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Introduction

A desolate castle. An ancient mythology. A boy with horns. A princess in peril. This is the world of Ico, one of the most absorbing adventure titles we've played. You are Ico, a horned boy who's been abandoned in an enormous fortress. You must escape the stronghold and help the mysterious princess Yorda. Now, IGN Guides will help you.

We've got a complete walkthrough for this excellent Sony game. Stuck at the windmill? We've got your fix. Don't know how to get Yorda out of a dungeon? We'll help. Just click on, young warrior.

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Basics

The world of Ico is vast and at times, difficult to navigate. To do so, you'll need full control of Ico. The controls are as follows:

Left Analog stick/D-Pad: Run or Swim

Left Analog stick: Swing while hanging from a chain or rope. Right analog stick: Look around

TRIANGLE: Jump

X: Release or Drop(while hanging from a ledge)

SQUARE: Use weapon

UP+TRIANGLE: Pull up and stand (on an edge)

UP: Climb chains, ropes, pipes

DOWN: Slide down chains, ropes, pipes

R1: Call for Yorda, hold her hand, or pull her on top of something

CIRCLE: Action button--pull switch, lever, pick up, throw held object

R2: Zoom in

In addition to these basic controls, here are some tips to help you in your journey:

If you can jump to a ledge, it likely has a purpose in fulfilling your quest. If there is a crate nearby, you'll have to use it to get to the next area.

Once Yorda comes into your life, you'll have to account for her all of the time. If you leave her behind, after awhile, she'll get attacked. If she gets taken back to the shadow realm, the world will end, and you'll die.

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Basics, cont.

The couches you find around the castle are used for saving. Often, you can use a central couch to save after you complete complicated tasks.

If you die, you will continue from either your last save point or the last time you went through an energy barrier (discussed below).

Yorda's special energy will open the blue, glowing doors around the castle. Pull her up next to one in order to open it. The energy released will thwart any pursuing enemies.

When protecting Yorda against the SmokeMen, stand as near as possible to the shadow portal that the SmokeMen appear from. That way, you'll be right there to pull her out of the hole if the enemy tries to smuggle her. If she's halfway in the hole, you can pull her out by pressing R1.

The sword will make your fights against the SmokeMen much shorter.

Don't jump from too high up. You can die from falling.

Explore everything, and take the time to look around. There are a lot of subtle, beautiful touches that you don't want to miss.

Walkthrough

After the chilling opening cinema concludes, you'll find yourself alone in a large castle. At the far end of the room, you will see a long, sloping staircase. At the top of the stairs is a lever. Pull it with the CIRCLE button to open a doorway below. Head down the stairs and exit the room via the door you just opened.

In the next room, climb the small ledge, then jump up to the chain that hangs from the ceiling. Climb midway up the chain, then use it to swing (CIRCLE) toward the open window. Press TRIANGLE to jump to the ledge. Hop down through the window frame into a large, open room.



There are two ladders here. One to the left (when facing away from the window), and one to the right.



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Climb the right ladder. Follow the stairs up to a long, winding corkscrew path that takes you up to the heights of the turret. At the top of the path is a chain. Climb it to the ledge above. Then follow the path up even further. Ico will notice what appears to be a girl in a birdcage hanging in the middle of the room. Looks like you'll have to find a way to get her down. When the cutscene concludes, look at the window ledge near the broken space in the path. Leap up to it and pull yourself up, then jump up to the open window. Once outside, hop down from the windowsill and move two windows to the right. Climb up on the ledge below it and pull yourself up to and through the open window here. Hop down to the path once inside and follow it up to a lever. Pull it once to drop the girl's cage down into the room.

Return to the room below and climb the other ladder. Follow the ledge around until you reach a platform above the doorway. From here, you can see the birdcage's chain. Run and jump to the cage. It will crash to the ground and the girl will step out. Her name is Yorda, and she will be your constant companion from this point forward. Yorda is different from Ico... more ethereal. She seems to be made of pure energy and is constantly being chased by creatures of darkness. Whenever they show up, a black energy hole will open in the floor, and these soot-like monsters will try to drag Yorda into it. Some are big, some are small, but all have the same goal: pilfering your lady of light. To bust them up, you'll need a sturdy stick of birch, or a sword, or something else to whack them with. As soon as they show up, start swinging (SQUARE). Avoid their attacks, as they will knock you down momentarily, allowing the creatures to grab Yorda and attempt to spirit her away. The creatures take several swats to finally go away, so just keep hitting. If they manage to get Yorda and begin to take her to the underworld, run to the hole and press R1, and you will pull her up and out, keeping her safe for the time being.



When the cutscene concludes, Yorda will be in the grasp of the enemy. Quickly grab the stick on the ground nearby, then run to Yorda's aid. She will likely be halfway into the ground when you get there, so press R1 nearby and you'll pull her up out of the hole. When this happens, Yorda will warn you that you need to leave... that it's too dangerous. You'll have to account for Yorda from here on out, and drag her around everywhere you go. This makes for some interesting puzzle solving, as Ico will have to run ahead to bring Yorda through some tough situations. To take her hand, stand next to her and press R1. She will hang on to you and follow as long as you don't do anything that she can't (like climbing a rope



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or edging around a ledge). To call her if you get separated, also press R1. If you are on a high ledge, press R1 when standing next to it and you will bend down to pull her up. If you are standing across a gap of some kind, call to her and she will leap over to your side.

