can it replace our usual power banks? Android iOS Switch PC I had the chance to attend the Magic: The
Gathering x FINAL FANTASY panel at PAX East 2025, as well as the post-panel press conference afterward. As a Final Fantasy fan (especially FFXIV) but a total newbie to MTG, it was fascinating to see how this massive collab came together. The panel gave a beh...[Read More] I had the honor of attending PAX East 2025 as media, and as someone
whos spent countless hours in Warframe, I was thrilled to get an in person look at everything revealed during Devstream 188. From quality-of-life upgrades to new content and a sneak peek at Soulframe, Digital Extremes continues to ...[Read More] 8BitDo has made quite a name for itself with its range of high-quality controllers. Initially starting out
with retro-inspired controllers, they have since shifted gears to offer various controllers for legacy hardware, their Ultimate 2 for Nintendo ...[Read More] When it comes to the video game industry, it is very rare that a game gets released ahead of schedule. Since the pandemic, Covid-19, the probability
that a game will get delayed increases the closer it gets to the supposed release date. Since 2019, multiple games have been delayed, like Final Fantas...[Read More] Earlier this year, we shared with you the exciting news that Borderlands 4 would be coming out on September 23rd, 2025. With the September release just a few months away, some
gamers started to worry that Borderlands 4 might get delayed or potentially overshadowed by other games releasing during the...[Read More] The highly anticipated Nintendo Direct, focused on the Wintendo Switch 2, came and went. The hour-long presentation was packed with new information on the upcoming console and its gaming library. Many
of the announcements were pre-existing releases, however, there were a handful of Nintendo Switch 2...[Read More] MAINGEAR, known for its high-performance gaming PCs, has announced what might be its most unexpected product yet: the Dream Cube, a portable white noise machine designed to help sleep-deprived gamers finally get some rest.
The long-awaited Avengers: Doomsday cast teaser trailer has finally arrived, and the Internet is buzzing with excitement. Marvel Cinematic Universe (MCU). Fans are already talking about the unexpected cast lineup and,...[Read More] Oceanhorn is an action/platform
RPG openly inspired by The Legend of Zelda in terms of both its its aesthetic and level layout. In fact, it's probably one of the closest experiences you can get to playing something from that popular Nintendo saga on Android. In the game you set out to traverse an archipelago rife with danger while making your character prosper with new objects and
powers as you go along. Obviously this is the same system to advance used in Link's adventures. Advertisement Remove ads and more with TurboThe game is played in overhead perspective with 3D graphics and lets you move freely around the levels which are brimming with both combat challenges and puzzles as well as platform sections, all
encased in an interesting plot where you character has to reveal the mysteries of his world over the 10 hours it takes to finish the game. Oceanhord is an interesting plot where you character has to reveal the mysteries of his world over the 10 hours it takes to finish the game. Oceanhord is an interesting plot where you character has to reveal the mysteries of his world over the 10 hours it takes to finish the game. Oceanhord is an interesting title for lovers of action JRPGs. Obviously it doesn't top the original Zelda but it still makes a good effort, thanks in part to its delightful graphics and especially its audio, with the
soundtrack composed by big names like Nobuo Uematsu and Kenji Ito, who also collaborated on legendary sagas such as Final Fantasy or Secret/Legend of Man. I can't stop playing, but my battery is running out. Help!Select Battery Save Mode on the System tab. This will slightly reduce graphic fidelity to save as much energy as possible. I have an
older device, how can I improve performance? First of all, make sure you don't have any other power-hungry apps running in the background (other games, for example, or graphics software). If you find some, close them. Using a leather case on your device may cause slowdowns, so try playing without a case. You may also want to turn on the Battery
Save Mode (see above). Also, remember to take breaks from the game every now and then! GAMEPLAYHow do Power Shards: Damage (increases the
damage inflicted by a weapon)Might (particularly useful for spells, increases the number of projectiles shot)Charge (makes recharging of the item faster) Can I lock on enemies?Yes, point your shield in their direction and youll lock into them.You can also lock-on enemies using a keyboard or the controller when pressing respectively B/LB on an Xbox
Controller, Circle/L1 on a Dualshock, or A/L on the Switch. Is there a special sword attack? Yes, keep Y/triangle/X on a Xbox/Dualshock/Switch controller, not the sword button until you see sparkles coming from Heros sword. When you release it, Hero will launch himself in a charge attack straight in front of him. On touchscreen, its the action button. I
lost my party members, should I be worried?No. Party members will follow you automatically, and you don't need to worry about them they'll be there when you need them. Also, you don't have to heal your party members, Trin and Gen will auto-heal and be back with you shortly. I don't know what to do or where to go. Ideas? Make sure you have
studied the environment thoroughly. Also, cycle through your equipment, test it on the problem and see if anything you already acquired solves the situation or puzzle. If nothing works, feel free to ask questions on the official Facebook Page of the game (; the community will help you. For example, Im in Arne Village and cannot get through the brick
gate to get to the hover bike Master Mayfair told me to find. Now, have you already found the Bombs, use them to open the gate. Also, keep an eye on your radar: green indicators will point you to sidequests, while the yellow one will always
guide you toward the main quest. I'm stuck or lost somewhere, what should I do? Use the Retreat button. You'll find it on the beginning of the level (meaning, the latest transition). Retreating can be used to get out of hairy situations or when a game-
breaking bug occurs, and the character is stuck somewhere with no possibility to proceed. Use Retreat parsimoniously because it does inflict a small health penalty on your character. The game difficulty? Not at this time. If there are enough requests, well add that option. However, the game difficulty is tuned to
be approachable, so try to make full use of your equipment. Have you tried using the Caster Gun or the Grappling Hook? It looks like I cant access area X, why? You will not be able to access every area on each island the first time you visit it. As the story progresses, our hero unlocks additional items and abilities that will allow him to reach previously
unreachable areas. If a treasure or area seems completely inaccessible, try coming back later. How many collectibles there are in the game? The game features a total of 19 Knights Daggers, 52 Bloodstones, and 50 Arcadian Tarock Cards. How can I use the Treasure Radar? The Treasure Radar, introduced with the Arcadian Tarock update, will help you
see how many collectibles are still left to collect on the area youre traversing at any specific moment, and their general direction. Dont leave anything behind! ARCADIAN TAROCK Sale Upcoming Update Feature News News News News News News News Walkthrough Inc.
