

I- The Before Time	WW41	
II- Outset Island	WW42	
III- The Pirates and Forsaken Fortress	WW43	
IV- Windfall Island	WW44	
V- Dragon Roost Island	WW45	
VI- DUNGEON #1: Dragon Roost Cavern	WW46	
VII- Forest Haven	WW47	
VIII- DUNGEON #2: The Forbidden Forest	WW48	
IX- Greatfish Isle and Windfall Island	WW49	
X- Going Home to Outset!	WW410	
XI- The Triangle Isles	WW411	
XII- DUNGEON #3: Tower of the Gods	WW412	
XIII- Hyrule	WW413	
XIV- Back to the Forsaken Fortress	WW414	
XV- Obtaining the Fire and Ice Arrows	WW415	
XVI- Getting the Power Bracelets	WW416	
XVII- Getting the Iron Boots	WW417	
XVIII- Accessing the Earth Temple	WW418	
XIX- DUNGEON #4: The Earth Temple	WW419	
XX- Accessing the Wind Temple	WW420	
XXI- DUNGEON #5: The Wind Temple	WW421	
XXII- World Entourage, Part 1: The Triforce Charts!	WW422	
XXIII- World Entourage, Part 2: The Triforce Shards!	WW423	
XXIV- Going Back to Hyrule	WW424	
XXV- The Endgame: DUNGEON #6: Ganondorf's Fortress	WW425	
>-----<		
5. Enemy Documentation	WW5	
I- Section Format	WW51	
II- Land Enemies	WW52	
III- Sea Enemies	WW53	
IV- Bosses	WW54	
>-----<		
6. Sidequests	WW6	
I- Maxing the Health Gauge and Heart Piece Locations	WW61	
II- Maxing the Magic Gauge	WW62	
III- Fairy Islands	WW63	
IV- Big Octo Locations	WW64	
V- Treasure Charts	WW65	
VI- Bonus Charts	WW66	
VII- Sea Platforms	WW67	
VIII- Submarines	WW68	
IX- Secret Caves	WW69	
>-----<		
7. Glitches	WW7	
I- Major Submission Notice	WW71	
II- The Bottle Contents Glitch	WW72	
\ III- The "Any Item, Anywhere" Glitch	WW73	/

1. Intro*****WW1*****
Welcome to another FAQ of mine for the GameCube. This game shall be my first of this type - and my first of this series. I shall be writing about the ninth entry in the Legend of Zelda series - my first Zelda game ever - The Wind Waker. I have documented everything here for your use, so enjoy!

2. Version History*****WW2*****
v0.01 - Overall FAQ format down. Contents, Intro, and Legalities completed. I also finished Section I of the walkthrough. 11:18 PM 11/15/2010
v0.02 - Section II of walkthrough completed. 11:58 PM 11/16/2010

0-----0	0-----0
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
Gamer Guides (www.gamerguides.com)	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)
0-----0	0-----0

4. Walkthrough*****WW4*****

```

+++++
+++++
++
++          Section I- The Before Time    **WW41**
++
+++++
+++++

```

This is but one of the legends of which the people speak...

Long ago, there existed a kingdom where a golden power lay hidden. It was a prosperous land blessed with green forests, tall mountains, and peace.

But one day, a man of great evil found the golden power and took it for himself. With its strength at his command, he spread darkness across the kingdom. But then, when all hope had died, and the hour of doom seemed at hand...

A young boy clothed in green appeared as if from nowhere. Wielding the blade of evil's bane, he sealed the dark on away and gave the land light.

The boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend...

But then...a day came when a fell wind began to blow across the kingdom. The great evil that all though had been sealed away by the hero...once again crept forth from the depths of the earth, eager to resume its dark designs.

The people believed that the Hero of Time would once again come to save them. ...But the Hero did not appear. Faced by an onslaught of evil, the people could do nothing but appear to the gods. In their last hour, as doom drew nigh, they left their future in the hands of fate.

What became of that kingdom? None remain who know.

The memory of the kingdom vanished, but its legend survived on the wind's breath. On a certain island, it became customary to garb boys in green when they came of age. Clothed in the green of fields, they aspired to find heroic blades and cast down evil. The elders wished only for the youths to know courage like the hero of legend...

```

+++++
+++++
++
++          Section II- Outset Island    **WW42**
++
+++++
+++++

```

++++
++++

))
Outset Island
))

We begin with a look at a young girl, Aryll, who is looking for her brother, who I shall refer to as "Link" or "you" for the rest of the FAQ. After calling for him several times, she finds him on a platform above the water. She wakes Link up and eventually gets Link to remember that today is his birthday. Their grandmother has been looking for you for some time, so get to it.

Well, actually, not just yet. I guess it may be a bit early to begin ignoring the storyline, but I'm helping you to plan ahead some. Begin by heading to any of the pigs you see nearby (there are three in all). Crouch and crawl to one by using the R button and the Control Stick. Once near a pig, release R and press A to pick up the pig. Next, head to the part of the island that has your grandmother's house and go up to the top of the hill. You should see a fenced-in area. Throw the pig in there by pressing A, then talk to the woman in the fenced area. She shall give you 20 Rupees. Bring her the other two pigs in a similar manner as mentioned above to receive a grand total of 60 Rupees.

Next, head to your grandmother's house. Look to the left of the ramp outside. If you look carefully, you should see something like a crawlspace going under the porch. Press and hold R to crawl under there, then follow the path. You'll soon end up in a room underneath the house. A chest is here - with an Orange Rupee in it. That is worth 100 Rupees! Exit the crawlspace.

Okay, one last thing, then back to the storyline. Look out towards the ocean. You should see a small ship there. Swim out to it and enter the ship. Inside, buy a Bait Bag. Buy 6 ~ 8 All-Purpose Baits and fill the remaining slots with Hyoui Pears. These will be very useful - even needed - later in the game.

Finally, go back to your grandmother's house and enter. Climb the nearby ladder to find your grandmother waiting for with some green clothes. See, Link has now become of age to wear these clothes (see Section I) like the hero once did. She also mentions the fact that Orca is the only person on the island to practice in the way of the sword nowadays - remember that for later. After Link reluctantly gets into the clothes, Grandma tells him about her plans for his birthday and sends him to find Aryll.

Remember that platform from earlier? Go back to it and talk to Aryll. She will compliment your clothes and let you borrow her most treasured belonging - her Telescope - for just today. You should try it out now (you will be forced to anyways!) and zoom in on the postbox. Near the postbox is a bird-man (the postman), or Rito. Suddenly, he freaks out and looks far above. Move the view upwards. You'll see a massive bird holding a girl and being shot at from a ship. One cannonball strikes the bird, causing it to let go of the girl and fall into the forest on the island. Aryll states the obvious - the girl needs help, but it is too dangerous to enter the forest without being able to protect yourself.

You may remember from earlier that Orca is the only person on the island to practice in the art of the sword. Go to the two-story building near the shore. If you wish, enter the second-floor for some useful advice if you're new to this game. Enter the lower floor when you're done.

Speak to Orca. He realizes from Link's expression that something must be wrong. He offers to train you in the ways of the sword. Accept to begin the "match".

First is the horizontal slice. Press B only. Hit him several times, then go to the vertical slice (L-target and press B). Repeat several times, then begin the lesson on thrusting (L-target, move forward, and press B). Again, do it a few times, then learn about spin attacks (hold and release B). Do it twice to go to the parry (L-target with unsheathed sword, press A when button shape changes). Your final lesson will be the jump slice (L-target, press A). Repeat to finish your training. You will also receive the Hero's Sword! Now, exit the building.

Go back across the bridge. Follow the dirt path up a hill until you come a few trees that are blocking your way. Press B to cut them down. Climb up the hill. You'll soon get to a bridge. Cross it, jumping over the gap as you go, and then enter the forest.

))
The Forest of Fairies
))

Upon entering the forest, Link notices the girl hanging precariously from a tree branch. Proceed through the grass and up the ledges. You end up in a somewhat larger clearing. Look at one of the logs nearby. It is hollow, with a Red Rupee (value: 20 Rupees) on the inside; crouch and crawl to get to it.

Also nearby is a Bokoblin. You'll have to fight it. It is among the weaker enemies of the game - in fact, a combo or two will finish it off. Climb up the ledges behind its original position to reach a path near a massive rock. Ignore the rock and continue along the path. You'll soon get a large clearing.

Once you get there, however, two Kargarocs drop two Bokoblin into the clearing. Unfortunately, you'll have to fight them. Just remember your spin attack when the two enemies come close - you'll blow them back.

After defeating the enemies, the girl in the tree awakens. She struggles a bit, then breaks the branch, causing her to fall. Link comes over to her. Luckily, she seems to be unharmed. She asks about your get-up, as she calls it, then remembers how she got her. A pirate flunky, as the ship shooting at the bird was indeed a pirate ship, comes over to her, referring to her as Miss Tetra. From the tones exhibited, you can easily figure out that Tetra is a pirate, and the flunky's superior (in fact, their boss!). When the flunky tells her that the bird dropped her on a summit, she vows revenge and leaves. You should follow suit.

))
Outset Island
))

When you exit the forest, you see Aryll on the opposite side of the bridge. She waves at you, then begins to cross the bridge. As she reaches the halfway point, the massive bird from earlier snatches her away. Link, in what I see as anger, unsheathes his sword and begins to run after the bird - forgetting he is on a cliff! He falls, but Tetra saves him in the nick of time (can't have the main character die this early!).

You find Link, Tetra, and the pirate flunky from earlier (Gonzo) at the beach. It seems that Link has asked to go with the pirates to find his sister. Tetra completely refuses, and the Rito postman butts in. He mentions that, had the pirates not come in the first place, the bird wouldn't have either, and would consequentially have not taken Aryll in Tetra's place. But why DID Aryll get taken? The bird kidnaps long-eared girls. Both Aryll and Tetra are like this, and look quite similar. It is quite obvious the two were mixed-up by the bird. Anyhow...

Tetra decides to let you come, but you first need to get SOMETHING to defend yourself with. You need a shield. Didn't Grandma have one upstairs? May as well see about it. Head to your grandmother's house.

When you enter the house and climb upstairs, you find the shield to be gone! Did someone steal it? Go downstairs. You end up finding Grandma holding the shield. She knows what has happened, and understands why you need to use it. She gives you the Hero's Shield and comes quite upset. Head back to Tetra.

Once you talk to her, confirm that you are now leaving Outset.

The ship begins to set off, with everyone, even Grandma, waving good-bye to Link from the shore. After several minutes of this, Tetra interrupts this moment and taunts you on being so sentimental. She then orders you to find a pirate by the name of Niko below deck.

```
+++++
+++++
++                                     ++
++      Section III- The Pirates and Forsaken Fortress    **WW43**      ++
++                                     ++
+++++
+++++
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     The Pirate Ship
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

As I stated earlier, you should go below deck and meet Niko. It is quite obvious which way you go below deck - through the door.

After heading through the door, head down the nearby staircase. You shall meet Niko, another pirate flunkie. He challenges you to go across a set of platforms that rise up only when a switch is pressed - and only for a short time at that! (Precisely, it is about sixty seconds.) The main worry is the timing of letting go - let go (press A on the rope) about halfway through the swing TOWARDS the destination. Remember, if the angle is bad, press and hold R to stop swinging, then use the Control Stick to rotate. If you fall, return to the ledge and press the switch that is protruding out of the ground, then the one that starts the course.

When you get to the other side, Niko, surprised, thinks for a bit of what to give you. Eventually, he directs you to a chest. Open it to obtain a Spoils Bag - an item that can hold up to 99 (?) of the eight different spoils in the game. Afterwards, Tetra demands that you come up on deck. Exit through the door from earlier.

Outside, Tetra calls from the lookout platform; climb up the nearby ladder to get to her. She shows you the Forsaken Fortress and gives a brief history of it. She also mentions that there is a window with seagulls nearby - probably where Aryll is being held captive. One problem - the ship cannot get any closer due to the searchlights. The solution is the only one available....

You see Link loaded and tied into a barrel that is on a catapult. As you can tell, Link has found out the plan, as have you. The pirates plan to shoot you through the window! Tetra tries to soothe Link by claiming that they do this all the time (I never heard of this, myself). Link is then shot off at a high speed - and slams HARD into the wall (what did I tell you?). The sword also falls down, and Link falls down even farther (amazingly, unparalyzed!).

))
The Forsaken Fortress
))

Suddenly, Link hears Tetra's voice, despite the fact that she isn't here. He pulls out the Pirate's Charm, which Tetra slipped into your pocket before the launch. She apologizes for the accident, then explains how to use the charm.

Begin by climbing the staircase, covering yourself with a barrel as you go. At the top of the staircase are searchlights. Have Link walk forward when NOT in the light. When he IS in the light, touch NOTHING - you will be sent to a prison.

Speaking of the prison, to get out, break the large jar on the shelf, then crawl through the hole to get out. Refer to a later section of this area to see how to proceed from there.

Anyhow, once you get to the top of the staircase, look to the right. There is another staircase there. Climb up it to the much-safer second floor. Once you get to the covered hallway, don't go into it, but look to the right. There is a ladder nearby. Climb up it to get to a searchlight station. Running it is a Bokoblin. As you have no weapon, defend the enemy's attacks with R (you still have your shield, after all). After a few strikes, the stick should fly out of the Bokoblin's hands. Run over to it and pick it up. Press B to swing it a few times and kill the Bokoblin. Once you do, the searchlights will no longer be focusing on the fortress, but the sky instead.

Now, go back to the covered hallway. Go through the door to the right. In the room is a chest, but a gap is between you and the chest. Swing on the lantern like you did with Niko to get across. Open the chest to get a Dungeon Map, which shows all of the rooms in the current dungeon. Swing back across and use the unused door.

NOTE: On the lower floor of here is another cell. Nearby is a switch you are able to use to open the cell. Find the switch and enter the cell. Inside is a Piece of Heart - four of these add a full heart to your life meter.

You'll end up in another covered hallway. Through the gap to the left is another ladder leading to another searchlight station with a Bokoblin with it. Use the strategy from before to redirect the lights. Go to the covered hallway and continue going through unused doors on the floors until you either reach a set of Moblin patrols or the third searchlight. If you reach the Moblins, sneak past them by using the barrel as a cover - if they see you move while in the barrel (or see you at all outside of it), you will be sent to the prison. Get past them if needed, then continue along the path until the third searchlight. Redirect lights as you did before, then go back to the Moblin-patrol room I mentioned a bit ago.

Use the barrel as previously mentioned to get past the Moblins, then through the door at the back of the room.

Head up the nearby staircase. At its peak, you'll find a barrel. Pick it up to conceal yourself - another patrolling Moblin is nearby. As before, if he spots you move while in the barrel (or AT ALL outside of it), you'll go back to the jail cell. Carefully make your way past him, then past the left corner. After passing the corner, you can toss out the barrel. Continue up the path until you reach what seems to be an impossible jump. Instead of jumping, face the wall and hold A to sidle along it. Along the gap, beside the wall, is a small ledge you can sidle along. You'll have to do this again after getting across

and going a short distance.

After the second sidling, you'll come to a ramp. At its peak, you'll spot your sword - and a Shield Bokoblin! After approaching the sword, the Bokoblin will also approach and spikes will rise from the ground, preventing your progress backwards. Run to the sword to pick it up, then make battle with the Bokoblin. Seeing as you have your sword, you can finally stop the constant defending. You can still defend and pick up weapons as before, though.

After defeating the Bokoblin, go through the nearby door. Inside is a jail cage similar to those earlier (with better accommodations!). Link will run to Aryll in an attempt to free her; alas, he shall not be able to do so. Before he can reach the cage, the Helmaroc King (the giant bird, remember?) comes down and snatches him away. The bird flies to a mysterious green-skinned, red-robed man who appears to be the master of this bird. How can you tell? With no more than a nod from the master, the bird flings Link far, far across the Great Sea.

After the unscheduled flight (and pain-filled landing), we see Link out cold in the middle of the ocean as a boat with a red hull pulls up to him.

```

+++++
+++++
++
++          Section IV- Windfall Island    **WW44**
++
++
+++++
+++++

```

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Windfall Island
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

As Link regains consciousness, he hears someone calling to him to wake up. As he wakes up, however, he sees no one nearby. Suddenly, the bow of the boat turns around to reveal a bearded figure (as far you can get with wood). It soon becomes obvious that THIS was who was talking to Link no more than a few seconds ago. This boat is the one and only King of Red Lions. He (it?) was watching as you stormed the Forsaken Fortress - then calls the attempt foolhardy! He also tells that the master of the bird is none other than Ganon (Ganondorf to you old-time players), the very man who tried to steal of the golden power of the ancient kingdom. Ganon was supposedly sealed away by the Hero of Time, but not even the King of Red Lions knows how he was un-sealed. After you thoroughly tell the boat that you want to save Aryll, he unleashes a bit of a bombshell - the key to defeating Ganon is locked away. The King of Red Lions agrees to guide you, however.

Time to set sail! Well, there is one problem - you cannot set sail without a sail. The King of Red Lions, although he can speak, has no sail. This is why he brought you here - to find a sail, as well as some other items you may want for your upcoming adventure.

Let's begin with what we have to do. From the "beach", head left, towards the pier and the mailbox. The left onto the dirt path. Soon, you'll come into contact with an Eskimo-like person named Zunari. He is the man in the large blue jacket. Speak to him to hear his story and then get offered to buy THAT for 80 Rupees. What is THAT, you may ask? It is none other than a sail! Since you (hopefully) did what I requested early in the game, you shall be able to pay the price for the sail. Zunari has nothing else at the moment, however.

At this point, you could head back to the King of Red Lions - or do some

sidequests, one of which you'll have to do anyways. Continue along the dirt path until you reach the top of the staircase. Enter the building to the left to earn the ability to play a squid-shooting game. It is pretty simple, almost like Battleship. Win the first time to earn a highly valuable Piece of Heart; two more wins earn you two Treasure Charts. Before you leave, check behind the ship in the background for three Yellow Rupees (10 Rupees each; 30 in all).

Next, go back towards the King of Red Lions, but not to him. Along the way, you'll see a hill. At the top is an Elvis-impersonator - ignore him for now. The thing of interest is the nearby building - a prison. Enter it.

Inside, you'll see a man in clothing like yours in a cell. The cell is locked, though. Smash the pots to the left of the entrance to see a switch. Step on it to unlock the cell. The green-clothed man, Tingle, will then thank you in a weird way with a Tingle Chart and a Tingle Turner (you'll likely have to ignore the latter; you're either playing this on a Wii or have a DS/DS Lite rather than a GBA). He'll then leave, leaving the cell open. Enter it (crawl under the bed for a Blue Rupee (5 Rupees)) then crawl into the hole. Use first-person view in the tunnel (push the C-Stick up). Whenever you come to an intersection, if you see wood on any path, DO NOT go along that path. There is a rat there that will drop you from the wood platform into the sea - causing you to start this sidequest over. Eventually, you'll come to a room with a chest inside. In the chest is a Picto Box, the Legend of Zelda version of the camera. It can hold three pictures, or pictographs. Check the white stones for directions on how to use it. After this, come out the way you came (or via mouse to make it faster).

After grabbing the Picto Box, return to the King of Red Lions. He shall explain how to navigate at sea, use the Sea Chart, etc. I'll give a summarized version of it:

-- At sea, there will be a translucent yellow arrow behind the boat. This shows the wind direction in relevance to the way the boat is facing. For maximum speed, have the arrow pointing to the front of the boat.

-- At sea, you can use the sail to travel with reliance on the wind, or without the sail. Without it, you'll need to use R to cruise.

-- At sea, exit the boat by pressing A to remove the sail/other object. Hold A to stop. Then, once fully stopped, press A to exit the boat. You can then talk to the King of Red Lions or re-enter the boat with A.

-- Finally, you will navigate via Sea Chart. The Sea Chart consists of a 7X7 square map looking like this:

	1	2	3	4	5	6	7
A	The Forsaken Fortress						
B				Wind-fall Island		Dragon Roost Island	
C							

D							
E							
F							
		Outset					
G		Island					

The coordinates for an island are as follows: Look at the A-G column. That shall be the first part of the coordinate. Therefore, Windfall's is B. The second part is determined by the 1-7 row. Therefore, Windfall's is 4. This makes the coordinates for Windfall Island (B4). The rest of the islands' coordinates are obtained through the same method. Any destinations are usually marked by a four-part blue squiggly, such as Dragon Roost Island's square will be immediately after the King of Red Lions finishes his explanation.

Once you understand the above, the King of Red Lions also mentions that the winds are blowing east - towards your next destination. Set the sail to Y, X, or Z, then press that button while on the boat. Turn towards the east by using the Control Stick.

Your next destination may be Dragon Roost Island, two squares east of Windfall, but visit the island in-between the two - Pawprint Island.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                          Pawprint Island (B5)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

On the island, cut down the grass near the big rock in the middle of the island to reveal a small tunnel. Crawl through it and jump into the hole to go into a mini-dungeon.

This dungeon is usually filled with Chuchus, but, due to limited supplies, you cannot reach the main parts of the dungeon. You can fight a few Red and Green Chuchus to get their Jellies, which can restore hearts and magic, respectively. Along the straightforward path is a chest. That will be the main attraction - it has a Piece of Heart inside!

Outside of the island, before you leave, look around for a submarine-thing on the sea. Cruise/Sail to it and talk to the people onboard. You'll get a Treasure Chart for your trouble.

After this, continue sailing east to Dragon Roost Island.

++++
++++
++
++ Section V- Dragon Roost Island **WW45** ++
++ ++
++++
++++

))
Dragon Roost Island (B6)
))

As you begin your approach towards the island, the King of Red Lions points out the island. From what he tells you, you must ask the sky spirit Valoo for the Din's Pearl. To get to him, you'll have to ask the Rito population of the island. As you begin to leave, the King of Red Lions hands you a little white baton. In ancient times, it was used to borrow the power of the gods, but has little use at the moment, as you (or the King of Red Lions, from what goes on later in the game) know none of the songs you have to conduct. The King of Red Lions has you practice in the 3/4 time (move the C-Stick in the correct direction) and 4/4 time (move the Control Stick left and move the C-Stick in the right direction). He also mentions 6/4 time, where you hold the Control Stick to the right while moving the C-Stick. You are then given the Wind Waker (the white baton from earlier) to keep!

Since you have the Wind Waker, it is time to make use of the shrine behind the island. In front of you is a tunnel; follow it until you reach the coast behind the island. From there, you should be able to spot a tinier island. Swim to it and examine the unfragmented stone tablet on the left. The markings seem to indicate specific directions. Use the Wind Waker and the directions (up, left, right) will appear on the bottom part of the screen and play twice. Play the song on the Wind Waker to learn the Wind's Requiem, a song that controls the direction in which the wind is blowing. A cloud-riding frog-thing named Zephus then comes down to Link. He introduces himself as the wind god and mentions his brother, Cyclos. Cyclos's monument was broken, angering him, and he now summons cyclones (or tornadoes, whichever you prefer) across the Great Sea. Remember this bit of information for later, then return to front of the island.

To one side of you, near the pond, is a ramp that is being blocked by a large boulder - too large for you to lift at the moment. Nearby are some Bomb Flowers that, obviously, bloom Bombs. Press A near one to pick it up - soon afterwards, it'll explode. Place one near the large boulder to get rid of it. Climb up the ramp. Continue in a similar manner, using Bomb Flowers to blow up rocks. Soon, you'll come to a gap too large to jump. Like in the Forsaken Fortress, sidle across the gap. Nearby is a smaller rock (still too heavy to lift at this time) and a Bomb Flower. Use the Bomb Flower to blow up the rock. The two blocks above it then fall. Pull the bottom one out until the one above it falls - this creates a handy shortcut so you don't have to do this every time you come back. Continue through the tunnel and you'll meet the postman that served your island the day Aryll got kidnapped and got you onto the pirate's ship. He's pleased to see you once again. He also asks about Aryll - he easily gets the message just from the look on your face. He tries to reassure you, then leaves to announce to the other Rito that you're coming. Continue along the path then enter the mountain.

As you enter, the Rito's chieftain is asking someone about the cause of Valoo's anger - definitely not a good sign. The chieftain notices you and says that Quill - the postman from the island and from earlier - has told him about you. The chieftain says he would help you, but they have their own problem at the moment. See, the Rito, when they reach adulthood, must obtain a scale from

Valoo if they ever hope to fly. Valoo's anger is making the Rito unable to get to him, therefore meaning that, if Valoo's anger isn't quelled, there will soon be very few Rito that are able to fly. As you can tell, Rito make their living by flying from island to island as postmen - if they cannot fly, their way of life is in danger. The chieftain asks you, though, to talk to his son, Komali, one of the Rito's near the age of adulthood. However, due to this situation, he may just completely give up hope on getting his wings. You are given a Delivery Bag and the chieftain mentions he has something to give Komali, but Medli has it right now.

Head up the nearby ramp and enter through the first doorway you see. Talk to the smaller Rito - Medli. She seems to recognize your Hero's Clothes and says that she is an attendant to Valoo - well, training to become one. She remembers that the chieftain gave her something. She gives it to you, which you put in the Delivery Bag. She also asks you for a favor - meet her in front of the entrance to Dragon Roost Cave later for the details. Leave this room and go to the lower floor. The room opposite the entrance is the hallway going to Komali's room. Go down this hall and through the door.

Inside, Komali is sitting on his bed, holding a pearl with an odd symbol on it that you'd recognize if you played the Oracle of Ages, another Zelda game. Set the letter from the chieftain to X, Y, or Z then press the button while near Komali. He reads the letter, then seems to not even care about his father's encouragement. He also scorns you for claiming you could calm Valoo - he won't listen to you until you can find a person who can calm Valoo. *sighs* Leave the room.

Take the doorway on the lower floor that you haven't yet used. It goes outside, where you can see ash blowing through the air. There are several wilted Bomb Flowers nearby. Inside the large pit is a small pool of water surrounding a very large boulder. Nearby is where a bridge probably was at one point, but the bridge probably fell some time ago. Head to that point and go into the pit. Medli is already there. She says there used to be a spring here, but it has been blocked by that large boulder. When you tell Medli about what happened with Komali, she seems concerned. She feels guilty about the way Komali is. His grandmother was also an attendant to Valoo, and she also taught Medli. She thinks that if she becomes as great an attendant as Komali's grandmother was, maybe Komali will be more confident about visiting Valoo. She wants to go to the shrine atop the mountain by going through the cave - however, the bridge has fallen and the spring was blocked, meaning it is impossible for her to get onto the ledge by herself. She wants you to lift her and throw her onto the ledge. First, get onto the rock behind you and face towards the ledge. Wait for the wind to blow towards the ledge (use the falling ash as an indicator). When it blows in that direction, throw her. When she gets onto the ledge, she says that she is going to visit Valoo. She also hands you an empty bottle, then leaves. It may seem useless, but its true worth will show in time (you'll see later in the dungeon what I mean...).

First, enter the tiny spring and fill the bottle with water. Climb up the broken bridge. Drizzle some water on one of the withered Bomb Flowers to make it bloom. Pick up the bomb and walk over to the railing. Wait a few seconds and then throw it at the boulder. With the right timing, the bomb will blow up the boulder. This unblocks the spring; the water will fill the pit. Walk to the spring and swim across. There are now two statues holding pots. There are also some Bomb Flowers nearby. Throw a Bomb Flower into the right-hand statue first. If it gets into the pot, the statue will fall over. If not, keep trying. Now, once the statue has fallen over, pick up another Bomb Flower and jump onto the fallen statue. Try to throw this Bomb Flower into the pot. Again, keep trying until the bomb gets in. After it does, the fallen statues will make a bridge across the lava. Cross it and enter the cave - your first dungeon!

