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 1A) Introduction) ----- (#1IDA)
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Hey, my name is nm14, as this is our FAQ/Walkthrough for the game Legend of Zelda: The Wind Waker by Nintendo for the Nintendo Gamecube. The reason this FAQ came about is the popularity and the demand for a good guide for the game (since it is a pretty difficult game at times), so we have decided to offer just that to those in need. Everything we know about this game has, is, and will be put into this guide at one point or another. We promise that this guide will help you through anything in the game no matter how easy or difficult. Anyway, we hope you enjoy this guide as well as the game as we did (and still do).

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 2B) Contact Information) ----- (#2CIB)
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E-mail:

1. nm14.faqs[at]gmail[dot]com (nm14)

1. Don't e-mail me information already in the FAQ.

Seriously, if you are going to waist my time and e-mail me, it better not be

in the FAQ. That really makes it very frustrating when I have to answer questions I have already answered. Let's just put it this way, if you have a doubt in the game, READ the FAQ. If it is not there then please e-mail us. I would be glad to add information given by you (credit will be given). We also have no problem helping people on any puzzles or just one general area of the game. I think you are starting to get the point.

2. Subject

Please, when you e-mail, place something related to this FAQ in the subject. We are not always in the mood to check mail that looks junky so I might throw it out. Usually if we get your e-mail we will write back to you. So if we don't write back, we probably didn't get your tip. All understood?

3. Credit

Please, I encourage people to find information or alternate strategies in doing something. I would like to build it on our FAQ and will always give rightful credit to the one providing the information. That is something we really like to do. Just e-mail us a tip, trick, secret etc.

Just please follow these rules and everything will go fine. I hope you are satisfied with these conditions. Thanks for your cooperation.

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3C) Version History) ----- (#3VHC
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Version 0.1- 3/30/03:

- We have already got our layout and our formatting of the guide done, we have also gotten a good bit of information in the guide done in this, our initial version of the guide. Even with that, completion is still very far away...

Version 0.2- 4/02/03:

- We have put some more information up. Specifically the races and characters. The walkthrough will be updated with the first and second dungeons shortly. Progress is coming fast and will take a long time. The next update should be a larger one...

Version 0.3- 4/03/03:

- We have worked a great deal on the Walkthrough, up to the Fire dungeon to be specific. For the next few updates we will be mainly concentrating on this Walkthrough part and will fill in the side quest info after. Hopefully we get the next few dungeons soon. Nothing else to say...

Version 0.4- 4/04/03:

- Finished the Walkthrough up to Forest Haven. We are making good progress so far. This document is going to be huge, I can tell you that...

Version 0.5- 4/05/03:

- We finished the Earth Dungeon. We also put up a Sea Chart. Progress is flying. We might finish this whole FAQ and send it in by next week. We will see how it goes.
- Finished with About characters section.

Version 0.6- 4/06/03:

- We put up a bit more on the walkthrough. Also the enemy list is making progress. Heart pieces have been added and treasure charts have been found. Right now we are concentrating on some side sections. We will get back to the walkthrough soon though. We also worked on the Great Fairies.

Version 0.7- 4/09/03:

- We have finished the walkthrough up passed the Forsaken Fortress revisited. The items have been updated as well as the enemies. Songs, heart pieces, and treasure chests up to 25 have been recorded.

Version 0.9- 4/11/03:

- Worked on Walkthrough up to. Tingle FAQ and Side Quest sections have been added. A lot of progress if coming up. Heart Pieces and maps are also being updated. FAQ should be complete soon. Also a change in the Table of Contents. The enemies have been finished. Pretty good sized update.

Version 1.0- 4/12/03:

- Item section updated as well as the Boss section. Walkthrough is completed up to and passed the Wind Temple. Most other section were also updated. This is a significant update in our book. The Earth Temple needs a bit more of an update.

Version 1.1- 4/13/03:

- The Walkthrough is now complete. The document isn't finished. Side quests will be added soon. There is a lot to be written though the game is complete.

Version 1.2- 4/20/03:

- Some information was added to the items section. Just a little fix up. More side quests to come.

Version 1.3- 4/22/03:

- Bit added to the walkthrough. The enemy section was also updated. Side quest information is coming soon.

Version 1.5- 4/25/03:

- Ok, we added some to the controls section as well as the characters sections. A bit more was updated on the Wind Waker songs. This FAQ is near finished. The only things we have left are probably Heart Pieces. They will be done after the next update. We might add some small parts to other sections, especially the Side Quest sections.

Version 1.6- 1/19/04:

-Had to redo two of the temples due to Sini and his problems. Also fixed other areas of the FAQ.

Version 1.7- 6/19/06:

-Been a while, eh? I updated all of the triforce charts and added to sidequests and heart piece locations. The guide is coming to a finish, however, which is quite sad in my opinion.

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4D) About Wind Waker) ----- (#4AWD
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The story of The Legend of Zelda: The Wind Waker is taking place 100 years after the events in The Legend of Zelda: Ocarina of Time. It starts out with Link and everybody (like a lot of other Zelda games), and his sister is captured. So Link then sets out on his most epic adventure to date to fulfill his destiny, which if you are wondering about what the heck is going on in the commercial, is to save his sister. He sets out on his boat which is called the King of Red Lion, and he goes across the largest world in a video game yet (it takes about 12 to 15 minutes to get from one side to the other). And along the way he encounters many enemies and bosses who wish to stop him from reaching the final boss (not gonna spoil it here) and you must fight through them all.

In a nutshell, that is what this game is about, yet, so much more...

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5E) Controls/Basics) ----- (#5CBE
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Legend

U=Up

D=Down

R=Right

L=Left

- A.....Put away weapon.
 - +UP.....Roll attack.
- B.....Horizontal sword attack.
 - +UP.....Vertical sword attack.
 - +HOLDING B.....Spin attack.
- Y.....Use a selected weapon.
- Z.....Use a selected weapon.
- X.....Use a selected weapon.
- Joystick+UP.....Run forward or jump when needed to.
- L.....Target an object of interest.
 - +A.....Jump attack, taking off 2 times damage.
 - +Joystick+BACK+A...Backflip for dodging enemies.
 - +Joystick+L/R+A....Side jump for dodging enemies.
- C+U/D/L/R.....Freely moves your camera angle.
- R.....Does various actions.
 - +With sword.....Takes out your shield.
 - +Near a box.....Pulls or pushes the box.
 - +No weapons out....Crawling mode

Combat strategy: When you are approached by an enemy, use the L button to L-target the enemy. Now you have many options. I would try pressing A for the jump attack as it takes off two times the damage a regular sword attack would take off. Also, when L-targeting, press back+A or left/right+A to do backflips and side jumps. These are the best ways in dodging attacks. I find the side jump method helpful when fighting the first boss, Gohma.

Also, when you encounter the Chu Chu jelly enemies, think about doing a spin attack. You can do this by holding down B while standing in place. This will charge up for a spin and take off two times the damage a regular sword attack.

The Parry: As you fight many enemies throughout the entire game, you will notice that your A button will flash and a rumble will occur on the controller. Well, this is something you should really watch out for. It allows you to do a sort of special attack, the Parry moves. These are not only moves that dodge the enemies attacks, but you also attack them! Not that is something you should consider. I find this most helpful when fighting the armos knights. When they are about to attack you, watch for the flash of the A button and quickly press

it to either roll attack or jump attack. They both look really neat and are very helpful. Remember that you can use this on any enemy or boss.

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6F) About Characters) ----- (#6ACF
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1. Link

Link has been the main character in every single Legend of Zelda since the very beginning of the series since the NES. It is customary on his island, Outset Island, that when boys come of age, that they wear a green Tunic, as did the great hero of legend of the events of Legend of Zelda: Ocarina. His sister is then captured by one of the Dark Master, Ganon's, minions, which is a huge Griffin/Bird. Many years ago, when the Dark Master Ganon was released, they were all hoping that the hero of legend, Link, would come and banish the Evil Ganon back to the Dark Realm. But, to their dismay, the hero of time did not return to their aid. So, they had no alternative other than praying to the gods. So the gods then flooded the Earth and Hyrule was concealed under the waves to where Ganon was unable of reaching it. Now, a follower of the hero of time, Link, set out after his sister Aryll was captured and he had to leave his nice home in order to rescue her. Special Info: He's *not* related to the Hero of Time.

2. Aryll

Aryll is the younger sister of the boy, Link. In the beginning of the game, The Wind Waker, she is captured by one of Ganon's minions, a giant Griffin-like creature which swooped down from the sky on that fateful day, and took her to the Forsaken Fortress where Link first tried to rescue her. But, the same Griffin swooped down and took Link to Ganon and then tossed him far off into the ocean. She is then taken even further off into the game where Link continues to follow and try to rescue her from the dark and evil Ganon. She is a young and cute little girl with a very adorable and upbeat personality with a very positive outlook on life.

3. King of Red Lions

This is Link's boat which takes him across the world after being thrown far off into the ocean. It knows a great deal about the ancient land of Hyrule, as well as the legendary hero of time, Link, which defeated Ganon 100 years ago in the events of The Legend of Zelda: Ocarina of Time. He takes Link all over to every one of the Guardians--The Wind Guardian, Valoo; The Forest Guardian, The Great Deku Tree; and The Water Guardian, Jabu-Jabu to obtain the three Pearls from the Guardians. He is also a boat with the ability to speak with Link, but, Link must buy him a Sail in Windfall Island for 80 Rupees which he used to first get over to Dragon Roost. Link must obtain those Pearls to raise the Gods' Tower and brave the challenges and finally become a true hero like the legendary hero of time before him.

4. Grandma

This rather elderly lady is young Link's own grandmother. They both love each other dearly, and are both devastated when Link has to set off to rescue his sister Aryll from the Evil Lord Ganon. She passes down the legendary Hylian Shield which was originally used by the great hero of time, Link, when he had defeated Ganon 100 years long since past.

5. Tetra

This is the mysterious pirate that takes Link on the start of his epic adventure. She is very mysterious as she notices a triforce on the back of your shield and she is very surprised. In the game, she is one that you should watch out for as she will be surprisingly odd as her true identity is revealed. For more information on her, play the game or read the walkthrough. :)

6. Ganondorf

Hmmm...Who could this be? Yeah, it is the boss of evil, the man who causes all of these fun adventures, the man who you want to defeat. I guess there is one good thing about him. He allows Nintendo to make a new adventure. :) Anyway, he is a Gerudo man, which one is born every 100 years from the Gerudo women clan. All he treasures is to be a despotic person. That is, he wants power! He will do anything to get all three triforce parts to rule the entire world and cause evil to come about in all directions. For now, he is probably the coolest boss battle in history, to find more out about him, read further into the guide...