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No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The
license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. NewsApril 22, 2025By Johnny Peterson "A plotline that has plenty of twists and unexpected threads..." May 28, 2025By Adele Wilson Across a bounty of subgenres.
FeaturedMay 27, 2025By Adele Wilson Cute pets that grant useful passives! FeaturedMay 27, 2025By Rachel Varnham Oceanhorn: Monster of Uncharted Seas is an action adventure game by FDG Entertainment. In this game, you take on the role of an unnamed hero as he seeks the truth behind his fathers disappearance by exploring the islands and
dungeons of his world. Gamezebos walkthrough will provide you with detailed images, tips, information, and hints on how to play your best game. Oceanhorn: Monster of Uncharted Seas is an action adventure game by FDG Entertainment. In this game, you take on the role of an unnamed hero as he seeks the truth behind his fathers disappearance by
exploring the islands and dungeons of his world. Gamezebos walkthrough will provide you with detailed images, tips, information, and hints on how to play your best game in the vein of The Legend of Zelda. Most of the gameplay involves moving the hero around the world, battling
enemies, solving puzzles, and collecting treasures. To move the hero, simply hold your thumb/finger down on the screen, sliding slightly in the direction you want to move. You can also single-tap where youd like to go and the hero will run there. To attack or interact with an object, press the large, red action button. This button is contextual; by default,
it will attack. If the hero is standing next to an interactive objectlike a pot or personit will interact insteadlike picking up the pot or talking to the person. Some interactive areas are marked with a matching red button to indicate they are interactive. In addition to your sword, you can have a secondary item equipped. In the image above, the secondary
item is a shield. To use the secondary item, press its smaller button near the action button. What you do after this depends on what is equipped. For instance: for the shield, tapping once will block quickly, or holding the button will bring out an active bomb, and tapping
the action button will throw or drop it. For arrows, you can shoot a quick shot by tapping or you can aim and shoot by holding and then releasing the secondary button. To change your secondary item, tap the gray Item button and select what youd like to equip. You can edit the button layout via the menu to support left- or right-handed playing, as well
as display a virtual joystick. HUDIn addition to the on-screen action buttons, much of the information you need during your journey is always visible. 1) Health bar: How much life you have left. When hit by an enemy, your life will decrease. If all hearts become empty, you will die and respawn at your last checkpoint. Life is refilled by finding hearts, and
your maximum health can be increased by collecting heart containers.2) Magic bar: How much magic power you have enough magic power whether regular or the Master Key, it will show up here. Regular keys are used up and
will disappear once you unlock a door with them. Master Key and that Master Key and that Master Key and that Master Key and that mount of money and experience will briefly appear on screen. These vanish
after a short period but can be viewed at any time from the menu. Mini-map contains a lot of information about the nearby area.1) Orange arrow: This is your (the heros) current location. He will always be centered on the mini-map since it follows him, but the arrow will point whatever direction he is facing.2) Blue arrow: This is a door or
entrance somewhere. In a town, for instance, doors into homes or shops will be blue arrows. In a dungeon, it may be a ladder or cave, etc.3) Green arrow: This is a friendly non-player character.3) Treasure chest: A completely white chest indicates a
treasure chest you have not vet opened. Open treasure chest: A chest that is clear on top is one you have already opened. We con: Indicates a locked door, 2) Orange bulls-eve: This highlights chests or doors that require the Master Key to be opened. Note: Parts of the mini-map will fill in as you explore. A room or corridor may not appear until you
are actually standing near it, while the orange bulls-eye or treasure chest markers will show up before you actually approach them. MenuYou can open the in-game menu at any time (except during a cutscene) by tapping the mini-map. Scroll through the menu by sliding it right or left and exit by tapping anywhere outside the black border. The menu
contains a lot of information:1) Level and EXP: Your current level and experience points. The first number is current experience points out of the 1,000 needed to reach the next level.2) Location and completion: Displays your current location (island)
Toggles between the word Challenges and the % completion you have for that particular location. 100% completion for an island means you have completed all activities there and found all secrets/treasures.3) Challenges: Your current challenges have already been
heart container in your life bar.1) Items and spells: Shows which items and magic spells you have collected. For items with quantities, also displays how many of each you have collected and how long you have been playing Oceanhorn
Completion in this area refers to the whole game, not just the current island.1) Flashbacks: Flashbacks: Flashbacks allow you to revisit any cutscene you have encountered. Dialogue is shown in blue while signs are mentioned as Note in
white. Tapping the ellipsis button toggles between both dialogue and signs or just dialogue. 1) Settings: Edit volume with the three sliderssound effects with the ightning bolt, voices with the speech bubble, and music with the three sliderssound effects with the ightning bolt, voices with the ightning bolt, voices with the ightning bolt, voices with the musical note. The button just below this Default Right above edits the on-screen action buttons. The default is no virtual
joystick and right means right-handed: the buttons will appear on the right-hand side of the screen. View Game Center and title screen: View Game Center and title screen: View Game Center and title screen.
