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Oceanhorn 2 walkthrough part 7

Oceanhorn 2: Knights of the Lost Realm takes a lot of clues from The Legend of Zelda: Skyward Sword. I've just realized this. Yes, we all knew this was a Zelda-like, but the comparisons with The Skyward Sword are growing every day. We're on part 7 of our Oceanhorn 2 walkthrough, and once you're through with this guide, you've seen everything you need for the big lagoon. Finally, it's time to work our way into Ootheca, and to do that we have to destroy the rest of the Thunderstones, only it's much harder than we expected. We will infiltrate two palaces, acquire a diving helmet, swim the entire lagoon, and finally get into the place we intended to see at the beginning. All this and more in this guide, and if you need the solutions to anything else in the game, see our past and future guides! Previous Guides: Part 1 - Pirate Hideout, Galactoss, Arne Beacon, and More Part 2 - Saving Trin, Arne Invasion, Hoverbike and Sernoa Station Part 3 - Sernoa Station, White City, L'Istrait, Deep Jungle, and more Part 4 - Owru Chief, Deep Jungle Treasure, Owru Shrine, Beacon Hill Dungeon Part 5 - All Power Spheres, Prita Beacon Underground, Firebird Boss Solutions Part 6 - Submeria, The Great Lagoon , Thunderstones, and more Future Guides: Part 8 - Ootheca Dungeon, Demon Turtle Yurmala Boss, Invasion of the Great Lagoon and more Part 9 - Source, Well House, High Philosopher's House, Escaping Prison, Prototype Spiderbot Part 10 FINAL - Riskbourne Citadel, Saving Trin, Reclaiming Gear, Beating Mesmeroth, Final Boss Want More? Check out our 10 other Oceanhorn 2 tips, guides and walkthroughs! CLICK HERE to see the list » Head up the stairs and around, and you'll find a lightning marker on the floor, turn around from here to find a similar electric node puzzle to others we've completed, and the floor will raise the next room is a literal maze – head down the stairs to the right, and make the Trin hit Switch near the entrance Hit the next switch and instead of immediately going through the path made by the nearby moving block , instead stand on top of the blocks and make Trin hit the Switch again, then move through the small opening on the left - this will lead to the top, and to the key you need in the large room - you can finish the maze easily with the grab hook When you unlock the next room you need to connect electrical nodes again , but this time they are behind two brick walls on either side of the room - use bombs to blow them away when they are all linked, from right to left, another elevator will be activated in the main room Once up you will be confronted with another Thunderstone - this one gives out a lot more drones, but other than that it is exactly the same deal as before , though unfortunately Trin was far less helpful in this meeting for me ... When Thunderstone is done, go back outside, but not before looting the coffins on the top floor Once back off your head left and follow the beach to find a sunken You will be able to climb onto the sunken wreck from the right side, where vines have grown near a rock into the water and enter the ship properly and get to your chest in the center to earn a diving helmet – you will now be able to swim without drowning and diving underwater when it is equipped You can dive for a lot of treasures in the great lagoon now that you can swim endlessly , and it also means that travel will be much easier ... Just get swimming and head straight for the yellow cursor When you arrive at the yellow marker you have to dive underwater to find the entrance to the Palace of Courage Once inside the surface and climb up the platform - everything here is a bit sideways, but still resembles the former palace climb upwards with vines on the wall , hitting a switch to open a gate , then go through Once inside you will find another maze - let's do this ... Go in and clear out enemies, you will find a couple of blocks to use to climb up a raised area Once on top, use your fireshot to shoot out any platforms that are attached to the opposing wall One will open up the road, and the other will reveal a grapple point - grab it and turn on the power button below - this will lower the blocks that block the way forward , but not long, be quick Get on top of the lowered blocks, and wait for them to raise again to continue You get to the elevator control room – head to the main chamber and to the opposite gate to open it up A small miniboss for a change – this is a high-level