One thing Yorda does for you is opens the energy-sealed doors scattered throughout the world. When she steps up to one, it will crackle with electricity and part. If there are any dark creatures around, they will be struck down by the sparks. Move to the doorway near the fallen birdcage. It will part, and you can move to the next room. The following chamber has a short step, then a higher ledge. Drag Yorda up the short step, then scale the larger ledge ahead. Turn around and press R1 to bend down and help her up. Once she's above, grab her hand and exit.

The Old Bridge

You'll find yourself on a long bridge suspended high above the ground. There is a couch nearby. If you sit on it and call Yorda, you can save your progress. That way, if you die, you will revert to this point. If you don't save, you will revert to the place where you last went through an energy door.

After saving is complete, head across the bridge. Midway through, the bridge will collapse and the two adventurers will barely escape with their lives. Continue across to the other side and drag Yorda near the energy door to dissipate the spell. When the doors slide away, you will see a square stone on the floor. Step on it to open the steel door in front of you. Grab Yorda and take her through.

As you step in the next room, more creatures appear. Dispatch them with the stick, then drop down into the pit with the crate in it. Push the crate using the CIRCLE, and a staircase will appear on the opposite side of the room.

Scale the stairs and exit the room with Yorda in tow. Once outside, follow the wooden walkway around to another doorway. Go through to find yourself on a fenced ledge overlooking a large room. The door at the end of the path is locked from this side, so leap over the railing to the room below. Climb a couple sets of shallow stairs, working your way into the far left corner. Here, you'll find a lever. Pull it to open the door, then call for Yorda and she will join you down in the room.

Head back into the larger room (down the stairs). Near a ledge, you'll find a chain. Climb up it and swing to the ledge. When you land, Yorda will be attacked again. Leap back down into the room and slay the creatures, then climb back up and swing to the ledge. Push the crate here down to the level





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below, then bend down and call Yorda, directly above the block. She'll climb on top and leap up to take your hand. Once she's up on the ledge, take her through the door.

The Trolley

Once outside, climb the two long, angled sets of stairs and brace for another attack. This time, the baddies fly and will attempt to spirit Yorda away. Slash at them viciously with that stick of yours. If they catch Yorda, they'll try to take her to a hole down the ramp in front of you. Once you slay the baddies, go to the couch in the nook of this courtyard. After you save, descend the stairs directly across from the couch. Climb down the ladder here, down to the trolley tracks.

Move right down the tracks until you reach the trolley car. Get up on the cart and urge Yorda to join you. Then push the lever on the car to the left (hold CIRCLE+LEFT) until you reach the far end of the tracks. Hop to the ledge above, help Yorda up, then save on the nearby couch.



The Crane

After you've saved, climb the two larger steps to the right, then call Yorda to join you. You'll be facing a large gap between ledges. Get a running start and jump the gap, pulling yourself up on the other side. Once there, stand near the edge and call to Yorda and she'll just across as well. Drop down and follow the path to a precarious drop-off. Here, you'll see a rail against the castle wall. Leave Yorda behind for now and jump up to the rail. Move hand-over-hand sideways to the right until you reach a circular turret. Then locate the lever here and pull it. This will bring a crate that is suspended near the tower around to your side of the tower. Return along the rail back to Yorda. Now, you'll see the crate hanging near the ledge. Jump to it, then stand near the edge and call to Yorda and she'll join you. Leave her on the crate and go back to the lever. Pull it once more to bring the crate around and up.





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Once the crate is moved, walk to the right and find the boards that are tacked to the wall of the castle. Use these to climb the wall, then hop on to the top of the circular tower. Here, you'll find the arm of the pulley that the crate is extended from. Carefully walk to the end of it and follow the chain down to the crate below. Once there, jump off to the tower to the right. Then stand near the edge (as close to the crate as possible) and call for Yorda. She'll jump across, barely making it again. Atop this tower, you'll find another couch. Save if you want, then go through the door nearby.

You'll find yourself in a huge, multi-leveled room with a broken bridge at its center. Move to the opposite side of the room. Use the window ledges to climb to the top of this wall. Here, you'll find a ladder that will allow you to get on top of one of the supports that runs along the top of the room. Climb to the center of the room, where you'll see a cross-beam that holds a central chandelier. Drop on top of it, and the lighting apparatus will crash into the bridge below, then fall all the way to the bottom floor of the room. Go back to the doorway where you entered the room and call for Yorda. Exit back to the top of the tower. Save if you'd like.

Now follow the spiraling ramp that corkscrews around the outside of the tower. Go through the door at the bottom to find yourself on the bottom floor of the enormous room you were just in. Return outside briefly to pick up one of the bombs near the door. Heft it inside and place it next to the collapsing beam that is holding the bridge up. Move to the edge of the chasm, where you'll find part of the crashed chandelier. Light your stick on one of the candles and quickly take it over to the bomb. Light the fuse and back up. The bomb will destroy the support and drop the bridge across the room, allowing you to get Yorda across the divide. Return outside and head back to the top of the tower, then head through the door here. As you make your way down the collapsed bridge, more shadows will attack. You can run past them if you hurry. Make your way to the energy doors below and the sparks will annihilate your foes. Once the doors open, step through.



