

That makes perfect sense—the cozy, rustic charm paired with tile roofs, wooden timbering, surrounding pear/plum orchards, and hidden secrets gives this entire set a heavy **Kakariko Village** vibe (with a wild *Link to the Past* meets *Breath of the Wild* tech twist).

Here is how our current library maps directly onto a Kakariko-style village setup, along with what we can add next to complete the Zelda-inspired layout:

Kakariko Equivalents in Our Sheet

- **The Well:** Our hexagonal stone well right in the village center (perfect for dropping down into a hidden cave or dungeon).
- **The Cuccos & Pigeons:** The rooftop pigeons and street birds match Kakariko's iconic feathered residents.
- **The General Store & Tailor:** The shop facades with hanging signs, lanterns, display window goods, and mannequins mirror Kakariko's local clothing and potion/item shops.
- **The Graveyard & Sanctuary:** St. Michael's stone parish facade fits right in as the village sanctuary or elder's house at the base of the mountain.
- **The Orchard Tree:** The fruiting pear tree with sprawling roots fits the lush, secluded valley environment surrounding the village.

Missing Kakariko Assets We Can Add Next

1. **Cucco Coops & Fences:** Wooden picket fences, hay bales, and dedicated coops/nesting boxes for the village birds.
2. **The Windmill & Waterwheel:** A large wooden mill structure with rotating sails or a stone waterwheel feeding a mountain stream.
3. **Cucumbers / Pumpkins / Crop Patches:** Tilled soil tiles with vegetable patches (fortified pumpkins, swift carrots) surrounded by stone borders.
4. **Sheikah / Ancient Tech Ruins:** Weathered stone pedestals, glowing blue/orange runes, or copper-pipe machinery hidden under moss.
5. **Graveyard / Tombstones:** Slate headstones, cracked stone crypts, and overgrown floral wreaths for the upper village path.

Which of these Kakariko-inspired elements would you like to build out next?