7. Tingle

Yep, this is the Tingle from Majora's Mask. Well, almost. He is probably an ancestor. He helps Link through his journey by allowing you to connect to the Gameboy Advance with a link and use special tricks Tingle can perform. Another large roll that he plays in The Wind Waker is the fact that he is the ONLY one who can decipher the triforce maps so that you can find the triforce pieces. Yea...it sounds cool, but trust me, it is not. You have to pay almost 400 rupees for each decipher! Man, what a rip off, but, yes, you have to do it. Not much more you can say about this freaky green man.

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7G) About Races) ----- (#7ARG
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This Zelda game has all the races any other would. Each has some problem, as usual, and all are helpful in some way. Below are the races and tribes in this game.

- Hylians: This is the traditional Hylian race from the Ocarina of Time. They are ruled by a king and queen and the princess, Zelda. This is one of the first people you meet in the entire game. They are also one of the most important.

-Rito Tribe: These are those birds that live on Dragon Roost Island. They are destined to fly and all must get wings from the dragon at the top of the mountain. They are the people in need of help for the first dungeon of the game.

-Gorons: The famous rock-eating people. They are found in Hyrule and are the biggest traders around. Hopefully there will be good things to trade from them. As of now, the Gorons are becoming endangered.

-Zora: This race has died completely out. The only think remaining in which you can count this as a race in the game is the spirit of a Zora from long ago. Nothing else to say about them.

-Gerudo: This is the race in which Ganondorf was born. He was the only male in 100 years, according to the Ocarina of Time. He has returned to kill all decedents of Hylians. All the rest of the Gerudos have died out.

-Korok Tribe: These are the little kids that look like deku shields. They are all raised by the Deku tree and have a big ceremony annually. They are the key to the Wood dungeon in the game.

-Race of Gods: There are a total of four gods in which all of them have certain powers. They teach you helpful things throughout the game.

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8H) Game Walkthrough) ----- (#8GWH
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/\Outset Island\
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Welcome to the start of the new adventure of Link. This is different as you do not have your normal green clothes! Your sister, Aryll, comes up to you and wishes you a happy birthday as she wakes you up. She then tells you to go see grandma. Pointing out the house, she says she has a special surprise. Let's go to that house now. Climb down the ladder and go across the narrow bridge. Ignore the house ahead of you and turn right. Go across this bridge all the way to the second connecting island. In front of you is a house. Enter it by pressing A. Now go up the small ladder leading to the second floor of the house. Grandma is up there waiting for you. She will present you with your real pair of clothes in which you will be using for the rest of the game. You have collected the HERO'S CLOTHES.

Now for some easy rupees, go behind the house next to the one you are at right now. There is a women in a fenced off area. Go inside and talk to her. She tells you to bring her a pet. Simple enough. Find a pig around the area. Crouch by pressing R. Get up to it and grab it with A. Take it to the pen and receive an easy 20 rupees. You can do this multiple times.

Now head back to the tower where the game started. Go up the ladder and talk to your sister, Aryll. She presents you with an exciting birthday gift. You have received the TELESCOPE. This allows you to see far away places. Look ahead of you with telescope and whatch a mysterious cutscene. A bird takes a girl into the forest. Strange! This calls for help. We will need to equip a sword before we move on though.

Go back the way to your grandma's house. There is also a house beside your grandma's house. It is the one that I told you had the lady behind it. Go inside and meet a freaky looking man. He will teach you how to use a sword. Follow his directions as they are very easy. Then take your prize, the HERO'S SWORD! You can now cut plants and kill enemies. Not a bad deal im my opinion.

Go back to the tower. Well not to the tower but in that direction. It is time to check out the mysterious girl dropped in the forest. At the end of the level is a trail leading upword. Follow it and break the obstacles in your way. Go across the bridge on your right and into the next room. Follow the path upwards and kill the enemies ahead by continuously attacking them. Nothing hard. At the top is the girl. She seems to be pretty mean and does not even thank you.

Then suddenly your sister comes out ove nowhere and finds you. As she is running across the brige she gets picked up by that horrible bird! Now it is your job to save her.

The women was going to leave as if nothing even happened until a strage bird looking person comes out and saves you. He tells the women that you should deserve some credit. The women claims they are pirates and says that she will take you if you get a shield. Well, go back into your grandma's house. Climb the ladder and watch the sad cutscene. Grandma says goodbye and gives you the HERO'S SHIELD! Now it is time to set out on your amazing journey.

/\Pirate's Ship\
\ / ----- \ /

Once you have left Outset Island, you are now off with the band of Pirates to the Forsaken Fortress (hurray! </sarcasm>). Right when you again finally have control of Link, take him and enter the area that is right to the very below of the ship's deck. If you keep on going down further, you will eventually meet someone that is named Niko, he will then show you how to do something, and then this will mean that you then are required to emulate it as well. If you then stand on top of the switcher, this causes a total of five platforms to arise from the ground.

You must now hop from one of the platforms to the next and so on and so forth, get it? You have to use the ropes along the way to do so as well, it is not too hard, so don't fret. At the end of all of this, you have to open up the treasure box and you have now attained Spoils Bag which is in it. After this has finally be completed, Tetra calls to you and will announce that you have finally reached the Forsaken Fortress. Now, after all of this has taken place, make your way back up to the top of the Pirate's Ship, it is now night, and there will be Tetra up on the watch tower.

Now, what you are required to do next is to climb your way all of the way up to the top of this rob and get to where she is, and once you are finally up there, have a little conversation with Tetra. Now, they carry out their plan to actually get you into the Forsaken Fortress, and they actually plan to do this by a crazy method, a damn catapult (psychos)... Now, you will be in the Forsaken Fortress after all of these events have taken place.

When you land, your sword will not be there with you, as it has flown somewhere else while you were in the air after being launched from the catapult by those darn pirates. Tetra, being the nice one she is, has given you Pirate's Charm which allows you to stay in contact with her while you are here inside the Forsaken Fortress.

/\Forsaken Fortress\
\ /-----\ /

Right when you begin in this fortress, you should probably look around just a bit to get acclimated to the surroundings a bit, and then, make your way up the stairs here to get the next area in the Forsaken Fortress. Your main focus here is really stealth and to not be seen right now, so while maintaining that, pick up every Rupee in this area. Now that you have done that, you are going to have to lift up the barrel that is located near the wall to the side of this area, and then keep moving down here, and, when the light is coming near you, stop right where you are for that moment.

When you reach the stairs at the other side which lead upwards, you are now supposed to let down the barrel that you have been carrying above your head and Now, keep going through the pathway, and then take a right turn, now that you

have arrived in this next room, you have to make your way across by using the rope that is here in this new area. And then, open up the treasure chest here and you will receive at Map. Thereafter, jump back all the way down to the more lower level as your next thing to do.

Now you are going to need to stand on top of the switcher that is on the ground, doing this will open up the next door (note that if you have trouble finding this switch on the ground by yourself, that it is pretty much covered completely all around by alot of barrels, ok?). Now, you can go through that newly opened up door and pick up what is in that treasure chest which is a Heart Piece.

Now what you have to next is run through the pathway and then down to the right direction, and then, you must get captured by the soldier guards here (yeah, that's right, on purpose!), and this will get you thrown into jail. While in the prison, get up to the very top of the bookcase in here and then move the pot away and then this will allow you to crawl through the newly accessible hole. Now go into the next area...

Then, from the area where the tresure chest with nothing in it is, you must utilize the rope there and make your way into the next room which is located to the left of this area. Once you have arrived out there, you use the A button to speak to Tetra, and then after that is over, make your way all the way up the ladder that you find here in this area. Now you are to take the pot that is found here and throw it, then, take one of the sticks that are found inside of it and then utilize it to annihilate the opposition that you find here in this area of the fortress.

Doing so will knock the first light's direction away from its normal direction. You must now head upward on your Map, and then drop yourself down when you arrive at the right place. Now, keep heading in the same direction from here and when you arrive at the ladder at the end, climb up to the top of this one as well. Now do the same thing as last time on the other ladder, and then this will obstruct this light just as well.

Once you have finished doing this, make your way all the way back down the ladder that you had just climbed and the keep on going until you can make your way back down to the even lower area of this place. But, this time you have to do something different, you take the leftward pathway and then enter the area at the end of it. In the treasure chest that you get in here, you will be able to pick up the Compass item. Now, make your way to the next end via the rope in this room, and then once you are here, you have to make your way into the next area.

Now once here, you have to head down in the left direction and once you reach the next ladder here, you must climb this one to reach the next and final light which you have to do the same exact thing as with the other lights to change the direction of the light's path, this prevents ever being caught by the enemy. Now once you are done doing this, get back down the same ladder and then back down the pathway and then go inside of the next new room when you get to the very end of the path instead of the one you came out of earlier.

Now, in here, just like in many of the other rooms you have encountered through and throughout this fortress, swing from the rope in this area and then you get to the next room in the fortress. Next, keep going to the next side and then go to the west direction and you will eventually spot a box (or crate) and you have to shove it off the edge of the ledge here. Now hop all the way down and then push it to right under the ladder found right there. Now, climb back up.

In the following area, it is going to be rather majorly invested with those

Bokoblins, so, needless to say, you must be very sneaky here as to not get seen and thrown into prison. The way you are going to have to do this easily is to lift up the barrel found in here and use it to conceal yourself by keeping yourself perfectly still when it is required, ok? When you have finally made it over to the stairs located over at the other end of this area, and now, you must go all the way up to the area at the top of here. There is going to be yet another barrel here; use it to conceal yourself once more.

You're only truly home free once you get to the hill (the top of it actually) which is Westward. Now, you have to proceed on and you will eventually come to a little gap in which you are needing to cross. Not a problem, just simply go up to the wall here and then hold down the 'A' Button, and then do this to make it all the way over to the other end of the gap there. There is yet going to be another little gap in which you have to cross over, so use the same exact method of getting across with ease.

The Hero's Sword is located at the very top of these stairs at the end of this area, but, there is a catch to this sorta, sharp spikes will pop up and there will be a battle that will commence. So, simply obliterate the enemy, and then, make your way into the tower here. Now, the huge bird that had captured Aryll before will come and "relocate" Link to throw you down into the water. Now, when you are outside here in the water, there will be a boat called the King of Red Lion, and, it can speak! Explanation of a few things, so now you will be in Windfall Island to purchase a sail for the King of Red Lion.