a challenge, you will earn blue diamonds that are worth varying amounts of experience points. Those experience points are used to increase your Adventurer Level, visible in the first section of the in-game menu. As your Adventurer Level, visible in the first section of the in-game menu. As your Adventurer Level, visible in the first section of the in-game menu. As your Adventurer Level increases, you will earn special, helpful rewards. These vary per level, but include things such as increasing your
maximum number of bombs or making your sailing speed faster. To retrieve your level-up reward you have to tap on the mini-map when Level Up! appears. Note: since your reward. Sailing Oceanhorn takes place in a world made up of islands
with long expanses of sea between them. Our hero will need to use his boat to travel between these islands. To exit to the world Map? appears. From this screen, you need to select your destination. Tap on an island or random area of the sea and an orange course
line will automatically be plotted. Tap on your destination again to begin sailing there. To change destination, simply tap somewhere else. Our hero will automatically steer his boat towards the destination, simply tap somewhere else. Our hero will earn a pumpkin gun very early in the game to defend his
ship.Just like on land, enemies are marked as red dots on the mini-map. To attack any dangers near you, move the aiming reticule by sliding the screen. Tap on the action button to shoot your gun. You can shoot in quick succession by tapping multiple times. Once our hero reaches his destination, he will automatically disembark and you will take
control of him on the island. To stop sailing at any time, tap the compass to open the map screen and select a different destination. Hints and TipsYour hero has a limited amount of stamina, which is used for various actions. Swimming in rough (ocean) water and blocking with the shield are two examples. When performing these actions, a small green
bar will appear on the hero and deplete as he continues doing them. Running out of stamina means he drowns and respawns nearby). Once he stops swimming, blocking, etc. this gauge will disappear and recharge. You will not be able to achieve 100% on every island
the first time you visit it. As the story progresses, our hero unlocks additional items and abilities that will allow him to reach previously unreachable areas. If a treasure or area seems completed on any island. For instance, Read 10 signs
will contribute completion score to Hermits Island, but you can read those signs anywhere. Dont skip over dialogue without reading it. Many goals and destinations in Oceanhorn are revealed when speaking to other characters on the current island. Reset
always exist if potentially necessary. Some treasure chests are hidden in plain sight. If the mini-map displays an icon for a treasure chest but nothing is there, you probably need to make it appear by completing some task, like flipping a switch. Part 1 Hermits Island and TikarelAfter a cutscene, the game begins on Hermits Island. This level is mostly a
tutorial, so just follow the path and check the signs to learn more about the game. Some signs have extra info you can see by interacting with them. You need to get back your mothers necklace, which has floated off toward a cave. Bonus: Head south from the sign that says mini-map may reveal secrets and enter the water; swim to the small island to
have to solve your first puzzles; in the first room with a switch, push the metal box onto the switch to open the gate. In the second room, you can just step on the switch to activate it. In the third room, with the metal box onto the switch to open the gate. In the second room, you can just step on the switch to open the switch to op
stand still and press the action button. To throw an item, press the action button while moving. Stand on the other button to open the gate. After you get the sword and shield, return to the hermit (hes now near the checkpoint) and hell tell you about Triloth, Oceanhorn, and Arcadia. It becomes night; return to your tent on the northwest corner of the
island. Be careful, there are more enemies around at night. Some creepy guy summons robotic crabs from the ocean and then its morning. Return to the hermit will tell you its time to seek the sacred emblems. Your first goal is to find the Emblem of Earth,
and your first destination is Tikarel Island. He will give you the Master Key which allows access to your boat: head south of the hermits hut towards the orange
bulls-eye on the mini-map. Walk to the action icon near your boat and select to enter the world map, slide the screen. To select an area to travel to, just tap on it. Tap on Tikarel Island and then tap on it again to travel there. Note: while
sailing, tapping on the compass will re-enter the travel screen and let you change course. When you arrive in Tikarel Town youll hear the first entry from your fathers log book; he also came here but could only stay long enough to ask for directions. You also need directions now to find the Emblem of Earth. Bonus: Travel east along the shore (without
going up any stairs) until you see a bottle floating near the beach. Read its letter to reveal the location of the Withered Lands. Some people say different things when spoken to more than once. Talk to the man in the Red Herring Bar twice to learn that
 Withered Lands is where the Emblem of Earth used to reside. Note: If you complete enough objectives, you can easily reach Wayfarer status here in Tikarel and travel to Withered Lands. Bonus: If you stop at Sandbar along the way, you
can collect two Bloodstonesthey are the giant red boulders you see, and they can be collected by striking them with your sword about twenty times. (Just keep hitting until you collect it.) A collector in Tikarel is looking for Bloodstones, so grab them when you see them. Part 2 Withered Lands and Bomb IslandOnce you arrive at Withered Lands, follows
the only path available to start. Bonus: Once you reach an area with darker sand, drop off to the south and head east along the shore until you reach a cave mouth. Enter this to reach the treasure chest up top with 50 coins. Talk to the man at the blocked gate; this will reveal the location of Bomb Island. You need bombs to get through the gate, so
return to your boat and head to Bomb Island. The bomb makers house is on the far east side of Bomb Island. Head that way, only to find out that hes out of bombsExit his house and head farther east, up a set of stairs. Bonus: Push the statue of Rusty to reveal a secret treasure on the eastern beach. Collect this treasure for ten coins. The abandoned
mines are over the long bridge to the west; a lantern hangs next to it and the bridge will collapse as you walk over it. Bonus: The northwestern corner of the map has a Bloodstone, along with some fairly dangerous enemies. Throw boulders at the hammer-wielding giant to bring him down, or lure him close to other enemies, whom hell attack
recklessly. Follow the path around to the northeast to reach the mines entrance. Youll have to pass over some floor spikes just before. In the first room, enter the shallow water and push the block to make a bridge between the two land masses. If you push the block too far, hit the blue switch on the left side of the room to reset the blocks.