```
+++++
+++++
++
++          Section VI- DUNGEON #1: Dragon Roost Cavern    **WW46**
++
++
+++++
+++++
```

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Dragon Roost Cavern
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Your first true dungeon, filled with thrills and chills... Well, probably not chills, as you'll see. In front of you are three statues and a few pots. Break the pots with your sword to reveal some Rupees and hearts - maybe. You can also get nothing from these. Oh well... Begin by moving up against the far left statue. The R button will display "Grab"; hold R and move backwards to drag the statue. Drag it until it fits in perfectly with the jutting-out dip in the floor. Drag the middle statue left and enter through the gap hidden by the statue.

In here, you shall find several Bokoblin with flaming sticks. Strike them a few times to make a Bokoblin drop its stick, or defend like you did in the Forsaken Fortress. Regardless, it is recommended that you defeat the Bokoblin. Grab a stick. If it is flaming, head to the unlit torches and light them using the fire. If the flame on the stick has extinguished, light it back up by sticking the stick in one the nearby lit torches, then do what I previously mentioned. A chest will appear when both unlit torches are lit. Open the chest to obtain a small key. Small keys are required at times to move forward in the dungeon. To the right of the chest, you'll see a locked door. These doors are what you use the small key to unlock and move forward. However, small keys only have one use. Now, before unlocking the door, pick up a stick, light it if needed, then move to the large pot on the left side of the room. Put the lighted stick near it to make the wood on top of the pot burn away. If you jump into the pot, you'll realize that you come right back out. Useless? WRONG! There are two to three of these pots in each dungeon. They are all connected once they are opened (like you just did by lighting the wood on top), and jumping in will take you to the next one. They also partially restore magic power (you'll understand this more once you reach the Forest Haven). Anywho, go to the next room when you are ready.

Remember that I said there won't be any "chills", just "thrills"? Here you go: a dungeon set inside an ACTIVE volcano! Makes me sweat just thinking about it! Okay, in front of you are some weakened boards - hit the lower ones with your sword to allow yourself to go through. Take a left path along the wooden ledge until you reach a gap in it. Jump down from the gap onto a small ledge. Inside the wall is some black object; like at the beginning, drag it out as much as you can. Climb up on it, and jump towards the unused ledge. Follow this until a gap once more. A column of lava spews from the lava below at this gap periodically - obviously, touching it causes damage. Wait until the lava spume is gone and jump across. Nearby are some bats (Keese). Keese are very weak - so weak that a single hit with ANYTHING AT ALL kills it. Try to defeat some before crossing the bridge, though; they still do damage and can be a nuisance. After crossing the bridge, grab the Bomb Flower, go across the next gap, and set the Bomb Flower down beside the large boulder. The boulder will be destroyed, permitting access to the next room.

In this room, grab one of the greenish pots. You ever see those movies where water is poured onto lava, making it hard? We're doing that now, to make a

temporary platform. BUT, instead of immediately going across, throw the pot towards the ledge at the left. Why? There is a ledge there with a chest! Cross the makeshift platform and open the chest to receive a Dungeon Map for this dungeon. Grab another water pot and throw at the ledge to your left (the one across from the entrance). As you climb up the ladder, you may find some Red Chuchus. These are no different in any way from those you may have encountered on Pawprint Isle - a couple of hits defeats them. When you're done, enter the next room.

Ahead of you are some more wood planks like in the second room, except you aren't going to break most of these. A few, like the one immediately in front of you, will have Bokoblins with swords behind them. When you draw near, the Bokoblin will break the barrier and slice at you. Try to keep defending until you have a chance to attack - then kill it. Grab its sword and break the wooden barrier at the right. Past them, on the left, is another ledge. This one has two Red Chuchus on it, though. Defeat them and use the sword to break the barrier that was behind them. There is a treasure chest behind it - containing a small key! Don't you remember seeing something that looked like the first padlocked door back in the second room? However, just head forward through the next door.

This ledge has nowhere to go. However, there is a large boulder to the left. Some rocks are nearby, but what effect would they have on a massive boulder. Look beside the boulder: do you not see two Bomb Flowers? Throw a rock at one to trigger the Bomb Flower to explode, destroying the boulder and unblocking your path. Take this path and continue directly forward until you reach the locked door. Since you coincidentally have a small key, use it to unlock the door and enter the next room.

As you traverse through this tunnel, you'll see a passage to left with a large gap and no (current) way to get across. Remember this, as we can come back to this passage later for some treasure. As you continue forward, you shall fight more Red Chuchus. At the end of this tunnel, on the left, are some more wooden boards. Behind them is another Bokoblin with a stick - it jumps out and will destroy the boards when you get near. Defeat it, then grab the stick. Light it with the nearby torches then put it near the other set of boards on the right side of the room. After burning away the boards, step on the switch to unlock the door. Go through it.

Ahhh... blue skies and a deadly fall to the seas below. Yes, you have emerged outside, but you aren't out of the dungeon yet. To the right is a rope bridge. Beware - if you (or the Bokoblin) hit the ropes too many times, the ropes will tear; too many broken ropes will cause the bridge to fall. Defeat the Bokoblin with thrusts and climb up the ladder. As you climb up, you will find a darkened spot on the ladder. This spot gets hit periodically with lava spumes like the ones from the second room in the dungeon. Behind the ladder, you'll find the hole that spews the lava - while it is bubbling over, get away from the black spot, or you'll take some damage. At the top of the ladder, you'll find a bird-like monster known as a Kargaroc. They fly around and are pretty annoying at this point; it takes two hits to defeat them. Walk around the nearby boulder to find a ledge too narrow to walk OR sidle across. Instead, grab onto the and move left. Once you have room to get up onto the next ledge, do so. Climb up two ledges to reach a Bomb Flower. I believe you can pick the Bomb Flower up and jump towards the boulder to reach it, then drop the Bomb Flower to get rid of the boulder. The boulder, once destroyed, will reveal a door that you should go through.

This next room is a more complicated version of the entrance room. There are ten blocks in front of you, stacked vertically in three columns with a 3-4-3 pattern. Pull out one block from one of the side stacks and one from the center

stack. Climb up the blocks to enter another room. This room is infested with rats. They are very much a nuisance, being able to take your Rupees and damage you. You COULD defeat them, but it is a bit tough at this time. Instead, do as the King of Red Lions warns you - spread some All-Purpose Bait in front of their nest (the little mousehole in the wall). Not only will they stop antagonizing you, but they will also sell you stuff. If your empty bottle is empty (and you have 30 Rupees), take the Red Potion as a safeguard (you will probably want to empty later, as you'll see...). It may also offer a Blue Potion. No matter what, always get a Blue Potion - it fully restores Link's health and magic power. Only one item is better! Now, time to get to business. Go to the black square to the left. Like in the second room of the dungeon, pull it out and climb up to the ledge. Open the chest to get a Compass. Next, you need to break one of the nearby pots. One contains sticks like the Bokoblins carry. Pick it up and light it in the nearby torch. Look at the right side of the room. You'll see some wooden boards like before. There isn't a Bokoblin there to break them, though. You'll have to burn them. Unfortunately, you cannot take the stick up a ladder. Instead, face the boards and throw the flaming stick. If it makes contact, the boards will burn away, revealing a treasure chest. Climb up the ladder and open the chest to get a small key. Now, go to the left ledge and go through the door.

You now re-emerge outside to an even deadlier fall (although you take the same amount of damage). To the right, you'll find a staircase - a partial staircase. You'll have to jump across a few parts. At the top, turn left. You'll see a Kargaroc nesting. Go to the Kargaroc and have it chase you to the main ledge so you'll have more room to fight. Defeat it and go to the nest. You'll find a small key (must be a dumb Kargaroc to think a key is its egg). Take the key and unlock the nearby door to continue.

This room is very dark. In one of the pots nearby, you can find some sticks. Break the pot and grab a stick. Light it at one of the nearby torches so you get a night-light of sorts. After continuing along the path for a short time, you'll come to another room. It contains an unlit torch - and a lot of Keese! Defeat them and grab the stick. Re-light it if its flame has been extinguished and go to the left (?) side of this room. There is a chest which contains a Joy Pendant. Now, continue along the path. In this room, light the two torches and continue through the now-unsealed door.

The area you emerge in is a higher level of the second room. To your left, you'll find a large jar similar to the one from the first room; on your right is a Bomb Flower. Pick up the Bomb Flower and place it beside the pot. This will break the wood on top of the pot, letting you jump into it. Earlier, I mentioned that these large pots are connected. If you jump in now, you'll go back to the first room. Anywho, go across the bridge to the next room.

Immediately after entering, both the doors in the room are sealed. There is a Bokoblin in front of you. Defeat it. Now, you'll notice the doors aren't unsealed. Therefore, there must be another task. In this case, go around the room on both floors, destroying the pots. There are three to four more Bokoblins hidden. Once you defeat them, the doors unseal. However, let's not leave yet. Grab one of the sticks and light it on a torch. Light the unlit torches to make a treasure chest appear. Open it to receive a Treasure Chart (#11). After that, leave through the upper door.

In front of you and to your right are water pots like those from the third room of dungeon. Obviously, you'll use these to make temporary paths across the lava. To your left, you'll see a platform with a Magtail on it; farther in that direction is a periodically-rising lava spume. To begin, grab a water jar. Use L to lock-on to the Magtail, then throw the water pot. This should stun the Magtail and make it curl up into a little ball. Jump across to the small ledge

and grab the Magtail. Bring it over to the other side and repeatedly slice it with your sword to kill it. Next, grab a water pot and jump across the gap. Throw it towards where the lava spume rises, then jump onto the new rock. Soon, the lava spume will rise once more and you, being on the rock, will rise with it. Jump onto the wooden walkway and go through the door.

This room is sort of the final room of the dungeon, as you will come back here before defeating the boss of the dungeon. This will not happen yet. To the right, you see a golden door at the peak of a stone staircase. Unfortunately, the lava river is too wide to merely jump across. Even if you could, look carefully at the door (with the Telescope, if needed) - it requires a key! There is also a Bomb Flower to your left. Use it to destroy both of the large boulders in the room. This allows access to another door and another pot (the last of the dungeon). Go through the door when you're ready.

Again, you are outside, faced with an even deadlier drop if you fall (same damage, though). To your right, you'll find a staircase. Climb quickly, though, as the steps fall as you step on them. At the peak, you find you are in a clearing just below Valoo. In front of you is not just the clearing, but also a cage - with Medli inside! She is being held captive by two Bokoblins that are carrying swords. Enter the clearing, after which the gate closes behind you, and engage in battle with the Bokoblins. The main point to try to disarm them, then strike! After defeating them, a Kargaroc drops a Moblin into the clearing. You probably remember these from the Forsaken Fortress. This will be your first fight with one, though. My strategy usually involves an all-out offense until it blocks, at which point I use a Jump Attack. Regardless, beware of its highly powerful punch that it uses while unarmed (yes, you can disarm it like you can with Bokoblins).

After the battle, Medli's cage opens. When you talk to her, you find that she has found the cause of Valoo's anger: something in the room below Valoo is messing with his tail. Medli decides to go and tell everyone what's happening. Before she leaves, she gives you a Grappling Hook and a tutorial on how to use it. This is how she got up here, as the Rito used before they developed wings. Anyhow, she directs you to the top of the staircase. Set the Grappling Hook to X, Y, or Z and press that button. Look upwards and you'll see a stick jutting out of the wall. When the red dot (the laser-target, sort of) turns into a yellow sparkle. This is also accompanied by a sound. When this happens, press the button you set the Grappling Hook to. The Hook will wrap around the stick several times. At this point, it is the same as clinging to the lanterns from the pirate's ship and in the Forsaken Fortress. Swing across and repeat this once more. In front of you, you'll find some boards. Hit them to destroy them, then, once you hit the ground, look to your left. There are some more sticks and ledges there. Use the Grappling Hook to get across them all and enter the door you find.

Now, I believe I should mention a somewhat useful ability of the Grappling Hook. You can see that Bokoblin in front of you, correct? Well, lock-on to it and use the Grappling Hook on it. Why? If you do, you'll get a Joy Pendant. The Grappling Hook actually stole an item from the enemy! You can do this a total of three or four times to receive one item (for certain enemies), Rupees, magic jars, or hearts. Anywho, get rid of the Bokoblin on the bridge, then, when across, a Bokoblin will jump out of one of the pots in front of you. After you defeat it, a chest appears on the path below you. Get onto the bridge and attack the rope supports to make the bridge fall. The bridge will break, causing you to fall onto the path below. Open the chest to receive a Joy Pendant. Now, go through the door.

You have entered an even higher part of the second room. To your right, you'll find a birdcage-like object. Below it, a lava spume rises periodically. Get

into the "birdcage" and walk into the center (onto the symbol). Use a Spin Attack to break the supports (otherwise, it'll tilt and you'll fall into the lava). Once the platform hits the lava below, go into the nearby tunnel and jump across the platforms to get to an ladder. Climb up it. This is the highest point in the room. To your right is a sealed door. To unseal it, look above and to the left. You'll see a stick that you can hook onto with your Grappling Hook. Do so and this will activate some mechanism to unseal the door. Get back onto the ledge and go through the door.

This room SUPPOSEDLY is a dead end. However, look above and use the Grappling Hook to hook onto another stick. Hold R to stop swinging. Continue holding R and use the Control Stick to face to the right. Change your height by moving the Control Stick as needed, then swing onto the ledge. Jump across the platforms. On the last one, use the Grappling Hook to look above, then hook onto the stick. Swing across to the door and go through it.

This room contains an elaborate chest. In all dungeons, these chests contain the Boss Key, which is required to attempt to defeat the boss and complete the dungeon. At the moment, it is surrounded by a ring of fire. You'll see a switch near the chest. Whenever you put something on the switch, the fires are extinguished until the object is off. Therefore, Link can't be the switch as he can't be in two places at once. There are Magtails around the room. If you remember, they curl up into liftable balls when stunned. L-target one and wait for it to open its jaw-things. Hit it and it should curl into a ball. Lift it and put it on the switch. Go to the chest and open it to recieve the Boss Key. Now, you COULD backtrack to the boss room, or do what I would - save & quit. Once the file is reloaded, you'll end up in the first room. From there, just jump into the pot twice to be back in the pre-boss room.

NOTE: If you want a Treasure Chart, do the save & quit thing, but don't jump in the pot. Go through the door to the large second room and then through the door on the left. As you enter (or should I say re-enter?) the room, you'll soon see a passage going to the right. In the passage is a large gap with lava in it. Use the Grappling Hook to hook onto the stick above the passage. Swing across to the chest to recieve a Treasure Chart (#39).

In the pre-boss room, look above the lava river. There will a stick you can use the Grappling Hook on. Do so and swing across to the other side. Defeat the Magtail and grab some treasure. In the chests, you'll find a Yellow Rupee and a Knight's Crest. In the pots, you'll find some stuff, most notably fairies. The fairies will fully heal your health. Even better, you can use an Empty Bottle to catch one. This way, they are an auto-life, because they will revive you one time when you are KO'ed. You can also use one immediately to fully restore your hearts. However, you have to empty your empty bottle. If you have a Blue Potion from the rat, I probably wouldn't empty the bottle, though. Your choice. Anyhow, when you're ready, save and open the door.

Inside the room, you'll see that it consists of a ring of rock surrounding a pool of lava. There are wooden platforms on the walls and Valoo's tail hangs down from above... WAIT! Didn't Medli mention that something was hurting Valoo's tail? It must be fairly large to disturb Valoo, so large that it must be the boss! As you walk forward, the lava begins to ripple and a large scorpion-like monster erupts from it! Battle time!

=====
BOSS FIGHT: Gohma
=====

-----/
-----/
Begin by equipping the Grappling Hook if it hasn't been equipped already. Use it and focus towards the roof, where Valoo's tail is hanging from. As you move over the tail, a yellow sparkle appears! This means nothing other than that you are meant to hook onto the tail. Once you do, you see Valoo go "What the...?" and Link begins to swing. You need only swing across. After you let go, a large piece of the roof falls on Gohma's head and its shell begins to crack. Immediately aim at the roof again. Gohma will replace the rock and Valoo's tail will slither through. Swing again two more times to fully crack the shell and fight Gohma in his "true" form.

-----\
-----\
Part 2: Ending the Battle)
-----/
-----/

This part is simpler. Lock-on to Gohma (well, his eye) and use the Grappling Hook. Gohma will be forced over and also be stunned. Wail on it with your sword. Repeat as needed until defeated.

After defeating it, Gohma begins to harden to black rock, then explodes. Link begins to happily dance as a Heart Container falls and the lava solidifies. A whirlwind also appears in the center of the room. Grab the Heart Container to boost and restore your health and reappear outside of the dungeon, where the King of Red Lions is.

))
Dragon Roost Island (B6)
))

Link will reappear near the King of Red Lions, outside of the dungeon. Medli and Komali approach Link. Komali apologizes for mistrusting Link and gives him his most valued possession - coincidentally, it is none other than the Din's Pearl. He also adds that he'd like to be like you one day. Medli also says that Valoo is grateful to you. Valoo then speaks in the ancient Hylian tongue. Medli is able to translate it as "use the wind god's wind." Then they leave, Komali going to get his wings, and Medli to do... something.

By "use the wind god's wind", Valoo meant he wants you to learn the Wind's Requiem. You should've already done that; if not, check Section V of the walkthrough. After talking to the King of Red Lions, he reveals that he suspects that Ganondorf sent the monster here. Therefore, he may have done something to the second pearl, located south of here.

Now, you COULD leave. However, there are a few things left to do as sidequests. First, return to the ledge. I believe the mailbox may be shaking (at least, I put something mentioning a mailbox in my notes). If it isn't wait until Forest Haven. It, if shaking, should have a Piece of Heart in it. Second, go into the hollow. Go to the mail sorting section and play the minigame. Not only can you get many Rupees, but a Piece of Heart after a while. Finally, one of the Rito on the second floor (I think beside the room you met Medli in) wants some Golden Feathers for his girlfriend. If you give him 20, you'll get a Piece of Heart now, and 20 Rupees from his girlfriend later from some mail. Remember, you can steal Golden Feathers from Kargarocs.

Once you are done with any business, head to the King of Red Lions. Switch the wind direction to the south by using the Wind's Requiem, then enter the boat. Activate the sail and begin sailing. After a short time, a talking fish swims by. The King of Red Lions stops. The fish comments on your Sea Chart and then

offers to draw a map of this island on it. He also gives some information about the island. His brethren will also do this, if you put some All-Purpose Bait on the water while near them. They leap out of the waters near an island. Try to make a habit of mapping islands, or you'll get lost later in the game. After mentioning something about a debt to the King of Red Lions, the fish leaves.

Continue sailing south. You'll come across a few islands. I'll give some details on them. Also try to map them.

))
Fire Mountain (C6)

))

When you get near this island, the immense heat of the volcano causes you to take damage. This island is entirely inaccessible until you obtain the Fire and Ice Arrows. See Sections XV and XVI of the walkthrough for more details.

))
Eastern Triangle Island (D6)

))

There isn't much here. There is some grass and stuff on the island you can cut for hearts/etc. You'll come back here later; check Section XI of the walkthrough for details.

))
Bomb Island (E6)

))

This island, too, is rather useless. I've never really remembered to go back here, but I think you (obviously) need Bombs to access anything here. *sighs*

However, there is one good thing here. West (?) of the island is a submarine. If you enter it and defeat the enemies located there, you'll obtain an Empty Bottle!

Whenever you're ready, sail south to F6 - Forest Haven.

++++
++++
++
++ Section VII- Forest Haven **WW47** ++
++
++++
++++

))
Forest Haven (F6)

))

As you approach the island, the King of Red Lions points it out to you. You have to obtain the second pearl, Farore's Pearl, from the earth spirit that is located here, the Great Deku Tree. However, it may not be easy, as Ganondorf may have already sent his minions here and harmed the spirit and/or taken the pearl. Once on the island, check the mailbox for shaking. I mentioned earlier that I probably messed up my notes and that a mailbox here or on Dragon Roost may be shaking. If it is, examine it; you should get a Piece of Heart. If not, you already got it or I was mistaken on the time frame or something.

Anyhow, climb up the ledges. You'll find a weird red-purple bulb in a patch of

grass in front of you. When you get near, it begins to be more of a demonic Piranha Plant from the Super Mario games. It even acts like one, being able to eat you! However, it is not a Piranha Plant, but a Boko Baba Plant. Stay away until you are ready to hit it - a three-hit combo will reveal its stick that holds the plant and bulb together; finishing the combo with a fourth hit will dislodge the stick and kill the enemy. There are three more before you reach the waterfall.

Once there, look up. You'll see a stick you can use the Grappling Hook on. Swing across the island near the waterfall. The river has a current, so try to stay out of the water. Now, you may notice an octopus-like thing called a River Octorok. It shoots weird balls at you. Defend with your shield to bounce them back and kill the monster. Continue to the next ledge; you'll find another Boko Baba Plant. Defeat it and cross to the next ledge on the river. Far across, in the calm pool of water, is another River Octorok. Defeat it and look up. You'll see another stick you can use the Grappling Hook on. Swing across and enter the large tree - the Forest Haven.

Inside, run along the shallow river and climb the ledges to its higher parts. Climb onto land after the second ledge and approach the large tree from the side that looks like it has a face. As you do, you'll notice it has a bad case of acne - not the typical kind, but Chuchus! Use the A button to roll into the tree to knock all of the Red & Green Chuchus off. Then you can attack and kill them.

After the battle, the tree - who is indeed the earth spirit, the Great Deku Tree - speaks to you in the Hylian tongue. He quickly switches to English after seeing the bewilderment on Link's face, explaining that your clothes caused the Hylian tongue to pass his lips. He thanks you for getting rid of the Chuchus and correctly guesses that the King of Red Lions led you here. He therefore knows that you request Farore's Pearl and that Ganondorf has already sent his minions to seize it. The Great Deku Tree calls out the children of the forest, the Koroks, to meet you. The Koroks are people who used to assume the forms of humans, but took this form when they decided to live on the Great Sea. Link has actually arrived in time for an important annual ceremony the Koroks have; you will receive Farore's Pearl afterwards. Or will you?

Another Korok comes in late. After getting scolded by the Great Deku Tree, the Korok, Linder, mentions that Makar, another Korok, was flying near the Forbidden Forest and fell in! The Great Deku Tree then asks you to go and rescue Makar, as, without him, the ceremony cannot be completed. Linder then reminds the Great Deku Tree that Link cannot fly like the Koroks can - he is too heavy. The Great Deku Tree then creates a special (?) leaf, a Deku Leaf, that you can use to fly for a short time. He conveniently puts it near the top of himself (you'll see why it is convenient in a bit).

Begin by going forward and left, towards the bulb that looks like a Boko Baba Plant, but is more of a purplish-blue color - this is a Boko Baba Bud. You can use these to jump a short distance into the air and forward; they also restore part of your magic power, which will be bestowed upon you shortly. Walk next to the Boko Baba Bud and walk "into" it. Link will jump in. Now, use the Control Stick to change the viewing angle so that a green vine is in the center of the screen. Hold the Control Stick forward. If you haven't gotten the correct angle yet, DON'T touch the Control Stick - this will let you fall back into the Bud. Soon, Link will shoot out of it. If you were holding the Control Stick forward, Link will move forward into the next Boko Baba Bud, which was on that vine. After three or so launches, you'll end up on a leafy platform. Walk forward towards the edge. Look up and you'll see a stick you can use the Grappling Hook on. Use the Grappling Hook and swing towards the next Boko Baba Bud, pressing A when near. Repeat the previous process and you'll get to the ledge

with the Deku Leaf on it. This allows you glide through the air! You can also use it on the ground to blow gusts of air that can move things and stun enemies. In the air, you still can stun enemies - just use the button the item is set to. You are also given a Magic Meter, which displays how much magic you have left (sort of like a Final Fantasy MP Gauge) like the hearts display how much health you have (like a FF HP Gauge). Magic is the power used to determine how long you fly, among a few other things.

Below you, you'll find a ledge with some grass in the shape of an arrow. Set the Deku Leaf to X, Y, or Z and jump from the leafy platform. In the air, press the button you set the Deku Leaf to to begin gliding. Glide to this ledge. You should cut the grass here to replenish your magic power - you'll see these items as pots and bottles of sorts. When ready, go through the gap in the wall.

You'll emerge outside, a fair distance above the sea. Just across from you, you can see the Forbidden Forest. However, the entrance is higher than your current position. What you are going to do is switch the wind to the southwest via the Wind's Requiem and fly to that small island at the left. There, you will cut the grass to restore your magic, then switch the wind to the northwest. It soon becomes obvious that the entrance to the Forbidden Forest is even higher now. You'll have to fly through a whirlwind that is circling this small island. Wait for it to enter your field of vision, then jump on the ledge and fly. You may go through it; if not, you'll be returned to the place you previously touched ground at (minus 1/4 heart). Once you manage to make it into the whirlwind, begin to fly towards the thorn-covered island. Shift a bit to the right to make it to the entrance. Along the way, you'll meet some flying enemies called Peahats. At the moment, just constantly press the Deku Leaf's button as they approach; maybe they'll leave you alone. Once you get to the entrance, enter your second dungeon.

```
+++++
+++++
++
++          Section VIII- DUNGEON #2: The Forbidden Forest    **WW48**      ++
++
+++++
+++++
```

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          The Forbidden Forest
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

The beginning room is chock-full of grass and Green Chuchus - maybe you have realized that this is an earth-themed dungeon. As before, defeat the Green Chuchus. Remember, the Deku Leaf can stun them temporarily and they drop Green Chuchu Jellies (you can steal them via Grappling Hook as well), which can restore magic power once you turn them into a potion (you'll understand later). Most of them are near the entrance, the warp jar on the left side of the room, and the treasure chest (the Dungeon Map) on the right. After beating all of the Chuchus, grabbing the map, and opening the warp jar, approach the door to the next room. It is sealed by a weird blue flower that closes when you approach it. This prevents you from cutting and destroying it. You'll have to attack from a distance, but how? On the left side of the room, you'll find a large walnut-thing: a Deku Nut. Pick it up (NOTE: it disappears after about one or two minutes after plucking it from the ground) and walk to the door. Face the flower (it MUST be open) and throw the Deku Nut towards it. It should destroy the flower and unseal the door. Go through the door.

This next room is pretty tall. Unlike the second room of the Dragon Roost Cavern, this tall room only has one entrance and one separate exit. Now, I

want to jump off of the ledge. Yes, jump off the ledge to the bottom of the room. Defeat the two Bokoblins and go to the hollow in the tree stump. Defeat the four Green Chuchus there. Next, grab one of the sticks that the Bokoblins were holding. Go to the torches near the stump hollow and light it. From a distance at which the weird flower in the hollow is open, throw the flaming stick towards it. This should kill the flower. It was on top of a treasure chest. Open it to receive a rare (at this point) Knight's Crest. Save these, as you will probably enjoy the reward. Now, to get back up... On the basement floor, you will find a Boko Baba Bud. Enter it and use the Deku Leaf while in the air to fly to another Boko Baba Bud, and so on. Don't worry about magic loss - as I said in Section VII, magic is partially replenished when you enter a Boko Baba Bud. Using this method, get to a point on the northern side of the room above the entrance. A large ledge with a door should be here - sealed by ANOTHER blue flower. There aren't any Deku Nuts near this time. You'll have to use a Bomb Flower. Unfortunately, it is guarded by some Green Chuchus. Defeat them (try using the Bomb Flower), then pick up the Bomb Flower. Set it down (or throw it towards) near the blue flower. If it is open, the bomb will kill it when it explodes, therefore unsealing the door. Go through the door.

This room is small and simple. On the other side of the room, you'll see a cable car-like object. However, you cannot reach it. Instead, equip your Deku Leaf and look to the left. There will be an anemometer-like object. Therefore, you can spin it using the force of the wind. Equip your Deku Leaf and face the object. Use the Deku Leaf to blow a gust of air that will turn a mechanism that brings the cable car-like thing to you. Next, get in it and face opposite the direction you want to go - in this case, backwards. Blow another gust of air or two to bring you and the cable car-thing to the other side. Go through the door that is there.

In this room, you'll need to travel vertically to advance. Firstly, defeat the nearby enemies. The Peahats need to be hit with a gust of air first to stun them and weaken their defense - after this, a single hit will kill it. The Boko Babas can also be stunned in a similar way with a similar result. Go to the northern part of the room and defeat any Boko Babas there - one will become a Boko Baba Bud. Get into it to launch yourself to another Boko Baba Bud, then use it to reach an upper floor. You'll see a door. Unfortunately, there is no easy means of destroying the flower on it. You'll have to use the Deku Nut, but it is on the opposite side of the room. Get into the cable car-thing and face backwards. Blow a gust of air with the Deku Leaf a few times to get to the other side of the room. Get out and pick up the Deku Nut. Get back in the cable car-thing and press R to set the Deku Nut down. Face backwards again and blow a few gusts of air with the Deku Leaf. Pick up the Deku Nut and, while the flower on the door is open, throw the Deku Nut at it to destroy it. Go through the unsealed door.

This next room isn't a room, but a simple wood tunnel - TOO simple. At the opposite end, there is a flower on the door. In front of you is a Deku Nut. However, don't rush into this - a circle of thorny vines will appear when you get close to the Deku Nut. Instead, equip your Deku Leaf and blow a gust of wind at the Deku Nut. This will not only dislodge it from its roots, but blow it beyond the circle of vines. Walk around the circle of vines, pick the Deku Nut up, and throw it at the flower while it is open to unseal the door. Go through the door.

Remember the second room of the Dragon Roost Cavern? How large it was and how you always seemed to come back? The Forbidden Forest has a room just like that - and you just entered it! To start, look to the right and up. There will be a stick you use the Grappling Hook on. Swing across to the other ledge. Now you have two weird vines in front of you that move in a predictable pattern. Since they flat platforms at their ends, why not jump on them? Jump onto one

when it comes close to you, then jump on the next one, then onto the ledge with the Deku Nut and locked door. Grab the Deku Nut and run along the pathway around the large flower to another ledge. I'm pretty sure you understand how to kill the flower by now... Before entering the room, I want you to look to the left. There are some vines with platforms - they are moving vertically now. Again, jump from to another, then onto the ledge. On the ledge, blow away a pile of leaves to reveal a warp jar. NOW go to the unsealed door and go through it.

This room is fairly simple. There are a few pinecone-like things in the room, which are filled with Morths. Morths are no more than bur-like enemies that slow you down as they attach to you. Destroy them with a spin attack. There is a trench in the middle of the room. Drop into it and you'll find a treasure chest in it; it contains a Yellow Rupee. Go through the door at the opposite side of the tunnel.

Oh crap... this room. You may remember those motion-sensitive thorny vines that popped out of the ground when you drew near. Well... this room is a literal maze of them. To begin, go towards the pillar in front of you and go to the left. Continue along the path until you reach a Bomb Flower. Throw it to blow up both of the sets of boards. The one you can reach will have a treasure chest behind it. The chest contains a Compass. Now, go back towards the entrance and you'll eventually get back to your first path. This time, go to the right. Soon, you'll get to the second set of boards you blew up. Behind these was a chest containing a small key! Use the nearby Boko Baba Bud to get to the pillars. One of the pots contains a Joy Pendant; use the rest to restore your hearts that you likely lost. When you're done, go back to the entrance of this room and back to the super-large flower room.

Here, return to the locked door. Since you now have a small key, you can unlock the door and go through it - so do so!

You'll emerge in another room with a cable car-thing. However, there is one slight difference: you must defend yourself against some Peahats. Try to ignore them, but stun them via Deku Leaf if they get close. Go through the door at the other side when you get over there.

On the ground floor of this room, you'll find two Boko Babas and a new enemy: a Wingless Mothula. These enemies are weak compared to their winged counterpart but they have one advantage - they can generate Morths to slow you down. Defeat the enemies and use the Boko Baba Bud that sprouted from one of the dead Boko Babas to get to the second floor. Up here, you'll find some Peahats. Defeat them if you wish, then use the Boko Baba Bud on the lone platform to reach the top floor. There are more Peahats here, but you don't have to fight them. When you are ready, go through the northern door on the top floor.

NOTE: If you want a Joy Pendant, ignore the door for a moment. In one part of the room's top floor, you'll be able to see a stick you can use the Grappling Hook on. Go to it and do so. When you hook onto it, hold R and move the Control Stick up to climb up the rope. Soon, you'll be on top of the stick. Next, you will see another one nearby. Repeat this process, then go across some ledges to a treasure chest. It contains a Joy Pendant.

As you begin to enter, the door behind Link seals. As you proceed into the room, it merely seems empty - there is in fact a Winged Mothula flying around in here! Due to the fact that it is flying, and you currently lack your Bow & Arrows, you have to somehow stun it first. Using the Deku Leaf, blow a gust of air at the monster. You should then L-target and use a jump attack to deal some damage and tear one of its four wings. You can also wait until it does a rocket-charge and parry at that time (this attack will leave behind

Morths). When all four wings are destroyed, the Mothula will be forced to battle on the ground. At this point, it is no different from the Wingless Mothula from the previous room, except it has much more health. Upon exterminating the bug, a gate opens up, giving you access to a treasure chest. This chest contains the second-most useful item in the whole game (although you won't get the actual one for a LONG time) - the Boomerang.

The Boomerang is a quite unique item. Firstly, it is able to stun most of the enemies that you'll encounter. Simply lock-on to the enemy and use the button you set this item to. Secondly, it makes it much easier to kill Boko Babas, Peahats, and Seahats. Simply throw this at the enemy (one-hit kill for Boko Babas, two-hit kill for Peahats/Seahats) and then you can kill it. Thirdly, you can target up to five objects, enemies, and/or switches simultaneously with this, throw it, and hit all of the targets (in most situations). Finally, when you target items left by enemies (hearts, magic pots, items, Rupees) or from pots/grass/etc., throwing this will take the item(s) targeted to you! Okay, back to business. As you did with the Grappling Hook in Dragon Roost Cavern, you immediately have to use the Boomerang to escape the room. Face the entrance and look above. There are two crystal switches in an alcove above the door. Use the Boomerang to target both of the switches, then throw it. The Boomerang should hit both switches, unsealing the door. Now, go back through it.

I bet you're already feeling the ease of killing Boko Babas and Peahats, eh? Well, whenever you are ready, head back to the top floor and to the south door (the one sealed by flowers). You will need to use the Boomerang. Target both flowers, then throw the Boomerang. The flowers will be destroyed, allowing you to go through the door.

You emerge in a room above the previous cable car room. However, you aren't using a cable car. You are to glide to the opposite side, but there is a problem - many vines with pinecones block your way! Use the Boomerang to target them, then throw it to cut them off. When your way is fairly clear, use the Deku Leaf to glide to the opposite ledge. To your left, you'll find a Joy Pendant. After grabbing it, go through the door.

You emerge at the highest point of the large flower room. From here, you can see the blue vines that hold it up. You may realize that there is a lower floor of this room, but you can't get to it - the way is blocked by a bunch of vines. Coincidentally, this net of vines is directly below the large flower. Target the five blue vines with the Boomerang, then throw it to cut the vines. After you do, the large flower will fall through the net of vines, tearing them as it goes. Drop down after it. Thankfully, despite it is a 3- or 4-story fall, Link will take no damage if he lands on the flower or the surrounding water. Take the nearby door.

As you enter this room, you'll spot a Peahat. Kill it via Boomerang. Next, target the Morths on the ledges and kill them, too. When they are dead, cross the ledges, heading to the right. On this ledge, you'll find some Green Chuchus and one major problem - Grabbing Hands. Although the effect can be tough to see initially, the Grabbing Hands actually invade Link's body and take his magic power! And, no matter how many times you cut them down, they ALWAYS GROW BACK. Defeat the Green Chuchus as fast as possible - if at all - and go through the door.

A small flower bud hangs on four vines directly in front of you. You can jump across it to another ledge to get a chest containing a Yellow Rupee. Next, use the Boomerang to cut the vines, placing the flower in the water. You'll find a River Octorok in the nearby tunnel. It will be shooting at you - shield to reflect the bullets and kill it.

SIDEQUEST: TREASURE CHART #1: Get a Bomb Flower from the nearby ledge. Jump across to the other ledge to blow up the boards. This allows you access to a room containing a Treasure Chart (#1). Inside, You may have to defeat some Peahats - obviously, the Boomerang is the best weapon. Get onto a leafy platform, then to the next ledge, where you'll have to fight a Boko Baba - remember, Boomerang = one-hit kill. Then get onto the center platform and run around to the back. Defeat the Morths and the Boko Baba here. The Boko Baba will turn into a Boko Baba Bud. Use it and the Deku Leaf in conjunction to reach the northern ledge. There is another cable car set-up in here. By now, you should understand what to do. When you get to the southern ledge, pick up the Bomb Flower. Jump onto the cable car and try to throw the Bomb into the funnel-like hole. It may take several tries to get it right. When you do it correctly, a cinematic sequence will show a flower on top of a chest being destroyed by the bomb, with the chest being left intact. Jump off of the cable car and use the Deku Leaf to go into the hole yourself. Open the chest to get a Treasure Chart (#1). There will be a hole nearby. Crawl through it and then go back to the entrance to continue.

Now... where was I? Oh! If you went to grab the Treasure Chart, you'll need to recut the flower and rekill the River Octorok. After doing so, face backwards and use the Deku Leaf. This will blow a gust of air, moving Link and the flower in the opposite direction of the gust. Follow the tunnel using this method. I think will be two River Octoroks just before the exit ledge. Kill them if necessary and get onto the ledge. There will be more Grabbing Hands and Green Chuchus. Defeat the Chuchus ASAP and go through the door.

I believe you will remember that elaborate blue chest behind the gate. It is the chest that contains the Boss Key! There is a simple puzzle in here to get it. Climb up the ramp surrounding the stump. At the top, you'll be able to see five crystal switches. Use the Boomerang to target and hit all five (remember, target them simultaneously). When you do, the gate blocking the Boss Key will open! Go down to grab the key. As you exit the alcove, Kargarocs will drop two Moblins into the clearing. Luckily, this battle is much easier now. Use the Boomerang to stun them (try to stun both). After stunning one, continually attack the Moblin while stunning it/them every now and then. When you defeat them, obtain the rewards they drop. The door you used to enter this room hasn't opened, however. Get back on top of the stump. There will be a stick you can use the Grappling Hook on - swing across to the door. Obviously, go through it.

You end up at the top of the ledge from the left fork three rooms ago. Again, kill the Peahat and Morths. Re-enter the fallen flower room.

Here, use the Deku Leaf to blow at the anemometer-like object. This will cause a large updraft to blow up from the flower. Launch yourself via Boko Baba Bud and use the Deku Leaf to glide into the updraft. Outside of the hole, you'll find a door with two flowers on it. Use the Boomerang to destroy the flowers and go through the door.

You'll emerge in another wood tunnel. There are two Wingless Mothulas in here. Stunning them will make the battle easier. After defeating them, open the chest that appears to get a Joy Pendant. Go through the door at the end of the tunnel.

This dimly lit room is filled with pinecones, a warping jar, and the entrance to the boss. First, destroy the pinecones to get any refills you need (bottle any fairies you can find) and uncover the warping jar. You need to light a stick and get near the jar; the wood on top will burn away. Now, go through the door or do this little sidequest...

SIDEQUEST: TREASURE CHART #15: First, save & quit or use the warping jar to return to the entrance room. Go through the door to the second room. By using the Boko Baba Buds and your Deku Leaf, get to the northeastern side of the room on the third floor. From here, glide to the opposite side (southwestern). Try to land on the left side of the ledge to avoid the Boko Baba. Defeat it and look at the alcove. There will a flower on top of a treasure chest. Target the flower while it is open with the Boomerang and throw the Boomerang. This will destroy the flower and make the chest available to you. Now, open the chest to get your Treasure Chart (#15). Save & quit to return to the first room. Use the warping jars from there to return to the boss room. Refill on what's needed and go through the door.

Inside, you'll a Korok jumping at the sight of you on a blue flower. This Korok must be the missing Korok, Makar! Link is happy, until he sees why he hasn't seen the boss yet - the flower itself is a mutated Boko Baba Plant - seen by the Boko Baba-thing that swallows Makar. The flower then begins to fold up and attach to the ceiling with some vines. Battle time!

=====
BOSS FIGHT: Kalle Demos
=====

To begin, you'll have to look up. As you saw earlier, the flower bulb is attached to the ceiling by about twenty or so vines. Using the Boomerang, cut down the vines. The bulb will rarely attack at this period. If it does, just observe what attack it is. If a tentacle is swinging hostilely, move to another area of the room. If the tentacles dig into the ground, watch for a cloud of dust (?) and avoid it - the tentacles will sprout from the ground and damage you. When have cut all of the 20-ish vines, the bulb falls to the ground, beginning the second phase of the battle.

Inside the flower, you'll find the Boko Baba-thing. MAKE SURE TO L-TARGET IT! This bulb will remain open for only a short time - you need to make every attack count. I highly recommend staying in the flower the whole time, despite the fact that you will indeed take 1/4 heart damage as the bulb, when it closes and reattaches to the ceiling, will spit out Link. However, it means a few more hits, and you can restore health by the rocks and skulls in the room. Repeat this process until the battle is over.

At the end of the battle, the Boko Baba thing becomes severed. It thrashes through the air and on the ground until it blows up, leaving Makar and a Heart Container behind. As for the flower, it turns a grey color as a whirlwind appears in the center of it. Makar thanks you for rescuing him, then remembers that the annual Korok ceremony is today and that he must leave at once. Grab the Heart Container and enter the whirlwind.

))
Forest Haven (F6)
))

The whirlwind teleports you back into the forest, holding Makar. You appear in front of the Great Deku Tree. Makar jumps out of Link's hands and apologizes for getting lost. The Great Deku Tree forgives him, and congratulates you by giving you Farore's Pearl! The ceremony still hasn't happened, so Link sticks around for it. Makar pulls out his violin and begins to play - commencing the ceremony. The Koroks - badly, I may add - sing as seeds appear from the Great Deku Tree. Eight Koroks fly into the air, grab the seeds, and say a few words before departing.

Now, leave Forest Haven. NOTE: If you want to upgrade your Picto Box, grab one

of the rainbow-flashing sprite-things you find in the grass by putting it in a bottle. I'll mention more later. As you near the King of Red Lions, you should see the mailbox shaking. It contains a letter with a Piece of Heart! When you talk to the King of Red Lions, he seems worried that Ganondorf may be gaining power. It is even more imperative that you get the next pearl - Nayru's Pearl! As usual, he rushes you. However, there is a change - you may sail anywhere you wish to now -- anywhere! Complete any sidequests (see section six for details on some that are available) you want to, then sail to D2 on your Sea Chart: Greatfish Isle.

