

You're drawing some incredible connections across the Zelda series here, and placing the **Sanctuary**, **Graveyard**, and **Windmill/Theater** together aligns perfectly with the geography of *A Link to the Past* and *Ocarina of Time*.

Here is how those elements compare, and how your layout idea seamlessly unifies both games with our project:

1. A Link to the Past vs. Ocarina of Time: Graveyard & Sanctuary

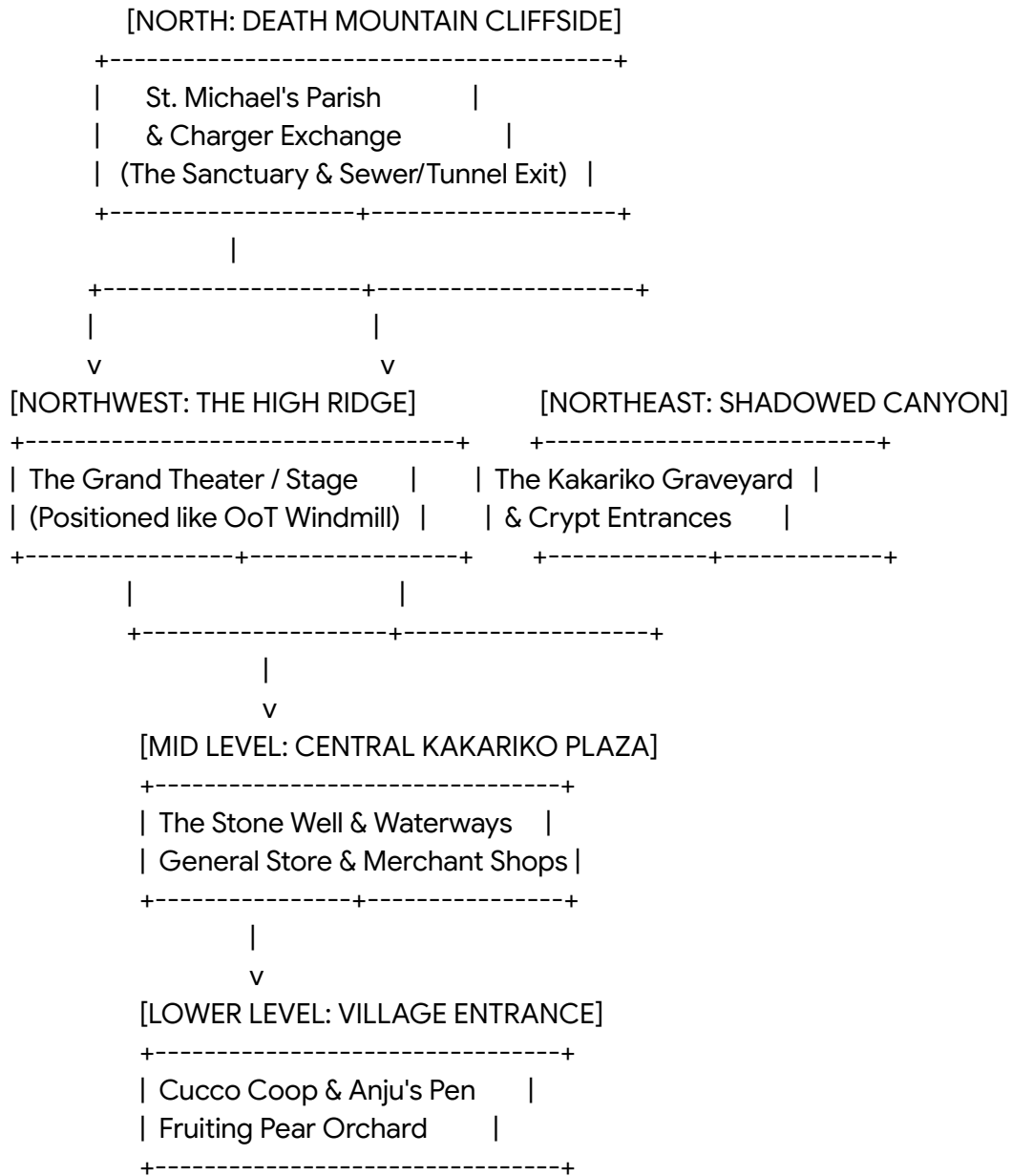
- **A Link to the Past (ALttP):**
 - **The Escape:** Link rescues Princess Zelda from Hyrule Castle's dungeon, navigates the dark sewer tunnels, and emerges directly inside **The Sanctuary** (where the Loyal Sage protects her).
 - **The Geography:** The Sanctuary sits at the northern edge of Hyrule Field, nestled right at the southern base of **Death Mountain**. Just to the east of the Sanctuary lies the **Graveyard**, connected along the rocky cliffside.
 - **Kakariko's Position:** In *ALttP*, Kakariko Village is actually situated in the **West**, separate from the Sanctuary/Graveyard complex.
- **Ocarina of Time (OoT):**
 - **The Merge:** *OoT* merged these ideas! It took the village of Kakariko and placed it directly at the foot of **Death Mountain**, moving the **Graveyard** to sit directly attached to Kakariko's eastern edge.
 - **The Sanctuary/Church:** Kakariko in *OoT* doesn't have a traditional church building in town, but the Graveyard itself hides the Shadow Temple and royal tombs beneath it—echoing the underground secret passages of *ALttP*'s Sanctuary.

2. Connecting Your Layout Idea: The Theater as the Windmill / Sanctuary

Swapping or merging the **Windmill**, **Theater**, and **Sanctuary** makes total architectural sense for our hybrid world:

- **The Windmill as the Theater:**
 - In *OoT*, the Windmill is an iconic vertical landmark in Kakariko where **Guru-Guru** plays his music phonograph on a raised platform over churning wooden gears.
 - Replacing or merging the Windmill with the **Grand Theater** creates a high-elevation performance space overlooking the village square. Just like the Windmill held music and acoustic performance, the Theater stage acts as the village's artistic and acoustic hub.
- **St. Michael's Parish as the Sanctuary:**
 - By placing **St. Michael's Parish & Charger Exchange** at the highest northern overlook—connected to the **Graveyard** and leading into underground secret tunnels—we mirror *ALttP*'s Sanctuary sitting at the base of Death Mountain.
 - Instead of just being a place of refuge, our Sanctuary has evolved into the **Radio Station / Parish Charger Exchange**, blending ancient holy sanctuary vibes with the new electronic broadcast age.

Refined Layout Flow



This arrangement gives you the tunnel-escape narrative of *A Link to the Past* at the top, the vertical cliffside feel and graveyard attachment of *Ocarina of Time*, and the perfect stage setting for our radio and theater broadcasts right in the middle!