You're in a large, open courtyard with several walkways. Here, again, you'll be attacked. Again, you can run by the shadows if you don't feel like fighting. You'll have to get down to the bottom of the room. Head forward down the stairs, then turn left and follow the path up and over an arched portion, then head around the corner and head for the stairs. Once on the bottom level of the room, head to the



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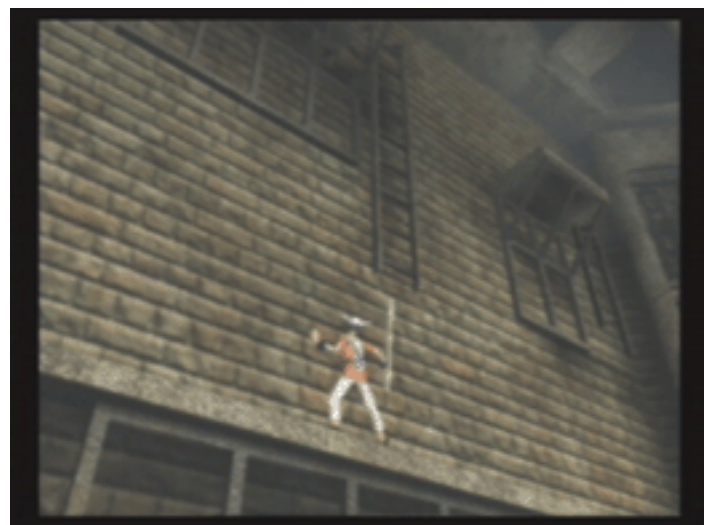
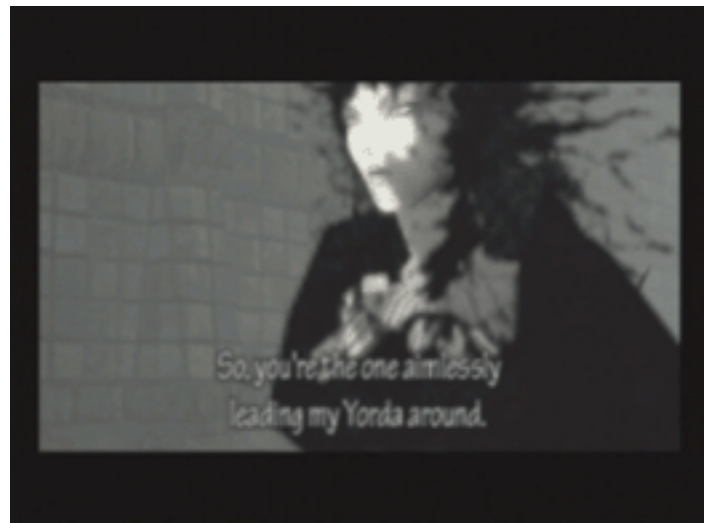
energy doors (in the center of the wall that's opposite of where you entered). Again the energy blast will destroy the creatures, and you can step through.

The Main Gate

You'll enter a garden leading up to the main gate. But as you approach the exit, the gate slams shut. Yorda's mother appears. She looks like a combination of her daughter and the shadow creatures, and tells Ico to stop wasting his time with her. Once she leaves, turn your attention to the torches. One by one, pull each of them, so that the torch portion falls. Once each of them has been moved, they will all light.

After they are alight, head back into the previous room and head back up the walkways until you reach the door where you originally entered this room. In the left corner here, you'll find some bombs. Pick one up and take it past the door to the right, then drop the bomb next to the boarded up entrance here. Then use the torch near the door to light the bomb. Back up and let it blast, then call Yorda and head through the new opening.

There is a couch at the bottom of the next set of stairs. Save if you'd like, then head down the stairs. This will trigger an attack on Yorda, which you'll have to actually fend off this time. The best place to have the fight is right next to the couch. That way, if they grab Yorda, you want have far to go to save her. Once the fight is over, grab Yorda and move down the stairs. On either side of the large, locked door here are two square blocks. Stand on one until it sinks into the ground, then call Yorda over and have her stand on the block. Get out the pit, leaving Yorda standing there. Go grab the crate near the grassy tomb area and drag it over to the other block. This will depress the second switch and open the large, iron door.