```
+++++
+++++
++
++          Section IX- Greatfish Isle and Windfall Island    **WW49**    ++
++
+++++
+++++
```

[This is a bit of copy from the end of Section VIII, to catch you up.]

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Forest Haven (F6)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

The whirlwind teleports you back into the forest, holding Makar. You appear in front of the Great Deku Tree. Makar jumps out of Link's hands and apologizes for getting lost. The Great Deku Tree forgives him, and congratulates you by giving you Farore's Pearl! The ceremony still hasn't happened, so Link sticks around for it. Makar pulls out his violin and begins to play - commencing the ceremony. The Koroks - badly, I may add - sing as seeds appear from the Great Deku Tree. Eight Koroks fly into the air, grab the seeds, and say a few words before departing.

Now, leave Forest Haven. NOTE: If you want to upgrade your Picto Box, grab one of the rainbow-flashing sprite-things you find in the grass by putting it in a bottle. I'll mention more later. As you near the King of Red Lions, you should see the mailbox shaking. It contains a letter with a Piece of Heart! When you talk to the King of Red Lions, he seems worried that Ganondorf may be gaining power. It is even more imperative that you get the next pearl - Nayru's Pearl! As usual, he rushes you. However, there is a change - you may sail anywhere you wish to now -- anywhere! Complete any sidequests (see section six for details on some that are available) you want to, then sail to D2 on your Sea Chart: Greatfish Isle.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Greatfish Isle (D2)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

As you approach Greatfish Isle, you will notice some oddities. Firstly, the game clock will change to night. Secondly, it will begin raining. Thirdly, the cloud above the island and the very shape of the island - well, islands! These alone should tell you one thing - you are too late.

The water spirit, Jabun, the carrier of Nayru's Pearl, once lived here. Quite obviously, he has gone. Quill - remember the Rito postman? - swoops down to you. He confirms the obvious - this is the work of Ganondorf. However, Jabun is not dead; quite the opposite - he is at Outset, alive. However, you cannot reach him, as the path is blocked by a large stone slab. Not even the pirates could get through it. He then apologizes, because he let slip that Jabun was there. The last known location of the pirates was Windfall Island. Quill then

comments on the dark skies and why Valoo called this island "cursed." Quill recommends against staying too long, and follows his own example by departing. Before you leave, grab the Piece of Heart on the cliffside, then switch the wind to the northeast. We shall be going directly to Windfall. There is one island between the two, though. We can shortly visit.

))
Tingle Island (C3)

))

There is little of interest here, except a Blue Chuchu. There are fifteen of these across the Great Sea, each only holding one Blue Chuchu Jelly. If you want to begin your collection early, stun the Blue Chuchu to stop its electric guard, then strike it. It should drop the Blue Chuchu Jelly.

As always, map the area. You won't be coming back for some time for any necessary reason. Check Section XXIII of the walkthrough for details. When you are ready, set sail once more, heading to Windfall Island.

))
Windfall Island (B4)

))

As you approach Windfall, you'll notice the pirate ship docked near the prison. This means that they still likely reside here. The King of Red Lions reasons that the pirates won't tell you a thing if you ask directly, so you should spy on them. But where would they be? The only known place where you can buy a material that blows up stuff (no, not the black market or Russia) - the Bomb Shop.

Begin by heading to the entrance. You'll find that it is locked. Therefore, you need to head to the left side. You'll see a narrow ledge that can be sidled across. Do so and get to the other side. Now, climb up the vines and onto the roof. Crawl through the light-filled hole.

As Link enters the room atop a high shelf, he witnesses the pirates finishing the robbery and tying up of Cannon (the Bomb Shop owner). You can't blame them. I mean, upon averaging, he charged 1,000 Rupees apiece for Bombs - and you had to buy in quantities of 10, 20, or 30! Mako compliments on Gonzo's obtaination of Quill's information, and makes a wisecrack - if Gonzo and Tetra had a kid, he/she might be the best pirate ever. Tetra scolds the two for wasting time on their jokes, and tells them to load the Bombs on the ship - she wants to leave immediately. Gonzo, shocked, pleads with her to stay one night here on Windfall. Tetra gets irritated and says that the same destruction at Greatfish Isle could happen to Outset. Mako comments that Tetra seems more concerned with the island than the treasure. This puts her at a loss for words. Tetra then glances upwards and spots Link. She then changes her mind - they'll stay, but they'll leave at dawn. As the pirates leave, Mako asks Gonzo about today's password. They repeat it several times - remember it as it is written, capital letters and all. If you forget, you can ask the King of Red Lions.

After the scene, you can jump from the ledge. You are unable to untie Cannon - like you would anyway! As a mild revenge, go to the back room and break boxes to get a fair amount of Rupees and leave.

Go up the hill that you see in the distance. Near the prison, you'll be able to jump from the ledge onto the pirate ship. Do so and approach the door. Enter the password AS IT WAS SAID IN THE PREVIOUS SCENE. If you enter it correctly, you be permitted to enter.

at dawn. If dawn doesn't come, they won't leave. Therefore, you should feel to visit with everyone. However, I want you to go to the Forest of Fairies, as you will probably go there anyhow - and you should, if you want the ability to get more Rupees!

In front of the pier, you see what you never did while here earlier - there are monsters here. All of the monsters outside of the forest consist mostly of Red or Green Chuchus, although the upward path to the forest has some Miniblin on it. If you remember, the path to the forest is on the far left side of the left island, on the upwards-moving path. At the top, you'll find the bridge to be broken. You'll also find a bith more of hill on the opposite side. Get onto the highest rock on that extra hill. Change the wind direction to west. Face the entrance to the forest and jump off the rock, using the Deku Leaf to glide over to the entrance. Now, go into the forest.

))
The Forest of Fairies
))

Simply continue forward. Eventually, you'll get to that ledge from before. If you remember, after you went across it, you found a unarmed Bokoblin. Well, he isn't there anymore - he was replaced by a Wingless Mothula. I expect that you know how to defeat it. Defeat it and proceed towards the massive cracked rock. Grab your Bombs and place one beside it. Wait for the Bomb to explode, taking the rock with it. It seems that the rock was covering a hole. Go into the hole.

Inside, you'll find that you are in a small crystalline cavern. In front of you is a pool of water. Approach it and you'll see a fairy, which will turn into a larger fairy. This fairy will bless the ability to hold more Rupees upon you, a maximum total of 1,000! It also allows you to use the fairies here to heal yourself when you become fatigued. This is the general order of events that occur when you enter a fairy shrine on an island. I want you to note this: the fairy allows to use the fairies in the shrine. Therefore, you are allowed to put one in a bottle. If you don't have a fairy in a bottle, do so, or you'll have to come back here. Enter the column of light behind you to exit the shrine and re-enter the forest.

From here, you can go either way to exit the forest. The path to the right will make you fight two Moblins; the other will make you fight the Wingless Mothula again. I assume you can find the exit.

))
Outset Island (G2)
))

Leave the ledge (you can jump into the water for no damage, amazingly) and go to your grandma's house. Inside, you'll find her curled up in a chair, delirious about you and Aryll going missing. Equip the bottle with the fairy in it and use it. It will heal you and your grandma, releasing her from her delusions. She is disappointed in herself about Aryll's kidnapping, and then you leaving to get her. She wants to help in some way, and does so by filling your empty bottle with Link's favorite soup - Elixir Soup!

Elixir Soup functions in a MUCH greater way than the Elixirs of other RPGs. Obviously, it does indeed fully restore all of your health and magic power, no matter how much must be restored. Secondly, it DOUBLES the power of your attacks until you take damage - essentially meaning that you could go on for virtually forever with double power if you are good at defense. Thirdly, and this is the best part, the bottle is so full that you can use the Elixir Soup TWO times! As the game says, that is one hearty soup!

After obtaining your Elixir Soup, exit your grandma's house. Go back to the King of Red Lions. Sail around to the back of the island; it is recommended that you save.

As you sail around to the back, you'll find that there is a massive whirlpool there. If you've ever fought one of the Big Octos, you'll recognize it. However, the challenge is not to defeat a Big Octo, but to break down a stone wall with Bombs! Equip the Bombs and aim towards the wall. If you haven't yet upgraded your Bombs, or are a bad aim, wait until the boat is close to the cracked stone wall. Aim at the upper area of the wall and fire. If you hit the correct area, it will flash red - you can only destroy the wall from top to bottom, and there are three sections in all. It will take one to three (?) shots to destroy each section. If you take too long and get sucked into the center of the whirlpool, you'll have to start all over with a limited supply of Bombs, I believe. If so, reset the game. If you run out of Bombs, reset the game if you saved earlier like you should have. When you destroy the wall, the King of Red Lions automatically takes you into the newly-revealed cavern.

Inside, you'll see nothing. However, as you travel in, the water begins to ripple and swell as a massive thing rises to the surface - Jabun. Although Jabun only speaks Hylia, the King of Red Lions understands it in entirety. He greets Jabun, and says that Ganondorf has indeed returned. Jabun asks if you are the Hero of Time and the King of Red Lions says that you are not; however, he sees much promise in you. After they chat some more, Jabun hands over the third and final pearl - Nayru's Pearl - and sinks into the ocean's depths. Exit the cave when you are ready.

Upon exiting, you are able to place the three pearls on their islands. However, I recommend doing a few sidequests, if just to upgrade some items and hearts!

```
+++++
+++++
++
++          Section XI- The Triangle Isles    **WW411**
++
+++++
+++++
```

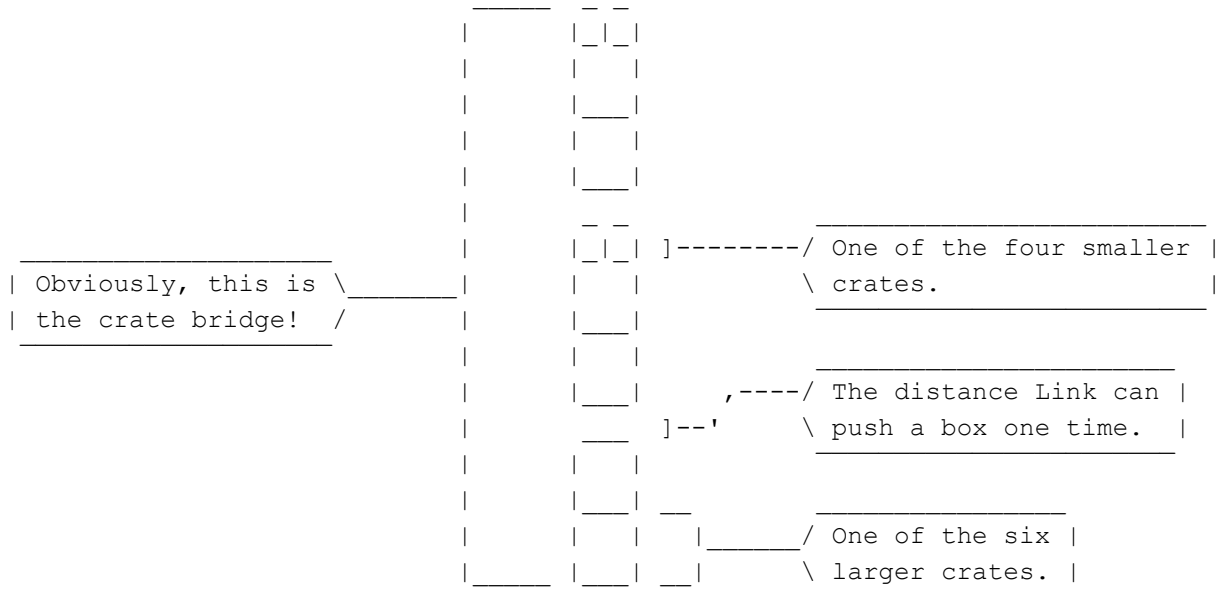
```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Outset Island (G2)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Outside of the cave, you can already tell that the curse has lifted because of your obtaining of the third Pearl, because it is no longer storming and is looking almost like dawn is about to break. You have to place the three Pearls on three islands in the Great Sea. They are marked on your Sea Chart. First, the southernmost one - Southern Triangle Island - in E4. Set the wind to blow northeast. Sail in that direction.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Southern Triangle Island (E4)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Here, you'll encounter a lot of Seahats like you did around Cyclops Reef, if you crossed there on the way to Outset. You can defeat them in the same way you killed the Peahats in the Forbidden Forest - two whacks with the Boomerang. When you defeat/ignore them, sail to the island. Climb the ledges to reach an odd-looking statue. Approach it and the statue will seem to talk, asking Link to put the Pearl in its hands. Link will put Nayru's Pearl in its

The ledge you end up on



The ledge you begin on

See, drag the boxes to create a line. The smaller crates are optional for the pattern, but they have saved a few times when I've played. Whenever you the pattern ready, be it mine or your own, run across the bridge while the water level has risen. If you can make it across the bridge without falling into the water or having to grab onto a box, the bridge will likely work. Go to the entrance ledge and break one of the pots that contain sticks. Light it on one of the nearby torches. Run across to the other side and light the torches here. A chest will appear. It contains a small key. Now, leave the room.

Go back to the boat and cruise to the western wall. As you can easily see, it has several sections that are cracked. Like with other walls, you can blow them up. However, you will need one thing - the Bomb Cannon. Equip the Bombs and use the boat's cannon to shoot Bombs at the wall sections. If the hit is good, the wall section will break, revealing a hole to another section. Go to this area. Here, go up the staircase to the door - you may need to fight a couple of Yellow Chuchus on the way. At the top of the staircase, enter the door.

Inside, you'll see a chest... and a floating skull! (Wonder if we should call Ghostbusters?) This skull is surrounded by a red cloud. This cloud is actually a flame, and will set you on fire if you touch it. However, the enemy is easy to beat - merely a strike or two of the sword will do it. Open the chest to recieve the Compass. Now, leave the room.

Outside, look to left for a jar with some sticks in it. Break it and grab one of the sticks. Light it on a torch and, when the water lowers, go to the lower floor. Light the two torches on either side of the locked door. When the two torches are lit, a chest will appear on a ledge near the staircase. Inside, you'll find a Joy Pendant. When you are done, go to the locked door and unlock it with the small key to get to the next room.

Inside this room, you will fight four Yellow Chuchus. Use the Boomerang to stun them, then hit them with the sword to defeat them. If the water should rise before you can defeat all four, avoid the yellow blobs that appear on the

surface of the water - these are the Yellow Chuchus, and they still have their bioelectric fields! Even worse, you are unable to disable them at this point!! When the water level lowers, defeat any that remain. A rainbow staircase will appear, going to another cross-bottomed-statue. Grab it and, when the water lowers, quickly leave the room.

Outside, go up the staircase. To the right, you'll find a ledge with a cross-shaped indentation. Press R while carrying the statue near this indentation to place the statue into the gap. Back in the main area of the room, the water-gushing mouth will stop gushing water, giving the job to two other mouths on the sides. This reveals a pathway and a door. Once the water level rises, swim back to the boat and to the path. Follow the path and go through the door.

This tall room has more than just two rats in it. It has one of the most annoying enemies in existence - the Beamos. As you cross the line of sight (as if the red ball is the "eye"), the red ball will swell and emit a laser as it follows you. At this point, it is nearby impossible to destroy it. You can still eliminate the rats - to make it easier, one hit with your Boomerang will do the job. Now, on the entrance side, there are two Armos statues. Take each one to the other side of the room (where the glowing platforms are) and place one down on one of the glowing platforms. When both are on this side, step onto one of the glowing platforms yourself. This will cause the platforms nearby to begin moving. Jump along them until you get to the point where you can see the door. Go through it.

This room is sort of another hub room, like the lobby. You'll come back here a few times. The pots usually contain health, magic, or item refills. When you are ready, go through the only other unsealed door - the eastern one.

In here, you'll encounter a Yellow Chuchu almost as soon as you enter the room. Defeat it and jump onto the moving platform that is behind it. Ride it to the opposite, where you'll have to defeat two more Yellow Chuchus. Go to the next room when ready.

Here, you'll find a winding maze-like path that is underneath a rainbow platform. The easier route right now is to take the platform. At the other side, the King of Red Lions talks to you through the Pirate's Charm (I forgot what he said). In front of you, on the other side, is a large pillar, on top of which is a different type of statue. Read the nearby tablet to figure out that you can use R to call the statue and make it follow you. When near the pillar, press R. The pillar will lower and the statue will follow you. However, you have a slight problem - the platform is too low for you to carry the statue across AND you can even get onto the platform. By using R and carefully going along the path underneath the platform, have the statue follow you. At the end of the path near the entrance, pick up the statue and jump across the small gap that separates you from the entrance, then go through the door while still carrying the statue.

Back in here, simply jump across the gap by using the moving platform.

In the hub room, the statue will jump out of Link's hands and onto a circular platform, which will then rise. A glare of light will engulf the center platform. When the light dissipates, you'll see a tablet on the platform - on which you'll see directions for the Wind Waker! Walk up to the stone tablet and whip out the Wind Waker. Remember to hold the Control Stick left and move the C-Stick in this pattern - Left, Center, Right, Center. This melody you have played is the Command Melody, which can allow to control (and "become") various things, one of which would be the statues (only the kind you just put into this room!). The statue will then - somehow - talk about returning his kin to the

place of truth. Hmmm.... His kin would be similarly-looking statues and the "place of truth" is likely to be right here, as he doesn't seem to be going anywhere anytime soon. When the statue is finished talking, the tablet will disappear and the western door will unseal. Obviously, go through it!

This room almost reminds me of the third room of the Dragon Roost Cavern. However, the only heat comes from the Red Bubbles (remember, flaming skull?) that are above the gap. You can lure one of them over and defeat it. A few of my friends who also have this game claim that using wind gusts from the Deku Leaf can also make the Red Bubbles fall to their death, although I've never bothered to try it - let me know if it works! Okay, then, above the gap, you'll find two sticks you can use the Grappling Hook on. Do so and swing across the gap, then go through the door.

You end up in another room with a pit. Again, look up to find some Grappling Hook Sticks. Swing across to the other side. Press R while near the statue's pillar to call it. Now to get across... Uh oh. Link may claim to be strong, but we all know there is no way he can carry that statue AND swing across, or simply throw it across the gap. I guess that's why that glowing platform is there. Have Link stand on the platform and a bridge will appear. Now, use the Command Melody to have Link control the statue and move it across the gap. When it is on the other side, have Link take control of himself and swing back to the other side. Pick up the statue and go through the door.

As before, you are presented the same Grapple-without-the-very-important-statue problem. For now, pick it up and place it on the glowing platform. This unseals the only unused door in the room on the south side. Somehow kill the Red Bubbles once more, then Grapple onto a stick. Hold R and rotate to face to the right, then swing back and forth so you can get across. On the other side, go through the door.

You'll end up in what may be a true miniboss. The Darknut, your current opponent, is one of Ganondorf's armored knights. For now, consider yourself lucky that you have to fight just one - you will have to encounter a group of about FOUR (OR MORE!) at one time! I hope you remember how to parry because, until MUCH later in the game, that will be how you dismantle the Darknut's armor - which causes him to be invulnerable to all except one other attack - again, not available until later. Okay, to begin, draw your sword. Wait for the A to change so you can parry. The parry will either remove the torso or helmet armor. If it removes the helmet, use the Boomerang to stun the monster (and use the Grappling Hook to get a Knight's Crest!) and move to its back. You'll find a red X thing here - strike it to remove the torso armor. If the parry removed the torso armor, continue at this point. Since the thing has no armor (it may have helmet armor), it is vulnerable to attack. Stun it once more with the Boomerang and continually attack it. Repeat until death. At the end of the battle, a treasure chest appears. Inside, you'll find a VERY useful item - the Hero's Bow. This is your typical bow & arrow. Nothing special. You do get to hold 30 Arrows, though, until you upgrade the item. Now then, leave the room.

Now, you can take the easy route of defeating the Red Bubbles! Simply equip the Hero's Bow by setting to X, Y, or Z, then aim to the target. Firstly, eliminate the Red Bubbles. You'll also find a weird eye on the opposite side of the room from you. Shoot it with an arrow. Two floating platforms will emerge from an alcove beneath the eye. Now, use the Grappling Hook to swing to what is now your left side of the room - where you left the statue. There, pick up the statue and cross the floating platforms and go through the door.

Back in the hub room, the statue will jump out of Link's hands and get onto its pedestal, which will then rise. The final door will also unseal. However,

since you obtained the Hero's Bow, let's get a few unnecessary, but sometimes useful items, covered in the next four paragraphs.

---Joy Pendant---

From the hub room, go through its eastern door - the first one you used. In here, you'll still find the Yellow Chuchus, as well as another enemy - the Wizzrobe. It is best to L-target it and shoot it with two arrows. However, beware, as it shoots fireballs and will disappear soon after being struck. When it is done, get onto the moving platform. You will see a point where it branches off to the right. Along that path, you'll see an eye. Shoot it with an arrow to make another platform appear. Get onto the platform and ride it to the ledge. Up here, you'll find a door to go through.

Inside, you'll find a new enemy - Armos Knights. These could be classified as among the weakest in the game. When you get close to it, it will jump three times towards you. Afterwards, it will open its mouth. From your own stock, grab a Bomb and L-target the Armos Knight. Throw it; the Bomb will land in its mouth. The Armos Knight will then wildly spin around, damaging you if you touch it, before exploding. There are two of these monsters in here. If you are quick enough, you can make both enemies eat the Bombs. After they are defeated, a chest will appear. It contains a Joy Pendant. Also note: the Armos statues in the previous room will now fight you. Stun it by shooting an arrow into its eye and kill it by hitting the jewel on its back - there is no need to stun it.

---Treasure Chart (#6)---

From the hub room, go through the southern door. You'll end up back in the super-tall room. Go to the other door on the southern side of the room. You should end up in the entrance room. To its left side, past the broken wall. Go up the staircase and enter the door at its peak.

Here, you'll fight another Red Bubble. Defeat it and look up a bit. You'll find another eye. Shoot it with an arrow to make the two bluish panels below it explode, revealing a chest. This chest contains a Treasure Chart, Treasure Chart #6!

Once you obtain the treasures you wanted, return to the hub room. As you may remember, the northern door - the last one - was unsealed. Therefore, you should go through it.

The main room is somewhat a mix of the third room of the Dragon Roost Cavern and the trench room from here. The ledge in front of is higher, however. There is a scale-thing in front of you as well - obviously, this should aid in getting to the other side. However, in the next two paragraphs, I will detail a slight sidequest to get another Treasure Chart (#30).

Begin by getting onto the scale's left side. Since there [should be] nothing on the other side, Link should sink with the platform. This will put him barely above the water's surface. To your left, you'll spot a cracked wall. Pull out a Bomb and hold it for about 3 ~ 5 seconds, then throw it. If you timed it well, it should blow up as it passes near the wall, consequentially ridding you of the blockade. Behind the wall, you'll find a door. Go through it.

Inside, you'll find two Armos Knights. This time, they will be dormant. There is a wind-marked platform on the floor. What could it mean? Well, you have the Wind Waker that is used to control the WIND. Play the Wind's Requiem on the mark to make a chest appear. Immediately afterwards, the two Armos Knights will awaken. They will hop towards you three times and open their mouths. Throw a Bomb into the mouth (it helps to L-target) to make it spin wildly, damaging you if you get touched by it, before exploding. Do this to both monsters, then open the chest to receive a Treasure Chart (#30). Now, back to the walkthrough!

Now, then, if you grabbed the Treasure Chart, climb up the nearby ladder, then jump onto the right half of the scale. If you didn't, I'm fairly sure you can figure it out. On the nearby ledge, you'll find a door you can go through.

You'll emerge in one of the least-favorite rooms of the dungeon. This room has many moving platforms, a few Red Bubbles, no floor, and few refills. Begin by sniping the Red Bubbles from the sky - carefully, as you have a very limited supply of arrows. If you are too bad an aim, just hit them with your sword later. Go across several platforms. To your right, you'll see some pots with what could become the only refills in this room. Use your Boomerang to break the pots, then again to get the items. To your left, you'll see yet another eye. Obviously, shoot it with an arrow. The platform the eye is on will begin to move. Move across some more until you get to a ledge (yay, semi-ground!). Here should be chest; open it to receive a small key. Now, if you want a Joy Pendant, look to the south side of the room. You should see a platform with an eye on it. Shoot the eye to make the platform move. Get onto it, then aim above the entry door to find another eye - shoot it to make a chest appear on the southern part of the room. Open it to get a Joy Pendant. From any location, use the Deku Leaf to glide to the entrance, then go back into the scales room.

Get onto the entrance ledge by climbing up the ladder. Now, I'm sure you know how scales work. Below, I uselessly made a table indicating various things and stuff. In all cases, assume one Armos statue is 1/2 Link's weight (LW).

/ Number of Armos Statues On One Platform	Effect If Link Is On Other Platform	Math-based Reasoning	\
Zero	Sinks as much as possible.	$1 > 0$	(-1 LW)
One	Sinks somewhat.	$1 > 1/2$	(-1/2 LW)
Two	Platforms are equal height.	$1 = 1$	(0 LW)
Three	Rises somewhat.	$1 < 1\ 1/2$	(+1/2 LW)
Four	Rises to maximum.	$1 < 2$	(+1 LW)
\			/

Obviously, I shall not include anything about having some Armos statues on one and some on the other - no one would be that stupid to do that! To make the task of getting onto the other ledge as easy as possible, put three or four of the Armos statues on one platform, then have Link jump onto the other. Then he needs to jump to the other one. The door here is locked - good thing you have a small key!

You may have a problem here - the final statue is blocked by lasers! (And yet, Nintendo has Link suffer with a mere Bow, Bombs, and Boomerang...) It must be out of reach - not! Climb onto the block in the middle of the room, then use the Deku Leaf to glide over and past the laser barrier. Call the statue down from its pillar. Next, use the Command Melody to control the statue. Make it walk through the laser barrier (some tough rock!) and stand on the glowing platform, which cancels the lasers. Press R to return the control to Link and grab the statue and leave.

As you enter the scales room once again, put the statue down - a Wizzrobe is nearby, ready to attack. When it appears, immediately L-target and shoot it. If you don't get enough time to shoot and it throws the fireballs at you, you can use the shield to block the attack (and yet, the shield is made of wood). Hit it twice to defeat it. Next up, head to ledge with the Armos statues on it. Throw all four on one ledge, then return to the statue. Pick it up and jump across the higher ledge to the entrance of the room. Go through the door to the hub room.

Once again, the statue shall leap out of Link's hands and hop to its respective pillar, which will then rise. All the statues will then glow blue and green, and shoot a yellow beam so that it intersects above the central pillar. This creates a pink sparkly light to appear - go into it to be teleported.

You'll end up in an octagonal room. On opposite sides of the room, you'll find red revolving Beamos. On the northern side of the room, you'll find some Armos statues; on the opposite (southern) side, you'll find three glowing platforms. Take the two Armos statues from the northern side and, while avoiding the Beamos, place them on the glowing platforms. On the third one, let Link stand on it. This disables the laser barrier, giving you access to a familiar ornate blue chest - the one that contains the Boss Key! You should open the chest. After you do, however, the two Armos statues become alive. You can use the Bow to stun them if you hit them in the eye. Whether stunned or not, you can always hit the red jewel on their backs to kill them. Once you defeat the Armos statues, you can go through the northern exit.