position. Note: this type of button always resets puzzles. In the second room, hit the switch in an alcove near the entrance that will unblock the path to the center of the room. Cross the bridge behind
this path and kill the goblin that has a silver key. Use this key to enter the motal crates and head south.Drop into the Master Key, youll need to move the metal crate a bridge using four of the
crates. Bonus: Move the upper-most crate to reach a Bloodstone. Cross the crate bridge to get a silver key, and then return to the unlit lamps and light them (any order). A treasure chest will appear with the Master Key in it. Return to the
Master Key door, which is marked as an orange bulls-eye on the mini-map. Drop in the hole and youll be in Abandoned Mines Depths. Kill the two lines of Cepedes herewith your sword or with the skulls lying on the groundto complete the Cepede Challenge. Bonus: The northern cave exit has a chest with a heart refill in it. Take the southern cave exit to
reach the Master Key chest that contains bombs. You can use bombs to blow up many things, including wooden crates to the south will take you to the beach exit. Bonus: There is a hole near the center of the island, just west of the spiked gate; fall
into this to reach both a Bloodstone and treasure chest with a piece of heart. Bonus: Just south of this hole (before falling in) is another Bloodstone. Return to your ship and head back to Withered Lands. Go back to the gate blocked by wooden crates and blow it up with a bomb. Follow the path forward until you reach a shallow pool near a set of stairs;
enter the cave here. Push the metal crate out of the way, and then reset the crate with the reset button. Push the square symbol on the spiked gate. Head through the gate and to the west, up the stairs.
Push the metal crate over the edge of the bridge. Jump down and slide both crates into the wall; the first one will open the gate forward. The second will unlock the prisoners cell and complete the challenge Making Friends. Talk to the Owrus prisoner, Rigger, who runs home. Head east through the gate you just opened and toward the guard
tower. Push the metal crate onto the single set of spikes to form a complete bridge and up the stairs to hit the switch up top; this opens the gate to the next area. Keep heading east; when you reach the three large statues, move each one onto a section of concrete block with weeds on it to open the gate to Riggers home. Head
west, down the stairs, and speak to Rigger. He will give you the spell Cast Object and reveal the location of the Great Forest island. This is where the Emblem of Earth resides. Note: Cast Object allows you to drop a boulder on an object. To use it, equip the spell from the Items menu and then tap where you want to drop the boulder. Useful for
activating buttons from afar. While casting the spell, time stands still.Return to your boat and set sail for the Great Forest Shrine/Sacred Grove. At the first split path, head northeast to a chest with a regular key. Return to the split and
head west to the locked door. Push the metal crates into the topmost section of the spiked pit to form a bridge and head east, and then up to the grassy platform. Push the caves. These caves are pretty straightforward;
follow the only path available until you hit a switch, then backtrack to the pool of water, which can now be traversed since the gate forms a bridge. Cross the bridge and use a bomb to blow up the pile of wooden crates you come to. Push the metal crate forward into the spikes to create a path. Exit into the restless grove; kill the skeleton to get a regular
key. Use this key on the giant lock near the gate to open the path. As soon as you enter the next area, youll encounter a mini-boss battle against an Owrus guard. During this battle, youll be in a permanent targeting/strafe mode. Keep your shield up to block her attacks, and keep strafing to the left as she attacks. Hitting her on the right does no good
because of her shield. The Owrus has a lot of health, so be patient and keep hitting her on the left in between attacks until she runs out of health. Once she leaves, enter the next area and walk around the outskirts of the grove via the bridges until you reach a switch; strike this to open the door to the shrine. Note: in the shrine there are enemies that
float after you with masks on. They are invulnerable to your sword while wearing their mask. Either throw a pot/other item or use your Cast Object spell on them to shatter their mask, and then slice them with your sword. In the shrine, follow the only path available until you reach a room with a single metal crate. Push this crate onto the square
pattern on the floor to open the gate. The skeleton will also be released, feel free to defeat or ignore him. Take the stairs up and follow the bridge to a chest with a regular key. Return to just inside the shrine entrance and drop downstairs; open the locked door. Head forward into the crypt and move north two rooms; hit the switch on the wooden
 bridge; this raises the water level in the room. Swim slightly southwest until you reach a set of wooden stairs; climb these and hit the other switch. This lowers the gate blocking the chest in the northeast corner of the room. Swim to this chest and open it to get a regular key. Swim back south towards the entrance and head east up a short flight of
stairs to a door. Go in this door and open the locked door. You will begin a mini-boss battle with Turmoss Arm. This battle is somewhat easier than the previous one; block whenever he curls up to smack you, otherwise slash like crazy. Dont get too close as hes spiky and touching him will hurt. Hell go down fairly quickly and give you a regular key. The
Master Key chest is in this room but we cant open it yet. Head north and open the locked door. Follow the path until you reach the ladder; take this outside, then head west to another ladder. Be sure to activate the checkpoint, then drop down and hit the button just north of the ladder. This opens the spiked gate that you should go towards. Head
northeast and hit the switch up the stairs to lower the water level. Return to where you came in, near the checkpoint, and follow the bridge north. Push the metal crate off the ledge, and then drop down onto the crate. Head north into the cave entrance. Open the treasure chest to get the Master Key, and then take the ladder out. Youll emerge in the
tunnels, right near the Master Key chest. Open the Master Key chest to get the Bow and Arrows. Use the Bow and Arrows on the bulls-eye near the chest. This raises the blocks and opens a path back to an earlier room. Bonus: Before heading up, return to the room where you got the first regular keyexit from the Master Key chest area to a room filled