Giffolk soldier, and some weak shooters you can use your gun or your grapple to reach and finish gill folk shooting , just beware of falling - also, if you take too long, they will respawn... Steelscale is a pretty standard fighter, just with a lot of health – keep rolling so he can't jab you with his trident, and take as many hits as possible There are four pots in the room you can break for health, two close to each door, and respawn quickly, so you can run back and forth to heal if necessary When all his health is done , he's over, and that's it, you can use the key to open the door and snap the lever to activate the elevator in the main room This Thunderstone is kind of like the previous two we've taken care of, but again, with many more drones to send attacks your way This time you're solo, so you can't expect Trin to help you out , and since there will be so many attacks coming your way, shooting your way out will be far harder instead of shooting, you should use the scene to your advantage. The room is sloping - head to the bottom of the room and the drones will be lowered, then you can run on them and attack quickly keep it up and you will eventually win, just make sure to watch your health and stamina as the fight progresses - these attacks add up quickly... Now that all thunderstones are it's time to finally get into the dungeon – and yes, it's taken long enough head to the yellow marker on your map, it'll be a golden dome with waterway in the center - dive on and follow the underwater lights to find a way to Ootheca Once inside, well, you're inside! Now to find a way to let in Gen and Trin... SEE COMMENTS Aug 26 Apple Arcade + iOS + Android ... Aug 26 Oceanhorn 2: Knights of the Lost Realm is based on many clues from The Legend of Zelda: Skyward Sword. I just realized it. Yes, we all knew it was a Zelda, but the comparisons with Skyward Sword are growing every day. We're on Part 7 of our Oceanhorn 2 Walkthrough, and when you're done with this tutorial, you've seen everything you need to know about The Great Lagoon. Finally, it's time to get into Ootheca, and to do that, we'll have to destroy the Thunderstones, but it's much harder than we expected. We will infiltrate two palaces, acquire a diving helmet, swim the entire lagoon and finally enter the place we wanted to see at the beginning. All this and more in this tutorial, and if you need solutions for anything else in the game, check out our past and future guides! Previous guides: Part 1 – Pirate Hideout, Galactoss, Arne Beacon and more Part 2 – Save Trin, Arne Invasion, Hoverbike and Sernoa Station Part 3 – Sernoa Station, White City, L'Istrait, Deep Jungle, and more Part 4 – Chief Owru, Deep Jungle Treasure, Owru Shrine, Beacon Hill Dungeon Part 5 – All Spheres of Power, Prita Beacon Underground, Firebird Boss Solutions Part 6 – Submeria, The Great Lagoon, Thunderstones and More Future Guides: - CLICK HERE TO SEE THE LIST » Page 2Opening We're Back at It Again, and make our way all the way through Oceanhorn 2: Knights of the Lost Realm, and let me tell you, it never gets easier. We're making our way through a lot more content today, and the puzzling-outdoor nature of this game gives me Skyward Sword flashbacks. But it's not bad. In this walkthrough we return to White City, pilot an airship for the first time, take us to Submeria, meet gillpeople in their village, close the Thunderstones to open the road to Ootheca and enter the Palace of Insight. That's a lot of information to cover on just one guide, so let's get on with it already... Oh, and be sure to check out our past and future guides for the solutions to any of the puzzles you're stuck on! Previous guides: Part 1 - Pirate Hideout, Galactoss, Arne Beacon, and more Part 2 - Saving Trin, Arne Invasion, Hoverbike, and Sernoa Station Part 3 - Sernoa Station, White City, L'Istrait, Deep Jungle, and more part 4 - Owru Chief, Deep Jungle Treasure, Owru Shrine, Beacon Hill Dungeon Part 5 - All Power Spheres, Prita Beacon Underground, Firebird Boss Solutions Future Guides: Part 7 - Thunderstones, Get Diving Helmet, in Ootheca, and more Part 8 - Ootheca Dungeon, Demon Turtle Yurmala Boss, Invasion of Great Lagoon and Great Lagoon Part 9 - Source, Well House, High Philosopher's House, Escaping Prison, Prototype Spiderbot Part 10 FINAL - Riskbourne Citadel, Saving Trin, Reclaiming Gear, Beating Mesmeroth, Final Boss Want More? Check out our 10 other Oceanhorn 2 tips, guides and walkthroughs! CLICK HERE TO SEE THE LIST » Now that you're all done with Firebird