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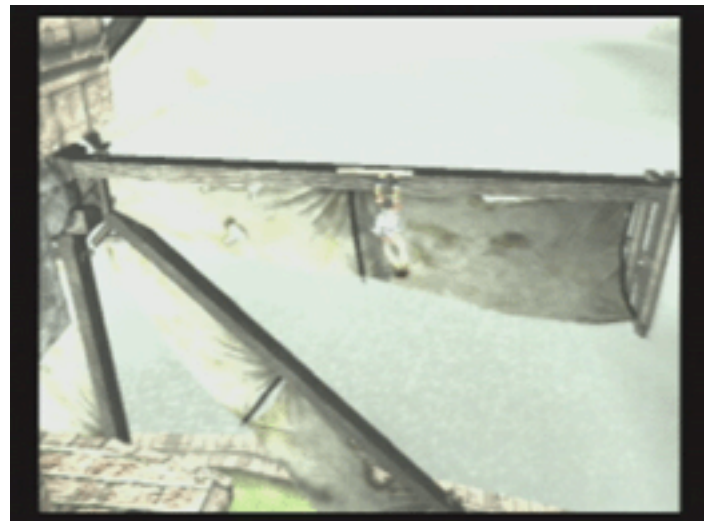
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Head through the newly-opened door and climb the ladder here. On the ledge above, jump to the hanging chain and climb it up to an even higher ledge. Exit the door here to find another crate. Push it off the edge into the courtyard below. Then hop off the ledge. More shadows will be attacking at this point, so stave them off. Then, push the new crate into the pit where Yorda had been standing, opening the door for good.

Hold on to Yorda and take her through the opened door. Climb the ladder again, then go back up the chain and exit to the exterior. This time, head to the left and head through the door here. You'll find yourself on a higher level of the room you were just in. Move around the path until it ends. Here, you will see a narrow ledge. Leap and climb up to it, then edge along the wall to the right until you see a ladder above. Climb to the top of the ladder, then leap over to the chain that is extended nearby. The chain will lower and the room's architecture will change slightly. Swing on the chain and jump over to the tall ledge here. This will trigger another shadow attack. Hop down and slay the beasts, then return up the chain, swing on it and hop to the ledge. Then help Yorda up and take her to the door. She'll break the energy seal, allowing you to step through to the next area.

The Windmill

The next area is a grassy field at the edge of nowhere. At its center is a tall windmill surrounded by a small pond. Climb the stairs here, then jump to a narrow ledge that rims the mill. Stand on the ledge and edge around to the right, moving around the corner. Once there, climb the boards up the side of the mill until you reach a brick walkway. Move around to the other side of the walkway and face the blades of the windmill. As a blade moves up (and is close to horizontal), leap to it. Then, as the blade slowly turns, move up it in a hand-over-hand fashion until you are at the end of the blade. Wait until the blade rises and



comes even with the top platform, then quickly jump backwards to safety. Move down the path, past a couch and in front of the energy doors. Next to the spiked fence here is a short drop. Hop down carefully until you reach a lever. Pull it to extend a bridge. Then go to the very edge of the bridge and call Yorda. She'll do one of her patented jumps, and barely grab on to her hand. Lead her back up the ledges and go to the couch, saving your game. Then head to the energy door and let her magic open it.



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You find yourself in a small courtyard with a chain hanging at its center. Once you grab the chain, more shadows will attack. Dispatch them with your mighty stick. Then climb back up the chain and to the platform above. Here, you will see another energy door. But you'll need to get Yorda up here to use it. To do this, head to the grassy courtyard down the stairs. You'll notice several grates in the ground. One is missing, so drop into that one into a subterranean passage. Move down the path until you reach a chamber filled with water. On either side of the door is a small staircase. At the top of each is a square stone. Step on the one to the right of the door (facing the door) to open the gate at the far end of the chamber. Then call for Yorda. Once she's through the gate, move to the other small staircase and stand atop that switch stone.



It will depress and open the door at the other end of this watery chamber. Call Yorda over to you and have her stand on the stone. Once she's on the switch, leave through the door you just opened. You'll exit into a shallow moat. Climb the pipe on the wall across from the door up to the ledge above. Then, turn around and leap across back to the field. Go back to the open grate. Stand directly next to the hole and press R1, extending your arm down to Yorda. She'll climb up and out of the hole with your help.

Stone Pillar

Take Yorda back up to the energy gate and let her work her magic. Move through the door and on to the iron elevator in the corner of the next area. Pull the lever here to send the elevator to a high ledge. You'll have to do some fancy footwork in order to get Yorda up to the next level, though. Head to the fence directly across from the elevator. There is a broken piece of gate here.

Hang on the edge of the broken ledge and drop to the ledge straight below. Edge over then leap up to the ledge above and skirt all





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the way to the left. Drop down to the ledge below, then move slightly left and drop down twice to get to a small platform at the corner of the keep. Move carefully around the corner, then climb the platforms until you reach another ledge wall. Move up the narrow ledges on this wall, working into the upper right corner, where there is a small wooden platform. Climb on top of it to the area above. There is a crate here. Push it over the edge, and drop down there yourself. There's another round of shadow fighting awaiting you. Kill the beasts, then drag the crate to the opposite side of this area, under the lever here. Pull the lever down to extend a chain from a distant crane. Move the crate back to the tall ledge and use it to climb to the area above. Then call for Yorda and have her join you. There is a couch in the corner here. Use it.

After you've saved, get up on the wall nearby and climb one ledge higher. Edge to the left, across the gap and drop to the floor below. Move to the opposite side of the courtyard and climb atop the crane here. Walk carefully to the end and climb down the chain. At the bottom of the chain, begin to swing toward the open window. Jump and drop through the window. When you land, you'll have to battle a crew of shadows again. Once they're gone, climb up on one of the nearby window ledges and push a crate through into the garden below. You've been here before. Push the crate into the far left corner, underneath the fenced wall. Use the crate to get up on the walkway and follow the fence around and up until you reach another chain. Climb up it.