with water, swim south and then head east. Shoot the bulls-eye in this room to lower the water level and access a chest that contains a piece of heart. Move back to the room with the inscribed stone in the center, and shoot an arrow at the bulls-eye behind the small gate; this opens the larger gate and access to a ladder. Take this ladder down; in the
northwest corner, slash the purple plants with your sword to reveal a button. Step on this to open the gate in the northeast; go through this hole. Youll fall into the central hall, where Turmos is living. A boss battle with Turmos begins. He has four
tentacle arms that move freely and his head stays stationary in the center of the room. You need to slay all four tentacle arms; use a similar strategy to the previous tentacle fight, but stay aware of the others. When all four tentacle arms; use a similar strategy to the previous tentacle fight, but stay aware of the others. When all four tentacle arms; use a similar strategy to the previous tentacle fight, but stay aware of the others.
in his mouth. His vacuum will suck them in, so you dont have to throw perfectly. If you run out of bombs, you can shoot arrows, but theyll do less damage. After enough damage has been done, Turmos will close his mouth and his tentacles will re-spawn. Continue this patternkilling his tentacles and throwing bombs in his mouthuntil he is dead. To refill
on hearts and other items, destroy the pots in the corners of the room. Be sure you kill his tentacles quickly as they begin respawning after a certain period of time. Once Turmos is dead, you will receive the Emblem of Earth and be taken back to your boat. Bonus: Before leaving, talk to Rigger who is standing next to your boathell reveal the location of
Riptide Reef island, where a sword recently washed up. When you return to the world map, the hermits Island. Part 4 Return to Hermit
tent. Its been a while since weve been here, but your tent is on the northwestern corner of the map. Start heading this way; the well and hermit are about halfway up the path to your tent. The hermit needs you to jump down the well and hermit are about halfway up the path to your tent. The hermit needs you to jump down the well and retrieve a package his friend Teppo the Archeologist left behind. However, the well is too high for you to climb into.
We need to get onto the cliff above the well. Head back south, past the hermits shack, crossing the bridge to the east. Climb the stairs to the hill containing the grave and go into the hill immediately to the southwest of the ladder, where the two
trees are. You can get into the well from this area (just walk into it). Youll drop into Great Chroniclers Grave. The stairs to the north allow you to exit the well. Head south and follow the path until you reach a four-way intersection with a locked door. Head north at the intersection. Drop off the dirt embankment and walk around to a chest that contains a chest that contains area.
regular key. Push the metal crate out of the way and return to the intersection. Bonus: Head south at the intersection for a Bloodstone. Use the key to open the locked door. Bonus: Head north at this intersection to a room with a Cepede and a treasure chest
containing a piece of heart. Head south at the intersection to a room with a closed door and statue. Push the statue north once to open the door. In the Room of Answers, pick up the stone block near the closed door and place it on the red button between the monuments. Head through the door that opens. In the next room with the shallow water, walk
north across the vellow button and keep walking. Timed right, youll get onto the stone blocks before they rise up and can just walk straight north to the doorway. Wait for the fire-breathing statue to stop, and then walk down the hallway. In this room, theres a treasure chest on the mini-map where a half-wall is. Blow up this wall with a bomb to reveal
the chest containing a regular key. Head into the next room, kill or ignore the three skeletons, and unlock the door with the key. Proceed forward into the chest to receive the Lost Stone Cube of Archimedes and be transported back outside the well. The
hermit needs time to study the Cube and its documents. Lets head back to Tikarel while we wait. Its now dusk in Tikarel and a girl is waiting at the entrance to the boat docks. Talk to her to learn that the Festival of the Sun is about to start, but her father cannot climb the path to Humming Hill. She needs you to take her up the hill and gives you a
regular key. Head to the northeast section of town and open the locked gate. Continue heading east and enter the cave here. Bonus: In the large room in the cave, blow up the wooden crates and slash the weeds behind them to find a Toy Soldier, worth 20 coins. Follow the cave west and south until you reach the exit. I recommend fighting as little as
possible here since the girls goal seems to be interrupting you during a battle. Follow the outside path to the west and head up the top of the hill. When you reach the top of the hill, a mini-boss battle will begin. Its the guy from the black boat whos been dispatching robot crabs all over the place: the Dark Apostle. This battle is similar to the previous one
with the Owrus guard; he has a shield protecting his right side. However, this one is much easier thanks to the flame pillar in the middle of the battlefield. Use the pillar to your advantage; strafe around it until the Dark Apostle turns to run after you. When he turns, his back is wide open and you can usually get in two or three slashes. Keep doing this
until hes defeated. Our hero watches the fireworks with the girl and they plant the acorn together. Youll then return to your boat, automatically completing the Town Sheriff challenge. Talk to the girl (Neeti) before you leave to reveal the locations of Gillfolks Drop and Southwind Isle. Bonus: The rest of this section contains optional items you can now
do in Tikarel. For the main quest walkthrough, proceed to Part 5. You can now blow up the rocks blocking Crayfish Cave, head east. Slash the weeds in the corner to reveal a red button; place either the log or small boulder on this button to unblock the northern path. Head
across the bridge. Theres a crate puzzle blocking a treasure chest. The easiest way to solve this is to blow up the wooden crate was. This chest nets you 150 coins. Head west and exit north (you cant get the treasure chest in the water yet). Read the letter in the bottle
to reveal the location of Reef.Go back inside and head easttheres a Bloodstone hereand up the ladder. Cross the bridge to the south and enter the abandoned house. Open the two treasure chests to get extra bombs and 50 coins. There and making robots who could that beso