/\Windfall Island\
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Time for some town action! As you get close to Windfall Island you will go into a cutscene. Then your boat tells you that you will need a sail so that you can explore the great sea. He tells you to find one in town and bring it back. Well we will do that and a few more things. So, let's get the sail out of the way. Go towards the town and under the leading gate. Climb the road until you see an eskimo to your right. Do not try to enter his little store from the opening. Instead, go to the front of the desk and wait for him to come to you. Then talk to him. He will ask you to buy something. This is the sail. It is worth 80 rupees, so if you do not have that many go searching for bushes with pots in them. They will usually carry 5 rupees. Anyway, buy the SAIL!

Now it is time to take care of a few more items before leaving. Here is a heart piece...

On the top of town there are four boys. They will ask you to play hide and seek. Accept and find them. They are located behind the grave by the jail, behind the bomb shop, on top of a tree in the beginning, and on top of the gate in a bush. Now you have won a HEART PIECE!

Now go to the place in the back with the two tombstones and the weird man dancing. Behind them is a door. Go inside to reveal the jail. Talk to Tingle as he asks for you to release him from this horrible jail. To do so, go to the pots to your left. Pick them up with A and throw them out of the way to reveal a switch. Step on it to open the cell. Tingle will thank you and give you the TINGLE TUNER! He will also reward you with the TINGLE CHART! You can connect your gameboy advance to get helpful hints from Tingle. Now look inside the cell. There should be a box at the south end(the back). Pull it out to reveal an opening. Here is where you have to use the crawling technique. When you put away all of your items you will be able to crawl with R. Go inside the hole. The directions in which you should go follow...
Straight, Right, Left, Straight, Right, Left, Straight, Left, Right, Right, Straight.

This will lead you to the final room where the item is. Go in the middle where the chest lies and open it. You got the PICTOBOX! You can use this item to take certain photos in black and white. Not much else you can do here. Well, let's go back to the boat to see what it has to say about the sail you just got. Go to the boat. He will tell you a few of the directions. Press A to get into the boat. Now set the sail to Y, Z, or X. Take it out and look for the direction in which the yellow arrow at the bottom of the screen is pointing. Go in that direction with the sail up. There are some barrels with rupees on the way, so collect them for easy cash. After about 3 minutes, you will arrive with a cutscene to a new island, Dragon Roost Island.

/\Dragon Roost Island/
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Watch the small cutscene. Your boat will tell you about the tribe that lives on this island. He also gives you a key item in the game, the WIND WAKER. This is a baton in which you can conduct songs. It is basically the same as the ocarina in Ocarina of Time. The boat tells you to go see the King at the top of the trail. Well, this shouldn't be too hard.

Right in front of you is a bomb flower. Ignore it for now. We will get into that soon. Look right for a small tunnel that leads to another section of the island. Go through the tunnel and go across the water to the small sub-island. Here you will learn the first song, the Requeim of Wind. To play it press the following buttons...

C-up, C-left, C-right.

This allows you to control the direction of the wind. Right now it is useless. Go back to the beginning where the bomb flower is. Do not worry, as you do not need and bracelet to pick up these bomb flowers. Pick it up with A and blow the boulder blocking your path. Go up the path and take the next bomb and blow the second boulder. Follow up and take the third bomb flower. Go more up the path and find the next boulder. Blow it up to uncover a small gap in which you can sidle. Go across by running into the wall and pressing A. Use the final bomb flower and go below to blow the final boulder. Now jump across the path and go into the desired cave. Right as you enter you will see that strange bird you saw in the beginning! He was expecting you and says he would tell the others about you. Jump to the place in which he flew to. Go inside the camp.

You will then talk to the King. He says that there is a problem with the dragon at the top of the mountain, as he is not in a good mood and is not giving the children wings. Choose to help the King's son Komali. Then the bird man will give you the DELIVERY BAG! This allows you to carry letters for delivery. Now look left and go up the stairs there. The first room that you come to is a room with a girl named Medli. She gives you a letter from Prince Komali's father. This will be put into your delivery bag. Now go back downstairs. Right when you get down turn left. There should be a place in which you will not go outside. Go there and go downstairs to the door. Inside is the Prince. Give him the letter. He is not sure if he wants to trust you so he is going to make a suggestion. He will give you anything if you calm Valoo, the dragon, down.

Now go back out. It is time to look for Medli as she is not in that room anymore. Once out in the main hallway, go left to the outside entrance in which you have never been before. This will lead you to a windy place. Pass the dead bomb flowers and go down the ramp. There is Medli! Talk to her and she will tell you that she wants you to throw her on the top of the bridge. To do this, take out your Wind Waker and play the Requeim of Wind. Point the wind so that it is blowing towards your destination. Pick her up and throw her towards the bridge. Once you get her up there, she will award you with an EMPTY BOTTLE.

This is very useful throughout the game as it allows you to put certain things in it. Well, Medli gets to go to the dungeon but what about you? Well, we can find a way in. Take your bottle and swing it in the water in the center of the room. Now go back to the entrance of this room where there were dead flowers. Put this water on the bomb flowers to make them fresh. Now take the bomb and throw it at the rock in the middle. This will fill the lake up so that you can get to the otherside! Swim across and go to the lava. Take the bomb flower and throw it at both statues. This will make them fall, creating a pathway to the first dugneon in the game. Get ready as your adventure awaits...

F I R E D U N G E O N # 1

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/\Dragon Roost Cavern/
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Welcome to the first actual dungeon of the game. This one is not too tuff. It is pretty linear also, so do not panic. Go forward from the start and pull the first box. Then pull the other right to make a pathway. Go forward into the next room. Here there are two Bokoblins. Just L-target them and hit them continuously. After they are dead, break the little spiral one of them leaves to uncover a joy pendent. Now, take a stick from a pot or from the enemies. Light it on fire with the torch and light the other two torches. This will uncover the first treasure chest. You got a SMALL KEY! Now go through the door to the next room.

This is the biggest room in the dungeon. First take one of the rocks to break the wooded door. Then prodeed to a drop. Go down and pull the block sticking out of the wall. Now get on the block and jump to the other side of the drop. Go all the way to the wooden bridge. Cross it and kill all of the Keese. Then take the bomb flower and blow away the rock. Proceed past it and into the door. Here there are three small islands, one of which you are on. Yours along with all the others have a lot of jars. Look carefully, the jars have water markings on them! Take a jar and throw it in the lava to create a pad to jump to. First go left to the island with the chest. Open to get the DUNGEON MAP. This allows you to see the rooms throughout the dungeon. Now take a jar and throw it in the lava. Go across the the other island. Watch out for the Red ChuChu. Wait for it to drop down and attack it once with your sword. Then pick up its remains. Now go up the ladder and go through the door.

In this room there is a wooded door with a Bokoblin. Kill him as you would any other. Now take that sharp sword he left behind to break the other wooded door. Inside is a chest with a SMALL KEY! Proceed on to find more Red ChuChus. Kill them and pick up any remains. Exit through the door.

Now back to the big room. To your left is a huge rock. Take a pot and throw it at the bomb flower. This will break the rock, creating a shortcut from the orginal entrance of the big room. Go passed the entrance to the locked door. Here you should use your key you just got to open it.

Here there will be many wooded doors. Go right to find another Bokoblin. Kill him easily and take his stick. Light it at the torch and go to the other wooded door. It will catch on fire and allow you to enter. Step on the switch to open the door. Go to the door now.

This is a nice part of the dungeon. Outside! Go across the birdge and kill the Bokoblin. Then start up the ladder. Watch out for the fire. Look at the dark part of the ladder. That is where the fire touches. Proceed passed the ladder and up to the top. There will be a weird bird named the Kargaroc. Kill him with

your sword to uncover a golder feather. Then sidle on the wall across the gap. There will be a fire sprayer so watch out! Just time it right and you will be fine. After that, hang on the ledge and go left. Go passed the ledge and up to the next part. Then go to the bomb flower and throw it at the rock. Go down there and into the next door.

Here there will be a lot of boxes. I thought it was going to be tricky but it was not. Simply pull the first three bottom blocks. Then climb up and go to the door on the right. Easy enough!

Here are a lot of rats wanting to take your money. Answer the call from the pirates as they tell you to use bait. Right now do not worry about that as we do not have bait. That will come after this. Now pull the block at the end and climb up to a chest. Open it to get the COMPASS! This allows you to see hidden treasure throughout the dungeon. You can see there is a chest in this room, so break the pot to the left. Light a stick on fire and throw it from the ledge you are on now, to the opposite wooded door. Go to the chest and open it for a SMALL KEY! Use this small key to open the next door.

Outside yet again! Look to your left to see that bird. Lure it towards safe ground and kill it. Then take the SMALL KEY in the nest! Not bad, eh? Go to the locked door and unlock it.

Man, this room is really dark. If I was you I would take a stick in a pot and kill all the Keese by pressing B. Once all are dead go back to the enterance of the room with the torch. Light it and go into the other sub-room. Light all the torches and the wooded door. Collect the joy pendent and go inside the door.

Big room again, your favorite. To your left is a pot with a rock on it. Take a bomb flower and blow it up. Now go in the pot. Yes, jump inside. This is a general warp point. You will be back in the beginning. Anyway, go back to the big room using the warp. Cross the bridge ahead of you.

This room has a heck of a lot of pots. There are also three Bokoblins! Kill the first one ahead of you. The other two are hiding in pots. One is to your left on this lower level and the other is at the top where all the pots are. Find a stick that one of them dropped and light it. Then light the bottom torches. This will be your first TREASURE CHART! Use it to find treasure at sea. Kill all the Bokoblins and go through the door.

This part tricked me for a while. There is a worm on an island across from you. How to kill it? Take one of the jars on the island and throw it at the worm. Now it will scrunch up into a ball. Time to play whack. Keep hitting it with your sword. When it dies, go back to the jars. Take one and jump to the worm platform. There will be a geyser of lava. When it comes down, throw the jar on it. This creates the platform.

Now jump on the platform and ride it up. This is where the boss lies, only you need the special item to get across. Right when you enter, there is a bomb flower to your right. Use it to blow the two rocks. The first one contains another warp point. The second one contains a door. Go through the door for now.

Outside again. You will see Valoo also. Go to the right and up the steps. Watch out! They fall as you go up. Then at the top you will have to fight two Bokoblins. Oh no! But then comes more of a challenge. The Moblin! He can block your strikes. Just wait for him to attack and then counterattack. Once he is dead, you will find Medli, your lost friend! She will thank you and reward you with the GRAPPLING HOOK! Now use it to get out as you cannot go the way you came in due to no stairs. Aim the hook at the grappling point and a yellow

symbol will show up. Then fire it and swing to the other side. Press A to jump off. Go back to the entrance of this room. Then look left. There will be more grappling hooks. Go across to the next door.