and the Emblem is safe, it's time to return to White City, and Irontalon will give you the key you need to open up the gate Just follow the path you stand on and use the key on the lock on the side of the small mountain pillar The way forward is long , But keep following the path and the yellow cursor and you will reach your destination If you come to a river that blocks your way, follow it to find a railway bridge and follow the tracks to the city When you get back to White City Trin will be called away, it is time to retire to the tavern and rest in bed At this point you are encouraged to explore the city of nearby countries - two good places are the observatory you will having walked by on the train tracks, and the Order of the Knights, located in a tower you passed near the entrance - if you want to focus on the main story, go back to the tavern and Master Mayfair's room to find the group Once you have rested up, it's time to go to Submeria The time has come to go to Submeria, into the yellow marker to the airport while Trin tells you about Oceanhorn You're no flying an airship! This is actually quite simple, you just need to adjust your camera and point it where you're going – much easier than Microsoft Flight Simulator... When you arrive in Submeria chat with your new friend Princess Fin, and she will say that the light is out Unfortunately you need the go-ahead from Fin's people, so it's back on the airship Submeria is a big new area, and there's plenty to discover – follow the yellow marker and the path to find the village, or explore to gain experience and clear challenges If you follow the road and look right just after jumping over some cliffs , you will notice a fast-traveling lighthouse covered in stones - you can blow them away with bombs You have to find the golden ball to open it however, which according to the book nearby, lies under a skull shaped stone If you track your steps a little you will find skull-shaped stone, it is practically towards the entrance to the lighthouse, just at the bottom of a cliff wall Next to the rapid journey beacon is a bay and a cave inside - to enter can You shoot the pots on the pillars, which one of them will let you in (tip: it's on the right side when you face the gate) be sure to use normal bullets! Deep inside the cave you will find the village, and as always, you are free to explore and replenish resources if you wish, and then follow the yellow marker and chat with Giffolk to continue Now we know that Ootheca is closed because it hides a giant demon turtle, and to enter we have to turn off several thunderstones - let's get back outside You have to follow the yellow marker to find your first target – and you have to go the long way around the rocks – but just because you're friends with Giffolk in general doesn't mean they want you here, so watch Giffolk soldiers who want a fight Even if Thunderstone is positioned as a boss and given a great health bar , it doesn't mean that's actually all that threatens The Thunderstone will send out little gem drones that shoot lightning at you, watch out for it – luckily there's plenty of grass nearby to use to heal You just need to shoot these little drones as they play with normal bullets – Trin's long-range attack will be amazing for this , and she will do most of the work yourself Once you have defeated enough of them, Thunderstone is destroyed The next Thunderstone is some distance away, so go back to the Great Lagoon When you go back to the main area an airship will fly over and drop down several grapple points, when you get back to the elevated area from before these grapple points will be available , so you purely wrestle from point to point over to a stone icon on a rock – much faster than walking We know we can't swim far, but the ice icon on the relief and telescope pointing out to a nearby island should draw your attention – there's a grapple point out there Head to the end of the dock and use your ice shot on the water to make a path until you can reach the grapple point – you can wrestle from the water , so you should only need two good items to make it from here you want to use the same strategy again to get the island in the distance, where your yellow marker is - there is another grab point there, and luckily the power will carry your ice floe a lot of the way This building is the Palace of Insight, and on the top floor you will find Thunderstone SE COMMENTS Aug 26 Aug Apple Arcade + iOS + Android

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