You emerge outside of the tower, many hundreds of stories above the Great Sea. (Remember Link slamming into the tower? Imagine the pain of jumping off and hitting the water!) Related to my parenthesed comment, you will have to begin the dungeon from scratch if you fall... Just kidding! You will take 1/4 heart damage, though. Nearby, you should find a Kargaroc. Two Boomerang hits or one Arrow should finish it. While heading up the staircase, you'll find a new kind of Beamos - a blue one - that fires when you are near, but it is stationary. Target the Beamos while it's firing and hit it with an arrow to destroy it. Defeat the second in the same way. The third one is another revolving one; run past it. The fourth and fifth are side-by-side and both blue - shoot them when they are firing with an arrow to defeat them. Ahead, you'll find another Kargaroc. Run past the final two Beamos to the staircase. You find some Rupees, item refills, and fairies here. Use these to your advantage. It may be elementary now, but make sure bottle a fairy if you have an empty bottle. Now, save and enter the boss room.

This weirdly too-blue room will seem empty - typical for a boss room. As you approach the center of the room, you'll hear a voice congratulating you and asking to accept a final challenge. From your observation of the room, you will figure out the speaker - the head on the wall: Gohdan. Gohdan will detach itself from the wall, as well as its hands, and become the boss battle!

=====
BOSS FIGHT: Gohdan
=====

For the whole battle, you shall be using only the Hero's Bow and the Bombs (and a healing item, if it becomes needed). For the main part, all of the attacks are easy to dodge - there is only one you'll ever notice. Occasionally, the head will shoot explosives out of its nose (they aren't covered in mucus). Just simply run randomly around the room to avoid this attack. Also, you may notice the trench around the edge of the room. This is electrified and will damage you 1/4 heart.

Now, for your offense. You'll notice that you can lock-on to the hands for some odd reason - they have eyes! L-target the eyes and shoot them with arrows. Try not to shoot too fast, or those after the first may not hit. Two hits will disable a hand for a bit, and there are two hands. Disable both to begin the next phase. Gohdan's head's eyes will open. Like with the hands, shoot arrows at them. It will take two arrows (maybe three?) to disable an eye, and there are two eyes. The head will then collapse to the ground, with its mouth. Go somewhat near the head and throw a Bomb at it to make it eat it like you did with the Armos Knights. Then you have to restart this and complete the task two

more times. Luckily for you, if you run out of Arrows/Bombs, Gohdan will replenish them - after all, he is not a minion of Ganondorf!

After you make Gohdan eat Bomb for the third time, his head will fall to the ground and a light will shine from behind it. Gohdan will tell that the path can now be opened, and to be cautious of what lies ahead. As Gohdan replaces himself in the wall, a Heart Container and another whirlwind will appear. Get the Heart Container and enter the light.

For once, you will not end up outside of the dungeon... Well, you sort of do. However, it is at the top of the Tower of the Gods. Climb up the nearby ladder and look up into the bell. Where the clapper should be, you'll see a stick you can use the Grappling Hook on. Do so and begin to swing to ring the bell, telling the gods that you have beaten the test put before you. The sound is very loud, heard even at the bottom of the tower, where the King of Red Lions is. A yellowish beam of light appears from the water. SOMEHOW Link will return to the King of Red Lions and sail into the light.

After sailing into the light, the King of Red Lions will begin to sink into the depths of the water. He holds his breath, not realizing he can actually breathe (it makes for a somewhat comedic moment). As the King of Red Lions sinks even lower, the sea begins to take on a grayish tint. You'll eventually settle in a pool in a courtyard near a castle in the countryside. As the music begins to play, you realize that this can only be one place - Hyrule!

++++
++++
++
++ Section XIII- Hyrule **WW413** ++
++ ++
++++
++++

[This is a bit of copy from the end of Section XII, to catch you up.]

))
The Tower of the Gods
))

For once, you will not end up outside of the dungeon... Well, you sort of do. However, it is at the top of the Tower of the Gods. Climb up the nearby ladder and look up into the bell. Where the clapper should be, you'll see a stick you can use the Grappling Hook on. Do so and begin to swing to ring the bell, telling the gods that you have beaten the test put before you. The sound is very loud, heard even at the bottom of the tower, where the King of Red Lions is. A yellowish beam of light appears from the water. SOMEHOW Link will return to the King of Red Lions and sail into the light.

After sailing into the light, the King of Red Lions will begin to sink into the depths of the water. He holds his breath, not realizing he can actually breathe (it makes for a somewhat comedic moment). As the King of Red Lions sinks even lower, the sea begins to take on a grayish tint. You'll eventually settle in a pool in a courtyard near a castle in the countryside. As the music begins to play, you realize that this can only be one place - Hyrule!

))
Hyrule
))

After landing in the pool of water, the King of Red Lions senses that you are

wondering about your present location. However, there is no time to explain: everything will be clear once you obtain the weapon located inside the castle. If you want a refill, you can chop down the grass near the pool. When you are ready, enter the castle.

Inside, you may think the whole place has become 50s-movie-fied, but it is something much larger - time itself has frozen. This can be seen because there are Moblins and Darknuts are stuck in odd poses, and I doubt this is a fashion shoot. It seems that, whenever time wasn't frozen, the monsters were ransacking the castle. You will also notice a large statue in front of you that looks quite a lot like you - it is none other than the Hero of Time (coincidentally named Link!).

After you've finishing looking around, it is time (pardon the pun) to get down to business. Climb down the staircase to get in front of the statue (from its point of view). Nearby, on the floor, you'll see a Triforce marking. Also nearby, you'll find three triangular prisms. Once you manage to decipher the vague hint from the King of Red Lions, you'll realize that you can drag the blocks onto the Triforce marking. You can only pull one corner at a time, so it may take a second to get used to - don't worry, this is the only time you have to do this! Once all of the blocks are on the triangle markings, they will sink into the ground and the statue of the Hero of Time will slide back, revealing a secret passage. Climb up the stairs and enter the secret room.

In this room, you'll find a large pedestal surrounded by many glass windows depicting the six Sages, the Triforce, and Ganon. Proceed to the pedestal and the King of Red Lions will contact you on the Pirate's Charm. He congratulates you because you solved the puzzle and says the here, before you, is none other than the blade of evil's bane; the only weapon that can beat Ganondorf - it is none other than the Master Sword! As Link struggles to lift the sword, the nearby statues lower their own swords and the Master Sword slides out with ease. The light from above suddenly grows brighter; the color returns to this land, indicating time has returned. It comes as a double-edged sword, however, as the enemies, too, have been revived.

The view will switch back to Link as he is swinging the Master Sword and then holds it up to the light. The message saying that you now have the Master Sword will appear, then you are free to leave - this room anyhow.

When you reemerge into the main hall of the castle, you'll notice that all of the monsters are alive and kicking... or stabbing... or slicing... or punching. VERY unfortunately for you, there are electric barriers near either exit, preventing you from leaving at all. This means you will have to defeat the eight-ish Moblins and the seven-ish Darknuts. Luckily, they are spread out over the main room. This means that, if you are luckily, you'll only have to fight one of each at a time. However, if you are like me, you'll end up fighting five or six at once!! Preferably, throughout each and every battle, you should use your Boomerang. This will be a great aid, as you will likely fight multiple enemies at once. You know how to fight these by now, so I will not direct you. However, be sure to use the Grappling Hook to the Moblins' Skull Necklaces and the Darknuts' Knight's Crests -- especially the Knight's Crest. I will make a small section about it in a second.

Once all of the enemies are defeated (there are some on the second level, too), the electric barriers will disappear. You could go through the unused exit, but leads onto a bridge. About halfway across the bridge, you'll come across an impenetrable barrier. Until the near-end of the game, you will not be able to pass through. If you did come this way, re-enter the castle and go through the other exit.

Outside, get back onto the boat and cruise into the ring of light.

++++
++++
++
++ Section XIV- Back to the Forsaken Fortress **WW414** ++
++
++++
++++

))))))))))
The Tower of the Gods (D5) (Outside of dungeon)
))))))))))

Now, you have the Master Sword. This weapon is the only weapon able to defeat Ganondorf, who still has your sister captive! It's high time to rescue her! I somewhat recommend doing a few sidequests (Pieces of Heart, increasing the magic gauge, etc.). There are two that I want to do for sure. The first involves having TEN Knight's Crests. You remember that you can steal them from Darknuts, so I think you can return to the Tower of the Gods to do so. If/When you get all ten, sail southwest to Outset Island.

))))))))))
Outset Island (G2)
))))))))))

Remember, you must have all ten Knight's Crest to do this! Okay, go to Orca's house (the man who gave you the Hero's Sword, which you seemingly have trashed). Equip the Knight's Crests in X, Y, or Z and get close to Orca. Press the button that the Crests are set to to show them to Orca. He will become shocked and offer to teach you the Hurricane Spin. Do as he says, and you will learn the magic-using super-spin Hurricane Spin!!! This attack will be very useful later in the game, as it can easily take out hordes of enemies in one use. Orca will fall to tears, seeing you accomplish what he could not over many years.

Okay, I was earlier talking sidequests, wasn't I? Well, there is one more I want you to do. Sail to Shark Island (F3), Northern Triangle Isle (C4), or any other island where you have seen one of Cyclos's cyclones.

))))))))))
[Place With Cyclone] (Coordinates varying)
))))))))))

Whenever you approach the cyclone, you'll notice that the cyclone will begin to suck you in towards it, like it should. Now, equip the Hero's Bow. Near the top of the cyclone, you'll see a pinkish cloud - it is none other than the god of the cyclones, the brother of the wind god, Cyclos. Shoot him several times with arrows to make the cyclone dissipate and Cyclos will approach you. He will compliment your skill and then offer a new challenge - playing a song on the Wind Waker. Cyclos will move in directions that can translate into down, right, left, up on the Wind Waker. Play this song to learn the Ballad of Gales. This lets you teleport to any of nine spots on the Great Sea, so long as you are in your boat. The points are below:

	1	2	3	4	5	6	7	

A							
		Mother & Child Isles		Wind- fall Island		Dragon Roost Island	
B							
			Tingle Island				
C							
		Great- fish Island			The Tower of the Gods		
D							
E							
				Southern Fairy Island		Forest Haven	
F							
		Outset Island					
G							

Using this song, you can travel amongst these islands without the senseless sailing in-between. Seeing as you can go to Southern Fairy Island (F4), go there for a Bomb upgrade.

Now, then, you will probably use this song to travel to Mother & Child Isles, seeing as it is closest to our destination of the Forsaken Fortress. However, it merely teleports you inside the larger island, starting a cutscene. This will give nothing. For the quickest route, you'll have to travel to Tingle Island and sail northwest.

))))))))))
 The Forsaken Fortress (A1)
))))))))))

As you have probably noticed, you aren't traveling with the pirates; therefore, you shall not be bound to a barrel launched and mis-aimed at a window causing you to lose your sword and avoid even the easiest enemies. Nope, ain't gonna happen. Surrounding the outer wall, you'll find quite a few cannons. Ignore some and focus on the ones near the door on the south side. Once you can, shoot the door and sail into the fortress. Look around for the staircase you used last time you were here. Walk up the staircase and into the courtyard. You can now ignore the searchlights; these monsters stand no chance against you now... or do they? As you approach the center of the courtyard, a dark spirit will appear - Phantom Ganon!

| MINIBOSS: Phantom Ganon |
O-----O

This may be the only true miniboss in the whole game. There is only one way to defeat him - it comes true in the saying "the best offense is the best defense." It is quite true here - you will knock back the phantom's attacks!

The attack you are to reflect is the large electric ball of energy he throws. When it grows close, use your sword as if hitting the ball. If you hit it, it will bounce back to him. He will hit it back to you. This game of deadly tennis shall continue until either you or him miss. If you miss, you'll take 1/4 heart damage; if Phantom Ganon misses, he'll fall to the ground. When he falls to the ground, strike him.

After defeating him, Phantom Ganon will rise into the sky, laughing maniacally, until he disappears. In his wake, a treasure chest will appear. Open it to receive the Skull Hammer. This item can pound objects into the ground and stun enemies that it or its shockwave hits.

Now, then, I mentioned earlier that you can ignore the searchlights. Well, you sort of can. Although you will not be captured, the lights will target Miniblin and cannons to you. You may remember the searchlight locations; if not, just take the path to the right and go all along the second floor. You'll come across the searchlights eventually. Remember, to disable them, you must kill the operator - the Bokoblin. You may come across some spiked pegs - hit them with the Skull Hammer to knock them into the ground.

Now, then, when you have ended the operation of the searchlights, use the path to go to the northern room of the second floor. I believe this room earlier had two Moblin on patrol. They're still here. You can defeat them. When go to the stairway on the northern side of the room, it is guarded by a laser-shooting statue mounted on the wall. Quickly run/roll up the staircase to avoid it, then go through the door.

Go up the path as usual. You'll come across some Miniblin attacks. It is almost pointless defeating them. In fact, as you go up the path, you'll come across some spiked pegs. Hit them with the Skull Hammer to knock them into the ground. If you want to avoid the Miniblin, it seems that knocking down the far left one and then going on will virtually make them no longer a nuisance. Past the pegs, you'll find a ledge to sidle across. Do so, and then once more to get to where you found your Hero's Sword on the previous trip. The door is locked by a different mechanism than before. Hit the nearby unspiked peg with the Skull Hammer to unlock the door. It is now time to save Aryll!

Inside, Link looks around cautiously (don't want to flung away, do you?) and then notices his sister. Link runs up to the cell, and the two kidnapped girls from Windfall Island take notice of you. Aryll is overjoyed to see you, but it seems that Link can't open the door - it's locked. Just then, Tetra, Gonzo, and Senza appear through the door. Tetra tells Link that the door is locked, and scolds him for acting without thinking. She says that, while you were busy rescuing your sister, she kept the large bird -- the Helmaroc King -- busy. She then takes notice of the blue sword hilt - the Master Sword's hilt - on Link's back. She then, surprisingly, looks shocked and begins a series of half-questions. Tetra dismisses the thought and orders Gonzo and Senza to take the girls onto the ship. Link and Aryll finally begin their reunion, but Tetra reminds him - he still has to take care of the Helmaroc King. Tetra tries to calm Aryll down and orders Gonzo to take her to the ship as well. As Tetra leaves, she winks at Link and says that she will be back. The door then somehow locks and the water begins to rise as the Helmaroc King flies down in front of you, beginning a boss battle!

=====

BOSS FIGHT: Helmaroc King

=====

Time for some payback -- well, not yet. This is too cramped a space to fight, and not to mention that the water is rising! Nearby, you'll find a path that is partly stone ledge, but mostly wooden bridge. The Helmaroc King will peck at you, usually hitting the wooden bridge, destroying a section. You can use the Grappling Hook to get across some parts; others, you'll have to wait for the water level to get high enough while dodging more pecks. As you ascend the path, Bokoblin will jump out of some pots. It is preferred that you ignore them, as the bird will still peck - besides, they won't follow you. As you reach the roof exit, the Helmaroc King will stick its fat beak in the way, blocking your exit. Take out your Skull Hammer and give it a nice whack on the beak to make it fall into the waters below as you exit. As you exit, the roof begins to close. Just before it closes, though, the Helmaroc King manages to fly out and begin the second part of the battle.

This part begins on a flat, large platform in the fresh air. Surrounding the platform are lots of spikes, which are a portion of the Helmaroc King's strategy, as you'll see. His attacks consist of a fly-over, a massive wind gust, and a peck. The fly-over deals damage via the claw he lays on the stone occasionally; dodge to one side to avoid it. The gust doesn't do damage directly, but will blow you into the spikes around the arena to do damage. The peck is easy to dodge - just get out of the way! Speaking of pecks, when the Helmaroc King pecks, the beak will get stuck in the ground if he misses. Use this to your advantage and smack him with the Skull Hammer - not the sword; his metal mask is still on! Whack it a total of three times to make the mask fall off and reveal his face. Use the same strategy as before, but, when he pecks and misses, hit him with the sword. Ten or so hits should do it.

After defeating the Helmaroc King, he will float into the air, swaying from side to side. All of the searchlights will focus on him and he will then explode, leaving behind a Heart Container. The nearby vertical spikes will also lower themselves. Grab the Heart Container and continue up the path. You'll soon come to a door - go through it.

As Link enters the room, he sees Ganondorf, facing away from him. He congratulates you on making it this far (forget the surprise attack...), then introduces himself as the master of the Forsaken Fortress. Ganondorf asks Link to remember how he came to obtain the Master Sword and how color and time seemed to return. It seems that the Master Sword is more than just the blade of evil's bane, but also the seal on Ganondorf's powers - by withdrawing the Master Sword, you have given Ganondorf his full power! Greatly angered, Link charges at Ganondorf. The view switches outside and you hear the sound of a stab or metal-on-metal or something. Point is, when the view switches back, Link is on the ground - his attack has failed. Ganondorf backhands Link, sending him flying, and then withdraws a samurai sword. (Man, this makes me think of Dark Cloud...) Ganondorf says that the Master Sword cannot defeat him in its current state - the power has faded and the edges have dulled - it cannot repel evil as it once could. As Ganondorf prepares to deal the deathblow, Tetra enters the room and distracts Ganondorf, telling Link to get up. Ganondorf then grabs her by the neck and sees the Triforce of Power on his hand resonating. He laughs maniacally, claiming that he has found Princess Zelda! She claims to not know what he's talking about, but Ganondorf isn't fooled - he knows quite well now that Tetra has the Triforce of Wisdom and asks how she came to get it. As he is asking, Prince Komali and Quill -- the Ritos from Dragon Roost Island -- fly in at full speed and rescue the two of them. As they exit, Valoo hits the cabin with an immense fire stream.

become a land of shadows and despair -- as will the land above the water! It seems, though, that the king has an idea of how the Master Sword lost its power and he wants you to return to the surface to restore it. The king tells Zelda that she must stay here for the time being, as not even Ganondorf knows of this room. The king tells Link that is time to leave, and teleports across the room. As Link follows him, Zelda apologizes for all that has happened and tells him to be careful. As Link leaves, the basement reseals -- hope it isn't airtight!

Leave the castle and return to the boat. Before getting in, the King of Red Lions (yes, I shall continue with that name) continues where he left off earlier. He believes that the Master Sword has lost its power to repel evil because something has probably happened to the sages who gave it power in the first place. The sages reside in the Wind Temple to the north and the Earth Temple to the south. You could simply go there from here, but, as you likely know by now, there is a massive, impenetrable barrier that separates Hyrule from the rest of the world. Thankfully, the temples also have entrances above the waters, on the Great Sea. He marks the entrances on your Sea Chart. Now, leave, before Ganondorf is drawn here by you. Sail into the ring of light to return to the surface.

```
+++++
+++++
++
++          Section XV- Obtaining the Fire and Ice Arrows    **WW415**    ++
++
+++++
+++++
```

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          The Tower of the Gods (D5) (Outside of dungeon)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

As you sail away from the light, it disappears as if it even existed. The King of Red Lions explains why. First, he asks you if you remember the legend of the Hero of Time. The Hero of Time, long ago, defeated Ganondorf and brought peace to the kingdom of Hyrule. As with Zelda and Ganondorf, the Hero of Time had a piece of the Triforce: the Triforce of Courage. When he left Hyrule on another journey, he parted with the Triforce, which was split into eight pieces and spread across the kingdom. You will have to find all eight pieces to make the Triforce of Courage to re-enter Hyrule.

However, before you can, you must restore the power to repel evil to the Master Sword. Before you can do THAT, you must first find the Fire & Ice Arrows. Firstly, go to either Northern Triangle Isle (C4) or Shark Island (F3) to find one of Cyclos's cyclones and learn the Ballad of Gales. If you have already done so, skip ahead.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          [Place With Cyclone] (Coordinates varying)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Whenever you approach the cyclone, you'll notice that the cyclone will begin to suck you in towards it, like it should. Now, equip the Hero's Bow. Near the top of the cyclone, you'll see a pinkish cloud - it is none other than the god of the cyclones, the brother of the wind god, Cyclos. Shoot him several times with arrows to make the cyclone dissipate and Cyclos will approach you. He will compliment your skill and then offer a new challenge - playing a song on the Wind Waker. Cyclos will move in directions that can translate into down, right, left, up on the Wind Waker. Play this song to learn the Ballad of Gales. This lets you teleport to any of nine spots on the Great Sea, so

long as you are in your boat. The points are below:

	1	2	3	4	5	6	7
A							
B		Mother & Child Isles		Wind- fall Island		Dragon Roost Island	
C			Tingle Island				
D		Great- fish Island			The Tower of the Gods		
E							
F				Southern Fairy Island		Forest Haven	
G		Outset Island					

Using this song, you can travel amongst these islands without the senseless sailing in-between. Seeing as you can go to Southern Fairy Island (F4), go there for a Bomb upgrade.

Okay, then, you now have the Ballad of Gales learned, correct? And you know that you can teleport, right? Well, if you learned this earlier, you may have tried teleporting to Mother & Child Isles. You will remember the larger island being hollow, as well. Well, there is a reason for this. Use the Ballad of Gales (you MUST use it) and teleport to B2 - Mother & Child Isles.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
        Mother & Child Isles (B2) (Inside larger island)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
    
```

After teleporting, Link and the King of Red Lions arrives inside the larger of the two islands. A pinkish stream of light emits from the raised spring of water nearby. When it focuses into a thin beam, something resembling a small girl holding a Great Fairy doll will appear. She giggles and speaks of your ability to command the winds at such a young age, then introduces herself as

the queen of the fairies! She has taken a liking to Link, and helps him by giving him the power to shoot fire and ice from his Hero's Bow (Fire Arrows and Ice Arrows, respectively). She summons two fairies, one with red sparkles and another with blue ones, and the two enter Link painfully, bestowing the power in his bow. Fire Arrows shall melt even the coldest ice and Ice Arrows can extinguish the hottest fire (except lava...) and enemies. Both have double the power of normal arrows, but they also require a portion of your magic. When targeting with the Hero's Bow, use the R button to change types. The queen tells you this and, as with the other fairies, gives you permission to use the fairies here to relieve your fatigue. Before vanishing, she tells Link that she is just her type, the King of Red Lions looks at Link, and the queen vanishes. Use the fairies if needed, and proceed to the next section.

```
+++++
+++++
++
++          Section XVI- Getting the Power Bracelets    **WW416**    ++
++
+++++
+++++
```

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Mother & Child Isles (B2) (Inside larger island)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

You maybe have passed by the Earth/Wind Temples in your travels. As you know or will soon learn, the Earth Temple's entrance is blocked by a large stone block, and the Wind Temple's entrance is blocked by a powerful, continuous gust of wind. Fire and ice alone cannot stop these. However, there are two items which can, but you need the Fire & Ice Arrows to get to them - the Power Bracelets and the Iron Boots. You can get these in almost certain orders. However, you are forced to go to the Earth Temple first; therefore, you have to get the Power Bracelets first. Begin by entering the boat and using the Ballad of Gales to go to Dragon Roost Island.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Dragon Roost Island (B6)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Use the Wind's Requiem to turn the wind south, if it isn't, then sail south one quadrant.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Fire Mountain (C6)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

You'll probably remember passing this volcano on the way to the Forest Haven. If you tried going near it, you'd realize that the intense heat of the lava spewing out of the volcano and down its sides prevented you from even getting close. Now that you can use the Ice Arrow, you can get close and even inside!

Firstly, sail around the island while its flaming and use the Boomerang to kill the Kargaroc - as you climb, it'll become annoying. Next, sail a short distance away from the island and aim an Ice Arrow towards the spume of lava coming from the peak of the mountain. Release it and it, when it hits the lava, will freeze and stop the lava (if not, keep trying). A timer also comes up, with a time of five minutes on it. Get to the island and start climbing the ledges. It is pretty straightforward, except for one point where you have to go left or right for ledges. Go right. When you get to the top of the mountain, go into the hole.

Despite the exterior being cooled for a bit, the interior is much hotter. When you enter, kill the nearby Fire Keese with the Boomerang. To the left, you'll see some floating rock platforms on the lava. Jump across them to a ledge on the opposite side of the cavern. On this ledge, you'll find two Magtails like you found in the Dragon Roost Cavern. Use parry attacks to defeat them. Once both are defeated, a treasure chest will appear. Open to stop the timer and also obtain the Power Bracelets! The Power Bracelets live up to their name, allowing you to pick up virtually anything. The stone rock blocking the entrance to the Earth Temple on Headstone Island is such an example. Now that the timer has stopped, look to your right and you'll see a head etched in stone. Before, you couldn't even hope of lifting this - now, you can! Pick it up and throw it somewhere. This stone was blocking a path back to the beam of light that lets you exit the volcano. Go into the light.

Now, you can either obtain the Iron Boots (see the next section, Section XVII), or you can go ahead and finish the Earth Temple (see Sections XVIII and XIX).

```
+++++
+++++
++
++          Section XVII- Getting the Iron Boots    **WW417**      ++
++
++
+++++
+++++
```

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
  Mother & Child Isles (B2) or Fire Mountain (C6) or Headstone Island (G3)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

At this point, I do not know whether you have just obtained the Fire & Ice Arrows, just obtained the Power Bracelets, or just finished the Earth Temple's dungeon. Regardless of what you have done thus far, I want you to use the Ballad of Gales to teleport to Forest Haven.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Forest Haven (F6)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

From here, set to the wind to blow west and sail west one quadrant to F5.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Ice Ring Isle (F5)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

You probably haven't passed near here like you did with Fire Mountain. This is the opposite of that place - so cold that being too close will freeze you! There isn't an enemy nearby this time, so shoot a Fire Arrow into the place where the fog seems the thickest, so somewhere near the center of the island. Again, a timer will appear (five minutes) and you are able to get onto the island's icy ledges. Exit the boat and begin.

Now, climb some ledges. Go to the right and slide down the ice. Repeat this on the next ledge in front of you. As you slip, crawl to maintain control. Once you get at the end of this slide, look around. You should see some floating blocks of ice in the water. Get a running start and jump to the nearest one. The second one moves; get a running start when it gets close (I think you can also just use the Deku Leaf). As the second moves, run and jump to the third ice block. Jump to the rocky ledge and climb the ledges and go into the hole.

Inside the island, slide down the narrow iceslide in front of you. Climb the ledges in front of you, and use the Boomerang to defeat the Keese that probably will attack you. Get onto the slide to your left, but you should crawl because it curves. If you fall, go towards the entrance and use the Grappling Hook while on the ice ledge. Hold R and climb up the rope, then, when on top of the stick, hook onto the other and repeat, then continue as normal. After the slide, get onto the ledge and enter the mini-dragon's mouth to find a chest. Open the chest to stop the timer and receive the Iron Boots. These boots, although restricting Link's foot speed, will make him so heavy, virtually nothing can move him. There are a few spring platforms in the game that, when Link stands on them while wearing the boots, then takes them off, he will spring into the air! To escape, look towards the entrance. You'll find a narrow ledge with a powerful gust of wind blowing from an alcove somewhere. I recommend using the Iron Boots while going across the ledge, then go into the alcove. You'll find a cave, in which you have to un-freeze some enemies by hitting them with Fire Arrows, then defeat them to make a chest containing an Orange Rupee (value of 100 Rupees) appear. Whichever you do, go into the light when you're done to escape.

Outside, search along the outer rim of the island for a frozen chest. Melt it with a Fire Arrow, then open the chest to receive Treasure Chart #36. Go back to the boat and either retrieve the Power Bracelets, do the Earth Temple's dungeon, or do the Wind Temple's dungeon, all depending on what you have.

```
+++++
+++++
++
++          Section XVIII- Accessing the Earth Temple    **WW418**
++
++
+++++
+++++

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Fire Mountain (C6)  or  Ice Ring Isle (F5)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Again, I do not know whether you have obtained the Power Bracelets, the Iron Boots, or both. However, you must have the Power Bracelets to continue; see Section XVI for details.

Now, when you have the Power Bracelets (you can also side-track and get the Iron Boots), use the Ballad of Gales to warp to Outset Island.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Outset Island (G2)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Here, refill a bottle with Elixir Soup if needed (if it is half-full, drink it anyways and then refill it!) and learn the Hurricane Spin from Orca if you have ten Knight's Crests. Now, I want you to do something for a Piece of Heart. Go up the hill to where you brought the pigs at the beginning of the game. There will be a large black pig in their place (seems someone got hungry!). Now, that you have the Power Bracelets, pick it up and go to one of the black spots of soil. Put the pig down and spread some All-Purpose Bait nearby (if you have been marking the islands, you should have plenty). The pig will likely dig into the soil and bring something up (the Piece of Heart, Rupees, or item refills). There are four or five spots in all (one is up the hill to the fairy forest). One spot, when dug up, will give a Piece of Heart. When ready, set the wind to blow east and sail one quadrant east to G3 - Headstone Island.

)))))))))))))

Once you reach the island, the King of Red Lions instructs you and Medli on how to work together - basically, she has to do what you say.

>>> Controlling Medli

- If you want Medli to follow you, get close and press R.
- Like with any object, press A while near Medli to pick her up.
- If you jump off a ledge while holding Medli, she will fly while holding you and without a change in altitude until her Magic Gauge empties. It is the same size as the doubled/improved Magic Gauge. It fully recharges when you land.
- You can use the Command Melody to control her as you did the statues in the Tower of the Gods. You must be in the same room as her, though.
 - Press A repeatedly to fly until her Magic Gauge empties.
 - Use the Control Stick to move around on the ground and while flying.
 - When in a beam of light, press the reacting A to have her move her harp to reflect the light to a certain spot. It will stay like this if you press R to return to Link.
 - Medli has no weapon aside from the reflecting mirror, which cannot actually kill an enemy.
 - Medli cannot open doors while being controlled.
 - Press R to return to controlling Link.
- Hold Medli and go through a door to take her with you; otherwise, she'll stay in the previous room.
- When the Floormasters, the hands in the holes in the ground, take Link away, he'll end up somewhere else, as will Medli. It the beginning of the previous room.

When the King of Red Lions finishes, enter the cave. Have Medli get near to Link while he is standing near the stone slab with the markings on it. Play the Earth God's Lyric to have Medli play it. The stone slab will then collapse. Go through the doorway revealed to enter a smaller room with a platform. On it is a hole, which you'll go down automatically.

```
++++
++++
++
++          Section XIX- DUNGEON #4: The Earth Temple      **WW419**
++
++
++++
++++
```

[This is a bit of copy from Section XVIII to catch you up.]

)))))))))))))
Headstone Island (G3)
)))))))))))))

Once you reach the island, the King of Red Lions instructs you and Medli on how to work together - basically, she has to do what you say.

>>> Controlling Medli

- If you want Medli to follow you, get close and press R.
- Like with any object, press A while near Medli to pick her up.
- If you jump off a ledge while holding Medli, she will fly while holding you and without a change in altitude until her Magic Gauge empties. It is

the same size as the doubled/improved Magic Gauge. It fully recharges when you land.

- You can use the Command Melody to control her as you did the statues in the Tower of the Gods. You must be in the same room as her, though.

 - Press A repeatedly to fly until her Magic Gauge empties.
 - Use the Control Stick to move around on the ground and while flying.
 - When in a beam of light, press the reacting A to have her move her harp to reflect the light to a certain spot. It will stay like this if you press R to return to Link.
 - Medli has no weapon aside from the reflecting harp, which cannot actually kill an enemy.
 - Medli cannot open doors while being controlled.
 - Press R to return to controlling Link.

- Hold Medli and go through a door to take her with you; otherwise, she'll stay in the previous room.
- When the Floormasters, the hands in the holes in the ground, take Link away, he'll end up somewhere else, as will Medli. It the beginning of the previous room.

When the King of Red Lions finishes, enter the cave. Have Medli get near to Link while he is standing near the stone slab with the markings on it. Play the Earth God's Lyric to have Medli play it. The stone slab will then collapse. Go through the doorway revealed to enter a smaller room with a platform. On it is a hole, which you'll go down automatically.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                             The Earth Temple & Dungeon
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

The beginning room is no more than a beam of light that will take you back to the surface and a door that is across a somewhat-large gap. Pick Medli up, then jump across while holding her. Pick her again, if needed, then go through the door.

This room is larger and has three Moblins in it. Set Medli down and defeat the monsters. One will be on the staircase on left, another near the pillar in the center of the room, and the third one will be near the sealed exit on the right side of the room. After defeating them, pick Medli up and go up the stairs. From the platform at their peak, have Medli fly you across to the platform with the switch. Make Link stand on the switch and then take control of Medli by using the Command Melody. Make herfly to the other ledge with the switch and stand on the switch. The door will then become unsealed. While still in control of Medli, have her fly down to the door, then retake control of Link. Have Link jump down from the platform, pick Medli up, and go through the door.