Here there will be a bridge. Go across and kill the two Bokoblins. Then a chest will appear below. You need to get to the bottom floor somehow. Take a stick and light it on fire. Then burn all the ropes on the bridge. Quickly get to the middle of the bridge and fall to the bottom. There you will land safely on the bottom. Get the chest for joy pendent. Now, go through the door.

The big room yet again! Go to the big circular thing in the middle. Do a spin attack to cut the ropes and drop the cage. When it gets to the bottom, jump to the platform and into the next door.

We are getting close to the end, do not worry! Go passed the platforms. Now we need to open the door. You will see Link's eyes go up. There is a hook! Grapple to it to unlock the switch. Then hold R and turn the rope back towards the plarform you were just on. Go into the door.

Now go on to the rope and turn to the right using R. Jump there and into the next room. Inside here is a Magtail, the worm creature. This time there is no water. We need to put something on the switch so that we can open up the Big key. Well, grapple it as it opens its mouth. It will curl up here. Grab it and place it on the switch. Now go to the chest and open it for the BIG KEY! This opens the door to the boss layer. Time to head back to that room with the magic warp and the lava.

Once there, grapple to the other side. Then break the pots to reveal a fairy. Catch it with your bottle. These fairies fill your health back up when you die. Now go inside the door marked as a skull, for the boss...

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Please do not be intimidated by this fool. He is really easy. The key to the first part of him is to just ignore him. Well sort of. Make sure he does not hit you, but do not try to hit him. Wait until ge gets stuck after attacking you. Then take out your grappling hook and throw it at the Valoo's tail on the top. Then swing to the other side of the room. This will throw a rock at Gohma's head, inflicting damage. Repeat the two more times. His attacks will stay the same.

Now on the second part of him you can forget about everything but him. Just grapple his eye. This will pull it near you allowing you to hack at it with your sword. Do this 2-3 more times and he is dead! You have beaten the first boss! Collect the HEART CONTAINER, which increased your life by one heart, and go into the wind circle.

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/\Dragon Roost Island/  
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Ahhh! The smell of fresh air. You finally got through the first dungeon, making Valoo and the Rito tribe feel good. Prince Komali and Medli thank you. They also give you the Din's Pearl. This is the first of three pearls. Now head to the Forest Haven.

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/\Sea/  
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You will have to follow your sea chart. It says to go south. On your way you will meet the fish. He will paint your sea chart so that you know this square on your sea chart is Dragon Roost Island. On your way you will find a submarine. Go inside and defeat the enemies to reveal a chest. This will give you your second EMPTY BOTTLE! Now go to Forest Haven.

/\Forest Haven\
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Welcome to Forest Haven! You will be dropped off. Your mailbox may be wiggling, so check it. You will get a HEART PIECE! Now climb the hill. There will be a new enemy ahead. The Boku Baba plant. Just hit him three times and he is toast. At the top is a grappling point. Go there and adjust where you land so that you are on grass, not water. Then an Octorook will come out of the water. Deflect the nut it shoots with your shield. It will go back to him and kill him. Now grapple again and go into the cave.

What the heck? Is that the Deku Tree? Yes, it actually is. Head around the place and get up to the Deku Tree. But, Green Chu Chu's are all over him. We must find some way of saving him. Well, roll into the Deku Tree to make the enemies fall. Attack all of them with two, yes two hits. Then the deku tree will thank you. He will present a ceremony and will try to give you the Deku Leaf. The problem is that it got stuck on him. Do not worry. Go left and look for a plant that eats you and spits you in the air. These are called Baba Buds. Use them to reach the top of the tree. You will earn the DEKU LEAF! The Deku Tree also gives you a magic meter. This allows you to spray gusts of wind or glide in the air. Glide to the other side on to the platform. Then go through the cave. On the other side of the huge gap is the entrance to the second dungeon. Look for a tornado to the northwest. Glide into it so that it boosts you into the air. Then glide to the entrance of the dungeon. Head in to face your second challenge!

E A R T H D U N G E O N # 2
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/\Forbidden Woods\
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This dungeon, too, is not that hard. At the start you will notice a heck of a lot of Green Chu Chus. Go up the path to the right and into the little cave with the chest. You got the DUNGEON MAP! Not go to the left part of the room. There should be a nut there. Grab it and throw it at the flower on the door. Now enter into the next room.

First of all, drop to the bottom. Kill the Boku Babas and take their sticks that they leave behind. Now take the stick and light it on a torch. Throw the lit stick on the chest in the small house. Open it to get a Knight's Crest! Now, go to the back of the room to find a Baba Bud. Work your way up using the Buds and your Deku Leaf. Avoid the plants sticking out of the wall. Get to the other side. Use the bomb flower in the plants to break the plant on the door. Just go into the door.

I completely forgot about flapping your Leaf for a while. Anyway, look left. There should be a plant like thing there. Take out your Deku Leaf and blow a gust of wind at it. It will move the platform towards you. Now hop on it and blow the plant again in the opposite direction. It will move you to the opposite side of the room. Go through this door to the next room.

This part was so annoying until I realized how to kill those Peahats. Use the

Deku Leaf to flap wind at them. Then hit them with your sword. Kill both to make your life ten times easier. Then go forward and kill the plants. Under one of them is a Baba Bud. Use it to reach the top of the room. Then flap air at the plant to make the platform across the room come to you. Then flap again to get across the room. Take the nut and bring it back on the platform by setting it down and flapping wind at the plants. Then throw the nut at the door. Go in.

This room is confusing until you understand what to do. If you get to close to the nut, plants will pop out and hit you. Thus, blow it with the leaf and take it from there to hit the door. Proceed to the next room.

Welcome to the biggest room in this dungeon. There isn't a whole lot to it though, so do not worry. Go left and up the hill. Then grapple to the next platform. Here, take the nut and jump to the middle. Then go left and jump to that platform. Throw the nut at the door to proceed on.

Run to the other side of the room. There is a chest with rupees in the pit if you want it. If the bugs get on to you, spin attack them to kill them and get them off. Then head to the next room.

This part is a bit tricky, but not too bad. There will be tendrils popping out of the ground in certain places. They will make out a maze. Just walk slowly to the right and follow the maze. At the end is a bomb flower. Use it to bomb both of the wooded up doors. For the second one, throw it over the tendril. Now head back to the entrance. Go left this time and follow the maze. Then go inside the once wooded area and pick up the COMPASS! In the other wooded area there is a SMALL KEY! Now head back to the big room.

Once in the big room. Look to your right. Go up the weird changing stairs. On the top is a door with a small key needed. Use the one you got and go inside.

In this room, simply get across by using the blowing wind method. Avoid the Peahat and go in the next room.

Kill all of the enemies in this room with simple sword attacks. Then find the Baba Bud to get to the top of the room. Then use the grappling hook nearby to get to the chest. Ride to the moving vines and get the joy pendent in the chest. Then go towards the northern door, dodging the Peahats.

Time to fight the mini-boss in this dungeon. It is a Mothula that flies in the air. It is pretty easy in my opinion. Ok, it has four wings on its back. Your job is to cut all four of those wings. When it flies down at you, strike it with your sword. Once you do this 4 times, you will have defeated it. When you hit it though, it sends out those spiked puffs. Just spin attack them off for easy dispensing. Now that you have defeated the boss, a chest will appear. You have the BOOMERANG! This is the ultimate weapon for hitting long range and multiple enemies. Use it to hit all the crystals to open the door.

On the way back to the big room, use the boomerang to destroy all the plants on the doors. From now on, you can use the boomerang to kill Peahats and break plants on doors. Not bad!

Once you are in the big room, go to the top. Chop all of the vines that are holding the huge house in the middle. Now it will fall and create a huge hole on the bottom of the floor. This is where you should go next. Fall down all the way to the bottom. Here, ignore the plant and the bud and go through the door.

Drop down and blow the wooded door with the bomb to the right. Ignore the flower for now. Then head in.

Kill all of the puffs with your boomerang. You will be able to target up to 5. Take the right path and head through grass. Avoid those grabbers and kill or avoid the Green Chu Chus. Now go through the door.

Kill all the enemies. Blow away the puffs and hop onto the platforms. Kill the Boku Babas with the boomerang and head up to the created Baba Bud. Get to the top and blow the plant. Once the platform comes, jump and blow. On the other side is a bomb flower. Take the bomb and throw it in the hole on the ceiling of the below house. It will break a plant covering a chest. On the back of the house is the entrance. Crawl in and pick up the TREASURE CHART! Go back to the flower place.

This time cut the flower and kill the Octorooks. Blow, with your Dek Leaf, wind back. This will move the flower forward. Then two enemies will come. Kill them with deflection. Proceed onto the door.

We are almost there! Here, you should go to the top of the house with the Big Key in it. Then target all of the crystal targets. If you hit all five you will get the BIG KEY! But wait, you have to fight two Moblins. Just use your shield to block and counterattack to kill them. Once they are dead, you can get out. Go back to the big room. Blow the plant and use the Bud to get onto the wind gust. This will take you all the way up. On this floor there is a door with plants all over it. Remember, you can use your boomerang on it! Now go through.

Kill all the enemies and go on. Here, in the final room, use the magic pot to transport for fast access. Then go to the left of the room. Break the pots there. You should get a fairy to catch in your empty bottle. Do not bother breaking most bottles as they are full of enemies. Now go inside the Boss Door.

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This boss is probably easier than the first one. That means pretty easy:) What you really need to do is run. Keep going around the room. He will try to hit you with vines coming out of the ground. Every third vine that comes out will cause him to stop. This is your chance to cut the vines on HIM with your boomerang. Once you cut all of the vines down he will fall. Go up to him and hit him as many times as you can. He will then close his mouth on you and spit you out, inflicting damage to you. Don't worry, it is not much. Just repeat this two more times. He does not even get harder. Do this three times and you will be fine. Once he is dead collect the HEART CONTAINER! Now go into the portal.

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/\Forest Haven/\
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Welcome back! The Great Deku Tree will give you the second pearl, Farore's Pearl for your courage! Only one more to go, and you don't even have to go to a dungeon. Follow your sea chart to where it says to go next. Trust me, side quests will come very soon. We should first go with the sea chart though. It says to go to the Greatfish Isle.

