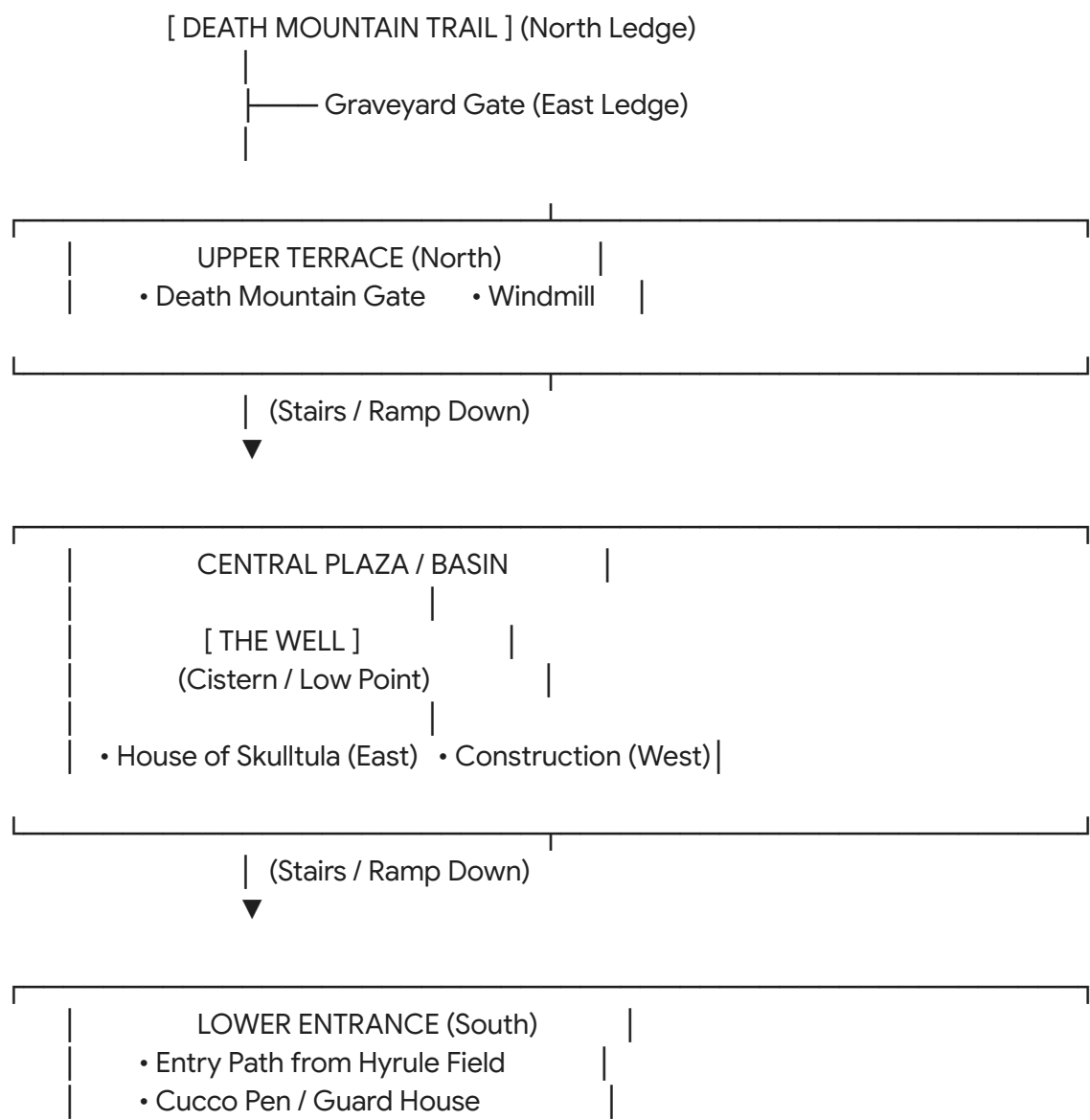


I've got to start over in Kakariko. Not with the Water Tower. With the well. Can you give me a layout of the land there? I'll try to use it to base my design on.

Here is a clear architectural breakdown of **Kakariko Village** centered around the **Well**, organized by elevation, key landmarks, and surrounding structures (based on the spatial layout from *Ocarina of Time*).

Spatial Blueprint: Centered on the Well

The town is laid out as a multi-tiered basin with the **Well** set in the central lowlands, acting as the heart of the lower village plaza.



The 3-Tier Layout (South to North Elevation)

1. Lower South Entrance (Entry Level)

- **South Entry Gate:** The main road leading into Kakariko from Hyrule Field.
- **Southwest Area:** The Cucco Pen / Lady's house and the initial guard structure.
- **Southeast Area:** Lower residential homes and small vegetable patches/fences.

2. Central Basin (The Well Area)

- **The Well (Center-Low Point):** Positioned directly in the middle-low plaza. It sits in front of the stairs leading up to the Windmill.
 - *Note on Architecture:* Though called a well, it functions as a **cistern** that collects water routed from the upper mountain streams.
 - *Underground Shaft:* The well drops deep into a subterranean complex (*Bottom of the Well*).
- **East Side:** The **House of Skulltula** (a distinct, large residence) looking out over the well plaza.
- **West Side:** A lower construction site/scaffolding zone set against the rocky western wall.

3. Upper North Terrace (High Elevation)

- **The Windmill (Directly Behind/Above the Well):** Perched on a elevated stone ledge north of the well. The water stream flows down past the windmill into the well cistern.
- **Northeast Plateau:** The pathway heading East into the **Kakariko Graveyard**.
- **North-Central Gate:** The steep ramp and stone guard gate leading directly up to the **Death Mountain Trail**.

Designing Around the Well

If you are using this layout for **Farmeraga**:

1. **The Well as a Media/Resource Hub:** Instead of just a subterranean dungeon, the Well in your world acts as the **central water & acoustic conduit** connecting the lowlands to the upper elevation.
2. **Elevation Dynamics:**
 - **Lowlands (South / Basin):** Ideal for farming plots (bushes, weeds for Emeralds).
 - **Mid-Level (Plaza / Well):** Civic trading point, market stalls, and local NPC interaction.
 - **Highlands (North Terrace / Windmill):** Ideal site for building infrastructure like signal relays or **hexagonal water towers** to control the flow down into the town!