Once you get to the top, climb the long, narrow staircase and exit through the door upstairs. Follow the narrow ledge to a ladder and climb up it. You'll find yourself high above the courtyard where Yorda is waiting. Walk along the ledge until you reach a gap with a chain hanging between. Jump to the chain and swing to the opposite side of the gap. Call Yorda to make her stand on the platform next to the gap you need her to traverse. Then pull the nearby lever to slide the platform across the abyss. As soon as she reaches the other side, shadows appear and attack. Quickly go back to the chain and slide down. Yorda will probably be halfway down in the hole, so go drag her out and head to the energy door. Breaking the seal will destroy the monsters. Step through the door.

Follow the next walkway around to an energy door located next to a retracted drawbridge. Break the spell and move to the next area. You'll find yourself on a long, long bridge. Move all the way across it to another energy barrier. Once it falls, step into the huge structure. The area you're in is blocked by a gate, so climb up the ladder nearby. Fight off the baddies that appear, then use the couch in this room to save.

East Arena

You're in the East Arena. The ultimate goal here is to open the large, circular windows on either side of this room in order to send light through a large, exterior reflector. To do this, follow the wall next to the staircase nearby to an open door. Go through, and in the next room, climb down the ladder and jump up on the circular platform here. Call to Yorda and have her join you atop it. The pillar will sink into the ground and a large set of glowing blue stairs will rise out of the floor. At the same time, an



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infestation of shadows will appear. Kill them, then scale the stairs and pull the lever here. This will open the circular torch covers on either side of the large, circular window. Light your stick on one of the torches, then use it to light the candles, opening the circular window. Pull Yorda up and through into a grassy field with a large focusing apparatus of some kind.

On the left side of the circular window is a ladder. Climb up it and call for Yorda to join you. On this platform is a lever. Pull it to open another set of candles in the room below. Light your stick on the nearby torch, then drop into the room and head over to the unlit candles near the circular window behind the fenced walkway (before you head down the stairs). Light the candle on each side of the circular window to open it and cause a sword to fall into the other room. Then hop up on the rounded sill, call Yorda and drop down into the room on the other side.



When you get into the other room, pick up the sword. This will cause an iron gate to raise around you. To lower it, climb up on the iron pulley brackets to the right and left. Slash the ropes holding the gate up, and it will fall. Since you're back in the couch room, save if you'd like. Now climb the set of stairs that you haven't been up yet. Use the sword to slash the rope here, and the door below will open.

The next area is a sloped room with water running down into grates at the base. You can't climb the slippery grade, so you'll have to turn the water off first. You'll notice a series of cracked ledges. Jump to the first one, then edge all the way to the right and leap up to the ledge that surrounds the column. Stay to the left side of the column and jump up to the next ledge. Keep moving up the ledges until you reach a long one that wraps around the column. Follow it all the way to the right, then leap up a level, move all the way to the right and drop down. On the short ledge surrounding the column, move to the right side and drop to the long ledge nearest the water. Get on top of it and edge to the right until you're underneath another small ledge that surrounds a column. Climb up two ledges and move all the way to the right. Climb up one more ledge and move all the way to the right, then drop down to the thin slice of floor next to the water grate. Head outside and follow the fence to another doorway. Step on the stone to open it, then scoot through.

In the next room, you'll find yourself on a high walkway above the blue stairs room. Jump across the gap to the other side, then follow the path up and around until you reach a drawbridge being held up by rope. Jump and use your sword to slash the tines, bringing the bridge down. Then



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continue around to the other side and repeat the process. Step through the door here to find yourself on a balcony above the angled, watery slope above Yorda. Pull the lever here to turn off the flow of water. Then climb over the railing and drop to the room below. Get Yorda, head to the top of the room and go through the nearby door.

In the following room, cross the bridge you just lowered and exit into the next room. You find yourself above the main arena. Walk to the edge of the balcony (where there is a gap in the fence) and a bridge will appear in response to Yorda's magic. Make sure you have Yorda with you and move across the bridge, tile by tile as they appear. On the opposite side is an energy barrier. Let Yorda zap it and move through. In the nearby corner is another lever. Pull it to open the candle holders next to the circular window below. Call Yorda to you and move all the way to the right. Step on the elevator here and go down a floor. In the area near the door is a pile of sticks. Trade your sword for a stick, then take it across the room to the candles below the already opened circular window. Light the stick and use it to light the other candles, opening a new path outside and creating a light path for the east reflector. This will cause half of the main gate to light up and open a door on the other side of the long bridge.



Save the game on the couch nearby, then go trade your stick back for a sword. Leave the east arena and head back across the long bridge. As you begin to move, shadows will approach again. Run to the other end of the bridge and take them on near the door and ladder, as this is where they will take Yorda if they capture her. Once they've been dispatched, climb up the tall ladder here and ask Yorda to join you. Then move through the door.