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/\Greatfish Isle/\
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What? This island is all torn apart. Do not worry, the postman will tell you all about this. He tells you that Tetra is trying to get the final Pearl and is at Windfall Island. So, let's go to the Windfall Island to see what is

going on there.

/\Windfall Island\
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As you get close to the island a cutscene with Tetra's ship will approach. This could be bad! Well, go up to the left and to that house. Sidle across on the left side and up to the back. Climb the vines on the back wall and go through the small tunnel by crawling at the top. What? Tetra is robbing the bomb store so that she can get the pearl at Outset Island! The pirates will give a password to their ship. Remember yours as it is different in every game.

Once they leave, head to the place where you learned the Requeim of Wind. That is where you can jump onto the ship. Head onto the ship and go to where Niko was in the beginning of the game.

/\Pirate Ship\
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Head to the bottom and enter your password. Meet Niko. He will be surprised to see you. This time he will provide a more challenging challenge. If you win you will obtain BOMBS. They are like bomb flowers but you can use them anytime. Not bad. Once you are done go back to the Island and check the mail. You will get the Beedle Chart! Now you can find his shops. Now go into your ship and go to Outset Island.

/\Outset Island\
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Welcome home! Well, to start out, go all the way up the hill and by the broken bridge. Fly to the other side and go in the cave where you first say Tetra. Now find the rock in which you can blow up. This is a Great Fairy which will increase your waller size to 1000! Also pick up a fairy in your bottle. Now go back to Grandma's house. She will be sick and not able to talk to you. Give her a fairy. Then she will be so happy! Now time to go back to the boat. Go to the back side of the island. All of a sudden a whirlpool picks you up. Take out bombs to create a cannon on your ship. Then hit the stone wall on the top, middle, and bottom. This will break the curse of the whirlpool and you will be able to get in. You will meet the great Jabun. He will give you the third and final Pearl, Nayru's Pearl!

Now, look at your sea chart. There are three places to go. Each has a statue in which you will insert the pearl. Go to the three triangle islands and insert the pearls. Then the Tower of The Gods will open. Enter for the third dungeon!

W A T E R D U N G E O N # 3

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/\Tower of the Gods\
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Head into the Tower of the Gods. There will be no wind, so don't get too mad if you are moving extremely slow. Head to the right and once the water drops, head in to that section of the level. Bomb the walls to obtain the MAP! Try to simply avoid the enemies, and then head back down and through the area.

Head back to your boat, the King of Red Lions, and head forward. Get above the ledge ahead of you, and pull your self up. Head across this section of the room to obtain a statue. Pick it up and place in under the little tower that

has a colorful section. This will open the door in which you just past, so head back to the door and go through to go to the next room the this dungeon.

Once inside the room, notice how the water level creeps up and down periodically. Place a box on the circle so that a bridge forms across the room. Head up the bridge and reach the top to see a new statue. You are going to have to time this well to make it out of this room. Once the water level is at the very top, run as it goes down. This will allow you to make it to the door and move on. Look to the right and place the statue in the engraved section of the room. This lowers a gate near the middle of the room.

Head southeast into the corner of the large room. Or course, use your King of Red Lions. Then, place the statues so that the door will open. The water level still lowers, so watch out. Line the crates in the water here to get across the room. On the other side there is a torch and some Boku sticks. Light one and jump across the crates without falling. Light all the other torches in this area. This will reveal a SMALL KEY! Head back to your King of Red Lions.

Head directly to the Southwest and bomb the walls with your boat cannon. Head inside the room to get the Compass ahead. Then, grab the Boku sticks and time it correctly so that the water does not catch you. Light the torches and you will obtain a chest that his Joy Pendants. Head into the locked door using your Key that you obtained. Defeat the enemies to create stairs. Take the statue at the top of the stairs and bring it back out of the room. Place it on desired colorful circles. Head to the next room in the middle of the central area via the King of Red Lions.

Step onto the switch to create platforms. Jump across them, avoiding all of enemies. Make it to the next room. Now, head to the end of the room and Press R so that the stone figure is following you. Make it back and pick him up at the gap in the room. Jump over and head into the room. Your will now learn the COMMAND MELODY! You can control the stones now. Head to the newly opened door on the left.

There is a large abyss in this room, so don't fall down. If the skulls above the large abyss attack you, use your deku leaf and then attack them. Get the grappling hook to get to the other side. Use it again inside this room. Then, call the stone figure using the R button so that he will come over to you. You, Link, should head to the colorful circle to create a bridge. Then, play the command melody to get the stone figure to the other side of the room. Now, since you have the grappling hook, use it to get yourself to the other side. Place it on the circle and head to the next room that was opened to the right.

Kill this simple Darknut by dodging his attacks and striking with an up-A attack. This will easily damage his armor. Try to use as many combos as you can once you have hit his sword away. Anyway, once you defeat him, you will get the HERO'S BOW! Head back out and hit the eye on the wall with an arrow. Head left to pick the statue up, and head back out of this room to claim the second statue in the puzzle. Head to the top door. Head to the right section of this room.

This is a platform area, with eyes moving left and right. You are to time an arrow that will hit these eyes. Then, gead across the room to the right and open the chest to claim a SMALL KEY! Now, head back up the ladder to which you came from. Throw two statues on one of the lifts. This will create a higher platform for you to get to the otherside. Open the door. Take the statue and bring it out. Balance the two wooden circles and make it to the others side. Head back and your will solve the puzzle to this dungeon.

Head through the outer circle of the outer part, and get the BIG KEY along the way. Time for a boss battle. Break the pots right before and claim some faries if you do not have any at the moment.

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First thing of note is that there hands that Gohdan has have eyes embedded in them. So, your very first course of action is to send some arrows their way. Two to be even more precise, and once you nail them all, that renders those eyes incapable of going on for now, at least. Your next primary concern in this fight is to target onto the eyes on the head part of the boss, Gohdan, and fire out some of the arrows at them just as well, and again, you will be needing to use two arrows each to get this job done. The eyes on the head sometimes close, so you need to be ready for this, as when this occurs, the head part attacks with beams of power at you (and trust me, these CAN hurt). Next thing to happen is that the head is now on the floor. Your main objective during this phase is to be able to get a bomb in the mouth of Gohdan, it explodes (obviously), and this is how you damage it then. Keep going with this to finally bring this battle to an abrupt conclusion, with Link as the victor!

After the fight is finally done and over with, pick up Heart Container and then go back into the shiny pillar of light. Now you'll be at the top of Tower of the Gods. Now, climb all the way up the ladder, and then you are going to have to use your Grappling Hook to hit the bell. You will now find that you're back on the King of Red Lions. This is the end of the Tower of the Gods!

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/\The Sea/  
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Since you have completed the ultimate challenge of The Tower of the Gods, you will be able to transport to the underworld, Hyrule Castle. The King of Red Lions will lead you into the light in which transports you to Hyrule. Wait until you are dropped off into the once loved place, Hyrule.

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/\Hyrule Castle/  
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Welcome to the Castle, but wait! It is all black and white. We must find the blade in which the KoRL tells you about. This will turn the world into a moving and colorful world. So, go up the stairs and into the castle. In here is a huge statue of Link. The key to this is to find the triforce in the middle of the castle floor. There will be three triangular blocks all over to the left, right, and back. Push these blocks to match up with the triforce in the middle of the floor. The statue of Link moves to open a path to the blade. Go inside.

Ahead of you is the sword, so go and press A to lift it out of the stone. You have received the MASTER SWORD! This is the ultimate weapon that the legendary Link used. It is now yours and is twice as powerful as the Hero's Sword. Now there is color in the Kingdom. Once you get out, all of the enemies that were once statues are alive now. You must kill all of them to open the enterances. They are not long, just time consuming. The Master Sword will make it a lot easier. Once they are all dead, head back the way you came in. Go to the King of Red Lions and head back up to the Overworld. Your goal is to go to the Forsaken Fortress to save your sister, Aryll.

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/\Forsaken Fortress/  
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Upon arriving, bomb the entrance on the front with your cannon to get into the actual fortress. Now get in and have the boat drop you off. This time, the guard lights will not catch you. Just ignore them and go up to the wooden door ahead of you. This will reveal a cutscene and Phantom Ganon will pop out. Time for a mini-boss.

Mini-Boss////Phantom Ganon

He is simple. If you have played the Ocarina of Time, he is just like that phantom ganon. Actually, he is exactly like him. He will cast a spell at you. Deflect it as your master sword deflects evil spells. You play some baseball until one of you screws up. You need to make that someone him. If it hits him, go up to him and hit him with the sword as many times as you can. Then repeat the process a few more times. The only difference is that the spell will become a bit faster. Nothing special. Once he is defeated, you can gain entrance to the wooden doors and a chest will appear. You have received the SKULL HAMMER!

To make things easier, if you want to of course, go to the top floors by pounding the blocks, that block the way up, down. Then kill the guards that guide the lights down to knock the lights up. Once doing this, go to the bottom where you fought Phantom Ganon. Now go through that wooden door.

Here there are annoying rats with bombs. Avoid or kill them when they do not have bombs. Go left and break the block with your hammer again. Go down the hallway and avoid or kill the Moblins to get Skull Necklaces. Then go to the door. Here there is a Floor Master. He is a pink hand that comes out of the dark hole in the ground. Avoid them and proceed to the next door.

Avoid the steel man that shoots a laser at you. Climb the bunks to reach the top platform. Then take out your Deku Leaf and fly across to the pirate. Kill him and go into the door. Go down the hall into the next chamber.

You are at the top of the Floormaster room. Go around and look for the side steps. Go up them and into the large door. You can kill the Moblins for Skull Necklaces if you want. It is all up to you. Nothing is necessary.

Proceed up the steps and kill those annoying little enemies. Sidle along the gap. Now, go to the top and find the switch. Pound it down with the Hammer. Now go into the door to find...

Aryll! Yes and all the other girls. But Tetra is here too. She recognizes a your master sword! Something is fishy about this Tetra. Don't worry we will find out soon! She will safely return Aryll and you have to fight the bird, Helmarog King.

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The first part of this two part battle is rather easy. Just go up the spiral wooden stairs. You must do this quickly though. He will start to break the wood and try to hit you down. Ignore the pirates though. Just keep going up and forget about the pirates. At the top is the second part.

Here is where the challenge comes in. At first he will drop down and walk towards you. Then dodge the beak attack with a side jump. Take the skull hammer and hit him in the head when his beak is stuck. After you do this two times he will start to fly. Then he will try to hit you into the surrounding spikes. Dodge his attacks and wait for him to come back down. Now do the same thing.

