

🔺SPIRIT TRACKS: A ROYAL REVIEW🔺

Well I got my hands on Spirit Tracks for the DS two days after it officially came out in North America. And after a few weeks I have finally beaten the game, and I am here to review this game. Maybe this will encourage your decision to buy the game even though most of you, including myself, didn't especially enjoy its prequel, Phantom Hourglass. Below you will see how I graded the game and the overall score for this game. All scores are out of 10 with 10 being the best.

-Difficulty: 9

-Gameplay: 10

-Story: 10

-Music: 10

-Dungeons: 9

-Bosses: 10

-Enemies: 8

-Puzzles: 10

-Exploration: 10

-Final Boss: 10

-Controls: 9

-Touch Calibration: 7

OVERALL: 9 out of 10

I first want to explain the reasons for my ratings. Most of them are self-explanatory, but a few of them I want to discuss. First is the touch calibration. For some odd reason, the left side of my DS touch screen doesn't respond to the game well at all. Yes, I have calibrated my screen on the settings page and still no response. Another thing is the enemies. This game does not have a ton of enemies. Nothing special to talk about. The enemies are also very easy to defeat. Great game though and I would recommend it to any Zelda fan.

🔺TIMELINE🔺

If you have played the game you will easily recognize that this game has been set back after Wind Waker and Phantom Hourglass by 50-70 years. Here are my reasons for this hypothesis: First of all, Niko, the pirate from Wind Waker and Phantom Hourglass appears in the game as an old man who resides in Aboda Village. The game starts off exactly like Phantom Hourglass with Niko telling a story using the paper cutout scenes. Niko also gives you a Shield of Antiquity in the game which is the shield from Phantom Hourglass and he tells you how much you remind him of an "old friend". He often references to this "old friend" and how much the protagonist from Spirit Tracks looks like him. This Link, however, is not the Link from Wind Waker and Phantom Hourglass. Same with Zelda. And why I say this is because it appears Niko has aged while Link and Zelda are still children. So a good assumption would be descendants of the Link and

Zelda from Wind Waker. And I have concluded that the Zelda in Spirit Tracks is either the daughter or granddaughter of Tetra from Wind Waker. And I have come up with this because at the end of the game with the final battle, Zelda summons powers from Tetra and her name is used just once. So what has happened to the Link and Zelda from Wind Waker? I have no clue. There is no textual evidence in the game. However, it is most likely that this is the New Hyrule which the King from Wind Waker told Link and Zelda to find at the end of Wind Waker. I am almost sure this is the New Hyrule. Another clue that supports this is the appearance of Linebeck III. He is the treasure teller in the game and he is obviously a descendant of Linebeck from Phantom Hourglass. This game also appears on land so we jump from a game with islands and an ocean to a game with land and railroad tracks. Also in the game is Alphonso who looks exactly like Gonzo from Wind Waker and Phantom Hourglass. This is most likely Gonzo's son who we recognize in the game as a skilled sword fighter and it also mentions the good times Zelda and

Alphonso used to have together. Similar to the events in Wind Waker and Phantom Hourglass. There is no doubt in my mind this is a sequel to Phantom Hourglass: WIND WAKER HOURGLASS →

▲STORY▲
The story begins with Link as a train apprentice to go to Hyrule



→ PHANTOM SPIRIT TRACKS

with Link as a train apprentice who is supposed to go to Hyrule

Engineer Certificate from the Princess, Zelda. When he is there, Zelda sneaks a letter to Link telling him to meet her in a secret room. When there, Zelda explains that she is confused at why the Spirit Tracks are disappearing so she wants you to take her to the Tower of Spirits to investigate. Upon arriving here, we learn that Chancellor Cole and his assistant named Byrne are trying to revive the Demon King. Alphonso comes to the rescue, but is stopped by Byrne. Here Cole separates Zelda's body and spirit so he can use her body to revive the Demon King at the top of the Tower of Spirits. The two also destroy the Tower of Spirits and break it into four parts. Cole and Byrne then escape on a large purple train (the face on the train looks a lot like Ganondorf, however, Ganondorf is not in the game). After receiving the Panpipes from Zelda, the two go back to the Tower of Spirits where they meet Anjean who is a Lokomo who guards the Spirit Tracks in Hyrule. She tells the kids they must go to the four temples across the land to revive the Tower of Spirits and to revive the Spirit Tracks and to find Byrne and Cole. After going to the four temples in four different quadrants of the land and reviving the Spirit Tracks by going to find the maps of them in the different parts of the Tower of Spirits and using the Panpipes to play songs with different Lokomos, Link and Zelda can finally get to the top altar of the Tower of Spirits where Link and Zelda have a showdown with Byrne. After Zelda and Link defeat Byrne, on top of the Tower, Malladus, the Demon King is being revived by Cole. He uses Zelda's body to fully revive Malladus and they then escape in the large Demon Train leaving Byrne behind. After this we learn a lot about Byrne's past and Anjean gives Link the Lokomo Sword and tells him he must go find the Bow of Light in

order to defeat Malladus. After going through one more temple, Link gets the Bow of Light and Byrne tells them they must journey one more time through the Tower of Spirits to find the Compass of Light which tells the location of Cole and Malladus. After receiving the Compass, the two then travel to the Demon Realm where they finally destroy Malladus and Cole.

🚩 **WHY YOU SHOULD BUY THE GAME** 🚩

Ok I'm going to admit that Phantom Hourglass was super easy. This game, however, super challenging and actually very difficult. It passed my "Yell Test". If I don't yell at a game and get mad at it at least once then this game isn't worthy enough. I did not yell at Phantom Hourglass, but I definitely yelled at Spirit Tracks. So this game is hard. Some of the things in the game even seem impossible at times. If you also are worrying about transportation and lack of places to visit, then this game does not disappoint. This game is loaded with places to go and several train stations to visit. You can also get Force Gems from people by helping them out. These Force Gems make new tracks appear on your maps and open up several places to visit. Also this time instead of 8 different treasures, there are 16. You can use these treasures to customize your train parts and even trade for Rupees. And a lot of people did not like Phantom Hourglass because it was too easy. Well every single boss in this game is a nuisance. I died several times against these bosses and especially against Malladus. If you want difficulty, then you got it. Also better from Phantom Hourglass is the music. Instead of hearing the same music in every city and every dungeon, you have customized music for the dungeons and for the cities. The music is also very good and memorable. The controls in this game are also not tricky like you would think. It is very easy to control the train and the cannon is way more accurate than in Phantom Hourglass. This game is Phantom Hourglass times 10.

🚩 **DOWNSIDERS AND GLITCHES** 🚩

There isn't much here in this section to talk about. Sometimes, however, items won't work exactly like they are supposed to. And I also have difficulty with the maps. For some reason, it takes about a minute for me to click the "erase" button. That was very bothersome. I also didn't particularly enjoy revisiting the Tower of Spirits. It reminded me of the Temple of the Ocean King, but you don't have to go back to the same floors twice. Yay. So the Tower of Spirits isn't exactly like the Temple of the Ocean King, and it is way harder than the Temple of the Ocean King for sure. It is very tricky. You also don't have to worry about time. Thank goodness.