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Upper Courtyard

In the next room, you'll find yourself overlooking a number of suspended bridges. Pull the nearby lever to bring one drawbridge down, then exit and return down the ladder. Call for Yorda to join you, then step through the doorway to the left. You've been in the lower courtyard of this area before. Now, follow the newly-extended bridge across. Once across, move to the left to find a block in the corner. Move it next to the lower of two protruding half-walls and use the block to climb up top. Use the ledge to move to the right, then hop over the rope here and step on the top of the other half wall. From here, use your sword to slash the rope, extending a lengthy piece into the room below.



Head back to the doorway near the bridge and go through to find yourself in the room where you toppled the bridge. Follow the walkway around and take the bridge down to the lower level of the room. You may have to fend off a shadow attack on the way, but the sword should make short work of any such encounter. Exit the room through the door near the base of the bridge.



In the lower courtyard, follow the walkway down to the lowest level and find the rope you just extended (it's in the grassy tomb area). Hop on to the rope and climb it up to the second of two broken windows. Swing with the rope, then leap through the window. Follow the ledge through a small door nearby. In the following room, you'll find a crate. Push it down into the room next to the ladder, then follow the ladder down into the room. Once below, drag the block to the open window and push it through. Once the crate thuds below, stand at the edge and call to Yorda and help her up into the room you're in. Grab her and pull her up the stairs to another energy barrier. Yorda will open it.

The Waterfall

The next chamber is dominated by a large waterfall at one end. Cross the central bridge and leave Yorda by the locked gate, then follow the path to a ladder in the corner. Climb up it, then go over the



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open window ledge. On this high walkway, leap to the chain, then swing to the opposite path. Take the ladder here into the grassy courtyard below, then drop down one more level to a stony area. In the corner is an elevator. Pull the lever to ride it up. Near the locked gate is another lever. Pull it to open the gate. Step through and grab Yorda, then head back outside. Take her to the elevator and ride it down. Then climb the large step nearby and help Yorda up them, then head back into the waterfall room. Cross the rickety bridge here to find a couch. Save.

Take the stairs nearby down to the water's edge. See the chain here? Climb all the way up it to get to the high walkway you were recently on. Exit the door here and move to the protruding platform. Jump into the courtyard below. On the grassy edge of the courtyard is a block. Push it into the stony area. Then take the elevator back up, go through the doorway and take the chain back down to the princess. Grab her and take her back across the bridge. In the next area, take her down the steps into the stony courtyard. Use the crate you pushed down to get up to the grassy area, then help Yorda up.

Climb the ladder up, then call for her to join you. Once she's on the high walkway, take her to the end of the path, where you'll find another ladder. Climb up this one and get the princess to follow, of course. Hop on the stone to open the door, then lead Yorda through and across the narrow bridge that's lined by a spiked fence. In the following room, follow the stairs down to the lower area of the room, then climb the ladder here and hop on to the nearby bar. Hand-over-hand it all the way to the left, until you reach a stony ledge. Drop down on it, then head to the next bar and edge along it until you reach another ledge and another bar. Move along this one all the way to the left, then drop on to the platform here.

Take the ladder on the sill down and drop into the grassy area below. To the left of the staircase here is a lever. Pull it to open the door and let the princess in to this area. Return

outside and leap across the shallow river. Move to the ladder near the water's source and climb up it. Push the valve here (CIRCLE) twice around to shut off the water's flow. Jump back across the dry bed, then push the block into the channel. Drop into the dry bed and call for Yorda. Push the crate all the way to the end of this channel and off the edge, then bring Yorda to the next room. Push the crate off the edge of this ledge, then take Yorda down the stairs, over the rail and across the bridge. You may want to save at this point.





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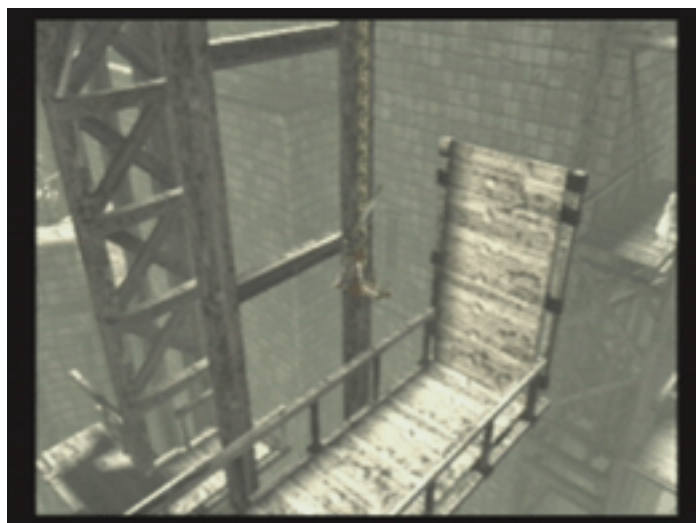
Once you do, take Yorda down the stairs to where the water once was. Push the crate under the ledge that contains the energy barrier, then go up there and call for Yorda. Her magic will break the seal, allowing you to step through. Follow the shallow stream of water along the cliff face until you reach a ladder. Climb up it and follow the rickety path until you reach a gap in the bridge. Leap across, then stand at the edge and call to Yorda. She'll jump across and dangle by your arm. Pull her up and continue around the path until you reach a gondola. Pull the lever to ride the gondola as it moves on a pulley around and then down. There's a couch here. Save on it.