Wait for the beak attack and hit him. After a few more, his helmet will be broken off. Now he is no harder but you will have to hit his head with the Master Sword. He will fall down and beak attack. Hit him as many times as you can with your sword. After about 3 times, he will die! Now collect the HEART CONTAINER and proceed on to the opened doorway to meet...

Ganondorf! He is impressed with your courage so far. He is ready to kill you when Tetra saves you! Then the Triforce glows and he calls Tetra, Princess Zelda! Could it be? Before you guys are killed, Valoo saves you and burns the whole fortress down. You will be placed on your ship to go to Hyrule after the cutscene. Go into Hyrule.

/\Hyrule Castle/
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You are now supposed to take Tetra to the place where you found the Master Sword. It is already opened so do not worry. Here you will learn a lot about your destiny. Also, you will learn that Tetra is Princess Zelda's daughter. The King of Red Lions is the King of Hyrule! This is getting very interesting now. Go back to the boat and learn about the Triforce of Courage. It was split into eight pieces. You must find all of those pieces. Now head up to the sea.

/\Sea/
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For starters, go to a tornado. In side of it is the Cyclone god, Cyclos. Hit him three times with arrows. Then he will teach you a new song, the Ballad of Gales. This allows you to warp to different islands. Let's first warp to the Mother and Child Isles on B2. This is where the real Great Fairy lies. She will reward you with the FIRE AND ICE ARROWS! Time to go to Fire Mountain. It is located at C6 to get the power bracelets.

/\Fire Mountain/
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There will be a large volcano when you arrive on the island. Shoot the lava with an Ice arrow. This will freeze it and create an opening hole. Go inside this hole. Once entering, you will notice that you only have three minuets to stay in this place. This means we have to work hastily. Now, swim all the way to the bottom of the volcano. Then jump along the side wall on the provided ledges. Make it all the way to the top and jump into the next hole. Just jump across the platforms into the final room. You will need to fight the two centipedes. Once you have them defeated you will reveal the chest. You have now obtained the POWER BRACELET! Look for the large head rock. With the power bracelet you will be able to pick it up and create a light path. Go inside and go back to the sea. Nice and short baby! Now go to the Headstone Island at G3.

/\Headstone Island/
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As you enter the island there will be a stone head. Lift it up with your new power bracelet. Then enter the cave. The wall ahead has inscriptions. Use those to play a new song. Take out your Wind Waker and play the notes. This teaches you the Earth God's Lyrics. It allows you to warp to the Earth Temple. Then a Zora sage comes out and tells you that a harp player is required to open the temple. The only harp player that we know of his Medli. So head back to the Dragon Roost Island. Warping there is the easiest way.

/\Dragon Roost Island/
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We are going to take a similar path this time. Go up the mountain and into the cave. Then grapple across the gap and go into the actual tribe location. Then head up the stairs to the left and go into the second room on your left. Go across the room and outside. Then grapple to your right. Now head up the ladder and you will meet Medli for the fourth time. Play the Earth God's Lyrics with the Wind Waker in front of her. Now she will understand the situation from the sage. You will now need to take her to Headstone Island to open the door to the Earth Temple. On the boat warp to Outset Island and head right one space from there.

/\Headstone Island\
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Listen to directions from the KoRL. Then go inside the cave that you reach. Now it is time to play the duet with Medli. Play the Earth God's Lyrics in front of the door. Together the music will open the door allowing you to enter the next temple.

E A R T H T E M P L E # 4

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Ok, lift Medli up and fly across the dungeon to the other side. Defeat the enemies and leave Medli while doing it. Then take her up the stairs. Have Link stand on the first switch. Then, play the command melody to get control of Medli. Now, fly to the next switch. Head to the newly opened door.

Here, use Medli's reflection of light ability to petrify the Dark Chuchus. Then bomb them with Link. Then, take Medli and make her shine the light to the other side near the platform. It should spark, and once done enough you will get a MAP from the chest.

Proceed forward and use Medli to reflect light off into the smoke near the switch. Then, use Link to hammer the switch using the Skull Hammer. Now, head into the next room to the right. Kill the enemies here, and pull the block at the top of the room. Then, have Medli use her reflect ability to shine on the clear chest to get a SMALL KEY! Head back out of this room. Now, head to the other side of the room and use your new small key to open the locked door over here.

Use Fire Arrows immediatley on the curtain that blocks the sun. Then, kill the regular Chuchus. Use Medli to freeze the others as well. Pick them up and place them on the switches with Link. Head up the stairs and push the block here so you will not have to go through that boring process again. Now allow Medli to join you by flying. Go through the next door.

Destroy the Floor Master in this room as quickly as possible. All I did was use a combo attack. It does not work however at times, which will cause you to enter the beginnign of the dungeon. If this does happen, use your Deku Leaf to get across the gap and head back to the Floor Master. Now, push the block into the desired location. Now, use Medli to shine the light onto the wall to create a new block. Push the block all the way to the end and shine light on the statue. Get the Compass and proceed up. Kill the Goblins with Link, and kill the Poes with Medli using reflect abilities.

Go to the coffin area and use obtain the small key while knocking out all of the enemies. Head up the ladder and into the next room. Defeat all five of the Stalfos. Then, head up and claim the MIRROR SHILED in the chest. Then

shine the light onto the moon above the door. Head back out and all the way back to the room with smoke and a big skull statue. Use both people to shine light onto both of the Skull eyes.

Head inside the new door. Take out the enemies in here. Play the Earth God's Lyrics to open the next door. Defeat the REdead by shining light onto them and taking them out with your sword. Shine light onto both mirrors and onto the middle statue. Head, with Medli, to the other side of the room to clear the fumes and gain a SMALL KEY! Avoid all of the Floor Masters. On the way back, you can defeat all of the enemies to get a Treasure Chart. Run down the fumed hall.

Move the statue and pound the switch with the Skull Hammer to allow a light circle to appear. Pull the block back to the edge of the area. Fly Medli to where Link is and head into the next area. Defeat all of the fiends in this room. Shine the light onto the statues ahead to crumble them. You can also cast light on the floor and have Link reflect that previously casted light to crumble the wall and get some rupees. Play the Earth's God Lyrics to open the passage. Head down the stairs and have Medli stand on the switch.

Now, you must cast some light on that area, and now, divert attention back over to main character, then lower yourself to below area. And then, go to the right a bit and shove mirror that is located there into the right place, and doing that will cast light. Now, you must head on back over to where you had left Medli, and then, go on top of the pedestal that is located there and cast the light onto statue in the middle of this place. This will then take it out. After this, use Medli to then shine the light on the circle-ish figure that is located upward.

You must now go back over to Link once again, now get on up on that platform that you'd just casted with light, and after that is then done, revert the light there onto the things on the wall, this will take those out. Now, take the mirror there out of there and then move it to the left direction, it will eventually stop right there and stay. Then go to the lower right area of this place and then do the exact same you just did with this most recent mirror to that mirror over there. Divert focus back over to Medli then, and use her to fly on over to pedestal where the light is. There is a statue in the center of this area, you must then cast that light over to that statue, and doing so will break it apart. Now there's another mirror, you have to pull it out with Link.

Now you must take him over to where Medli is currently located, and then, cast the light there onto the thing on the wall, this reveals a new place, which you're required to go on through now. There are more coffins found in there, and what you must do as your first action in here is to cast light on top of them. Now, follow the strategy that I had listed above to take out the Stalfos Knights, and then, you must bring out the block that is there and use it to make your way higher. Up there, there will be a treasure chest, and which item you receive from inside of it is Treasure Chest 12. Now get out of there and then regain your control over Medli again and then move her over to the pedestal where light finally stops. Now, you must shine it over to the bottom-right area.

What you must do next is take back your main control over main character Link, and with him, you must go to where she just shined the light and then divert it to where the markings are on the wall there. Now you can move mirror there and then switch back over to Medli. Next, you must take Medli over and then step on circle form there with the light on them (these are found to Northern direction). Then, you must shine those over to where there is a symbol of a moon on the head, this then makes it start to shine. After, retake

main control over Link and then use him to emulate what Medli just did, only, to the other end of this, and doing so will open up newer area. Now, open 'em up, and this will give you Rupees 50x and Joy Pendant.

Enter the next room forward. Take out the Dark Nut and blue bubbles to open the next chest. The BIG KEY is now accessible. Carry Medli back out of here and into the next room. Climb the ladder with link and fly with Medli. Then take her in the next room. Head forwards to the next room to fight the boss, Jalhalla a big fat ghost which proves to be easy like much of the other bosses in this game. His strategy is below.

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This fight is rather easy, well, if you know just what to do, that's when it's easy. What you're to do first is to first cast some of that light that is here over onto the boss. Once you first have done this, it will then be frozen for a little while. And then, what to do next is to simply lift it up over Link's head, and then, toss it over in the spikes that are here; it then seperates into the Poes again like you've seen it come together from Poes earlier. Now, your next main objective is to just attack them like mad. They'll eventually combine themselves again, but try your hardest to take some out. Once it is big Jalhalla once again, it then take all of the skulls there and then use its move where it will turn all around, and at the same time, be spitting fires out at you (and all over the place). Keep doing this, eventually all Poes will be dead, and you victorious.

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/\Great Sea/  
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Welcome back! Now we are supposed to fulfill all the power in to the master sword. We were also told to find the Wind Sage. The next destination is of course on your sea chart. We must go onto Gale Isle. But first we need a special item. Head to Ice Ring Isle at (F,5).

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/\Ice Ring Isle/  
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This is similar to getting the power bracelet. Take a Fire arrow and shoot it at the Dragon at the top. This will thaw the ice, allowing you five minuets to get in, get out, and get on with life. On the west side of the spiral you can climb up some platforms. Follow the spiral to some ice. Get up and follow the path. Once making it to the top, climb into the hole cave.

Now, shoot all of the Keese with arrows or the boomerang. You can also hit them with your sword. Follow the bridge and fall into the gap. Slide down and find the chest. Open it to get the IRON BOOTS! Now look to the side. Follow the path with the iron boots on. This will protect you from wind. At the bottom are a bunch of ice blocks. Melt them all and kill the enemies. Then hop into the light and get out of here. Head to Gale Isle, which is one space north of Windfall Island.

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/\Gale Isle/  
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Put the boots on when you enter here. Then at the back of the island is a rock. Smash it with your Skull Hammer. The wind will go away and you will be able to

proceed on. On the back wall is the song in which you must learn. Play it and learn the Wind God's Aria. Then the Kokiri Sage comes out and tells you to find a violin player. Well, remember the Makar from the Deku Tree. He celebrated the ceremony with the violin. We must find him as we found Medli. Go back and warp to the Forest Haven.