beach; you can now visit the collector via this direct entrance. While were here, use your bow and arrow to shoot the bulls-eye that is directly south of the collectors cave entrance. Standing on the beach you wont be able to see it; swim a little bit out in the water to see it. You can shoot the bulls-eye while its off-screen; do so and a treasure chest
appears to the northeast. This is another one you cant collect yet, so leave it for now. Lets leave Tikarel and continue the quest in Gillfolks Drop. Part 5 Gillfolks Drop is blocked by a stone wall. Use your bow and arrows to hit the bulls.
metal gate. Use your Cast Object spell on the blue button just west and above this gate to open it. Speak to the Gillman here to learn that hes waiting for the honey deliveryman; we dont have any honey, so exit the cove and head back toward the docks. Bonus: Just north of the docks is a treasure chest in plain sight with five coins inside. Be careful, as
some enemies jump out as you approach. Return to your boat and leave Gillfolks Drop. Bonus: Stop by the Skerry to get a Bloodstone from the wooden crate with a bomb). The other treasure chest requires the jumping ability, which we don't have yet. Go to Southwind
Isle. Its on the southern side of the world, near Hermits Island. Bonus: There a Bloodstone on the southern edge of the island; just head northwest from the docks, then take the first set of stairs east. There is a wind-powered gate near the center of the island that warns it may be shut if
theres dust in the windmills. Head up the stairs south of this gate and clear the weeds and boulders from around the windmill; slash the weeds near it to activate it and open the gate. Return to and enter the gate that is now open. The path here is pretty straightforward; follow it east,
 up and around. Push the metal crate out of the way and head down the rickety planks. Head down and youll come to a cave with a boot docked outside. Bonus: Head east and swim to the small island just beyond the cave to find a Bloodstone. Enter the cave and turn east; theres a chasm behind a railing and across this is a switch. Use your Cast Objec
spell on the switch; this raises the blocks to the north and forms a bridge up and around; head west when the bridge up and around; head west when the bridge splits. Theres a crate puzzle blocking the stairs to open the path. Head north in this next room. Knock the first wooden crate north off the bridge. Get behind the second
wooden crate, push it onto the bridge, and then knock it off past the first crate. Walk across the crates to the next room. Theres a man standing on a pillar in the center of this man. Push the two blocks that are on the uppermost area (near the reset button) off the
edge directly across from the man. The first block will form a short bridge from this ledge, while the second will fall to the ground. Move down to the block on the western side of the room and push it off the ledge so its sitting right next to the block you just pushed to the ground. Move the final block that is north of the man over to this area and
push it across the block you just moved down, on top of the block next to it. This will complete the bridge. The final alignment is visible in the above image. Note: The reset button for these blocks is in the southeast corner of the room. If you get trapped on a block and cannot get down, select Return to Title Screen from the main menu to reset at the
door. Head back up, cross the bridge, and speak to the man. He is the honey man; he gives you honey as a reward and says hell return to Tikarel, where you can buy more honey. This completes the challenge Faith of the Honey Man. Take the honey and head west out the back exit; push the metal crate into the water to form a bridge and use this
shortcut to return to your boat. Note: Carrying the honey slows you down and you have to drop it to fight. Be careful to stop moving before dropping it, or else you may throw it somewhere difficult to reach. Lets take this honey back to the Gillman on Gillfolks Drop. Arriving on Gillfolks Drop with the honey earns you the Fruitti Di Terra challenge. Head
west up the stairs and back around to Deep Cove. There are indentations in the walls here that you can duck in to avoid enemy projectiles while carrying the honey. Take the honey to the Gillman at the gate and hell give you a regular key; use this to unlock the way to Deep Cove. Swim over to the western edge and take the stairs up. The Gillman in this
area informs you that the Emblem of Ocean is in the Gillman northeast of the bridge. He tells you that their palace and princess have been frozen and cannot be entered. Only an item from the nearby Cavern of Fire will allow entry. He gives you a
regular key to open the way to the Cavern of Fire. Use the key on the giant lock just west of the bridge; this retracts the metal blocks encompassing the ladder up, and then head south. Follow the small islands to the west. Take the ladder up, and then head south. Follow the small islands to the west and north. Youll eventually come to a green button. Step on this button and quickly run east past the
blocks that retract; they are timed and will go back up quickly. Walk to the top of the stairs and use your bow and arrows on the bulls-eye to the north. This will open the store door to the Cavern of Fire. Head up the stairs past the door and read the letter in the bottle here. It mentions the Cavern is too hot, but there might be a helpful item at Old
Fortress. This reveals the location of Old Fortress. Bonus: Just east of this bottle is a Bloodstone. Lets go to Old Fortress and get the helpful item. Head up the stairs towards the cavern, but drop off the open section to the west. First push the wooden crate off the ledge, and then fall onto it. Bonus: There is a Bloodstone just north of where you
dropped. Head west onto the grassy area, then drop down next to the metal crates. Push these into the ocean to form a shortcut back to the docks. Return to your boat to the grassy area, then drop down next to the metal crates. Push these into the ocean to fire Head west and north around the edge of Old Fortress, following the only
real path available. Up the stairs and across the bridge to the Western Watchtower, there is a chest with a regular key. Grab this key and continue heading east. Bonus: Keep going east along the narrow metal bridge; there is a Bloodstone at the end. Drop down into the center of the island into a small courtyard. Head through the locked door to the
east. Enter the wooden door to the fort; youll be in the cellar. Head northwest and through the cellar and take the eastern path. Youll emerge in Direfolks Hideout in the prison cells.