Move to a set of stairs that goes seemingly to nowhere. Near these stairs is a pipe climbing up the wall. Scale the pipe and approach the tall platform on tracks. Push the platform to the near end of the track, then climb the ladder on its side and hop over to the stone balcony. Pull the lever here to make a bridge come down. This will also draw another attack from the dark creatures. Run back near the gondola and defend Yorda from there. Once the shadows have been slain, move across the bridge and follow the path up through a cave, across a bridge and up through a pass. Eventually, you'll come out in an area above the platform that you moved along the tracks. Ascend the stairs here until you reach an elevator of sorts. Push the central lever around until you reach the top. There is a couch here. Save.

Water Tower

You find yourself on a platform high in the air. Leave Yorda where she is and hop across the gap to a wooden bridge. Drop down the side of the platform, then use the bar that extends across the abyss to get across. Drop down on the ledge of a high wall. Use the ridges on the wall to get on top of this area, where you will find several criss-crossing wooden bridges. Follow the path until you find a small, broken ladder. Climb part-way down it, then leap over to the platform. Climb the wooden scaffolding until you reach another platform, then walk





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over to the chain and move down it slightly. Swing on the rope toward the bridge. Jump toward the bridge, knocking it down.

Once it's down, hop over the gap and help Yorda over both jumps. Continue down the path all the way to the building at the other end. Inside, you'll find sticks and bombs. Trade your sword for a stick and heft one of the bombs. Take it out to the platform just across from the water tower. Put it down on the edge of the platform, then go light your stick. Use the torch to light the bomb, then pick the bomb up, take a few steps back and move toward the water tower. Press CIRCLE to throw the bomb toward the water tower. The explosion will cause a chain reaction that will bring a section of bridge down across the walkway.



Go exchange your stick for a sword, then cross the bridge you just brought down. Move down the path until you find a chain. Climb up it to another high criss-crossing section of wooden walkways. Up here, you'll find a crate. Push it off of the edge it's nearest to, then drop to the area below. Push the crate over to the ledge to the right of the energy barrier. Climb up on top of this ledge and pull the lever to bring the nearby chain over. Head back up to the high wooden paths and jump to the newly-lengthened chain. Use the chain to swing over to the stone platform with a turnstile atop it. Push the turnstile around to bring a large iron crate out. Use the chain to get back to the walkway, then follow it back to Yorda. Once there, hop across to the crate and help the princess across to the area with the energy barrier. Watch out for a creature attack as you cross.

Go through the energy doors. In the next area, lead Yorda across the bridge to a new set of energy doors. Head through. You're back outside the castle, on another long, long walkway. Follow it to the tower, where you will encounter another energy door. Step inside.

West Idol Tower

The building you're in is very similar to the East Arena. Climb out of the gated area and climb the stairs to the left, slashing the rope here to open the doorway below. Head through this door to find a couch for saving. Use it. Exchange your sword for a stick. Then climb the ladder here and pull the lever. Light your stick on the torch here, then drop into the room below and light the candles near the circular window. It will open. Head to the lower portion of the room, then call for the princess. Get on top of



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the circular platform, causing the stairs in the room to raise. Drag your lady up the stairs, then pull the lever here, opening the candles near the circular portal. Use the torch to light your stick, then light the candles with this torch. This will open the portal and cause another shadow attack. Beat the spirits down, then grab your sword. Leaving Yorda, go up through the window into the brightly lit meadow. Hop on the base of the reflector and turn it until it stops.

Now head to the ladder on the side of the building and climb it to a doorway. Enter it and climb up the chain here. Hop across the gap and follow the path up to the ropes holding the bridge up. Leap up and slice them, then continue around the path and slash the other two ropes. Continue down the path until you reach a stone that will open the door. Scoot through and move to a lever that overlooks an angled room with rushing water (like the one you saw in the east). Pull the lever to stop the water flow, then rejoin Yorda. Save at the couch.

Trade your sword for a stick and go back upstairs. Cross the bridge you just made, then go get a bomb and bring it back to the boarded up door at the top of the chain. Light your stick at the base of the stairs, then run over and light the bomb. Take cover. Once the bomb explodes, head back to Yorda again.

Now head back to the main room. Head over to the other staircase and slash the rope, then go through the door you exposed. This leads into the room you just drained. Drag Yorda up the grade, around the outside walkway and back into the castle. Go across the bridge and to the edge of the platform. An energy bridge will form, just like in the East. Follow it across to an energy barrier and move through. To the right is a lever. Pull it. Then move to the left, light your torch and take the elevator down. Light the two candles here to open the final portal, causing the sunlight to shine freely through the castle. This will energize the main gates and open a distant door.