/\Forest Haven/
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Inside here, go left and look for the notes in the waterfall. Grapple on to the ledge above here. Face the waterfall using the R button. Then jump into it and meet Makar, the one in which you saved at the Forbidden Forest. Play the song for him. He will understand the duty and will follow you to the temple entrance. Now proceed back to the Gale Isle.

/\Gale Isle/
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There is no wind, so go to the back with Makar. Play the song in front of the door. Then Makar will play it. Both of you will break the seal to the door and will be allowed to enter the next dungeon, the Wind Temple...

W I N D T E M P L E # 5

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As you begin the dungeon remember that to open doors and have Makar follow, you must pick him up. Now pick him up and enter the door. Now use the Command Melody to control Makar. Fly using the wind to the switch in the room. Press it to stop the wind. Now put the Iron Boots on with Link. Go to the spring and step on it. Then take the boots off to be shot in the air. At the peak of the shot, use the Deku Leaf and get to Makar. Now take him and go through the door.

In here, kill the Knight Armos'. Then blow wind at the propeller blade to open the door. Proceed with Link. Then use the Command Melody to take control of Makar. Have him plant the two trees in the soil. Then go in the door with Makar.

Beware! This part can be annoying. As you enter, watch out for the floor masters. Go from each platform with Makar, so command him. Then plant a tree. When all trees are planted, the door will open. Once it is open, Makar will be sucked in by a Floormaster. He will be taken somewhere. You don't have any map yet, so you have no clue where. Take the door to the east, trust me.

You will see Makar in prison. We have to rescue him, so proceed to the door across from you.

In here, go to the bottom of the room. There will be a Floormaster, so kill it. Then blow up the door to reveal a propeller. Then defeat the new Floormaster. Man, there certainly are a lot of Floormasters. I hate it! Now blow wind onto the propeller. Go to the spring and use it to get to the top of the room. Now Go through the door on the ledge.

Look for the wind burst. Go into it using the Deku Leaf. This boosts you to a platform. Then go left using the Deku Leaf. Directly across from you is a chest. Fly across and claim the DUNGEON MAP! Now go back into the wind gust. Use this one to fly to another wind gust. Then land on the platform on the gate. Fly west and onto the last platform. Go into the door to the next room.

In here there should be a switch. You cannot hit it unless you have the Iron

Boots on. So put them on to hit the switch. With the open floor, fall all the way down. Then enter the door to the south to get into the basement layout.

In here, look for a cracked floor tile. Then put the Iron Boots to break the tile and allow you to fall. Kill all the enemies. Then drag the spring to the weird looking tile. Pull the other block to the side of the spring. Then, spring up to get the SMALL KEY! Break the other four tiles on the floor. Then break back up with each of them and claim the TREASURE CHART!

Now head across the hall and go into the locked door at the other side. Use the small key to open the door.

This is the room you have all been waiting for. Well, sort of. There are a lot of annoying enemies in this room. To be specific, Wizzrobes, Moblins, Keese, and Darknuts. I would take out the Moblins first. They can really get annoying. Then take out the Keese and the Wizzrobes. Then obviously the Darknuts. Once all of them are dead, you will get a chest. What is inside? Well, you have just got the HOOKSHOT! Yes, the same one from the OoT. It is like the grappling hook but pulls you using different targets. Get to the ledge with the switch on it using the Hookshot. Pound the switch down with the Skull Hammer. Now go to the opened door.

In here again, go to the platforms. Use the hookshot to get all the way to the top. After the last platform, use the Deku Leaf to cross the room to the chest. You will gain the COMPASS! Now you can see the treasures. Get onto the spring and continue up the room with the Hookshot. You will see a huge statue on one of the platforms. Put on the Iron Boots and hookshot to the target on the statue. Then, the statue will fall. Inside is a chest with a Joy Pendant and Makar will also be in there. Go to the door across the room. Then command Makar and fly to the platform you are on. Pick him up and go into the next room.

In here, kill all of the enemies. Then go to the ledge with the hookshot. Take control of Makar and fly to where you are. Then pick him up and go into the door.

In this room there will be those Zombie Skulls. Kill them by flapping wind at them and then hitting them. You can also shoot an ice arrow at the enemy. Make your way up with Makar and plant trees on each of the ledges. Then press R and control Link. Hookshot to each of the trees and up to the top with Makar. Take him and proceed into the next room.

Now, take Makar and place him on a switch. You should go onto the other switch to open up the gate. Now go to the ledge and fly to your left on to the platform. Kill the Armos here using bombs. Then take control of Makar and fly to the position in which Link sits now. Now control Link and pick Makar up. Take him into the next room.

In here, jump to the bottom with Makar. Then blow the propeller with the Deku Leaf. Two floormasters will arrive. Kill both of them and take Makar to the propeller across the room. Blow at it and spring up. Control Makar and get up. Take him and play the Wind God's Lyrics. This will open up the door to proceed on.

In here, kill the three Darknuts. This will reveal the chest. Open it to obtain the BIG KEY! Go back and across the room using the propeller. Then open the next door and proceed on.

In here, jump to the gate. Control Makar and plant trees in the soil to the side. This will create another wind gust. Use the Deku Leaf with Link to get up to the top. Then control Makar and do the same thing. Then pick him up and go

into the next room to find an Armos Knight. Kill him and take the SMALL KEY!. Now go back to the wind gust. When it stops, go under the blades and open the locked door.

In here, there will be a lot of enemies. Kill all of them. Now put on the Iron Boots and pull the statues above you. This will reveal a lot more enemies. Kill those to reveal a chest. You can open it to earn the TREASURE CHART! Then get onto the second floor and fly across the room to the gap with the switch. Put the Iron Boots on to push it. Go down and take Makar. Go to the room on the east side.

Go to the side of the area. Kill all of the enemies. Then control Makar. Fly across the room and plant a tree. Then press R to control Link. Have him hookshot to the tree to get across the wind. Then carry Makar to the next room.

Go to the right. Take the block and push it left 2 times and then forward. There will be a blade that goes around the room. When it goes between the block you should push the block to the end to trap the blade. Put your Iron Boots on and trap the second blade by pushing the block forward. Now take the center block and push it against the wind to the gap. Now push it towards the fallen block and trap the final blade. Now go back for Makar. Put the Iron Boots on and carry him across to the wall. Play the Wind God's Aria to open it. Proceed onto the Boss Door. Now unlock it to open the door and to fight the boss.

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This is a different boss. Don' worry, it is not too hard. Look for when it comes out of the sand. It should spread its mouth open and will reveal its tongue. Hookshot the tongue to bring it to you. Slash at it with the sword. This will cause damage. After you do this one more time, he will sometimes pop out of the entire sand dune and try to smash you. Do a side-jump to dodge this. After that wait for the tongue to come out again. Hookshot the tongue and slice the tongue apart. Do this a few more times and he will be gone. Claim the HEART CONTAINER! Then the master sword will be completely powered up! Now you can begin the search for the 8 triforce pieces, Link once had.

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/\Great Sea/  
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Now we are ready for the final challenge. Well, almost. We need to find all eight of the triforce parts. Read the map locations for information on finding them. The walkthrough will proceed from when you have all eight. You will need to go to the Tower of the Gods.

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/\Tower of the Gods/  
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Watch the cutscene as you enter. The path to the underworld of Hyrule will be opened. Listen as you sail into the light path.

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/\Hyrule Castle/  
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Go inside the castle and into the room with the Link statue. Go down like you did to get the Master Sword. Down the stairs you will get to Zelda. But before she will disappear. Ganon will then laugh and sent out two Darknuts. Kill them and go back upstairs. Now head across the hall to the opposite side. These will be another electric blocker. Hit it with the sword to deactivate it. Then head

on in. There will be another cursed wall that you cannot pass. Hit that with the sword. Then go passed it. Go passed the grass and go past the enemies. At the end is a hookshot target. Hook there and across some gaps. Then enter the cave ahead.

Enter ahead and into the final destination, Ganon's Tower.

G A N O N ' S T O W E R
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/\Fire Chamber/
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Go ahead and to the left to the lava part. In here, go grapple to the platform and onto the next hook. Climb on this one using R+up. Then hang and jump up on the platform. Use the Deku Leaf to get down and defeat the enemies. After that you should enter the next room.

Time to fight Gohma, the first boss in the game again. The hard part, which is not hard at all, is that you may not use any of your new items that you did not have when you first fought him. Just defeat him the way you did the first time you defeated him. Refer to the Boss section for help if you want. When he is defeated, you will be transported into the main room. Now go northwest to the Forest Chamber.

/\Forest Chamber/
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In here, blow wind the Deku Leaf at the propeller like object. This will move the platform towards you. Then climb on it and blow backwards to move the platform. Go onto the next platform that goes up and down. Blow wind at the propeller to get the higher platform to move at you. Then jump on it and use wind behind you to make it move. Then go to the otherside and jump to the moving platform. Get up and fly across the room to the door.

In here you will have to fight Kalle Demos again. Use the Boss section again for reference in case you have forgot how to defeat him. Then you will be transported again to the main room. This time go northeast to the Earth Chamber.

/\Earth Chamber/
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In the first hall there will be a lot of coffins. Ignore and dodge them for now. Get to the next hall and use the light to reflect it on the poes. Then do it on the purple chu chus. When they turn to stone, place them on the switches to create a stairs. Now go down the hall and find the Stalfos. Kill them as you normally would. Then reflect light on the chu chu. Carry it ahead to the switch. Then go back up the stairs. Go into the final room.

In here you will have to fight Jalhalla again. Use the Boss section again for reference in case you have forgot how to defeat him. Then you will be transported again to the main room. This time go southeast to the Wind Chamber.

/\Wind Chamber/
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To start off, put the Iron Boots on and use the spring to jump up to the next platform. Then use the next spring to jump up. At the peak, use the Deku Leaf

The final part of the battle is difficult. Zelda is up and shooting arrows. The problem is that they are going to you. You must deflect them with your shield. Keep the Targeting to Ganondorf. Then when you finally hit him, slash quickly at him to take damage. Repeat this until Ganondorf is dead! You have broken the curse of Ganondorf! Enjoy the ending!