Head south and use a stone or barrel to press the red buttons. This opens the cell doors. Return to the cells and open the treasure chest in the farthest north one to get a regular key. Bonus: Head south from the room with the buttons. Head south and hit the switch to
open the second set of cell doors. Bonus: Head farther south to a small docking area with a Bloodstone. Head east to a checkpoint and locked door. Head over the Master Key. Return to the locked door and go through it to the second floor. Head east past the spikes into
another room with prison cells. Step on the buttons to open the doors and get a regular key. (The buttons open the cells opposite of them, so if you dont want to fight the Spiked ball with your sword until its on the red button; the gate will
open. Bonus: Head west on the bridge push the wooden crate offand out the exit. Move south along the ledge and drop down two levels next to a tree. Youll emerge near a Bloodstone and treasure chest containing 50 EXP. Then head south along the bridge near this chest to reach a chest with a piece of heart. Head through the gate near the spiked ball
and follow the path to a bridge leading to a hole in the floor. Fall through this hole to land in front of the Master Key chest. Open the magic: Ice Spell. Push the top crate off the ledge to form a bridge and head down. Bonus: The other two chests in this room award five coins and 100 coins, respectively, but be carefulwhen you open them
a hammer ogre appears. Head south and then east to an exit blocked by a landslide. Open this exit with a bomb; this leads to Abandoned Pier. Follow the pier southwest and youll end up back by your boat. Board your boat and set sail for Gillfolks Drop; were now ready to go back to the Cavern of Fire. Youll need to head back to Deep Cove and take the
ladder near the western part of the cove to get back up top, then wind your way through the small islands again to the Cavern of Fire. In the Cavern of Fire, head northwest and remove the boulder from the button to open the stone gate. Bonus: Just after the gate, bomb the wall on the eastern side where the pile of rocks lies. A small hallway leads to a
room with pots and a treasure chest containing a heart refill. In the next room, push the two outer crates forward and the middle crate to either side. Youll encounter your first fire-breathing mask enemy here; use your shield will not protect you from fire. Wait for the fire-breathing statues
to pause then run forward. Bonus: Pick up one of the lamps from the next hallway and toss it onto the unlit torch below you to make a treasure chest appear on the southern edge of this room. You can't reach it yet, but will be able to soon. Wait for the arrow wall traps to pause then run through this next hallway. A monument mentions a steady arm can
spread fire far. Face the two torches on the eastern part of the room. Standing behind them, shoot an arrow east to light the unlit torch behind them. Do this for both pillars to raise the gate. Head east and push the southernmost crate into the spiked pit.