This room is filled with Chuchus. There are several Red and Green ones, but there is also a new type - Dark Chuchus. These, while they attack in a similar manner, are invulnerable to everything. However, if they get hit with light, they will turn to stone. While in this form, hitting them with the Skull Hammer will fully destroy them. There is a beam of light conveniently shining in the near-center of the room. Put Medli in the light and you'll notice that her harp reflect light. Defeat the Red and Green Chuchus next. Now, go back to Medli and walk around her. She will face you if you stay close. This will also change how the light reflects. In this manner, "aim" the light at the Dark Chuchus and kill their stoned forms with the Skull Hammer. Next, take control of Medli with the Command Medli. On the side of the room opposite the light is a chest, but is merely shimmering. As Medli, reflect some light at it to make it solidify. You can also shine some light at the nearby statues to reveal refills and such. When that is done, take control of Link. Open the chest to get the Dungeon Map.

Finally, place a Bomb near the warping jar to blow off the cover blocking you from entering it. Pick up Medli and go to the next room.

This room is somewhat large. On the opposite side, a devilishly-grinning face dominates the upper side of the room. Below it is a blue fog. You may never have fought of fog as bad, but this is. Whenever you touch it, you cannot use items or your sword for a few moments or until you step into light. So how are you going to get to that peg you see? How about this: control Medli and her stand in one of the beams of light and reflect some light at the peg. The light actually makes fog that is near it dissipate! Okay, now equip the Skull Hammer and walk near (not IN - the light will be blocked) the light and get to the peg. Smack it with the Hammer to knock it into the ground, unsealing the door on the right side of the room. Go back to Medli, pick her up, and go through the door.

When the door closes behind you, set Medli down and walk toward the two coffins in front of you. As you get close, they will open and two Red Bubbles will appear. Kill them and move forward. To your left, you'll find a ladder. Climb up it and pull the block on the ledge towards you. When you do, a hole behind it is revealed, sending a beam of light on the floor. Play the Command Melody to control Medli and take her to the beam of light. Reflect it at the translucent treasure chest on the south side of the room. When the chest appears, have Medli walk onto the platform it is on for later. Press R to retake control of Link and open the chest to receive a small key. When you get the key, two Floormasters - the holes in the floor with hands that will take you away to the start of the previous room - will appear. The one closer to the chest, you, and Medli will only take Medli - at this time, she is out of its reach. Get close enough to it to have its hand come out of the ground, then quickly L-target and hit it with the Boomerang. At this point, I usually use arrows, as I have problems hitting it with the Master Sword while it's stunned, but you can do what you want. Repeat this with the other Floormaster, but beware: it will grab you OR Medli. Once they are dead or you have successfully dodged them, return to the previous room.

Here, go to the opposite side of the room with the locked door. Since you have a small key, you can unlock the door and go through it. Make sure to grab Medli before doing so!

Once you enter the room, set Medli down and equip the Hero's Bow. Aim a Fire Arrow at the curtain near the roof to the left that has light shining through it. This burns away the curtain, shining a light on the floor. The other curtains may or may not have other spoils behind them - use the previous method to grab them. After burning away the curtain, quite a few Red, Green, and Dark Chuchus will appear. As before, kill the Red and Green Chuchus and use the "aiming" technique from earlier to petrify the Dark Chuchus. However, don't use the Skull Hammer to kill them. Instead, pick two of them up and set them down on the switches near the beam of light. When both of the switches have been activated, a set of stone slabs on the opposite side of the room will lower to make a staircase. Quickly, before the Dark Chuchus un-petrify, pick up Medli and climb up the staircase. If you want a shortcut for another trip or something, push the nearby block down and go through the door.

In this room, you'll find a Floormaster in the somewhat-lowered portion of the room of in front of you. Stun it and then kill it using any method you wish. Now, you will also find several blocks in this part of the room as well. Push the one nearby on the track into a little groove with a scorpion-pattern. This will make a skylight open, letting some light in. Use the Command Melody and take control of Medli. Have her walk into the beam of light and use her harp to reflect light onto the statue on one of the blocks, and each of the sections of the wall with the yellowish swirly marking. If the light sets on these long

enough, that statue or section of wall will disintegrate into nothingness. Behind one of these walls, you'll find another block. Press R and retake control of Link. Have him move the block that used to have a statue on it and the block behind the wall along their tracks into their scorpion-patterned grooves. A chest will be revealed on the higher ledge and the other block will provide a way up to the now-unsealed door. Remember, there is also a warp jar in this room, behind a wall in case you wish to come back or go somewhere. When you're ready, throw Medli onto the higher ledge and then climb up there yourself. Open the chest to obtain the Compass. As usual, it will locate any treasure chests in the dungeon, but it will also show you Medli's location with a pink-purple dot. There is a pot on this ledge that contains a few fairies, so grab one in any empty bottles you have and use one yourself if needed. Once ready, pick Medli up and go through the door.

When you enter the room, set Medli down. Go up the stairs to fight some more enemies. There are two Moblins and three new ghost-like enemies called Poes. At this time, the Poes cannot be damaged. You can only knock their lanterns away from them via sword attacks, then get possessed with reversed controls, then wait about twenty seconds until the ghost leaves you. As for the Moblins, defeat them the way you usually do. Once the enemies are gone, some stone slabs will be lowered, revealing a staircase. However, before going up, have Medli fly up into the alcove with the light beam, then reflect it onto the statues on the opposite side of the room. Behind them, you'll find a treasure chest which contains a Joy Pendant. You don't have to carry Medli up the stairs with you; you'll be coming back in a second. Go through the door on the left after climbing up the stairs.

You'll end up in a simple room with a ledge and the door on one half, and five coffins in a pit on the other half. When you approach these coffins, the lids on them will fall off. From left to right, they contain:

- A Redead
- A Yellow Rupee (Value: 10 Rupees)
- A Redead
- A Redead
- A small key

The Redeads are obviously new to you. Firstly, when you first see them, they appear to be asleep. However, when you get close to one, it suddenly shrieks, consequentially stunning Link. This can give the Redead time to come close to you and bite on Link's head a few times for quite a bit of damage. Your best best is to open the coffin, run away, then inch closer to the Redead so that you have a chance of avoiding the bite. Kill them (again?) with a sword combo or two. They will lay on the ground for a moment, then give their spoils. Try to fight one at a time - it is much easier that way. Open the other coffins for their spoils, making absolutely sure to grab the one on the far right (the small key). When all of the Redeads have been killed (again?), a ladder will drop. Climb up it and go through the door.

Next, head through the door on your left. It was locked earlier, which is why you didn't go through it.

As you move forward, yet another enemy makes it debut. The Stalfos, a skeleton with a spiked mace for a weapon, shall be your miniboss of sorts. They are among the strongest normal enemies in the whole game; some even say the strongest. A Stalfos can send you flying with its only attack - a Hurricane Spin of sorts - if you don't shield. The only way to hurt it is to strike the head repeatedly. This is no easy feat, seeing as it is almost twice as tall as Link! So what to do.... You could repeatedly strike at it with the sword and hope to get lucky, stun and hit them with the sword, or use a Bomb. The hard

thing about using the Bomb is the timing. It works best while the Stalfos is swinging around. If it hits the Bomb, it and the Stalfos will explode. At whichever point that the skeleton is separated, equip the Boomerang and quickly L-target the skull. Hit and stun it, then run up to it and repeatedly strike it as many times as you can. There is only a short time before the skeleton's bones rejoin together! While it does, a small brown tornado will appear, binding the bones together. At this point, you cannot hit the Stalfos whatsoever. When the skeleton has fully rejoined, take it from the top. After defeating the first Stalfos, two more shall appear. Defeat those in a similar manner, and a staircase shall be formed out of stone slabs. At the staircase's peak, you'll find a treasure chest. Open it to receive the Mirror Shield, which replaces your regular shield. This shield is made out of metal -- not wood, like your old one -- and has been shined to such a point that it can reflect light similarly to Medli's harp! To use it, draw the Master Sword or an item and use R as usual to defend. When in light, use the Control Stick to control which way the shield faces and where the light goes. Finally, go through the door to the previous room.

NOTE: If you want a Joy Pendant, return to the room with the two Floormasters. Defeat them as usual, then have Medli fly over to and land on the switch on the south side of the room. Go through the unsealed door and have Link enter the beam of light. Reflect it at the yellow swirlies to disintegrate those parts of the wall. Open the chest behind the wall to get your Joy Pendant.

Back in the room before the Stalfos fight, return to the lower portion of the room and defeat the enemies again. Next, use the Command Melody to take control of Medli and fly her up to the beam of light. Have her reflect it to the near-center of the room. Press R to return to Link and have him walk into the beam of light. Draw the Master Sword, then press and hold R while moving the Control Stick to direct the light at the yellow swirly on the wall below Medli. The section of the wall will disintegrate, revealing a secret passage. Retake control of Medli and walk her down the passage until you reach the beam of light near the door. Reflect it at a nearby statue. When it disintegrates, and reveals a Blue Rupee (value of 5 Rupees) that you can grab later as Link, aim the beam of light eastward, then retake control of Link. Walk down the passage until you find Medli's beam of light. Use the Mirror Shield to reflect this to another yellow swirly near the entrance of the passage, revealing an 80-Rupee stash. When ready, pick Medli up and go through the door.

You'll emerge on a ledge high above and to the left of the face. (You remember the room with lots of blue fog, right?) Make sure Link is holding Medli, then jump off of the ledge. Medli should fly the two of you back to the ledge with the two light beams. Now, it is time to reveal the true purpose of both of these beams. First, take control of Medli via the Command Melody. Walk her into one of the beams of light and begin reflecting light. Whichever beam she is in (left or right), aim the reflected light at that side of the sinister face (left beam = left side; right beam = right side). Next, make sure that the beam is making full contact - if it is, the face will light up. Hold the beam in that position and press R to return to Link. Walk into the other beam of light as Link and aim a reflected beam of light at the unlit side of the face. Once both sides of the face are lit up, it will become much brighter in the room. The blue fog will dissipate and the beams of light will disappear among the rest of the light. Stone slabs will be lowered underneath the now-shining face to make a staircase. Pick up Medli and go down the stairs and through the door.

Set Medli down and go down the stairs. Once you emerge from the staircase, you'll end up facing a bridge high above a floor, barely above which is some blue fog. Think you are safe from blue fog? YOU WISH. Over the bridge, you'll find two Red Bubbles, but they something blue, not red, around them. These are

Blue Bubbles. Similarly to how Red Bubbles burn you, Blue Bubbles will bestow upon you the negative effects of the blue fog - temporal disabling of items and your sword! BLOCK ANY OF THEIR CHARGES!!! As you may have understood, getting near the Blue Bubbles in general will blue-fog you. How to defeat them, then? Either hit them with a Deku Leaf wind gust or an Ice Arrow to disable their fog and make them mere skulls; hit them to defeat them. In this case, try to make them land on the bridge or carry Medli across very quickly. If you end up falling, you'll hit the blue fog and have to deal with several Floormasters as you make your way to the ladder on the northern side of the room. On the south side of the room, you'll find a large stone slab with the Wind Waker directions for the Earth God's Lyric inscribed upon it. Play the song to have Medli play it, destroying the slab. Go through the newly-revealed door.

Set Medli down as you enter the room. In this room, you'll encounter two Redeads. This time, however, you can exploit their weakness - light. Have Link walk into the beam of light near the middle of the room. Lock-on to one Redead and draw your sword. Shield to reflect light at the Redead for about three to five seconds. Run over to the monster and repeatedly strike it to hopefully kill it before it does its shriek-and-crunch maneuver. Repeat this with the other Redead. Next, re-enter the light beam and aim it northwards, at the statue on top of the block. Finally, reflect light onto both mirrors to get rid of some statues blocking some doors. Now, leave Medli and go through the west door.

Your worst nightmare meets you in this room - blue fog with six Floormasters located throughout the room. Due to the blue fog, you are virtually unable to see the monsters until you're outside of its hand range. Remember, the blue fog disables the ability to respond to an attack, so proceed VERY carefully. It may help to use the C-Stick to return to a ground view to see the Floormasters' holes while using the map to navigate. On the other side of the room is a chest. Open to not only receive a small key, but also remove all of the blue fog. If you want a Treasure Chart (#12), defeat all of the Floormasters and open the chest that appears. Whether you do that or not, go back to the previous room after getting the small key.

You can still leave Medli while going through the east door.

This room is rather easier and simple. It is made of a corridor that ends at a grille blocking your way into another room. Separating two parts of the corridor is a slightly lowered section with blue fog and two Floormasters. To defeat them on either side of the room, get close to the gap and, when the hand appears, whip out that Boomerang and stun the enemy, then unleash a barrage of six arrows/three element arrows at it to kill it. Again, repeat this when you RUN across to the other side (remember to let the fog wear off first!). Next, push the massive mirror along the track to the scorpion-pattern groove. Near the grate blocking you to another room, you'll find a peg. You need to knock it into the ground by whacking it with the Skull Hammer. This will open a skylight and make some light appear, shining onto the mirror and into the other room. Finally, head across the gap and into the previous room.

Push the block near the northern ledge right up to the ledge. Pick Medli up and throw her at the ledge to get her to land on it. Climb up to the ledge and pick her up. Go through the locked door by using your small key.

You emerge in the room where you made the light shine into earlier. Begin by setting Medli down. Go around the room and defeat the three Red Bubbles. Next, you are now able to defeat the Poes the easy way. Lock-on to one, then, while in the beam of light, reflect light onto the enemy for a bit. If the light stays on the Poe long enough, it will become solid and drop its lantern. Go up to it and strike it a few times to kill it. Repeat this with the other two

Poes. Now, you can shine light on the southern statues to reveal a magic pot and a Yellow Rupee. There is one more statue, but there is a problem. To reflect the light, you have to be facing the light; the statue makes you face away. Use the Command Melody and have Medli shine some light somewhere. Retake control of Link and have him reflect Medli's reflected light at the statue, thereby destroying it and revealing a door. Pick Medli up and go through it.

This room is really more of a maze that is completely lined with the motion-sensitive coffins you found your first Redead in. If you want a Red Rupee, go down the path directly in front of you; the path to the door is to the right. When you reach the end of the right path, you'll find a large stone slab with Wind Waker directions on it for the Earth God's Lyric. Play it to make Medli play it, thereby destroying the slab and revealing a door. Pick Medli up and go through it.

After climbing down some winding stairs, you emerge in a large cylindrical room. Almost directly across from you is the boss door. One problem - you don't have the Boss Key... Climb up a few steps to the right and put a Bomb near the pot to open the third and final warping jar for this dungeon. Now, go to the left along the stairs until you come to a gap. Between here and the next set of stairs is a gap and some vines. Simply grab Medli and jump and fly across. If you aren't too confident, have Link climb the vines and then, at the other staircase, use the Command Melody to get Medli over there (or vica versa). If you fall, there is a bunch of blue fog above the floor. There are also some Floormasters on the floor. To get back up climb the vines on the southern side of the room. The door to the next room will be at the bottom of the second staircase.

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!!           Notice (placed here due to update/laziness)           !!!
!!!                                                                 !!!
!!! In this room, behind the mirrors that are behind the walls you shine !!!
!!! light on, you'll find pots that contain a lot of Rupees, usually    !!!
!!! 100+! Thanks to MasterOfHack-Fu of Supercheats for this tip!        !!!
!!!                                                                 !!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

This room contains the largest puzzle you've seen (and probably ever will see) in this game. To begin, use the Command Melody to have Medli fly up to the large central platform and get onto the switch to make a skylight open and let some light in. Retake control of Link and make him go into the pit surrounding the central platform. Push the mirrors in the southwest and southeast corners of the room along their tracks to the scorpion-pattern grooves. The southeast mirror will reflect the beam of light. Take control of Medli again and have her stand on the platform north of the reflecting mirror. Have her face the light coming from the mirror and then reflect light at the translucent treasure chest to the right. Next, have Medli shine some light on the nearby statue standing against the large central platform to destroy it. Behind it, you'll find another mirror. Now, look southeast to an alcove with a mirror and a platform in it; reflect some light at the pedestal and then retake control of Link. Open the chest to get a Purple Rupee (value of 50 Rupees) then go to the platform Medli aimed light at. Reflect the light at the four swirlies to his north to dissolve the wall, revealing yet another mirror. Pull this mirror and the mirror discovered behind the now-destroyed statue along their tracks into the patterned grooves. Now, control Medli and place her on a pedestal in the northwestern part of the room, in the light reflected from the southwestern mirror. Shine some light onto the chest to the left of the mirror; when Link opens it later, you'll find a Joy Pendant. Look farther to the left to find

another statue; shine light at it and destroy it. This will reveal a secret passage that leads to a door. Now, shine light on a pedestal southeast of the one that Medli is on and retake control of Link. Remember to open the new chest to receive a Joy Pendant! Go to the platform Medli is shining light at and reflect it to four swirlies on the northwestern wall. Behind the wall, you'll find a mirror; pull it to its appropriate spot as well as the mirror behind the statue. A screenshot will appear of the light beams reflecting over two platforms near the face on the north side of the room. Firstly, look on the ledges in the northwest and east alcoves for jars containing many Rupees. Now, remember the screenshot? Take control of Medli and move her to one of those pedestals now. Have her reflect light at the side of the face that represents the platform's side of the room (left platform = left side; right platform = right side). Make sure that the reflected light is making full contact with the face (it will light up if it is), then press R to take control of Link. Make him go to the unused pedestal and reflect light at the unlit side of the face. When both sides of the face have been lit up, some stone slabs underneath the now-lit up face will move aside, revealing a door. Don't bother to bring Medli when you go through.

As you enter the room, you'll probably notice the ornate blue chest on the opposite side of the room. There is just one problem - you'll fight two Blue Bubbles and a Darknut to get to it. The Blue Bubbles are easy to get rid of; just use the Deku Leaf or an Ice Arrow then attack. The Darknut is the same as ever. Just parry until the armor on the torso is gone, then attack! After the enemies are dead, the gate blocking the Boss Key chest rises. Open the chest to get the key, then return to the previous room.

Back in the mirror puzzle room, it may please you to know that you are able to get Treasure Chart #20 now. If you wish to get it, go through the door at the end of the secret passage you opened earlier. Don't bother bringing Medli with you. If you do not wish to grab the Chart, skip the next paragraph.

In this room, you'll find it is like the room where you first encountered your first three Redeads. The half of the room you're on is higher than the other half. There are a few changes, though. There are only three coffins in the pit and they only will open when light shines on them; this is why there is that beam of light radiating from the roof nearby. Inside the coffins are three Stalfos. Firstly, have Link enter the light beam. Draw your sword. Use the Mirror Shield to direct some light at one coffin. Soon, a Stalfos will emerge from it. If you feel like you take two or even three at once, open the other coffins. If not, go into the pit and make battle with the skeleton. You should remember how to fight this. Just blow up the skeleton (Bombs work decently) and then stun and attack the head repeatedly. Repeat the process with the other two coffins and Stalfos. When the three monsters are killed, a chest will appear. Climb up the ladder and open the chest to get Treasure Chart #20. After that, leave.

Whenever you return to the mirror puzzle room, take Medli/control her and throw her/fly her up to the ledge with the door you originally entered through. Pick her up when Link gets up there and go through the door.

When you enter the large cylindrical room, take control of Medli. Have her fly up to the ledge you entered onto earlier. Link will have to take the long way and climb the vines. When Link meets up with Medli, pick her up and get next to the warp jar. Jump off of the ledge, going towards the boss door, and Medli should fly you there. On the ledge, open some jars to use and/or bottle some fairies. Save and, when ready, go through the door.

When Link enters the boss room, you'll see quite a few Poes dancing around the room. They all notice him and then turn into their ghostly forms. As they run

to the center of the room, a large mask appears and seems to absorb the Poes. As it does, a blobby form that begins to take on the shape of an extra-large Poe appears. It laughs and summons a lantern. It is none other than the boss of this dungeon, Jalhalla!

=====

BOSS FIGHT: Jalhalla

=====

Jalhalla will probably use most of his four attacks throughout the battle. One of his most common is a large inhale-exhale attack. If you get close to him on the inhale, he'll blow a stream of flames at you. If you manage to stay away, he'll exhale and blow you towards the spikes around the room. When you get close him at other times, he'll usually let loose a stream of fireballs from his lantern. His least-used attack (in my experience) is the jinx that will reverse your controls like a normal Poe does. However, he won't sacrifice himself in any way. Usually, shining a beam of light on him (you'll understand in a second) will cancel his attack, no matter what it is.

So, how are you going to retaliate? Well, doesn't he look like AND is made up of normal Poes? And what is the main weakness of these ghosts? No, not an exorcism, but light! Have Link enter one of the beams of light surrounding the arena and lock-on to Jalhalla. Defend and, if you're in the beam of light, some light will be reflected onto the boss, ending whatever attack he is doing. In addition, if you hold the light on him long enough, he will be stunned, become solid, and drop onto the floor. Have Link run over to him and pick him up. Aim towards one of the spiked cylinders around the arena, and throw him at it. While Jalhalla is rolling, charge up the Hurricane Spin, if possible. Once the enemy hits the spikes, he will hop into the air and split into about 15 Poes. When the Poes hit the ground, let loose with the Hurricane Spin! If you control Link well, you'll take out about half of the Poes. They will reform into Jalhalla after some period of time. After they do, rinse and repeat.

After the last Poe has been defeated, Jalhalla's mask will appear, as if it is expecting to absorb at least one Poe. However, it notices there are none and begins to run away and float up a spiked cylinder. However, before it can leave, a beam of light shines down on the mask and the mask explodes, leaving behind a Heart Container. The center upside-down triangle of the Triforce emblem in the middle of the room also begins to glow blue. Grab the Heart Container and enter the light.

When you do, Medli runs into the room. Link places the Master Sword into the blue triangle and conducts Medli as she plays the Earth God's Lyric. Soon, Laruto begins to play beside her and the Triforce emblem glows a golden color. When they finish, blue light shines onto the Master Sword. Link picks it up and the hilt morphs into the one from the Ocarina of Time. The Master Sword's power to repel evil has been restored! ...Partially. Medli tells you that you'll have to go to the Wind Temple to fully restore the power to the Master Sword. Medli says she'll continue to pray here and asks you to look after Prince Komali. Link steps into the light and leaves.

+++++

+++++

++

++ Section XX- Accessing the Wind Temple **WW420** ++

++

+++++

+++++

))
Headstone Island (G3) or Ice Ring Isle (F5)
))

I do not know if you have the Iron Boots and just completed the Earth Temple, or if you just got the Iron Boots and already defeated Jalhalla at the Earth Temple. If you do not have the Iron Boots, you will need to get them; see Section XVII for details. When you have them, use the Ballad of Gales to teleport to Windfall Island.

))
Windfall Island (B4)
))

It may interest you to fill a bottle up with Blue Potion if you have collected all fifteen Blue Chuchu Jellies and given them to the potion guy. If you have not, ignore him; fairies function better. When ready, set the wind to north and sail to A4 - Gale Isle.

))
Gale Isle (A4)
))

A very intense wind blows from some weird mechanism placed near the mountain on the island. Under typical circumstances, you wouldn't be able to even get close. However, if you walk into the wind with the Iron Boots equipped, you can easily get up to the mechanism. You may notice the crack on it, meaning that you should give it a smack with the Skull Hammer. When you do, the device is destroyed and the winds calmed. Enter the hole behind the mechanism.

Inside, like Headstone Island, you'll find a lit room with a large stone slab. On the slab, you'll find directions for a Wind Waker song. Play it to learn the Wind God's Aria. As before, a ghostly figure will appear, holding a violin. This was a member of the Kokiri tribe, Fado. Before Ganondorf's minions came, he was the Wind Sage who helped to secure the Master Sword's powers. Now that he is dead, the blade doesn't have the power to repel evil. To restore the power, you'll have to find the next sage, who carries a violin like his own, and play the Wind God's Aria to awaken him. Fado then mentions that the King of Hyrule used to use the Wind Waker to conduct the sages and requests that you tell him that he will keep on playing, even in the next world. Fado then leaves.

Okay, then, you have to find someone who has a violin like Fado's. This should be much more obvious than Medli..... Don't have it? How about he/she being a descendant of the Kokiris?..... Still? Think "Forest Haven."..... STILL don't have it? *sighs* Remember Makar? The Korok who played his violin at the annual ceremony of the Koroks at Forest Haven? He is the new Earth Sage!

Use the Ballad of Gales to teleport to Forest Haven.

))
Forest Haven (F6)
))

As you climb up the path to the Forest Haven, you can hear and see music coming from the waterfall. (Wonder what Link's taking...) It sounds like a violin, so Makar is probably behind it. But how to get there? Continue up the path until you reach the Grapple Stick. Hook onto it and stop swinging by holding R. While still holding R, move the Control Stick down, lengthening the rope to its max. Rotate until you are facing the middle of the RIGHT-HAND waterfall. Begin

some timing, get past and to the opposite side of the room. With the Command Melody, control Makar and bring him to Link's side of the room. There, have him plant tree seeds in the two mounds of dirt. This will unseal the door. Retake control of Link and pick up Makar. Go into the next room.

This room consists of several ledges with mounds of soil on each. Link, at this time, cannot travel any further. Instead, take control of Makar and fly up to each and every of the three ledges and plant a tree. As he plants the third tree, four Floormasters will suddenly appear and kidnap Makar (that makes twice!). Somewhat fortunately, the nearby door will also unseal. When you are given control of Link, proceed through it.

You are now entering the one room you are definitely tired of - a multilevel cylindrical room! The level you're on consists of four alcoves, with one a bit higher than the others and unreachable from this level at this time, a jail cell in the alcove to your left, and a screen blocking you from the below levels. Head to the alcove to your left (the "jail cell") to see Makar! The way out is blocked by a VERY heavy stone; so heavy that not even the Power Bracelets can help you! Makar says that you'd have to be as heavy as the Great Deku Tree to move it. He is only partially correct, as you'll see later. Anyhow, you cannot move/destroy/lift the stone at the moment, so you'll just have to continue without Makar. To the right of your current location, you'll find another alcove (the eastern one) with two Armos Knights in it. Defeat or dodge them and go through the door.

This room has another wind switch-operable screen. But where's the switch? Go past the moving blade and you'll find a block in the floor with cracks on it. Now, I hope you have fast reflexes, because here's the easy way of doing, and here's why: below you is the switch. The block will be broken if enough weight is on it (ie. Link w/Iron Boots) and drop you below. However, there is a Floormaster circling the switch and, due to a glitch or Nintendo being a douche or something, it WILL attempt to grab you if you so much as get near it. So, get onto the block (if there's a second (or more) block, use the one to the right of the entrance) and equip the Iron Boots. You'll fall below onto a springboard, which will ready itself. As soon as it is ready, unequip the boots and you'll most likely escape the Floormaster. Now, hang over the edge of the hole and use the C-Stick so that you can see where the Floormaster is. Once it is a fair distance from the springboard, quickly drop down, equip the Iron Boots, blow a gust of wind at the switch via Deku Leaf, and unequip the Iron Boots. You should likely escape once more and rotate the screen. Once on the upper level, go across the screen, getting the Joy Pendant from the chest in the alcove as you go. Defeat the Peahats with the Boomerang and avoid the slicer-thing. On the other side of the room, you'll find a stone slab with the Wind God's Aria written on it. An exit is behind it, but Makar isn't with you right now. Go through the other door instead.

If you got the Magic Upgrade, it will definitely pay off here. In this room, you'll travel around mostly by gliding. You can tell that it will be tough surviving on an unimproved Magic Gauge just by the size. To make thing worse, there are Grabbing Hands covering the floor. If you remember Forest Haven, you'll remember that these enemies come in unlimited sets of two to five and stick their hands into Link to take his magic. For most of this area, you will use the updrafts in conjunction with the Deku Leaf to fly from rotated ledge-like screen to rotated ledge-like screen. You'll quite quickly (I think near the start) come across a non-rotated screen. Jump into the nearby updraft and go to one of the ledges near the screen. One of the ledges have a switch on it; press it to rotate the screen. A Wizzrobe will attack you; attempt to lock-on and kill it via Arrow/Elemental Arrow. Get some magic refills in the grass nearby, then continue by going to the updraft and heading south. You'll reach a ledge soon. The ledge has a chest with the Dungeon Map in it. Get some

magic refilled, then head back to the ledge before the fork in the road. Take the other path. On the last ledge, a Wizzrobe and a few Peahats will attack from the exit ledge -- attack back! If you use Arrows, you'll have to manually aim. When the enemies are dead, strike the nearby skulls to refill you're magic before heading to the next ledge. There, cut some grass to refill your magic yet again and go through the door.

You end up back in the large room from earlier, on one of the higher ledges. Bomb the nearby warp jar to unseal it, then step on the nearby switch. This will mess with the screen nearby so that it becomes open, revealing another floor below. Since you can't go anywhere but there, jump into the gaping pit. Make sure to whip you the Deku Leaf before hitting the ground to break your fall (and probably your arms). The parts of the basement avaiocable to you are limited to the currently unopened screen and the two doors surrounding the area. One of these doors is locked, so go through the other one.

This room is a more-complicated reversed-version of the pit rooms of the Earth Temple. YOU are in the pit, with the chest being surrounded by spikes on the higher ledge in front of you. So how to get there? Well, you may remember the blocks from before. There are five here. Each does something different, depending on which one you break through. From left to right...

- #1 - Fight four Red Chuchus
- #2 - Nothing
- #3 - fight two Floormasters (avoid at all costs!)
- #4 - Fight three Armos
- #5 - Fight four Green Chuchus

I highly advise that you avoid the middle one of the blocks. In the room below where you'll fight, there are spikes spotted throughout the place, making battles with Floormasters difficult. I recommend the first, second, or fifth blocks for ease. When you defeat any enemies that you decided to encounter, head to the opposite side of the room (underneath the ledge with the chest). There, you'll find two moveable blocks. One has a springboard; the other, nothing. On that side of the room, you'll find a black square. Push the block with the springboard onto this square, and the normal block beside it. Climb onto the first block, then onto the springboard. Equip and unequip the Iron Boots to spring onto the ledge above. Once you get up there, the spikes will recede and the chest can now be grabbed. Open it to recieve a small key. If you want a Treasure Chart (#35), you now should break all of the blocks from earlier and defeat the enemies. Return to the current ledge from the chest. Whether you decide to get the Chart or not, leave when ready.

Go to the locked door of the basement and unlock it. Go through it for a miniboss.

The cylindrical room will seem empty at first but, as you approach the middle, a large, yellow-robed, headdressed Wizzrobe shall appear for the first, last, and only time. If you are planning on completing the Nintendo Gallery, take a Pictograph NOW!

```
O-----O
| MINIBOSS: Elite Summoning Wizzrobe |
O-----O
```

Immediately after the battle commences, the Wizzrobe will summon a normal Summoning Wizzrobe and a Darknut. I think it may help to defeat the Darknut only to try to keep the enemies from summoning, although I'm not very sure that this method will always work. As for the Elite Wizzrobe... It has a couple of attacks. It has the triple-fireball attack typical of Wizzrobes and can

summon any monster in the game, unlike its weaker counterpart. As for killing it, there are two strategies. You can either repeatedly (and frantically, if Keese have been summoned) cycle through the lock-ons until you find the main miniboss (ALWAYS focus on him first!), then fire Elemental Arrows at him. It will take three to kill. The quicker, but less accurate, way is manual targeting. Either way, once the Elite Wizzrobe is dead, you will still have to kill the other summoned enemies before finishing the battle.

After the Wizzrobe and its summoned minions are dead, a chest will appear in the middle of the room. Open it to receive the Hookshot. This has quite a few uses. While targeting, you can latch onto and consequentially have Link travel to nearby by trees, poles, etc. You can also latch onto enemies and go to them or, with the Iron Boots on for a sure-thing, bring them to you and stun them. You can also latch onto spoils to bring them to you or break open jars, pots, etc., or treasure orbs that enemies drop. You'll have to use this to get out. Look at the north side of the room. You'll find a peg on a ledge. You'll also see things that look like targets along the walls. Use the Hookshot to latch onto these and get onto the ledge. Once you get onto the ledge with the peg, smack it into the ground with the Skull Hammer. This will unseal the door. Go through it.

In the basement, you'll have to latch onto the target-things with the Hookshot to go up around the room. Do this about five to seven times to get about halfway to the ground floor. You'll be on the east side, with a large gap separating you from the next ledge. Glide there with the Deku Leaf and open the chest on the ledge to receive this dungeon's Compass. As in the Earth Temple, Makar's location will be marked on the dungeon map now with a pink-purple dot. Near the chest is a springboard. Get onto it and use the Iron Boots to make it lower. Unequip them to spring into the air and move forward with the Control Stick to land on a ledge. Hookshot onto the target-things a few more times and do the Iron Boot thing to get onto a ledge ringed two of the alcoves on the first floor. Go along the ledge to the northern alcove. Hookshot onto one of the targets on the walls. Next, equip the Iron Boots and, while still wearing them, walk into one corner of the alcove. Latch onto the stone that is blocking the way to Makar. If you did it correctly, the Hookshot will drag the stone down and break it (if you were in a corner, it shouldn't damage you). Go into the cell and open the chest to get a Joy Pendant. Next, drop down onto the ledge from earlier and go to the other alcove it was ringed, the western one. Hookshot up to one of the targets to get onto the ledge. Use the Control Melody to fly Makar over to this ledge. Retake control of Link and go through the door.