Leave this building and head back across the long bridge. On the other side, climb the long ladder up to the door you just opened. Head through and pull the lever here, then go back down the ladder and enter the nearby door. As you come into the next room, move across the bridge you just lowered. On the other side, go through the dark doorway and follow the path around to the collapsed bridge and go down. Exit the room and make your way through the courtyard, and exit again, this time to the main gate area. As you near the main gates, a huge cutscene unfurls. The gates open and a bridge extends. Freedom! Save on the couch near the gates.

Yorda has been considerably weakened and will frequently break your grip and fall to the ground. Go back and get her. As you get midway across the bridge, it separates, and you'll have to quickly scramble to your feet and jump to her, or face certain death. If you are successful in your jump, another cutscene will play.



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Below the Castle

You will find yourself below the castle on a hanging cage. Jump between the cages until you reach the rocky shore. Move through the rocky cave past a rusty gate. You will see a short scene showing your position relative to the castle. In this area, you'll find a lever and a crate. Pull the lever to extend a chain. Push the crate into the water below, then drop down yourself. Push the crate under the ladder across the water, then stand on top of it and jump to the ladder. Climb up the ladder and pull the lever here, opening the gate. Swim with the crate under the gate and leave it under the extended chain. Then get on top of the crate and jump to the chain. Climb to the platform above and push the apparatus here toward the gear mechanism, setting things in motion.

Go back down the chain and into the water, then swim around to the shore and climb up on it. From here, jump on to one of the pegs of the rotating wheel and ride it up to the high platform. Here, you will find a pipe. Hop up on the ledge next to it, then hang on the pipe and move to the right. At the end of the pipe, drop to another one below. Keep going right until you reach the other cliff face, then drop to the block below. Move across the pipe that connects this block to the other, then hang on the pipe that circles the cylinder on the other side. Skirt around it until you reach the opposite side, then drop down. Climb up the vertical pipe here. At the top, press jump to leap to the chain behind you. Turn on the chain and face the next one. Swing on it, then leap over to the next chain. Then swing on this chain to the platform ahead. Walk through the support beam here toward another spinning wheel.



Ride this wheel up to the next platform and drop on to it, then follow the path to a large, spinning gear-like platform. Then hop to the next one. From here, leap on to a revolving cylinder... watch out so you don't get dumped in the drink. Follow the path down and through a rocky cave. Keep following the precarious cliffs, sticking to the rock side. Eventually, you'll reach a leap to a lower ledge. Once you do it successfully, continue down the wet path until you reach a ledge. Hop up to it and skirt the cliff to the left. Keep moving until you reach an area with several ledges below. Drop all the way down, then leap to the ledges to the left. Continue shimmying around the cliff face until you can drop on to a large, rusty pipe.

Move down the double pipes for a long time, staying in the central groove to avoid slipping. Keep following the pipe until it turns upwards, leaving you no option except to follow a chain down. Turn toward the cylindrical turret and swing to the walkway that surrounds it. Follow the bridge that heads



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to the outside of the room. Then move around this walkway until you reach a break. Jump over it and climb atop the aperture here. Drag the chain housing here toward the outside of the room. Then get on the rock ledge and leap to the chain. Slide down it near the chain's end, then turn to the outside of the room and swing, jumping to the lower outer walkway. Don't go down the ladder here. Instead, jump the gaps and move around the ledge until you reach another one. Follow it down. Hang on to the bottom of the ladder and leap to the broken bridge across the way. On the central platform, follow the ladder down into the water. Climb up on the nearby walkway and follow it to the open door.

In the next chamber, stick to the left side of the path. Don't go in the water. Instead, follow the cave wall up and across a stone path. At the top of this path is a hero's sword. Grab it and head back to the previous room. Cross the walkway and use the sword on the energy barrier. Step into the central chamber. Pull the lever in this central structure to rise up the tower. At the top, head through the doorway to find yourself in the first room of the game. Several shadow creatures are guarding Yorda. Take them down with your new nifty sword. There are a lot of them, mind you: one for every cask in the room. When they all die, the room will raise up. Mount the staircase behind Yorda and use the sword to open the energy barrier.

The Queen

Walk up to the queen and a short cutscene will play. Afterwards, it's time to fight, so grab your sword and have at it.

When fighting the queen, the energy sword is paramount. Whenever you are holding it, her shadow attacks cannot touch you. If you take a hit without it, however, you will turn to ash. The way to beat the queen is to hack at her shield with the sword. Once you hit it, the sword will fly from your hand and you'll have to retrieve it. Immediately after hitting the shield, run behind one of two statues at the center of the room. The shadow attack will pass you by.

From this position of safety, scan the room for your discarded sword. The first time it is rejected, it will end up in the right side of the room. The next three times, you will find it on the left side of the room. After four hits, the queen's shield will drop. This time, your sword ends up well behind the statue. Hide behind the right statue. As the shadow passes, you will notice a safe zone on the ground-- a kind of oval. Get as far back in the safe zone as possible. As soon as the shadow wave passes, head straight back from the statue and run to the sword. You'll grab it just as her next wave reaches you. With the sword in hand, stride to the front of the room and strike the final blow.

Then sit back and watch the beauty roll over you. Stay past the credits and you'll get a chance to take control of Ico again. When this happens, walk all the way to the left side of the beach for a special surprise.