Leave the other crate for now. We cant do anything else here yet, so head back west. Go down the stairs. There are two doorways here, one on each side of the stairs. Bonus: In the northwest corner of this room is a treasure chest with arrows. Bonus: For even more arrows, continue heading down the other western stairs to a second chest. Head into the
northern doorway. The treasure chest here contains bombs. Use a bomb near the wooden crate next to the wall to blow up the wall and open a path. Follow this straightforward path until you emerge next to a reset button and some metal crates. Step on the button to open the spiked gate. Push one of the crates forward so you can reach the spiked floor
area. Push the crate you already dropped down farther south, against the stone wall. Push the other two crates onto the spikes to form a reverse L shape. Head up top via the stairs near the button and push the final crate down, then drop down and shove it into place so the entire
spiked floor is covered by crates. Return up top and walk across the crate bridge and open the locked door to the east (push the remaining crate forward out of your way). Be sure to hit the checkpoint in the next room. Carefully traverse
the spiked floor. Once you get to the end of the room, be sure to climb the short stairs and knock the metal crates into each hole to form a bridge shortcut. In the next room, head east across the bridge and open the treasure chest to get the Fire Spell. This is what we came for! With the Fire Spell, we can now get into the frozen Royal Palace. Bonus: To
get the rest of the treasures in the Fire Cavern, follow the steps below. To continue the main quest, exit the Fire Cavern and move on to Part 7. Head south from the Fire Cavern, follow the steps below. To continue the main quest, exit the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on to Part 7. Head south from the Fire Cavern and move on the Fire
another room with a fire-breathing masked enemy. Turn south and grab the treasure chest up the stairs for some bombs. Go back through the doorway you just came from, heading east. Theres an unlit torch to the south in this room, and then carry
the flaming barrel over to the unlit torch. This opens the stone gate. Head through this gate, going west. Youll emerge near a treasure chest and ladder; the chest contains 100 coins. Take the ladder back into Deep Cove. Part 7 The Emblem of
Ocean and Coral SwordThe Royal Palace is on the northeastern side of Deep Cove. Drop off to the northeastern side of the map near a frozen blockage. Use your Fire Spell on this; pick up the log to move it out of your way, then head southeast. There is a closed gate in this area
with metal crates and spike pits. You need to push the crates into the spike pits. To reach the crates but only three spiked pits; the crate at 6 oclock is not used (as in the image above). Once the gate is open, head through and follow the shallow water path to
the palace gate. The switch to the gate is frozen, use your Fire Spell on it then hit it to open the gate. In the Frozen Palace, head straight north and use Fire Spell on the frozen, head up some stairs to a Bloodstone. Use your Fire Spell on the two
metal crates in the entrance, then push each forward onto the brown squares on the floor. A treasure chest appears with a regular key. Head east through the locked door. Follow the path around, waiting for the ice-breathing statues to pause. Youll come to a canal; head west briefly to a checkpoint, then get back in the water and head east. Hit the
yellow button, which retracts the water level for a short period of time. Jump down and push the metal crate that was previously underwater west. Keep pushing it until it is on top of the red button on the far west side of the canal. You may need to hit the yellow button multiple times to do so. Youll also need to cut down the purple plants that are
blocking your way. Head past the checkpoint into a large room full of platforms. Use a bomb to blow up the wooden crates on the northwest side of the room, and then pick up a barrel or metal beam from the small room behind them. Use these items to compress the red buttons near the stone gate and open the gate. Head through the gate and up the
stairs to the Upper Wing. A monument on the western side of this room tells you to pass the light throughout the rooms. You need to light the unlit torch pillars in these connected rooms. Pick up the flaming bowl from the eastern side of the snowy stairs). Hit the switch near it to open the gate. Light the pillar just north of the
western monument. Light the pillar just northwest of where you picked up the flaming bowl. Walk through the gate and down the stairs to a checkpoint; light it and a treasure chest appears near the monument in the other room. The chest contains a regular key.
(Feel free to leave this for now as youll return to this room shortly.) We need three regular keys to get through the lock bridge. Return to the spike maze. Walk along the wall above the spikes that is just north of the checkpoint. Follow this to the treasure chest on the northeast side of the room, which has another regular key. Tip: To make the hero walk
slower and be easier to control on this narrow wall, press the attack button and hold it like youre going to do a special attack. Keep holding until you get to the treasure chest; hell walk much slower. Bonus: Walk along the other path west of the checkpoint to a treasure chest with 50 EXP. Leave the spike maze and head to the north side of this large,
split room. There are icy gates blocking your path. The eastern-most gate has an opening; use your Fire Spell on it and walk through. This room is full of those strangely endearing spiked enemies, and a treasure chest on its north side. Walk around the spiked enemies to the chest to get your third regular key. (You don't really have to attack them or
anything.) With all three keys, return to the bridge of locks and start unlocking. Jump in the hole at the end. Youl fall directly in front of a treasure chest; open it to get the Trencher Boots. You can now use them to jump over small gaps. Note: The Trencher Boots, like blocking or swimming, use stamina. Once you run out of stamina, you wont be able to
jump and will need to let it recharge. Note: When your not in a jumpable area and use the Trencher Boots, you will roll instead. Try out your new boots by jumping on the platforms in this room to the exit. Stop to dispatch of bats as necessary. In the next room, drop down to the north and hit the switch. Walk around to the stone gate that drops, and
then jump across the gap to where the statues ice breath strikes. Stand right next to its breath to reveal a chest on the north side of the room. Open this chest to get a regular key. Return to the stone gate area and head through the door. Youll emerge at a locked gate; open it. Bonus: Head west and then north to a room with spikes and books. Examine
the monument to make the stone blocks rise. Then climb up and jump across the blocks to a Bloodstone. Return to the entrance and head east until you get back to the room just past the canal and checkpoint. Just west of the entrance and head east until you get back to the room just past the canal and checkpoint.
slowly and carefully turn east and jump onto the platform with the statue, and then jump onto the final platform in front of the treasure chest. Open this chest to get the Master Key door; youll enter the King Angler Mausoleum where Princess Fin is frozen. Theres also a
threatening guy sitting on the throneYou can run around the room freely and prepare for the battle a bit by moving crates, but its not really necessary. To start the fight, use your Fire Spell on Princess Fin.A boss battle with Dead King Angler begins. This battle is pretty straightforward: in the middle of the room is a yellow button; stepping on this will
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lower the stone blocks surrounding statues at the corners of the room. Run over to a block and stand on it; when it automatically goes back up, the hero will make its associated statue breathe fire. Step on the button when King Angler is nearby. He will be set ablaze and hunch over, displaying his glowing weak spot. Slash at his weak spot as much as possible before he returns to normal. You can do this from the button, ride blocks to other button.



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