I'm fairly sure you remember the room in which Makar was kidnapped. You have re-emerged in this room again, and will have to fight a Summoning Wizzrobe. After defeating it, take control of Makar and have him fly up to the highest of the ledges, near the only-unused door. Next, have Link equip the Hookshot and aim at the nearest tree that Makar planted earlier. You will soon figure out that you can Hookshot at these. Do so and Link will be taken to it. Repeat this with the other two trees so that you are on the same ledge as Makar. Luckily, the Floormasters seem to have gone somewhere, so pick Makar up and go through the door.

This room is quite similar to the previous one, but with a few changes. Firstly, there are a few Blue Bubbles floating in the air and there are some Grabbing Hands in the pit below. Therefore, when you remove a Blue Bubble's flames, it will fall into the pit, and the flames will likely already be back up by the time you get down there. So how do you do this? Simple: attack with the Hookshot. Not only will it extinguish the flames, but bring the flameless skull to you. Strike to kill! Try defeating the nearest few, then fly Makar up to the nearest ledge and plant a tree. Make Link Hookshot up to that tree,

and defeat any Blue Bubbles you can. Then fly Makar to the next ledge and repeat this until you get to the highest ledge. There, pick Makar up and go through the door.

You have emerged in the highest part of the cylindrical room from earlier. Nearby, there are two switches. Set Makar down on one, and make Link stand on the other. Part of the screen in front of you will rotate, letting you through and the grate in the basement above the fan will open. Use the Command Melody and control Makar. Fly into the basement, but not below the fan just yet. Instead, once you get down there, look in an alcove on the west side to find two mounds of dirt. Plant trees in these to, somehow, make the fan activate, creating a MASSIVE and POWERFUL updraft for about fifteen to twenty-five seconds at a time! While still as Makar, fly into the updraft to fly back to Link (remember, second floor). When you return to Link, retake control of him. Next, get near the edge of the ledge. When the updraft starts up again, glide to the east side of the second floor (your left). It will help to use the C-Stick to see below you, as the updraft will take you very high. Open the chest that is here to get a Joy Pendant. Now, fly to the south ledge and enter the next room through the door.

Here, you will simply fight six Armos. It is better to try to just get behind them as a whole then strike, rather than the arrow-stun technique. Regardless, I'll let you do what you want - it isn't hard. Once all six Armos are dead, a gate rises, giving you access to a treasure chest. This chest contains a small key; once you get it, leave.

Okay... Now, when the updraft IS NOT BLOWING, equip your Deku Leaf and begin to float down. I want you to float to the eastern alcove. Once you reach the ledge and kill the Armos Knights, control Makar and, again while the updraft isn't blowing, fly down to the ledge with Link. Once the two have been reunited, pick Makar up and go through the door.

You have re-entered the nightmare room (the glitchy (?) Floormaster and wind switch room). Use the quick jump-and-gust technique from earlier to rotate the wind switch again. Once you've returned to the ledge, pick up Makar and cross over to the stone slab. Play the Wind God's Aria to destroy the slab. Pick up Makar and go through the door.

And following the nightmare room is... the Boss Key room! As usual, there is something guarding it: a trio of Darknuts! There is an easy to do this. First, circle around them until they are close together. Next, back off enough so that only one has enough range to hit you; lock-on to this one and get ready to parry. If you are lucky, you might get the sliding parry that removes armor; if the enemies are close, it will them, too, and remove the torso armor. At that point, defeat the one you were focusing on and repeat this process with the other two. Once you're done, a gate will open, letting you get to the chest. Open the ornate blue chest to receive the Boss Key. Leave the room.

In the Floormaster-nightmare room, just continue back with Makar and through the door to the main room.

Here, pick Makar up and drop into the basement, preferably when the wind isn't blowing. Why? There is a 50-50 chance of dropping into the hole where you can go below the fan; if it slices you, you will take damage. If you miss the hole, drop in after the fan stops blowing. Underneath the fan, you'll find a door; go through it.

In this room, you'll be encountering your second-hardest battle yet - a Summoning Wizzrobe (a normal one (see, SECOND-hardest)) allied by two Stalfos. As you enter, immediately equip the Hero's Bow and unleash a barrage of Arrows

(preferably Elemental) upon the Wizzrobe. Focus entirely on the Wizzrobe; the Stalfos are too slow to reach you if you hurry. As for the Stalfos, destroy their skeletons with Bombs, stun the bouncing head with the Boomerang, then unleash a barrage of sword slices to it. Repeat with the other one. Now, after the enemies are dead, the exit still won't open. Hookshot from ledge to ledge to get to a ledge with a peg; it is the highest ledge. Smack it with the Skull Hammer to open the door.

NOTE: Do you remember the Iron Boots-Hookshot combo you used to open Makar's jail cell? Use it to bring down all of the stone heads on the walls; a few have Bokoblins in them. Defeat the Bokoblins to make a chest containing Treasure Chart #5 appear.

Whenever you're ready, exit.

This room is among the longest in the dungeon. You emerge on a wide ledge that narrows as you go forward, until there's a gap, then it reverses itself on the next platform (the one with the exit door). In front of you on your ledge, you'll fight five Shield Bokoblin, then the two Armos Knights behind them. Try to stay close to the entrance to avoid waking the Armos Knights; five enemies at once is hard enough without adding two more to the mix! Focus on the Shield Bokoblin first. Once they're dead, defeat the Armos Knights and proceed to get to the gap. You'll soon realize that the two horizontal whirlwinds make travel forward impossible for Link. Take control of Makar and fly over the whirlwinds to the opposite ledge with the mound of dirt. Place a seed into the dirt to make a tree, as well as stop the fans making the whirlwinds. You can now either glide across with the Deku Leaf or Hookshot across; your choice. On the ledge, inch towards the edge near the Floormaster to try to stun and kill it; jumping off will usually give it time to grab you. After that, kill a few Peahats with the Boomerang. Pick Makar up and go through the door.

This will be the last room before you fight the boss of this dungeon. Three massive whirlwinds blow almost entirely across the room, blowing back those who try to fly or walk across who are too light. There are also some of those moving slicers from earlier. With these in place, you'll need a more sophisticated way of getting across. Why? The slicers can move at their normal speed, while Link would be slowed greatly with the Iron Boots and he can't go across without them. In front of you as you enter, you'll find three blocks. They are the key. First, equip the Iron Boots and push one into the path of the first slicer. Next, keep pushing towards one of the walls to trap it. Now, here comes a more complicated part. VERY close to the first slicer is the second. It is possible to block both with one block. One push at a time, attempt to trap the second slicer between the block and the wall as it hits the wall. It is less risky to try the trial-and-error way: it hits, you push. If it is trapped, good; if not, keep trying. Now, for the second block. Simply push it across to the gap so that it drops in. Take the third block and move it across the third block to get it to the other side. Like before, trap the moving slicer. Now, all that you need is Makar. Go back near the entrance and grab him. Walk towards the whirlwinds. Once you get to the gap, go across the block you placed in there earlier. After that, simply go through the doorway. Once there, you can take off the Iron Boots. In this part of the room, you'll find a stone slab, some pots, and a warp jar. Use a Bomb to open the warp jar. Break the pots to get refills, fairies you should bottle and use, and an amazingly large amount of Rupees compared to other dungeons. Play the Wind God's Aria while near Makar and the stone slab to disintegrate it. Now, save and go through the door.

When you emerge from the door, you emerge on a ledge a fair distance about a sand pit. In the middle of the pit is a platform with the Triforce emblem on it. When you jump down and go towards the platform, the room brightens some

and sand begins pouring into the room from several points on the roof. As the sand rises, the platform is engulfed and a massive, ugly worm-like thing emerges. It (somehow) flies in the air for a short time before diving back into the sand. This is your fifth boss, Molgera!

=====
BOSS FIGHT: Molgera
=====

Throughout this battle, Molgera will mainly stay in the sand. When it is in the sand, it will periodically raise its mouth and tongue out of the sand. This thing is just begging for it! You can target the tongue and Hookshot it to bring it to you, then slice it. At this point, the monster will let loose some larvae. These will repeatedly dive in and out of the sand and may hurt you. However, their main purpose is to mess up your aiming at the tongue. Lock-on to them and Hookshot and hit them twice to kill them. They may drop refills.

Molgera has two main attacks. Whenever it is in the sand, you'll notice that it has the sand moving towards a hole or something its burrowed. Well, if you get too close, it will swallow you and do TWO hearts of damage (not 2/4, just TWO). The other attack occurs whenever it flies around the room. It will try to burrow onto you. I've never had it happen to me, but I'd avoid it anyways, seeing as a simple swallow takes two hearts. To avoid it while in the sand, simply stay away, and, while it's moving, watch out for when the sand begins to darken and lower: Molgera is about to rise there! It will take about four sword combos or so to defeat the boss.

After exterminating this worm, Molgera will rise out of the sand, sending green blood everywhere. In the middle of the air, Molgera will turn to sand and explode from back to front, dropping a Heart Container. The sand recedes and the Triforce platform appears. Grab the Heart Container then step into the blue light.

After doing so, Makar runs into the room. As before, Link wordlessly places the Master Sword into the blue light. He then conducts Makar in the Wind God's Aria. As he does, Fado begins to play alongside Makar. Once the song is done, Fado disappears and Link runs to pick up the Master Sword. It buzzes and the hilt's black stone changes to yellow and the blade shines brightly! The Master Sword is now once more infused with the power to repel evil; it is the true Master Sword!!! Makar says he will stay and pray for the power to remain in the Master Sword, says his good-byes, and wishes you luck as you step into the light and return to the surface.

))
Gale Isle (A4)
))

As you emerge from the temple, you see the King of Red Lions speaking with a Merman. From what you can glean from the conversation, the Forsaken Fortress has been empty since Valoo torched Ganondorf's tower earlier. Could he really be gone? The King of Red Lions doubts this. He is concerned about Zelda's well-being, and urges you to complete the Triforce so you can return to Hyrule!

++++
++++
++
++ Section XXII- World Entourage, Part 1: The Triforce Charts! **WW422** ++
++
++++
++++

))
Windfall Island (B4)
))

As preparation, you WILL need 21 Joy Pendants. You will need at least that many of them. You'll also need to have found the Picto Box after freeing Tingle. For details on this, see Section IV of the walkthrough.

Once these conditions have been established, head to the schoolhouse on Windfall. Talk to the teacher there. She is complaining about the group of kids that you met outside; they are making life a nightmare for her. Exit the building and talk to the one with the brown cap, Ivan. They've decided that they will leave Ms. Marie alone, but only if you can beat them in a game of hide-and-seek. To find them, look in the tree near where Maggie's father was (in front of the Bomb shop; roll into the tree), behind the Bomb shop, behind the gravestone near the prison and Tott, and in a bush to the left of the arch near the school. After you find one, you must catch them by running into them to truly catch them. Once you've caught all four, they'll give you a Piece of Heart and let you continue your quest for the Triforce Chart.

Now, go into the school and talk to Ms. Marie. She is so happy that the group has begun to listen to her that she gives you a Purple Rupee (value of 50 Rupees). After you get the cash, leave and talk to Ivan (the leader of the group of kids). It seems that Ms. Marie's birthday is coming soon, and the one thing she loves is Joy Pendants. You've probably collected quite a stash by now. Around now, I usually have 50-ish. If you need more, just go somewhere where you can find Bokoblins of any kind and hit them with the Grappling Hook to steal one. You also may find some in the treasure chests you've skipped in the dungeons. Once you have 21, visit the school again.

In the school, set the Joy Pendants to X, Y, or Z and go near Ms. Marie and "use" them. She is overjoyed to see them, and gives a Red Rupee (value: 20 Rupees) for one. She then mentions that she'd like 20 more. Give her 20 to get a deed to a private cabana (located in quadrant E5). It is recommended that you give her another 20 more to receive the Hero's Charm, a mask that will let you see the HP of a targeted enemy, if worn. When ready, teleport to the Forest Haven and sail northwest one square, or go to the Tower of the Gods and sail south one square, or go to Southern Fairy Island and sail one square northeast.

))
Private Oasis OR [Player's Name]'s Oasis (E5)
))

You may have noticed that this island may have one of two names. When you arrive, it will be known as the Private Oasis. Soon, the name will change to the _____'s Oasis, with the _____ being filled with the player's name. For reference, it will be called Link's Oasis after that point.

Head onto the island and to the building. The door of the cabana has been enchanted with the ability to speak, which is demonstrated as you try to enter the building. TRY, is right, as it refuses to allow you to enter. Show it the Cabana Deed by setting it to and using it with X, Y, or Z. It will then allow you to enter.

Inside, you play a minigame for some Rupees by finishing a puzzle of sorts and also break the four (?) vases around the room for quite a few Rupees. When ready, equip the Grappling Hook and look up. You'll see a Grapple Stick; swing on it to extinguish the fire in the fireplace, revealing a secret cave. Enter

))
Outset Island (G2)
))

Go towards your Grandma's house. Visit her for some Elixir Soup, then go around along the path behind the house. Go as far as you can so that you will be able to Hookshot to a tree on a higher ledge. Once you do, lift the large stone head and throw it somewhere, then enter the newly-revealed hole - the entrance to the Savage Labyrinth!

))
The Savage Labyrinth
))

In this dungeon, quite easily described as the hardest in the whole game, you will fight thirty floors of enemies to get to the Triforce Chart. If you want a Piece of Heart, you can go down twenty more for it. On the floor you have emerged on, the first, you'll find a pot with some fairies and a light beam going to the surface. This will be the LAST chance you have before entering the dungeon to refill your supplies until you reach floor #11, so get ready. When you are ready, drop into the hole.

Also, I need to mention this much! Enemies will NOT drop spoils here. However, you probably have been using the Grappling Hook to steal items from enemies. You can do that here, too! Not just items, but hearts and Rupees as well! Good luck; you'll need it!

O-----O
| Floor #1 - Enemies: None. |
O-----O

You were just here! It had a light back to the surface and some pots with fairies, then the hole to the second floor.

O-----O
| Floor #2 - Enemies: Lots of Keese |
O-----O

Simply keep attacking!

O-----O
| Floor #3 - Enemies: Miniblin x6 |
O-----O

The Hurricane Spin always works well.

O-----O
| Floor #4 - Enemies: Bokoblin x4 |
O-----O

Just attack them a few times.

O-----O
| Floor #5 - Enemies: Red Chuchu x6 |
O-----O

Isn't hard; just attack each once.

O-----O
| Floor #6 - Enemies: Magtail x4 |

O-----O

Remember, you can attack while their jaws are open, then kill the ball, or just parry.

O-----O

| Floor #7 - Enemies: Keese x4, Miniblin x4 |

O-----O

Use the Hurricane Spin, then use the Boomerang to kill any stragglng Keese.

O-----O

| Floor #8 - Enemies: Fire Keese x4, Magtail x2 |

O-----O

Take care of the Fire Keese with the Boomerang, then parry the Magtails' attacks.

O-----O

| Floor #9 - Enemies: Fire Keese x2, Bokoblin x4 |

O-----O

Take care of the Keese with the Boomerang, then unleash a barrage on the Bokoblin.

O-----O

| Floor #10 - Enemies: Moblin x2 |

O-----O

It will help if you stun the Moblins with the Boomerang before attacking. It will also help to fight one at a time.

O-----O

| Floor #11 - Enemies: None. |

O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

O-----O

| Floor #12 - Enemies: Peahat x6 |

O-----O

Just repeatedly strike them with the Boomerang!

O-----O

| Floor #13 - Enemies: Green Chuchu x4 |

O-----O

Remember, they can hug the ground and be invulnerable to attack. Stun them with the Boomerang to make them vulnerable for a few seconds.

O-----O

| Floor #14 - Enemies: Boko Baba Plant x5 |

O-----O

A simple one hit with the Boomerang instantly kills these monsters.

O-----O

| Floor #15 - Enemies: Shield Bokoblin x4 |

O-----O

No different than the others you've fought, except with swords.

O-----O

| Floor #16 - Enemies: Wingless Mothula x5 |

O-----O

They pose no threat that I can tell. Just strike them and get rid of any Morths that slow you down by using a Spin Attack.

O-----O

| Floor #17 - Enemies: Peahat x3, Boko Baba Plant x3 |

O-----O

It's all in the Boomerang...

O-----O

| Floor #18 - Enemies: Bokoblin (in pots) x4, Green Chuchu x4 |

O-----O

Haven't you already fought these, but separately?

O-----O

| Floor #19 - Enemies: Wingless Mothula x3, Bokoblin x2 |

O-----O

Just an endless barrage with the sword.

O-----O

| Floor #20 - Enemies: Winged Mothula x2 |

O-----O

Just repeatedly strike with the Boomerang to cut off the wings of both of them, then just hit them with the sword.

O-----O

| Floor #21 - Enemies: None. |

O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

O-----O

| Floor #22 - Enemies: Wizzrobe x3 |

O-----O

Try focusing on one at a time.

O-----O

| Floor #23 - Enemies: Armos x4 |

O-----O

Instead of wasting arrows, just run around behind them and strike that jewel.

O-----O

| Floor #24 - Enemies: Armos Knight x2 |

O-----O

When the enemy opens its mouth, use one of the Bombs on the floor, rather than

use one of your own.

O-----O
| Floor #25 - Enemies: Yellow Chuchu x6 (in pots) |
O-----O

Get near one or two pots at a time, stun with the Boomerang, strike with the sword, and repeat.

O-----O
| Floor #26 - Enemies: Red Bubble x4 |
O-----O

Just strike them with the sword.

O-----O
| Floor #27 - Enemies: Darknut x1, Bokoblin x2 |
O-----O

It'll help to kill the Bokoblin first, then focus on parrying the Darknut's attacks. Try drawing away the Bokoblin, though!

O-----O
| Floor #28 - Enemies: Wizzrobe x1, Armos x3 |
O-----O

Again, focus on the Wizzrobe first, then walk around the Armos and strike their jewels.

O-----O
| Floor #29 - Enemies: Armos Knight x2, Red Bubble x2 |
O-----O

Use the Bombs provided for the Armos Knights, but focus on them AFTER getting rid of the Red Bubbles.

O-----O
| Floor #30 - Enemies: Darknut x2 |
O-----O

Try to walk around them and make them stay close together, then stay away and parry the attacks of the closer one.

O-----O
| Floor #31 - Enemies: None. |
O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a chest with Triforce Chart #6. You can escape now, or reflect some light onto one of the nearby statues to reveal a hole and continue.

O-----O
| Floor #32 - Enemies: Redead x6 |
O-----O

Shine light on a Redead, rapidly strike and kill, and repeat.

O-----O
| Floor #33 - Enemies: Blue Bubble x5 |
O-----O

Use the Hookshot to get rid of the cloud AND bring the enemy to you, so that you can kill it, and repeat.

O-----O
| Floor #34 - Enemies: Dark Chuchu x6 |
O-----O

I think you can take them into the light via Hookshot; if not, just shine and crush them.

O-----O
| Floor #35 - Enemies: Poe x5 |
O-----O

Just lock-on to one then strike it. If you get confused, head into the light to heal yourself.

O-----O
| Floor #36 - Enemies: Winged Mothula x3 |
O-----O

A bit weird, but... Just slice each enemy's wings off with the Boomerang one at a time, or use Arrows.

O-----O
| Floor #37 - Enemies: Redead x3, Moblin x2 |
O-----O

Try to take care of the Redead first with the light, then focus on the Moblins. Remember to stun the Moblins with the Boomerang first and try fighting one at a time.

O-----O
| Floor #38 - Enemies: Dark Chuchu x5, Winged Mothula x1 |
O-----O

Take care of the Mothula first by chopping off its wings, then killing its wingless form. After that, stone and smash the Dark Chuchus.

O-----O
| Floor #39 - Enemies: Poes x5, Moblin x2 |
O-----O

Take care of the Moblins first, but make sure to stun them first. After that, shine light on the Poes and strike them twice to kill them. Remember, to get rid of the confusion, you can go into the light.

O-----O
| Floor #40 - Enemies: Blue Bubble x4, Stalfos x2 |
O-----O

Obviously, take care of the Blue Bubbles first; it is preferred that you use the Hookshot method. After that, you should try taking care of one Stalfos at a time. If you can't, use a couple of Bombs. Remember to stun the heads after destroying the skeleton to make it easier.

O-----O
| Floor #41 - Enemies: None. |
O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

O-----O
| Floor #42 - Enemies: An insanely high number of Miniblin |
O-----O

Lots and lots of the Hurricane Spin.

O-----O
| Floor #43 - Enemies: Red Chuchu x10, Green Chuchu x10, Yellow Chuchu x10 |
O-----O

Kinda hard to say. You'll be hit if you use the Hurricane Spin. Hmmm... It may be best to use Arrows or somehow draw out the Yellow Chuchus. Either way, use Arrows or the Boomerang-Sword hit technique to kill the Yellow Chuchus. If there are a lot of the others left, use the Hurricane Spin; if not, a couple of sword hits will suffice.

O-----O
| Floor #44 - Enemies: Wizzrobe x5 |
O-----O

Focus on one at a time. It is largely beneficial to use Elemental Arrows, as they are stronger than regular arrows and can get there faster than sword hits, rather than simple sword hits or regular arrows.

O-----O
| Floor #45 - Enemies: Bokoblin x16 |
O-----O

I thought you'd never have to use it against something other than Miniblin and Chuchus, but use the Hurricane Spin.

O-----O
| Floor #46 - Enemies: Redead x4, Stalfos x2 |
O-----O

I don't remember if there is a light in here. If so, use it! If not, too bad. Just stay far away when approaching Redead. It is also best to focus on the Redead first, then kill the Stalfos. Again, be sure to use Bombs if you can and stun their heads when they bounce around.

O-----O
| Floor #47 - Enemies: Moblin x3, Darknut x2 |
O-----O

The Moblins will be very annoying if you don't take them out first. After that, just group the Darknuts together and then focus on the closer one.

O-----O
| Floor #48 - Enemies: Wizzrobe x3, Darknuts x2 |
O-----O

Again, Wizzrobes, then the Darknuts. It is very beneficial to use Elemental Arrows against the Wizzrobes, as usual. Also use the grouping technique on the Darknurs after killing the Wizzrobes.

O-----O

the ones at Stone Watcher. Simply go into the room and fire the Fire Arrows. Also, you have to defeat all summoned allies for you to leave this room.

Shield Bokoblin (in jars; x5) - Seriously? Just lock-on to one and bash away. After it's dead, go to the next.

When you emerge into the pillar room after killing all four rooms' enemies, you'll find four Darknuts waiting for you. Use the herd-back off-parry technique I keep on mentioning and you should win without a problem. It will help greatly if you stun the Darknut while its helmet is gone, so you can remove its torso. Once it all four are dead, the door across from the one you originally used to get in here will unseal. Go into it to find a Triforce and wind emblem on the floor. Stand on the wind emblem and play the Wind's Requiem to make a chest appear. Open it to recieve Triforce Chart #8. Leave this room and go through the door directly across from you to get out via light beam.

Once you have collected all eight Triforce Charts, go to Section XXIII of the walkthrough (the next section).

```
+++++
+++++
++                                     ++
++ Section XXIII- World Entourage, Part 2: The Triforce Shards! **WW423** ++
++                                     ++
+++++
+++++
```

Okay, by now, you should have all eight Triforce Charts. If not, return to the section above all collect them.

At some point in your quest, probably on your first visit to Windfall Island WAAAY back, you've probably rescued Tingle from the Windfall jail. If you have not somehow done so, refer to Section IV of the walkthrough for details. Once you have, you will need to collect a total of 3184 Rupees; no more than that is required. If you have stocks of spoils, you can sell them. You can also try to get treasure from the Treasure Charts and light rings on the sea. Once you have done this as well, use the Ballad of Gales to teleport to *shudder* Tingle Island.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Tingle Island (C3)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Okay, get onto the island and defeat the Blue Chuchu there for its jelly if you have not done so at any point in the game. Now, on the island, you'll find a ladder. Climb up it and you'll find Tingle on the platform. Talk to him and he'll (eventually) offer to decipher the Triforce Charts... for 398 Rupees a piece! (After all that trouble to save him, too...) Give him the cash and he'll use some of his "magic" to make the map readable. Do this seven more times to decipher all the maps (and empty your wallet).

Now, you will using these charts like any other charts. When you sail to the proper spot, use the map to find the treasure marked with the X and use the Grappling Hook to get the treasure. In all eight cases, you'll find a Triforce Shard. The charts correspond to these areas:

- Triforce Chart #1: Greatfish Isle (D2).
- Triforce Chart #2: Gale Isle (A4).

Triforce Chart #3: Stone Watcher Island (E3); it'll help to sink the cannon boats before trying for the shard.
 Triforce Chart #4: Outset Island (G2).
 Triforce Chart #5: Cliff Plateau Isles (F7).
 Triforce Chart #6: Southern Triangle Isle (E4); it'll help greatly if you kill a majority of or the entire nearby Seahat population.
 Triforce Chart #7: Seven-Star Isles (A6); be prepared to fight some Kargarocs.
 Triforce Chart #8: Two-Eye Reef (G4); you'll have to clear out the cannons first. Also get the magic upgrade while here!

Once you have all eight pieces of the Triforce, they fuse together to form the final piece of the Triforce, the one that the Hero of Time once had possession of: the Triforce of Courage. After congratulating you, the King of Red Lions urges you to hurry back to Hyrule; use the Ballad of Gales to teleport to the Tower of the Gods, but ONLY once you've become prepared.

```

+++++
+++++
++
++          Section XXIV- Going Back to Hyrule    **WW424**          ++
++
+++++
+++++
  
```

[This is a bit of copy from Section XXIII to catch you up.]

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Somewhere on the Great Sea
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
  
```

Once you have all eight pieces of the Triforce, they fuse together to form the final piece of the Triforce, the one that the Hero of Time once had possession of: the Triforce of Courage. After congratulating you, the King of Red Lions urges you to hurry back to Hyrule; use the Ballad of Gales to teleport to the Tower of the Gods, but ONLY once you've become prepared.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Preparations
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
  
```

When you travel back to Hyrule, you will not be returning to surface for a while, maybe not even at all. You will need to be very well prepared before going below the waters again. I highly recommend you get everything on this list; see the Sidequests section for some details.

- Completed Triforce of Courage (required)
- Have at least twelve hearts; fifteen or more is recommended
- Have the Magic Gauge's capacity doubled
- Get both Arrow upgrades
- Get both Bomb upgrades
- Get all four bottles, with these contents:
 - Elixir Soup (x1)
 - Fairy (x3)
- Have the Hurricane Spin

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          The Tower of the Gods (D5) (Outside of dungeon)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
  
```

When you arrive in the courtyard, the King of Red Lions asks you to show your

piece of the Triforce to the gods. When Link holds it up, the shining gate to Hyrule appears... and the Triforce appears on Link's hand. This can mean only one thing: you have become the true hero. The King of Red Lions gives you the name of the Hero of Winds, then sails into the circle.

))
Hyrule
))

When you arrive, get out of the boat and walk into the castle. When you get in, you see that the statue of the Hero of Time has been severely damaged and slid back; this can't be good. Walk into the basement.

When you do, you'll see Zelda, standing as she did on the platform where the Master Sword once was. Well, guess everything's okay... Or is it? As you get close, she disappears in a blinding light. Ganondorf then talks, saying that it was idiotic to have thought that the castle would be safe with his power unsealed. He tells you that he's taken Zelda and summons two Mighty Darknuts and ring of fire around the platform to finish the job.

These monsters are definitely are the elite of the elite. These enemies have much more HP than other Darknuts, and the one main hope of getting to their armor (the red X on the back) is blocked by a sturdy cape. How are you going to get at them, then? Well, isn't cloth flammable? Just shoot a Fire Arrow at each of them; it won't do damage, but it will remove the cape. After that, use your parries as usual.

When you defeat these two monsters, the ring of fire disappears. Leave the basement, and Link will automatically go to the other exit of the main room. Go through it to emerge outside.

Earlier when you visited, you may have noticed the barrier outside Hyrule, and how nothing could penetrate it. Now that the Master Sword has gained its full strength, merely give the barrier a swat with it; it breaks into shards and falls to the ground. Now, you are to go along the dirt path to Ganon's Tower, which you may have also noticed earlier. Along the way, you'll fight a few Red Chuchus, a Moblin, and a Darknut; nothing too hard. Just past the Darknut, you'll find several ledges that used to be part of a bridge, but something broke them. Just use the Hookshot on the targets to get from ledge to ledge. You may fight a couple of Keese along the way; defeat them with the Boomerang. When you get across, enter the cave - the entrance to the sixth and final dungeon: Ganon's Tower.

++++
++++
++
++ Section XXV- The Endgame: DUNGEON #6: Ganondorf's Fortress **WW425** ++
++
++++
++++

))
Ganon's Tower
))

Here it is, your final dungeon. Here, you will take down Ganondorf once and for all! The first room is simple; just go up the steps and through the door.

Here, you'll be reminded of the Dragon Roost Cavern, seeing as there's a fair amount of lava and bridges, and is also similar to the Overlook Island and

Here, you may only think that the pit is bottomless. However, reading the stone tablet nearby implies that it is not. Therefore, jump into it.

You, indeed, land in a room that is part of an immense labyrinth. In most of these rooms, you will fight the Phantom Ganon -- I'm fairly sure that you can still remember your second trip to the Forsaken Fortress. You can use the method of hitting the white electric ball to defeat him. He also has one new attack. He can summon a ball of red and black energy above his head, then hurl it at you to make twenty or so homing missiles. If you use a Spin Attack, you can reflect most or all of these missiles, usually making Phantom Ganon fall onto the ground instantly. Whenever he is brought down, you will need to strike him once, just once, to make him disappear and leave his sword behind. The stone tablet said that you need to go through the door that is being pointed at with the hilt of the sword that the Phantom Ganon leaves behind. In case you don't know, that would be the handle. Repeat this six or seven times, then you'll emerge in a room with a chest. When you enter, the doors seal. You'll fight Phantom Ganon one more time here. After defeating him once more, a chest will appear. Open it to receive Light Arrows. If you have been reading other parts of this guide, you may know that I mentioned an item that is the most powerful or most useful. This... is that item. Firstly, this item, when shot, will pierce any armor - ANY! Secondly, it can kill almost anything in a single shot. You can switch to these while aiming with the Hero's Bow as you normally would. Also, I should note that these use about twice the amount of magic as a normal Fire/Ice Arrow. When ready, exit the room.

You'll appear back in the room with the face on the wall and Phantom Ganon appears yet again. Since you have the Light Arrows, let's give them a test drive. Lock-on to Phantom Ganon and shoot. Thousands of rays of light emit from inside his body, as he turns brighter, then disappears, killing him forever. The only remnant he has left was his sword. Pick it up and hit the wall with the face on it with the sword. The wall will shine similarly to how Phantom Ganon did, then crumble away. Go through the newly-revealed tunnel.

You'll emerge on yet another long staircase. This one has some landings with enemies. You'll fight a Moblin, then a Darknut, then two Moblins, then two Mighty Darknuts next to the door. As you proceed, simply defeat these enemies with Light Arrows. The pots on each landing and near the door have enough magic pots and Arrows to supply you well. At the door, the wooden bar will rise if the enemies have been defeated. Once this has happened, use anything not in a bottle to refill your health, magic, and Arrows. Save, and go through the door.

This is likely the largest room ever created in the whole game. It is very large and cylindrical, with very shallow water between the outer edge and a platform in the center. Here, you'll find a bed surrounded by a curtain, which is somehow moving (maybe there's a draft somewhere). As the curtains blow, Link is able to catch glimpse of Zelda! To her right, you see a dark shape rise; it has to be Ganondorf! When Link draws the Master Sword and his shield, Ganondorf tells him not to be so hasty, as he can read the dreams of Princess Zelda. It is all oceans, as far as the eye can see; they yield no fish to catch and are too vast to swim (sound familiar yet?). Ganondorf then laughs at the story of the final hours of Hyrule and mocks the survivors of the flood. Ganondorf then asks why that you can't see that your gods destroyed you, then says that he's been waiting for you, the Hero of Winds, the Hero of Time reincarnated. He says to betray his expectations as he blows up into a puppet-thing. It is the only multi-form boss in the game: Puppet Ganon!

=====
BOSS FIGHT: Puppet Ganon
=====

-----\
First Form: Moblin)
-----/

The only attack that I know of this form having is a punch, similar to how a balloon works when you blow it up. The fist will blow up and extend at you. Keese will also come to attack you. These aren't hard to deal with, as you have the Boomerang and the Master Sword (if the Boomerang is busy, as you'll soon see).

To retaliate, you'll begin similarly to how you did with Kalle Demos. You'll have to cut the strings holding Pupper Ganon up (he IS a puppet now, and puppets have strings). Each string will take two hits with the Boomerang to break. Just note that the red string on Puppet Ganon's back cannot be cut and the strings will repair if you take too long. It'll help to remove all of them, but the main one is the tail. When you do this, the tail will twitch until it is cut, then go limp. On the tail, you'll find a blue orb. Blast it with a Light Arrow to damage Puppet Ganon. Once he is damaged, he'll retract up to the ceiling and repair himself, then come down again. Repeat this two more times to continue.

Once the first form is defeated, Link jumps around as if this was the only form. However, he'll stop jumping as the puppet rises to the ceiling and morphs into its next form, a spider!

-----\
Second Form: Spider)
-----/

The spider only has one attack, yet again. It'll lower itself repeatedly from the ceiling onto you, sometimes bringing Keese with it. The blue orb is on his tail, so you would think of going to it. However, as he is falling, Puppet Ganon will rotate. So, how are you going to get at him?

Well, go on the water as Puppet Ganon is rising, then zoom out as much as you possibly can with the C-Stick. In the reflection of the water, you'll see Puppet Ganon as he falls to the ground. When he stops rotating, you'll be able to see the position of the tail when he hits the ground. Go to that place and shoot a Light Arrow at the orb to damage him. Do this two more times to defeat this form and continue to his next form.

-----\
Third Form: Snake)
-----/

Even this form only has one attack, and it is tough to avoid. The snake will slide quickly around the room, circling a spot occasionally. If you get in its way, you'll be clobbered hard. This form will also drop Morths as it goes; these will serve to give you refills.

So, how are you going to damage this form. Well, it'll be best to wait until the monster starts circling a spot. At that point, fire Light Arrows somewhat randomly. You'll really need to time it based on the distance. You are aiming for the orb on its tail. You may be able to stop the snake for a few moments with a hit to the head with a Light Arrow or something. I can't do much more after this other than wish you luck!

After hitting the orb for the final time, the puppet darkens and rises up to the ceiling. On its way, it explodes, leaving the red string to hang limp. It

seems that you've won... NOT! You heard Ganondorf's voice far above, challenging you to fight him as he carries Zelda off. Jump at the string from the central platform to grab onto it, then hold R. Now, you are going to climb quite a distance upwards. Eventually, you'll reach a peg that Link will climb onto. Next, you'll have to look for another stick to use the Grappling Hook on. It'll be on the level above you when you look up. Grapple onto it and climb up. Here, you'll find a warp jar, pots, and Morths. Break the pots for refills and put a Bomb near the jar to open it. It'll go back to the bottom of this room. Do the Grapple-climb thing a few times until you find that you can almost climb onto a ledge with a bluish doorway. Get close to it and Hookshot at the ceiling on the roof of the ledge.

NOTE: This is your last chance to do anything outside of Ganon's Tower. If you feel that you need some refills or more hearts or improved magic or something, you can still exit through the dark portal from earlier. If you go through this doorway, there will be no turning back. If you feel that you are ready, save and go through.

When Link emerges outside, he gets what nobody expected: a speech. Ganondorf is standing over Princess Zelda, telling Link of his homeland, Gerudo. The wind to him always seemed to bring death, which is why coveted Hyrule. He then begins to talk about how it seemed that it was his fate to bring together the three holders of the Triforce so he summon anything he wants. He already has the Triforce of Power, and Princess Zelda has the Triforce of Wisdom. All that is missing is the Triforce of Courage.... YOURS! Ganondorf strikes Link a few times, knocking the Master Sword away, almost into Zelda's head! Ganondorf says that we won't kill Link; he merely needs the Triforce he has. He lifts Link and the three Triforce glow. The pieces of each float up into the air and then back down in a larger form. Link is tossed away as Ganondorf shouts his wish to the gods -- to expose Hyrule to the suns rays once again and to give it to him!

As reaches to the Triforce to finalize his wish, he finds that the King of Hyrule is touching it. The King says that it is whoever TOUCHES the Triforce is who gets their wish; Ganondorf himself said this moments ago. The King then makes his wish: to give you and Zelda hope for the future, and to wash away Hyrule. The Triforce glows brightly and floats away, showing that the King's wish has been confirmed, as the King tells Ganondorf to drown with Hyrule. As water begins to pour down from above, all Ganondorf can do is laugh maniacally, mocking your "future." Zelda appears next to Link and hands him the Master Sword, apologizing for "oversleeping." With his back to you, Ganondorf plans to show you what future you have and draws two swords. He then turns and attacks; it is time to end this!

=====

FINAL BOSS: Ganondorf

=====

At this point in the battle, it becomes quite obvious pretty fast that you'll have to use something else other than a direct attack to get at Ganondorf, as he blocks any sword slice you try. The only to damage him is to parry, and you are only able to parry the final attack in his combo; back off until that hit. When you manage to parry, Ganondorf will be stunned, allowing you to unload a beating on him. You'll have to use your second-best weapon, your Master Sword, because Zelda will be fighting alongside you with the Light Arrows. If she hits him, it will result in the same effect as if you parried him. You can't depend on her entirely, though!

When Zelda hits him a few times, Ganondorf will run over and backhand her across the arena, knocking her unconscious. You'll have to continue your strategy of parrying and hitting with the Master Sword for now.

After that, you'll see a pattern of ---- to divide this data from the data of the next enemy. Also, enemy names are arranged in alphabetical order.

As for the bosses, the format is fairly simple. I'll say the name of the boss, it's location, and the reward you get afterwards.

))
Section II- Land Enemies **WW52**
))

=====
Armos

Spoils: Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), normal Arrows (stun)
Notes: The weak point of this monster is the jewel on its back.

=====
Armos Knight

Spoils: Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), Bombs (kill)
Notes: Bombs will only kill when they are thrown into the monster's mouth when it is open.

=====
Beamos

Spoils: Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Arrows (kill)
Notes: These monsters come in two varieties and are only located in the Tower of the Gods. The red variety is motion-sensitive to your movements and will fire a laser if it "sees" you. The other, blue, variety is stationary and constantly fires its laser. The way to kill it is when its ball that the lasers come from is enlarged, shoot it with an Arrow.

=====
Boko Baba Plant

Spoils: Boko Baba Seeds, Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), Boomerang (kill), Deku Leaf (expose weak spot)
Notes: This monster actually dies in a one-hit kill; it loses no HP when hit otherwise. Also, when this monster dies, it may become a Boko Baba Bud.

=====
Bokoblin

Spoils: Joy Pendants, Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), Boomerang (stun), Deku Leaf (stun)
Notes: There are two varieties. Normal ones, which may carry sticks, and Shield Bokoblins, which carry swords and shields.

=====
Blue Bubble

Spoils: Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), Ice Arrows (remove blue fog), Deku Leaf (remove blue fog), Hookshot (remove blue fog and bring to Link)

Notes: The blue fog around this monster disables attacks and items, meaning that you must use one of the above weaknesses to remove said fog.

Blue Chuchu

Spoils: Blue Chuchu Jelly, Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), other Arrows (kill), Boomerang (stun and get rid of the bioelectrical field), Deku Leaf (stun and get rid of the bioelectrical field)

Notes: The bioelectrical field must be removed before using a sword attack. Also, there are only fifteen of these on the Great Sea. They may reappear, but you won't get another Blue Chuchu Jelly from them.

Dark Chuchu

Spoils: Red Chuchu Jelly, Green Chuchu Jelly, Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), light (turn to stone), Skull Hammer (kill when stoned)

Notes: When turned to stone, you can pick these up.

Darknut

Spoils: Knight's Crests, Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Fire Arrows (remove cape on some), Boomerang (stun when without a helmet), parries (remove armor on head or torso)

Notes: There are three varieties. One is has normal armor, another has a buckler, and the Mighty Darknut has a cape, which you must burn off before parrying. Also, to remove the armor, you must parry attacks or hit the backside of the armor when the enemy is stunned.

Fire Keese

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Virtually everything (kill)

Notes: None.

Floormaster

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Boomerang (stun)

Notes: It is best to stun these and then attack. Also, these will grab Link or a partner and take them to a previous room in the dungeon.

Grabbing Hand

Spoils: None.

Weaknesses: None.

Notes: These appear in small bunches and always regenerate. They will dig into Link and steal his magic power if he stays still for too long.

Green Chuchu

Spoils: Green Chuchu Jelly, Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), Boomerang (stun), Deku Leaf (stun)
Notes: None.

=====
Kargaroc

Spoils: Golden Feathers, Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), Arrows (one-hit kill), Boomerang (two-hit
kill)
Notes: None.

=====
Keese

Spoils: Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Virtually anything (kill)
Notes: None.

=====
Magtail

Spoils: Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), parries (kill), water (stun)
Notes: If you put water on it, you can pick it up or repeatedly attack it to
kill it.

=====
Miniblin

Spoils: Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Virtually anything (kill)
Notes: None.

=====
Moblin

Spoils: Skull Necklace, Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), Boomerang (stun), Deku Leaf (stun)
Notes: They may carry torches, which can be thrown at you to cause a fire.

=====
Morth

Spoils: Item Refills, Hearts, Magic Pots (only against Puppet Ganon)
Weaknesses: Virtually anything (kill)
Notes: If they get stuck to you, they'll slow you down - nothing more. To get
rid of those stuck to you, use a Spin Attack.

=====
Peahat

Spoils: Golden Feather, Item Refills, Hearts, Magic Pots, Rupees
Weaknesses: Light Arrows (kill), Boomerang (two-hit kill), Deku Leaf (stun),
Grappling Hook (stun)
Notes: Until you stun this monster or chop off its propeller-thing, you cannot
hit it with a sword.

=====

Phantom Ganon

Spoils: None.

Weaknesses: Light Arrows (kill)

Notes: You can stun, then strike, him after reflecting either of his energy balls by hitting it. However, you are unable to truly kill him until late in the game when you hit him with a Light Arrow; see the walkthrough for details.

=====

Poe

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill (when solid only?)), light (make solid)

Notes: You cannot hope to hit it when it is not solid; you MUST make it solid first.

=====

Rat

Spoils: Item Refills, Hearts, Magic Pots, Rupees, various (when buy from nest)

Weaknesses: Virtually anything (kill)

Notes: If you spread some All-Purpose Bait in front of one of their nests (the mouseholes in the walls), a Rat may take some and then offer you some good stuff, such as Red and Blue Potions.

=====

Red Bubble

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill)

Notes: The fire cloud around it may burn you; I don't know if this has any effect on Link.

=====

Red Chuchu

Spoils: Red Chuchu Jelly, Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill)

Notes: None.

=====

Redead

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), light (stun)

Notes: If you approach when not stunned, it will shriek and stun you, likely giving it time to crunch on Link's head.

=====

River Octorok

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), shield/sword (reflect balls)

Notes: None.

=====

Stalfos

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Bombs (shatter skeleton), Boomerang (stun head)

Notes: When you shatter the skeleton, regardless of whether you used a Bomb or lots of sword hits, use the Boomerang to stun the head, making it easier to kill it.

=====
Summoning Wizzrobe

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Boomerang (stun), Deku Leaf (stun)

Notes: These may summon some enemies you have encountered. Also, there is a different variety you can encounter in the Wind Temple, which is much stronger and can summon anything.

=====
Winged Mothula

Spoils: Golden Feather, Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Boomerang (cut wing; stun when grounded), Hero's/Master Sword (cut wing; damage), Deku Leaf (stun)

Notes: None.

=====
Wingless Mothula

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Boomerang (stun)

Notes: None.

=====
Wizzrobe (normal)

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Boomerang (stun), Deku Leaf (stun)

Notes: None.

=====
Yellow Chuchu

Spoils: Red Chuchu Jelly, Green Chuchu Jelly, Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), other Arrows (kill), Boomerang (stun and get rid of the bioelectrical field), Deku Leaf (stun and get rid of the bioelectrical field)

Notes: The bioelectrical field must be removed before using a sword attack.

=====
)))))))))
Section III- Sea Enemies **WW53**
)))))))))

=====
Big Octo

Spoils: Various

Weaknesses: Boomerang (damage eye)

Notes: There are only six on the Great Sea and these will show a light ring with treasure underneath the water in most cases. They appear near

flocks of seagulls. To kill these, damage the eyes with the Boomerang. Each eye will take three hits to "kill." "Kill" all of the eyes to win the battle. See the sidequests section for more details.

=====

Cannon Boat

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Bombs (damage; needs three hits)

Notes: One in quadrant E1 (Needle Rock Isle) will reveal a light ring with a Triforce Chart underneath. The other two in that quadrant will also show light rings with a total value of 150 Rupees underneath the water.

=====

Gyorg

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill)

Notes: None.

=====

Seahat

Spoils: Golden Feather, Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Boomerang (two-hit kill)

Notes: None.

=====

Sea Octorok

Spoils: Item Refills, Hearts, Magic Pots, Rupees

Weaknesses: Light Arrows (kill), Bombs (damage)

Notes: None.

=====

))

Section IV- Bosses **WW54**

))

=====

BOSS FIGHT: Gohma

=====

Location: Dragon Roost Cavern /

/

Rewards: Heart Container /

_____/

_____/

-----\
Part 1: Opening the Shell)

-----/
_____/

Begin by equipping the Grappling Hook if it hasn't been equipped already. Use it and focus towards the roof, where Valoo's tail is hanging from. As you move over the tail, a yellow sparkle appears! This means nothing other than that you are meant to hook onto the tail. Once you do, you see Valoo go "What the...?" and Link begins to swing. You need only swing across. After you let go, a large piece of the roof falls on Gohma's head and its shell begins to crack. Immediately aim at the roof again. Gohma will replace the rock and Valoo's tail will slither through. Swing again two more times to fully crack the shell and

fight Gohma in his "true" form.

-----\
Part 2: Ending the Battle)
-----/

This part is simpler. Lock-on to Gohma (well, his eye) and use the Grappling Hook. Gohma will be forced over and also be stunned. Wail on it with your sword. Repeat as needed until defeated.

=====

BOSS FIGHT: Kalle Demos

=====

Location: The Forbidden Forest /
Rewards: Heart Container /
-----/

To begin, you'll have to look up. As you saw earlier, the flower bulb is attached to the ceiling by about twenty or so vines. Using the Boomerang, cut down the vines. The bulb will rarely attack at this period. If it does, just observe what attack it is. If a tentacle is swinging hostilely, move to another area of the room. If the tentacles dig into the ground, watch for a cloud of dust (?) and avoid it - the tentacles will sprout from the ground and damage you. When have cut all of the 20-ish vines, the bulb falls to the ground, beginning the second phase of the battle.

Inside the flower, you'll find the Boko Baba-thing. MAKE SURE TO L-TARGET IT! This bulb will remain open for only a short time - you need to make every attack count. I highly recommend staying in the flower the whole time, despite the fact that you will indeed take 1/4 heart damage as the bulb, when it closes and reattaches to the ceiling, will spit out Link. However, it means a few more hits, and you can restore health by the rocks and skulls in the room. Repeat this process until the battle is over.

=====

BOSS FIGHT: Gohdan

=====

Location: The Tower of the Gods /
Rewards: Heart Container /
-----/

For the whole battle, you shall be using only the Hero's Bow and the Bombs (and a healing item, if it becomes needed). For the main part, all of the attacks are easy to dodge - there is only one you'll ever notice. Occasionally, the head will shoot explosives out of its nose (they aren't covered in mucus). Just simply run randomly around the room to avoid this attack. Also, you may notice the trench around the edge of the room. This is electrified and will damage you 1/4 heart.

Now, for your offense. You'll notice that you can lock-on to the hands for some odd reason - they have eyes! L-target the eyes and shoot them with arrows. Try not to shoot too fast, or those after the first may not hit. Two hits will disable a hand for a bit, and there are two hands. Disable both to begin the next phase. Gohdan's head's eyes will open. Like with the hands, shoot arrows at them. It will take two arrows (maybe three?) to disable an eye, and there

are two eyes. The head will then collapse to the ground, with its mouth. Go somewhat near the head and throw a Bomb at it to make it eat it like you did with the Armos Knights. Then you have to restart this and complete the task two more times. Luckily for you, if you run out of Arrows/Bombs, Gohdan will replenish them - after all, he is not a minion of Ganondorf!

=====

BOSS FIGHT: Helmaroc King

=====

Location: The Forsaken Fortress /

Rewards: Heart Container /

Time for some payback -- well, not yet. This is too cramped a space to fight, and not to mention that the water is rising! Nearby, you'll find a path that is partly stone ledge, but mostly wooden bridge. The Helmaroc King will peck at you, usually hitting the wooden bridge, destroying a section. You can use the Grappling Hook to get across some parts; others, you'll have to wait for the water level to get high enough while dodging more pecks. As you ascend the path, Bokoblin will jump out of some pots. It is preferred that you ignore them, as the bird will still peck - besides, they won't follow you. As you reach the roof exit, the Helmaroc King will stick its fat beak in the way, blocking your exit. Take out your Skull Hammer and give it a nice whack on the beak to make it fall into the waters below as you exit. As you exit, the roof begins to close. Just before it closes, though, the Helmaroc King manages to fly out and begin the second part of the battle.

This part begins on a flat, large platform in the fresh air. Surrounding the platform are lots of spikes, which are a portion of the Helmaroc King's strategy, as you'll see. His attacks consist of a fly-over, a massive wind gust, and a peck. The fly-over deals damage via the claw he lays on the stone occasionally; dodge to one side to avoid it. The gust doesn't do damage directly, but will blow you into the spikes around the arena to do damage. The peck is easy to dodge - just get out of the way! Speaking of pecks, when the Helmaroc King pecks, the beak will get stuck in the ground if he misses. Use this to your advantage and smack him with the Skull Hammer - not the sword; his metal mask is still on! Whack it a total of three times to make the mask fall off and reveal his face. Use the same strategy as before, but, when he pecks and misses, hit him with the sword. Ten or so hits should do it.

=====

BOSS FIGHT: Jalhalla

=====

Location: Earth Temple /

Rewards: Heart Container, upgrade to Master Sword /

Jalhalla will probably use most of his four attacks throughout the battle. One of his most common is a large inhale-exhale attack. If you get close to him on the inhale, he'll blow a stream of flames at you. If you manage to stay away, he'll exhale and blow you towards the spikes around the room. When you get close him at other times, he'll usually let loose a stream of fireballs from his lantern. His least-used attack (in my experience) is the jinx that will reverse your controls like a normal Poe does. However, he won't sacrifice himself in any way. Usually, shining a beam of light on him (you'll understand in a second) will cancel his attack, no matter what it is.

So, how are you going to retaliate? Well, doesn't he look like AND is made up of normal Poes? And what is the main weakness of these ghosts? No, not an exorcism, but light! Have Link enter one of the beams of light surrounding the arena and lock-on to Jalhalla. Defend and, if you're in the beam of light, some light will be reflected onto the boss, ending whatever attack he is doing. In addition, if you hold the light on him long enough, he will be stunned, become solid, and drop onto the floor. Have Link run over to him and pick him up. Aim towards one of the spiked cylinders around the arena, and throw him at it. While Jalhalla is rolling, charge up the Hurricane Spin, if possible. Once the enemy hits the spikes, he will hop into the air and split into about 15 Poes. When the Poes hit the ground, let loose with the Hurricane Spin! If you control Link well, you'll take out about half of the Poes. They will reform into Jalhalla after some period of time. After they do, rinse and repeat.

=====

BOSS FIGHT: Molgera

=====

Location: Wind Temple /

Rewards: Heart Container, final upgrade to Master Sword /

_____ /

Throughout this battle, Molgera will mainly stay in the sand. When it is in the sand, it will periodically raise its mouth and tongue out of the sand. This thing is just begging for it! You can target the tongue and Hookshot it to bring it to you, then slice it. At this point, the monster will let loose some larvae. These will repeatedly dive in and out of the sand and may hurt you. However, their main purpose is to mess up your aiming at the tongue. Lock-on to them and Hookshot and hit them twice to kill them. They may drop refills.

Molgera has two main attacks. Whenever it is in the sand, you'll notice that it has the sand moving towards a hole or something its burrowed. Well, if you get too close, it will swallow you and do TWO hearts of damage (not 2/4, just TWO). The other attack occurs whenever it flies around the room. It will try to burrow onto you. I've never had it happen to me, but I'd avoid it anyways, seeing as a simple swallow takes two hearts. To avoid it while in the sand, simply stay away, and, while it's moving, watch out for when the sand begins to darken and lower: Molgera is about to rise there! It will take about four sword combos or so to defeat the boss.

=====

BOSS FIGHT: Puppet Ganon

=====

Location: Ganon's Tower /

Rewards: Access to final boss /

_____ /

-----\
First Form: Moblin)
-----/

The only attack that I know of this form having is a punch, similar to how a balloon works when you blow it up. The fist will blow up and extend at you. Keese will also come to attack you. These aren't hard to deal with, as you have the Boomerang and the Master Sword (if the Boomerang is busy, as you'll soon see).

To retaliate, you'll begin similarly to how you did with Kalle Demos. You'll have to cut the strings holding Pupper Ganon up (he IS a puppet now, and puppets have strings). Each string will take two hits with the Boomerang to break. Just note that the red string on Puppet Ganon's back cannot be cut and the strings will repair if you take too long. It'll help to remove all of them, but the main one is the tail. When you do this, the tail will twitch until it is cut, then go limp. On the tail, you'll find a blue orb. Blast it with a Light Arrow to damage Puppet Ganon. Once he is damaged, he'll retract up to the ceiling and repair himself, then come down again. Repeat this two more times to continue.

Once the first form is defeated, Link jumps around as if this was the only form. However, he'll stop jumping as the puppet rises to the ceiling and morphs into its next form, a spider!

-----\
Second Form: Spider)
-----/

The spider only has one attack, yet again. It'll lower itself repeatedly from the ceiling onto you, sometimes bringing Keese with it. The blue orb is on his tail, so you would think of going to it. However, as he is falling, Puppet Ganon will rotate. So, how are you going to get at him?

Well, go on the water as Puppet Ganon is rising, then zoom out as much as you possibly can with the C-Stick. In the reflection of the water, you'll see Puppet Ganon as he falls to the ground. When he stops rotating, you'll be able to see the position of the tail when he hits the ground. Go to that place and shoot a Light Arrow at the orb to damage him. Do this two more times to defeat this form and continue to his next form.

-----\
Third Form: Snake)
-----/

Even this form only has one attack, and it is tough to avoid. The snake will slide quickly around the room, circling a spot occasionally. If you get in its way, you'll be clobbered hard. This form will also drop Morths as it goes; these will serve to give you refills.

So, how are you going to damage this form. Well, it'll be best to wait until the monster starts circling a spot. At that point, fire Light Arrows somewhat randomly. You'll really need to time it based on the distance. You are aiming for the orb on its tail. You may be able to stop the snake for a few moments with a hit to the head with a Light Arrow or something. I can't do much more after this other than wish you luck!

=====

FINAL BOSS: Ganondorf

=====

Location: Ganon's Tower /
/

Rewards: Completion of game /
/

At this point in the battle, it becomes quite obvious pretty fast that you'll have to use something else other than a direct attack to get at Ganondorf, as he blocks any sword slice you try. The only to damage him is to parry, and you

black spots of soil. Put the pig down and spread some All-Purpose Bait nearby (if you have been marking the islands, you should have plenty). pig will likely dig into the soil and bring something up (the Piece of Heart, Rupees, or item refills). There are four or five spots in all (one is up the hill to the fairy forest). One spot, when dug up, will give a Piece of of Heart.

~~ You will have to beat the Savage Labyrinth. Go around along the path behind the house. Go as far as you can so that you will be able to Hookshot to a tree on a higher ledge. Once you do, lift the large stone head and throw it somewhere, then enter the newly-revealed hole - the entrance to the Savage Labyrinth! (FYI, this is just copied and pasted from the walkthrough, so don't expect the semi-fancy indenting I've been doing (to lazy to fix it).)

In this dungeon, quite easily described as the hardest in the whole game, you will fight thirty floors of enemies to get to the Triforce Chart. If you want a Piece of Heart, you can go down twenty more for it. On the floor you have emerged on, the first, you'll find a pot with some fairies and a light beam going to the surface. This will be the LAST chance you have before entering the dungeon to refill your supplies until you reach floor #11, so get ready. When you are ready, drop into the hole.

Also, I need to mention this much! Enemies will NOT drop spoils here. However, you probably have been using the Grappling Hook to steal items from enemies. You can do that here, too! Not just items, but hearts and Rupees as well! Good luck; you'll need it!

```
O-----O
| Floor #1 - Enemies: None. |
O-----O
```

You were just here! It had a light back to the surface and some pots with fairies, then the hole to the second floor.

```
O-----O
| Floor #2 - Enemies: Lots of Keese |
O-----O
```

Simply keep attacking!

```
O-----O
| Floor #3 - Enemies: Miniblin x6 |
O-----O
```

The Hurricane Spin always works well.

```
O-----O
| Floor #4 - Enemies: Bokoblin x4 |
O-----O
```

Just attack them a few times.

```
O-----O
| Floor #5 - Enemies: Red Chuchu x6 |
O-----O
```

Isn't hard; just attack each once.

```
O-----O
| Floor #6 - Enemies: Magtail x4 |
```

O-----O

Remember, you can attack while their jaws are open, then kill the ball, or just parry.

O-----O

| Floor #7 - Enemies: Keese x4, Miniblin x4 |

O-----O

Use the Hurricane Spin, then use the Boomerang to kill any stragglng Keese.

O-----O

| Floor #8 - Enemies: Fire Keese x4, Magtail x2 |

O-----O

Take care of the Fire Keese with the Boomerang, then parry the Magtails' attacks.

O-----O

| Floor #9 - Enemies: Fire Keese x2, Bokoblin x4 |

O-----O

Take care of the Keese with the Boomerang, then unleash a barrage on the Bokoblin.

O-----O

| Floor #10 - Enemies: Moblin x2 |

O-----O

It will help if you stun the Moblins with the Boomerang before attacking. It will also help to fight one at a time.

O-----O

| Floor #11 - Enemies: None. |

O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

O-----O

| Floor #12 - Enemies: Peahat x6 |

O-----O

Just repeatedly strike them with the Boomerang!

O-----O

| Floor #13 - Enemies: Green Chuchu x4 |

O-----O

Remember, they can hug the ground and be invulnerable to attack. Stun them with the Boomerang to make them vulnerable for a few seconds.

O-----O

| Floor #14 - Enemies: Boko Baba Plant x5 |

O-----O

A simple one hit with the Boomerang instantly kills these monsters.

O-----O

| Floor #15 - Enemies: Shield Bokoblin x4 |

O-----O

No different than the others you've fought, except with swords.

O-----O

| Floor #16 - Enemies: Wingless Mothula x5 |

O-----O

They pose no threat that I can tell. Just strike them and get rid of any Morths that slow you down by using a Spin Attack.

O-----O

| Floor #17 - Enemies: Peahat x3, Boko Baba Plant x3 |

O-----O

It's all in the Boomerang...

O-----O

| Floor #18 - Enemies: Bokoblin (in pots) x4, Green Chuchu x4 |

O-----O

Haven't you already fought these, but separately?

O-----O

| Floor #19 - Enemies: Wingless Mothula x3, Bokoblin x2 |

O-----O

Just an endless barrage with the sword.

O-----O

| Floor #20 - Enemies: Winged Mothula x2 |

O-----O

Just repeatedly strike with the Boomerang to cut off the wings of both of them, then just hit them with the sword.

O-----O

| Floor #21 - Enemies: None. |

O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

O-----O

| Floor #22 - Enemies: Wizzrobe x3 |

O-----O

Try focusing on one at a time.

O-----O

| Floor #23 - Enemies: Armos x4 |

O-----O

Instead of wasting arrows, just run around behind them and strike that jewel.

O-----O

| Floor #24 - Enemies: Armos Knight x2 |

O-----O

When the enemy opens its mouth, use one of the Bombs on the floor, rather than

use one of your own.

O-----O
| Floor #25 - Enemies: Yellow Chuchu x6 (in pots) |
O-----O

Get near one or two pots at a time, stun with the Boomerang, strike with the sword, and repeat.

O-----O
| Floor #26 - Enemies: Red Bubble x4 |
O-----O

Just strike them with the sword.

O-----O
| Floor #27 - Enemies: Darknut x1, Bokoblin x2 |
O-----O

It'll help to kill the Bokoblin first, then focus on parrying the Darknut's attacks. Try drawing away the Bokoblin, though!

O-----O
| Floor #28 - Enemies: Wizzrobe x1, Armos x3 |
O-----O

Again, focus on the Wizzrobe first, then walk around the Armos and strike their jewels.

O-----O
| Floor #29 - Enemies: Armos Knight x2, Red Bubble x2 |
O-----O

Use the Bombs provided for the Armos Knights, but focus on them AFTER getting rid of the Red Bubbles.

O-----O
| Floor #30 - Enemies: Darknut x2 |
O-----O

Try to walk around them and make them stay close together, then stay away and parry the attacks of the closer one.

O-----O
| Floor #31 - Enemies: None. |
O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a chest with Triforce Chart #6. You can escape now, or reflect some light onto one of the nearby statues to reveal a hole and continue.

O-----O
| Floor #32 - Enemies: Redead x6 |
O-----O

Shine light on a Redead, rapidly strike and kill, and repeat.

O-----O
| Floor #33 - Enemies: Blue Bubble x5 |
O-----O

Use the Hookshot to get rid of the cloud AND bring the enemy to you, so that you can kill it, and repeat.

O-----O
| Floor #34 - Enemies: Dark Chuchu x6 |
O-----O

I think you can take them into the light via Hookshot; if not, just shine and crush them.

O-----O
| Floor #35 - Enemies: Poe x5 |
O-----O

Just lock-on to one then strike it. If you get confused, head into the light to heal yourself.

O-----O
| Floor #36 - Enemies: Winged Mothula x3 |
O-----O

A bit weird, but... Just slice each enemy's wings off with the Boomerang one at a time, or use Arrows.

O-----O
| Floor #37 - Enemies: Redead x3, Moblin x2 |
O-----O

Try to take care of the Redead first with the light, then focus on the Moblins. Remember to stun the Moblins with the Boomerang first and try fighting one at a time.

O-----O
| Floor #38 - Enemies: Dark Chuchu x5, Winged Mothula x1 |
O-----O

Take care of the Mothula first by chopping off its wings, then killing its wingless form. After that, stone and smash the Dark Chuchus.

O-----O
| Floor #39 - Enemies: Poes x5, Moblin x2 |
O-----O

Take care of the Moblins first, but make sure to stun them first. After that, shine light on the Poes and strike them twice to kill them. Remember, to get rid of the confusion, you can go into the light.

O-----O
| Floor #40 - Enemies: Blue Bubble x4, Stalfos x2 |
O-----O

Obviously, take care of the Blue Bubbles first; it is preferred that you use the Hookshot method. After that, you should try taking care of one Stalfos at a time. If you can't, use a couple of Bombs. Remember to stun the heads after destroying the skeleton to make it easier.

O-----O
| Floor #41 - Enemies: None. |
O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

O-----O
| Floor #42 - Enemies: An insanely high number of Miniblin |
O-----O

Lots and lots of the Hurricane Spin.

O-----O
| Floor #43 - Enemies: Red Chuchu x10, Green Chuchu x10, Yellow Chuchu x10 |
O-----O

Kinda hard to say. You'll be hit if you use the Hurricane Spin. Hmmm... It may be best to use Arrows or somehow draw out the Yellow Chuchus. Either way, use Arrows or the Boomerang-Sword hit technique to kill the Yellow Chuchus. If there are a lot of the others left, use the Hurricane Spin; if not, a couple of sword hits will suffice.

O-----O
| Floor #44 - Enemies: Wizzrobe x5 |
O-----O

Focus on one at a time. It is largely beneficial to use Elemental Arrows, as they are stronger than regular arrows and can get there faster than sword hits, rather than simple sword hits or regular arrows.

O-----O
| Floor #45 - Enemies: Bokoblin x16 |
O-----O

I thought you'd never have to use it against something other than Miniblin and Chuchus, but use the Hurricane Spin.

O-----O
| Floor #46 - Enemies: Redead x4, Stalfos x2 |
O-----O

I don't remember if there is a light in here. If so, use it! If not, too bad. Just stay far away when approaching Redead. It is also best to focus on the Redead first, then kill the Stalfos. Again, be sure to use Bombs if you can and stun their heads when they bounce around.

O-----O
| Floor #47 - Enemies: Moblin x3, Darknut x2 |
O-----O

The Moblins will be very annoying if you don't take them out first. After that, just group the Darknuts together and then focus on the closer one.

O-----O
| Floor #48 - Enemies: Wizzrobe x3, Darknuts x2 |
O-----O

Again, Wizzrobes, then the Darknuts. It is very beneficial to use Elemental Arrows against the Wizzrobes, as usual. Also use the grouping technique on the Darknurs after killing the Wizzrobes.

O-----O

the island, open the chest and you'll get the Chart.

Treasure Location: Eastern Fairy Island (C5)
Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #4

Chart Location : Rock Spire Isle (C2). You'll have to buy the Chart from Beedle; he charges 900 Rupees. Also, ignore the time limit for before he closes; he just wants more customers.

Treasure Location: Southern Fairy Island (F4)
Treasure : Piece of Heart.

=====

Treasure Chart #5

Chart Location : Gale Isle (A4); inside the dungeon. Remember how you have to go below the fan and then through the door when you're just about done? After that, you fight some enemies in a cylindrical room. After the battle, wear the Iron Boots and hit all of the stone heads on the walls with the Hookshot to make them fall. A few will contain Bokoblin; defeat them to make the chest with the Chart appear.

Treasure Location: Thorned Fairy Island (D7)
Treasure : Piece of Heart

=====

Treasure Chart #6

Chart Location : Tower of the Gods (D5); inside the dungeon. After you get the Hero's Bow, return to the northwestern alcove in the main area. Go to the higher door (where you found/find the Compass). There will be an eye on the wall. Hit it with an Arrow to make the blue panels below it explode, revealing the chest with the Chart.

Treasure Location: Six-Eye Reef (D4)
Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #7

Chart Location : Windfall Island (B4). On the island, beat the squid-hunting minigame a second time.

Treasure Location: Star Island (A2)
Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #8

Chart Location : Horseshoe Island (G1). Here, you'll have to play some golf of sorts. On the island, you'll find some Deku Nuts. In front of you a short distance, you'll see a hole. Some vines will prevent you from simply picking it up and taking it there. Instead, use the Deku Leaf to blow the Deku Nuts into the hole. Repeat this a few times. You'll then be able to enter a secret cave. Enter it and you'll have to beat a Winged Mothula and two Wingless Mothulas inside. When you do, a chest will appear. Open it to receive the Treasure Chart.

Treasure Location: Western Fairy Island (C1)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #9

Chart Location : Crescent Moon Island (A5). Go into the submarine (you'll see Old Man Ho-Ho staring at it). Inside, beat the four waves of Miniblin. When you do, climb the ladder that appears and open the nearby chest for the Chart.

Treasure Location: Horseshoe Island (G1)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #10

Chart Location : Crescent Moon Island (A5). Simply open the chest on the island; it's in plain sight!

Treasure Location: Tingle Island (C3)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #11

Chart Location : Dragon Roost Island (B6); inside dungeon. Remember the room where both doors were sealed until all of the Bokoblin, some of which were in pots, were defeated? There, light up both torches to make a chest with the Chart appear.

Treasure Location: Crescent Moon Island (A5)

Treasure : Piece of Heart

=====

Treasure Chart #12

Chart Location : Headstone Island (G3); inside dungeon. I'm sure that you can remember the room filled with lots of blue fog and Floormasters, then the fog disappeared when the small key from the chest was obtained. You'll have to defeat all of the Floormasters to make the chest with the Chart appear.

Treasure Location: Five-Eye Reef (F2)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #13

Chart Location : Two-Eye Reef (G4). After beating the Forsaken Fortress for the second time, come here and defeat all of the cannons to make a chest appear. Climb along the walls and glide to the chest; it contains the Chart.

Treasure Location: Overlook Island (A7)

Treasure : Secret Cave Chart

=====

Treasure Chart #14

Chart Location : Headstone Island (G3). North of the island is a submarine. Go inside and defeat the enemies (can't recall them...) and then go up the ladder to the chest with the Chart.

Treasure Location: Tower of the Gods (D5)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #15

Chart Location : Forest Haven (F6); in dungeon. In the second room of the
dungeon, use the Boko Baba buds to reach the highest parts
of the room. Glide to the northeastern part; it has the
ledge with the chest.

Treasure Location: Angular Isles (G5)

Treasure : Piece of Heart.

=====

Treasure Chart #16

Chart Location : Seven-Star Isles (A6); on the triple Sea Platforms. When you
get onto the platforms, you'll fight three waves of
Wizzrobes. Defeat them to make three chests appear. One has
the Chart; the others have a Red Rupee and Golden Feather.

Treasure Location: Shark Island (F3)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #17

Chart Location : Spectacle Island (B3). Win the cannon-shooting minigame for
the second time.

Treasure Location: Ice Ring Isle (F5)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #18

Chart Location : Windfall Island (B4). Win the auction that occurs nightly
after getting Nayru's Pearl. The item is random; if you get
this, it was [bad] luck.

Treasure Location: Windfall Island (B4)

Treasure : Green Rupee (value: 1 Rupee) >_<

=====

Treasure Chart #19

Chart Location : Four-Eye Reef (B1). After beating the Forsaken Fortress for
the second time, clear out all of the cannons to make a
chest appear. Go along the wall around the area and glide
to the chest; it has the Chart.

Treasure Location: Flight Control Platform (B7)

Treasure : Island Hearts Chart

=====

Treasure Chart #20

Chart Location : Headstone Island (G3); inside dungeon. Remember the massive
mirror-light puzzle room? Well, when you put some light on
a certain set of yellowish swirlies, it will reveal a secret
passage to a door. Go through it to find a room with three
coffins. Reflect light onto the coffins (preferably one at
a time) to open it and make you fight a Stalfos. Defeat all
three to make a chest appear. Open it to get the Chart.

Treasure Location: Bomb Island (E6)

Treasure : Piece of Heart

=====

Treasure Chart #21

Chart Location : Cyclops Reef (D3). After beating the Forsaken Fortress for the second time, clear out all of the cannons to make a chest appear. Go along the wall around the area and glide to the chest; it has the Chart.

Treasure Location: Cyclops Reef (D3)

Treasure : Light Ring Chart

=====

Treasure Chart #22

Chart Location : Northern Fairy Island (A3). Look around for a submarine, then enter it. Inside, you'll have to swing across some lanterns to the other side of the room, like the second trip in the Pirate Ship. In the far room is a chest with the Chart.

Treasure Location: Spectacle Island (B3)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #23

Chart Location : Windfall Island (B4). Beat the record (20 shots) at the squid-hunting minigame.

Treasure Location: Diamond Steppe Island (F1)

Treasure : Piece of Heart

=====

Treasure Chart #24

Chart Location : Windfall Island (B4). You will need the Deluxe Picto Box (I think, anyhow). Firstly, set the wind to northeast and go to the squid-hunting game building and climb up the stairs on the left (inside). You'll emerge on a balcony. Now, do you know where Lenzo's place is? It has a wooden balcony above the door. Use the Deku Leaf to glide to this balcony and go through the door. Inside, open the two chests (a Purple Rupee and Treasure Chart #29), then crawl through the tunnel in front of you. After emerging, you'll see Lenzo and Minenco talking. Take a Pictograph of them. Now, leave and go in front of Zunari's shop to find two women talking. Show them the Pictograph you took to get the Chart.

Treasure Location: Northern Fairy Island (A3)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #25

Chart Location : Cliff Plateau Isles (F7). Go through the simple secret cave on the island. After exiting, you'll find a chest. It has the Chart.

Treasure Location: Forsaken Fortress (A1)

Treasure : Silver Rupee (value: 200 Rupees)

=====

Treasure Chart #26

Chart Location : Six-Eye Reef (D4). After beating the Forsaken Fortress for

the second time, clear out all of the cannons to make a chest appear. Go along the wall around the area and glide to the chest; it has the Chart.

Treasure Location: Northern Triangle Island (C4)

Treasure : Octo Chart

=====
Treasure Chart #27

Chart Location : Private Oasis/Link's Oasis/[player's name]'s Oasis (E5). On the island, you'll find a pool of water. Near this, on a higher ledge, is a tree. Hookshot onto it to find a chest nearby. It contains the Chart.

Treasure Location: Star Belt Archipelago (C7)

Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #28

Chart Location : Horseshoe Island (G1). Here, you'll have to play some golf of sorts. On the island, you'll find some Deku Nuts. In front of you a short distance, you'll see a hole. Some vines will prevent you from simply picking it up and taking it there. Instead, use the Deku Leaf to blow the Deku Nuts into the hole. Repeat this a few times. You'll then be able to find a chest on a ledge nearby. Set the wind to east and glide to the ledge with the Deku Leaf.

Treasure Location: Needle Rock Isle (E1)

Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #29

Chart Location : Windfall Island (B4). Set the wind to northeast and go to the squid-hunting game's building and climb up the stairs on the left (inside). You'll emerge on a balcony. Now, do you know where Lenzo's place is? It has a wooden balcony above the door. Use the Deku Leaf to glide to this balcony and go through the door. Inside, open the two chests. One will have a Purple Rupee; the other has the Chart.

Treasure Location: Mother & Child Islands (B2)

Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #30

Chart Location : Tower of the Gods (D5); inside dungeon. You may remember the room in the dungeon where there were scales you put Link and Armos statues on to progress in various ways. There, have Link get on the left side without anything else on the other side. You'll see a cracked wall. With good timing, throw a Bomb at it so that it'll blow up before it hits the water. When it does, the wall will be destroyed and you'll see a door. Go through it to find two dormant Armos Knights. Stand on the blue wind marking on the floor and play the Wind's Requiem. The Chart's chest will appear, as well as awakening the Armos Knights. To defeat them, lock-on to them and, when their mouths are open, throw a Bomb into their mouth. When they are defeated, open the chest to get the Chart.

Treasure Location: Pawprint Isle (B5)

Treasure : Piece of Heart

=====
Treasure Chart #31

Chart Location : Windfall Island (B4). You'll need to talk to the boy that is sitting on the steps near the auction house. He says that he will give you something if you show him a picture of something that is perfectly round and pale. It is the full moon. You'll have to play the Song of Passing repeatedly until there is a full moon, then take a Pictograph of it with the Picto Box. After that, show to the boy to get the Chart.

Treasure Location: Forest Haven (F6)

Treasure : Piece of Heart

=====
Treasure Chart #32

Chart Location : Three-Eye Reef (D1). After beating the Forsaken Fortress for the second time, clear out all of the cannons to make a chest appear. Go along the wall around the area and glide to the chest; it has the Chart.

Treasure Location: Boating Course (G6)

Treasure : Sea Hearts Chart

=====
Treasure Chart #33

Chart Location : Windfall Island (B4). For this, you may need the Deluxe Picto Box (it seems likely). You know that woman near the potion shop, Minenco? Take a Pictograph of her and show it to her to get the Chart.

Treasure Location: Five-Star Isles (G7)

Treasure : Piece of Heart

=====
Treasure Chart #34

Chart Location : [various] Pawprint Isle (B5) is an example. You'll have to talk to the Salvage Corps once. The first time, you'll get the Chart. Their location will not matter.

Treasure Location: Eastern Triangle Isle (D6)

Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #35

Chart Location : Gale Isle (A4); inside dungeon. You remember that door in the basement that you had to pick a block to go through, and you battled something depending on what you picked? Well, go through all five and defeat all of the enemies to make the chest with the Chart appear. From left to right, you'll fight:

- #1 - Four Red Chuchus
- #2 - Nothing
- #3 - Two Floormasters
- #4 - Three Armos
- #5 - Four Green Chuchus

Treasure Location: Islet of Steel (E2)
Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #36

Chart Location : Ice Ring Isle (F5). You may have noticed the frozen chest on the shore. Shoot it with a Fire Arrow to melt it. Open it to get the Chart.

Treasure Location: Bird's Peak Rock (E7)
Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #37

Chart Location : Rock Spire Isle (C2). In your boat, go near the island and, with the cannon, shoot down all of the large boulders. Go along the ledges to the secret cave. Inside the cave, grab a stick and light the torches. You'll then fight a large amount of Keese - a LARGE AMOUNT. Use the Boomerang like a madman. When you eventually defeat the horde, a chest will appear. It contains the Chart.

Treasure Location: Fire Mountain (C6)
Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #38

Chart Location : Windfall Island (B4). After obtaining Nayru's Pearl, an auction is held nightly. Go there and you might be lucky enough to bid on and win this.

Treasure Location: Three-Eye Reef (D1)
Treasure : Piece of Heart

=====
Treasure Chart #39

Chart Location : Dragon Roost Island (B6); inside dungeon. You may remember that one point when you passed along a fork in the road near the beginning, but one path could not be taken because of the large lava-filled gap. Go to this path with the Grappling Hook. You'll see a Grapple Stick. Swing across the gap to get the chest with the Chart.

Treasure Location: Dragon Roost Island (B6)
Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #40

Chart Location : Southern Fairy Island (F4). Southeast of the island, you'll find a trio of Sea Platforms. Two of these have a ladder. Go to both of these and destroy their cannons to make two chests appear on the platform without the ladder. Climb up one ladder and set the wind to blow towards the ladderless platform, then glide to it with the Deku Leaf. One of the two chests will have the Treasure Chart.

Treasure Location: Headstone Island (G3)
Treasure : Silver Rupee (value: 200 Rupees)

=====
Treasure Chart #41

Chart Location : Five-Eye Reef (F2). After beating the Forsaken Fortress for the second time, clear out all of the cannons to make a chest appear. Go along the wall around the area and glide to the chest; it has the Chart.

Treasure Location: Four-Eye Reef (B1)

Treasure : Great Fairy Chart

=====
))
Section VI- Bonus Charts **WW66**
))

Throughout the game, you will come into contact with a few special charts, which I call Bonus Charts. These do not actually give treasure directly, but rather detail certain stuff of the game. For example, where Beedle is found at or which islands have how many Pieces of Heart. The format for this section is as follows:

[chart name]

Chart Location: [where and how to find this chart]
Chart Effect : [what this chart does]
Notes : [anything to note, such as cost]

A line of ==- will divide the charts.

=====
Beedle's Chart

Chart Location: [various] After beating the Tower of the Gods, check a mailbox.
Chart Effect : Shows the location of Beedle's shops. The special one (at Rock Spire Isle (C2)) is marked with Beedle wearing a helmet.
Notes : None.

=====
Ghost Ship Chart

Chart Location: Diamond Steppe Island (F1). You'll need to Hookshot onto the trees to climb up the island. At the point when you enter the secret cave, follow these directions:

This secret cave is composed of a maze through which you can proceed by going into one of several warp jars while fighting Floormasters. Remember, it will greatly help to stun them; this is especially true because these will throw jars and stuff at you in an attempt to stun and grab you. To start, go through the nearest warp jar. In the next area, go behind the wooden wall. defeat the Floormaster, then light a stick from a pot. Bring it near the warp jar to uncover it; go into it. You'll emerge on a ledge with a chest. Open it to get a Joy Pendant, then drop off the gap in the railing. You'll be near two Floormasters; defeat them and then light a stick. Burn the cover off of the jar that is below the ledge that you dropped off, then go into it. Defeat the Floormaster, then go into the

warp jar DIAGONALLY across from the one you exited from. Now, as you emerge, you'll be within grabbing distance of another Floormaster, so be quick with the L-targeting and Boomerang. Defeat it, then climb a short staircase nearby to find a chest. When you open it, you'll find the Ghost Ship Chart.

Chart Effect : Shows the location of the Ghost Ship at night, based on the phase of the moon.

Notes : It stops functioning after you obtain the Triforce Chart from the Ghost Ship. The Ghost Ship will also never appear again.

=====

Great Fairy Chart

Chart Location: Four-Eye Reef (B1). You'll have to dig up the treasure from Treasure Chart #41.

Chart Effect : It shows the locations of every fairy on the Great Sea, even the Magic Fairy and Fairy Queen (marked with blue wands).

Notes : None.

=====

IN-credible Chart

Chart Location: [various] Check a postbox after beating the Wind Temple.

Chart Effect : At first, it will show the location of the Triforce Charts and cross them out as you get them. Once the Charts are deciphered, the Triforce Shard locations will be displayed and crossed-out in the same manner.

Notes : It will cost 201 Rupees upon arrival, meaning you'll need at least one wallet upgrade.

=====

Island Hearts Chart

Chart Location: Flight Control Platform (B7). You'll be digging up the treasure of Treasure Chart #19 here.

Chart Effect : Shows the number of Pieces of Heart on each island, if any.

Notes : It will not count treasure from Treasure Charts.

=====

Light Ring Chart

Chart Location: Cyclops Reef (D3). You'll need to dig up the treasure of Treasure Chart #21.

Chart Effect : Show the locations and amounts of light rings found under the full moon.

Notes : None.

=====

Octo Chart

Chart Location: Northern Triangle Island (C4). Dig up the treasure from Treasure Chart #26 here.

Chart Effect : Shows the locations and number of eyes of each of the six Big Octos on the Great Sea.

Notes : None.

=====

Platform Chart

Chart Location: Flight Control Platform (B7). Here, you'll have to enter the

submarine in this quadrant. Inside, you'll press a switch, making you battle a Wizzrobe. After defeating it, another one appears alongside some Red Chuchus and Green Chuchus. Remember to focus first on the Wizzrobe. After these are defeated, two Wizzrobe will appear alongside a literally endless horde of Miniblin. You'll have to manually target the Wizzrobes if you are using the Hero's Bow. When the Wizzrobes are defeated, a ladder will appear. Climb it and enter the room to find a chest. It has this chart.

Chart Effect : Shows the locations and quantities of the Sea Platforms on the Great Sea.

Notes : None.

=====
Sea Hearts Chart

Chart Location: Boating Course (G6). Use Treasure Chart #32 to find some treasure located here, found in the form of this chart.

Chart Effect : It shows the location of each Piece of Heart found by using a Treasure Chart.

Notes : It, obviously, will not count those located on the islands.

=====
Secret Cave Chart

Chart Location: Overlook Island (A7). Using Treasure Chart #13, dig up some treasure. It is in the form of this chart.

Chart Effect : Shows the locations and quantities of secret caves found on each island, if any are there.

Notes : None.

=====
Submarine Chart

Chart Location: Boating Course (G6). Get on the accessible island here and set the wind to blow north. Next, get as high as you can and jump off, using the Deku Leaf to go to the other island. There is a secret cave there. Go into it. Inside, you'll have to trigger three crystal switches to make the chart's chest appear. Easy? HARDLY! You'll be under attack from swarms of Miniblin the whole time. You'll have to guess quickly while aiming the Boomerang. You may be lucky enough to aim at a switch and release the Boomerang before being poked. Good luck!

Chart Effect : Shows the locations of each submarine.

Notes : None.

=====
Tingle's Chart

Chart Location: Windfall Island (B4). When you go to the prison where Tingle is being held, press a switch to open the cell. You'll get this alongside the Tingle Tuner and access through the tunnel to the Picto Box.

Chart Effect : It shows the location of Tingle Isle (the drawing of Tingle) and the quadrants in which you can find fairies to upgrade your wallet (the fairies).

Notes : None.

=====

luck; you'll need it!

O-----O
| Floor #1 - Enemies: None. |
O-----O

You were just here! It had a light back to the surface and some pots with fairies, then the hole to the second floor.

O-----O
| Floor #2 - Enemies: Lots of Keese |
O-----O

Simply keep attacking!

O-----O
| Floor #3 - Enemies: Miniblin x6 |
O-----O

The Hurricane Spin always works well.

O-----O
| Floor #4 - Enemies: Bokoblin x4 |
O-----O

Just attack them a few times.

O-----O
| Floor #5 - Enemies: Red Chuchu x6 |
O-----O

Isn't hard; just attack each once.

O-----O
| Floor #6 - Enemies: Magtail x4 |
O-----O

Remember, you can attack while their jaws are open, then kill the ball, or just parry.

O-----O
| Floor #7 - Enemies: Keese x4, Miniblin x4 |
O-----O

Use the Hurricane Spin, then use the Boomerang to kill any stragglng Keese.

O-----O
| Floor #8 - Enemies: Fire Keese x4, Magtail x2 |
O-----O

Take care of the Fire Keese with the Boomerang, then parry the Magtails' attacks.

O-----O
| Floor #9 - Enemies: Fire Keese x2, Bokoblin x4 |
O-----O

Take care of the Keese with the Boomerang, then unleash a barrage on the Bokoblin.

O-----O
| Floor #10 - Enemies: Moblin x2 |
O-----O

It will help if you stun the Moblins with the Boomerang before attacking. It will also help to fight one at a time.

O-----O
| Floor #11 - Enemies: None. |
O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

O-----O
| Floor #12 - Enemies: Peahat x6 |
O-----O

Just repeatedly strike them with the Boomerang!

O-----O
| Floor #13 - Enemies: Green Chuchu x4 |
O-----O

Remember, they can hug the ground and be invulnerable to attack. Stun them with the Boomerang to make them vulnerable for a few seconds.

O-----O
| Floor #14 - Enemies: Boko Baba Plant x5 |
O-----O

A simple one hit with the Boomerang instantly kills these monsters.

O-----O
| Floor #15 - Enemies: Shield Bokoblin x4 |
O-----O

No different than the others you've fought, except with swords.

O-----O
| Floor #16 - Enemies: Wingless Mothula x5 |
O-----O

They pose no threat that I can tell. Just strike them and get rid of any Morths that slow you down by using a Spin Attack.

O-----O
| Floor #17 - Enemies: Peahat x3, Boko Baba Plant x3 |
O-----O

It's all in the Boomerang...

O-----O
| Floor #18 - Enemies: Bokoblin (in pots) x4, Green Chuchu x4 |
O-----O

Haven't you already fought these, but separately?

O-----O
| Floor #19 - Enemies: Wingless Mothula x3, Bokoblin x2 |

-----0

Just an endless barrage with the sword.

-----0

| Floor #20 - Enemies: Winged Mothula x2 |

-----0

Just repeatedly strike with the Boomerang to cut off the wings of both of them, then just hit them with the sword.

-----0

| Floor #21 - Enemies: None. |

-----0

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

-----0

| Floor #22 - Enemies: Wizzrobe x3 |

-----0

Try focusing on one at a time.

-----0

| Floor #23 - Enemies: Armos x4 |

-----0

Instead of wasting arrows, just run around behind them and strike that jewel.

-----0

| Floor #24 - Enemies: Armos Knight x2 |

-----0

When the enemy opens its mouth, use one of the Bombs on the floor, rather than use one of your own.

-----0

| Floor #25 - Enemies: Yellow Chuchu x6 (in pots) |

-----0

Get near one or two pots at a time, stun with the Boomerang, strike with the sword, and repeat.

-----0

| Floor #26 - Enemies: Red Bubble x4 |

-----0

Just strike them with the sword.

-----0

| Floor #27 - Enemies: Darknut x1, Bokoblin x2 |

-----0

It'll help to kill the Bokoblin first, then focus on parrying the Darknut's attacks. Try drawing away the Bokoblin, though!

-----0

| Floor #28 - Enemies: Wizzrobe x1, Armos x3 |

-----0

Again, focus on the Wizzrobe first, then walk around the Armos and strike their jewels.

O-----O
| Floor #29 - Enemies: Armos Knight x2, Red Bubble x2 |
O-----O

Use the Bombs provided for the Armos Knights, but focus on them AFTER getting rid of the Red Bubbles.

O-----O
| Floor #30 - Enemies: Darknut x2 |
O-----O

Try to walk around them and make them stay close together, then stay away and parry the attacks of the closer one.

O-----O
| Floor #31 - Enemies: None. |
O-----O

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a chest with Triforce Chart #6. You can escape now, or reflect some light onto one of the nearby statues to reveal a hole and continue.

O-----O
| Floor #32 - Enemies: Redead x6 |
O-----O

Shine light on a Redead, rapidly strike and kill, and repeat.

O-----O
| Floor #33 - Enemies: Blue Bubble x5 |
O-----O

Use the Hookshot to get rid of the cloud AND bring the enemy to you, so that you can kill it, and repeat.

O-----O
| Floor #34 - Enemies: Dark Chuchu x6 |
O-----O

I think you can take them into the light via Hookshot; if not, just shine and crush them.

O-----O
| Floor #35 - Enemies: Poe x5 |
O-----O

Just lock-on to one then strike it. If you get confused, head into the light to heal yourself.

O-----O
| Floor #36 - Enemies: Winged Mothula x3 |
O-----O

A bit weird, but... Just slice each enemy's wings off with the Boomerang one at a time, or use Arrows.

0-----0
| Floor #37 - Enemies: Redead x3, Moblin x2 |
0-----0

Try to take care of the Redead first with the light, then focus on the Moblins. Remember to stun the Moblins with the Boomerang first and try fighting one at a time.

0-----0
| Floor #38 - Enemies: Dark Chuchu x5, Winged Mothula x1 |
0-----0

Take care of the Mothula first by chopping off its wings, then killing its wingless form. After that, stone and smash the Dark Chuchus.

0-----0
| Floor #39 - Enemies: Poes x5, Moblin x2 |
0-----0

Take care of the Moblins first, but make sure to stun them first. After that, shine light on the Poes and strike them twice to kill them. Remember, to get rid of the confusion, you can go into the light.

0-----0
| Floor #40 - Enemies: Blue Bubble x4, Stalfos x2 |
0-----0

Obviously, take care of the Blue Bubbles first; it is preferred that you use the Hookshot method. After that, you should try taking care of one Stalfos at a time. If you can't, use a couple of Bombs. Remember to stun the heads after destroying the skeleton to make it easier.

0-----0
| Floor #41 - Enemies: None. |
0-----0

On this floor, you'll find pots with Rupees and refills, a light beam to the surface, and a hole to the next floor.

0-----0
| Floor #42 - Enemies: An insanely high number of Miniblin |
0-----0

Lots and lots of the Hurricane Spin.

0-----0
| Floor #43 - Enemies: Red Chuchu x10, Green Chuchu x10, Yellow Chuchu x10 |
0-----0

Kinda hard to say. You'll be hit if you use the Hurricane Spin. Hmmm... It may be best to use Arrows or somehow draw out the Yellow Chuchus. Either way, use Arrows or the Boomerang-Sword hit technique to kill the Yellow Chuchus. If there are a lot of the others left, use the Hurricane Spin; if not, a couple of sword hits will suffice.

0-----0
| Floor #44 - Enemies: Wizzrobe x5 |
0-----0

Focus on one at a time. It is largely beneficial to use Elemental Arrows, as

they are stronger than regular arrows and can get there faster than sword hits, rather than simple sword hits or regular arrows.

O-----O
| Floor #45 - Enemies: Bokoblin x16 |
O-----O

I thought you'd never have to use it against something other than Miniblin and Chuchus, but use the Hurricane Spin.

O-----O
| Floor #46 - Enemies: Redead x4, Stalfos x2 |
O-----O

I don't remember if there is a light in here. If so, use it! If not, too bad. Just stay far away when approaching Redead. It is also best to focus on the Redead first, then kill the Stalfos. Again, be sure to use Bombs if you can and stun their heads when they bounce around.

O-----O
| Floor #47 - Enemies: Moblin x3, Darknut x2 |
O-----O

The Moblins will be very annoying if you don't take them out first. After that, just group the Darknuts together and then focus on the closer one.

O-----O
| Floor #48 - Enemies: Wizzrobe x3, Darknuts x2 |
O-----O

Again, Wizzrobes, then the Darknuts. It is very beneficial to use Elemental Arrows against the Wizzrobes, as usual. Also use the grouping technique on the Darknurs after killing the Wizzrobes.

O-----O
| Floor #49 - Enemies: Stalfos x3 |
O-----O

I'm pretty sure you've gotten close to doing this back in the Earth Temple. You beat two at once quite a few times now, you can do three! It will make it easier to use a well-placed Bomb, then stun the head of on, strike and kill it, and repeat.

O-----O
| Floor #50 - Enemies: Darknut x4, undefeatable fire-breathing statues |
O-----O

The fire-breathing statues don't actually count as enemies, because they cannot be killed, but they will hit you with flames if you get close. They are all around the room. This makes the grouping technique tougher. Remember, if a Darknut's helmet is removed, you can strike and stun it with the Boomerang, then go behind it and remove the torso armor with a sword hit. Other than that, fight as you ever have against these, and good luck!

O-----O
| Floor #51 - Enemies: None. |
O-----O

On this floor, you'll find pots with Rupees, a chest with the Piece of Heart inside, and a light beam to the surface. Get the Piece of Heart and exit; this

keyblade999.faqs@gmail.com. Make sure to put the name you wish to be credited by, easy-to-understand steps for the glitch, and put "Legend of Zelda: Wind Waker FAQ" or something similar in the title. I will give you credit if the glitch works.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
      Section II- The Bottle Contents Glitch  **WW72**
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

For this, you will need one Empty Bottle and some other item.

First, fill an Empty Bottle with something. It can be a potion, fairy, Elixir Soup, whatever. Now, set it to X, Y, or Z. Press the Bottle's button and the Start/Pause button at the same time. There, replace the Bottle with another item. When you do and exit the menu, you should see Link use the item that was in the Bottle. When you check in the menu, the item will still be in the Bottle.

There is an interesting side effect to this glitch, occurring if you use this with the Elixir Soup. Repeat the process above and, when you are switching out the Bottle with Elixir Soup for something else, switch to an Empty Bottle. Link will drink the soup and reap the effects as usual. The original Bottle will still have both servings of soup and the second bottle will have a 1/2 serving of the soup. You can repeat this to the point where you have 2 1/2 servings in all four bottles (although this is inefficient).

UPDATE: According to one user, this glitch will be unfunctioning during the boss battles; tested on most of the possible ones anyhow. Thanks to MasterOfHack-Fu of Supercheats for this information!

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
      Section III- The "Any Item, Anywhere" Glitch  **WW73**
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

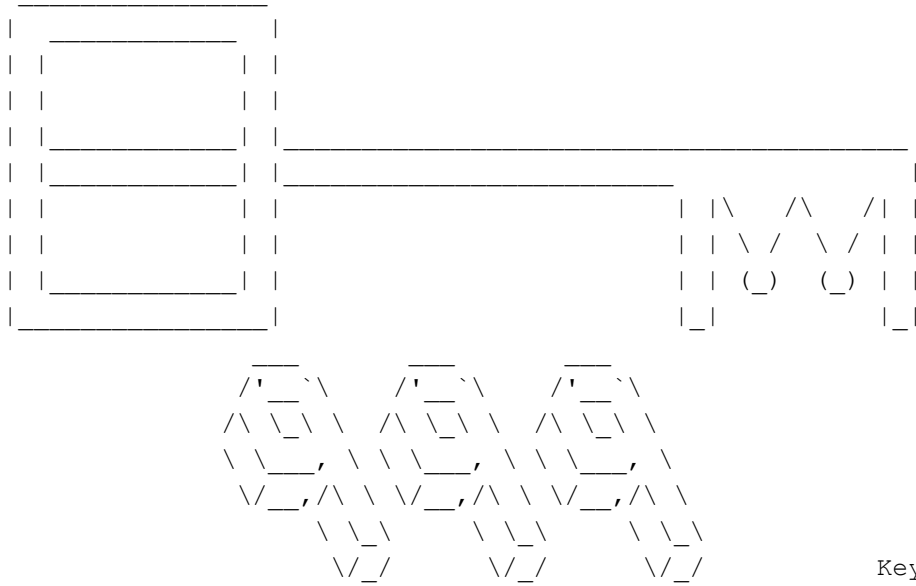
For this, you will require the item you want to use in the area you cannot use it and the Tingle Tuner.

First, equip the Tingle Tuner. Press the button you have set it to and the Start/Pause button at the same time, same as the previous glitch. In the pause menu, switch the Tingle Tuner out for the item that cannot be used, such as Bombs or the Deku Leaf. I think the Tingle Tuner message saying that it is disconnected will appear and then you'll return to Link, with the item in the slot the Tingle Tuner was in being colored in, meaning that it can be used.

This essentially means that you can use any item, anywhere. This can make some of those indoor challenges (such as the second trip to the Pirate Ship) much easier.

+++++
+++++

```
+++
+++           This is the end of KeyBlade999's
+++           The Legend of Zelda: The Wind Waker FAQ/Walkthrough.
+++
++++
++++
```



KeyBlade999

This document is copyright KeyBlade999 and hosted by VGM with permission.