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9I) Sea Chart) ----- (#9SCI
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1 2 3 4 5 6 7
A - - - - -
B - - - - -
C - - - - -
D - - - - -
E - - - - -
F - - - - -
G - - - - -

A1 - Forsaken Fortress
A2 - Star Island
A3 - Northern Fairy Island
A4 - Gale Isle
A5 - Crescent Moon Island
A6 - Seven-Star Isles
A7 - Overlook Island

B1 - Four-Eye Reef
B2 - Mother & Child Isles
B3 - Spectacle Island
B4 - Windfall Island
B5 - Pawprint Isle
B6 - Dragon Roost Island
B7 - Flight Control Platform

C1 - Western Fairy Island
C2 - Rock Spire Isle
C3 - Tingle Island
C4 - Northern Triangle Isle
C5 - Eastern Fairy Island
C6 - Fire Mountain
C7 - Star Belt Archipelago

D1 - Three-Eye Reef
D2 - Greatfish Isle
D3 - Cyclops Reef
D4 - Six-Eye Reef
D5 - Tower of the Gods
D6 - Eastern Triangle Island
D7 - Thorned Fairy Island

E1 - Needle Rock Isle
E2 - Islet of Steel
E3 - Stone Watcher Island
E4 - Southern Triangle Island
E5 - Private Oasis
E6 - Bomb Island
E7 - Bird's Peak Rock

- F1 - Diamond Steppe Island
- F2 - Five-Eye Reef
- F3 - Shark Island
- F4 - Southern Fairy Island
- F5 - Ice Ring Isle
- F6 - Forest Haven
- F7 - Cliff Plateau Isles

- G1 - Horseshoe Island
- G2 - Outset Island
- G3 - Headstone Island
- G4 - Two-Eye Reef
- G5 - Angular Isles
- G6 - Boating Course
- G7 - Five-Star Isles

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10J) Items/Equipment) ----- (#0IEJ
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To access the weapons, go to the START menu and set the weapons to Y,Z, or X. This will put the weapon on the top right corner. To use the weapon, simply hit the button in which you set the item to.

Boomerang: This is the treasure in Forbidden Woods after defeating a mini-boss. Its new feature is to lock onto up to five different enemies. It is used to kill enemies from a distance. This is a really neat weapon even after getting another long range weapon...

Sail: The sail is purchased from an eskimo man. Talk to him in the FRONT of his stand. He will offer you something special for 80 rupees. Buy it to get the sail. This enables you to sail your amazing boat. It allows you to get from place to place on the sea chart.

Tingle Tuner: On Windfall Island there will be a door behind the man singing near a grave. Go in and look right. Break the jars and reveal a switch. Step on it to open the cellar. Tingle will reward you to the Tingle Tuner. It will give you helpful hints. You need to connect it to your Gameboy advance.

Picto Box: After you get the Tingle Tuner, go inside the jail. There is a box at the end. Pull it to reveal a maze. You will have to watch out for the boards because near the boards are rats that throw you out of the maze. On the Northwest corner of the maze is the picto box. It will take black and white pictures of anything.

Grappling Hook: This is similar to the hookshot in OoT. You can grab onto flashing locations and swing to platforms. It is also used to kill the first boss. Look for Link's eyes to look up. This probably means that there is hook in which you can cling to.

Empty Bottle: They are in various locations. They hold certain material for good purposes. There are a total of four bottles in the game. Nothing else

to say about them. Here are the locations:

1.

Location: Dragon Roost Island

Medli gives you one after you throw her on top of the bridge.

2.

Location: Bomb Island

On Bomb Island there is a submarine in the water. Go inside it and kill all the enemies. You will get a bottle for your achievements.

3.

Location: (4,6) on the sea chart

Find the girl at night and talk to her. After you get insulted, walk away. She then tries to sneak away. Follow her to a chest and open it for a third bottle!

4.

Location: (2,5) on the sea chart

Buy this bottle from the traveling salesman for 500 rupees.

Wind Waker: This is given to you by your boat right when you land on Dragon Roost Island. It is like an ocarina, it directs songs for certain purposes.

Deku Leaf: A present from the deku tree. You will need to jump from leaf to leaf to obtain it. It is like a hang glider. You can glide according to the wind direction. Good for longer jumps.

Spoils Bag: Once you get into the pirate ship, Niko will give you a challenge. Once completing it, you will obtain the spoils bag. This allows you to keep enemy remains for making other items.

Delivery Bag: Once on the Dragon Roost Island, the Rito tribe will give you the delivery bag as a gift. It allows you to store letters for delivery. It will give you the chance to deliver the letter to the prince. Just a little tip.

Bait Bag: There is a man driving a boat around any island slowly. Climb on the boat and go inside. He will give you a bait bag for free! Here you should buy some bait and the special pear. It may come in use later...

Hero's Sword: Find Orca in the Outset Island. Learn sword moves from him. He will reward you with the Hero's Sword after completing the training. Use this to attack enemies and plants. It is your offensive weapon. Press B to use it.

Hero's Shield: In the Outset Island, go to grandma's house after the pirates tell you to get a shield. Then go upstairs. Watch the cut scene and obtain the shield. It is your defense weapon. Use it by pressing R while holding your Hero's Sword.

Hero's Clothes: Right in the beginning of the game you will have to go to

grandma's house for something important. Here she will give you the most famous clothes, the Hero's clothes.

Telescope: This item enables you to look at far away places. You receive it right in the beginning of the game. Aryll gives it to you as a birthday present.

Master Sword: You obtain this from Hyrule when completing the puzzle of triforces. Then you reveal the path to the stone containing the sword. Pull it out to obtain it. It takes off 2X the damage your Hero's Sword.

Skull Hammer: You get this after defeating Phantom Ganon in the Forsaken Fortress. It breaks heavy items and will stun enemies with its waves.

Hero's Bow: Obtained in the Tower of the Gods. It is a long range weapon much like the boomerang. It just attacks enemies a bit more. The boomerang usually stuns them instead.

Mirror Shield: Obtained in the Earth Temple. It allows you to reflect light in certain parts of the Temple. The next step after the Hero's Shield.

Iron Boots: You get this at ice-ridge isle. It allows you to withstand strong winds. Also pushed down heavy switches.

Power Bracelets: You get this item at fire mountain. It allows you to pick up large items such as statue heads.

Hookshot: This is the prize in the wind temple. It allows you to hook to tress and other certain objects. It can also pull items out of enemies to get the prizes that they release.

Bottle Locations

1.
Location: (6,6) on the sea chart
Medli gives you one after you throw her on top of the bridge.

2.
Location: (6,3) on the sea chart
On Bomb Island there is a submarine in the water. Go inside it and kill all the enemies. You will get a bottle for your achievements.

3.
Location: (4,6) on the sea chart

Find the girl at night and talk to her. After you get insulted, walk away. She then tries to sneak away. Follow here to a chest and open it for a third bottle!

4.

Location: (2,5) on the sea chart

Buy this bottle from the traveling salesman for 500 rupees.

Wind Waker Songs

1. Requeim of Wind: Changes the direction of wind.

How to play: C-Up/C-Left/C-Right

How to obtain: Go to Dragon Roost Island and go through the small tunnel to the right of arriving onto the island. Then the God will teach it to you.

2. Song of Passing: Changes from night to day or day to night.

How to play: C-Right/C-Left/C-Down

How to obtain: Learned from the dancing man at Windfall Island near the gravestone. Show the Wind Waker to him and he will teach it to you.

3. Command Melody: Allows you to command certain objects.

How to play: C-Left/Middle/C-Right/Middle

How to obtain: Learned from the first statue in the Tower of the Gods.

4. Ballad of Gales: Allows you to warp throughout the sea.

How to play: C-Down/C-Right/C-Left/C-Up

How to obtain: Learn from the large tornado that carries the God of Winds. He will put up a challenge. You will need to fight him by shooting three arrows at him. Then he will teach you the song.

5. Earth God's Lyrics: Allows you to enter the Earth Temple.

How to play: C-Down/C-Down/Middle/C-Right/C-Left/C-Right

How to obtain: Learn from the Zora spirit at Headstone Island.

6. Wind God's Aria: Allows you to enter the Wind Temple.

How to play: C-Up/C-Up/C-Down/C-Right/C-Left/C-Right

How to obtain: Learn from the Kokiri spirit at Gale Isle.

Great Fairy Locations

This is a list of great fairies throughout your quest in which will help you in various ways. Now, you will not receive the certain upgrade that each island shows, just because you went there first. What I am trying to say is that, you will not get a 5000 rupee upgrade is you go to Outset Island before Northern

Fairy Island. You will only receive the 1000 rupee upgrade. They can be interchanged in any way. Enough of that junk...Let's see where the fairies are!

|#1

|Great Fairy

Found: Northern Fairy Island

|

|

Reward: Upgrade wallet size to 1000 rupees.

|

|

|#2

|Great Fairy

Found: Outset Island

|

|

Reward: Upgrade wallet size to 5000 rupees.

|

|

|#3

|Great Fairy

Found: Mother and Child Islands

|

|

Reward: Arrow upgrade to Fire and Ice.

|

|

|#4

|Great Fairy

Found: Western Fairy Island

|

|

Reward: Upgrade to carry 60 arrows.

|

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|#5

|Great Fairy

Found: Eastern Fairy Island

|

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Reward: Upgrade to carry 60 bombs.

|

|

|#6

|Great Fairy

Found: Thorned Fairy Island

|

|

Reward: Upgrade to carry 99 arrows at once.

|

|

|#7

|Great Fairy

=+ B O S S += G O H D A N

First thing of note is that there hands that Gohdan has have eyes embedded in them. So, your very first course of action is to send some arrows their way. Two to be even more precise, and once you nail them all, that renders those eyes incapable of going on for now, at least. Your next primary concern in this fight is to target onto the eyes on the head part of the boss, Gohdan, and fire out some of the arrows at them just as well, and again, you will be needing to use two arrows each to get this job done. The eyes on the head sometimes close, so you need to be ready for this, as when this occurs, the head part attacks with beams of power at you (and trust me, these CAN hurt). Next thing to happen is that the head is now on the floor. Your main objective during this phase is to be able to get a bomb in the mouth of Gohdan, it explodes (obviously), and this is how you damage it then. Keep going with this to finally bring this battle to an abrupt conclusion, with Link as the victor!

After the fight is finally done and over with, pick up Heart Container and then go back into the shiny pillar of light. Now you'll be at the top of Tower of the Gods. Now, climb all the way up the ladder, and then you are going to have to use your Grappling Hook to hit the bell. You will now find that you're back on the King of Red Lions. This is the end of the Tower of the Gods!

=+ B O S S += H E L M A R O G K I N G

The first part of this two part battle is rather easy. Just go up the spiral wooden stairs. You must do this quickly though. He will start to break the wood and try to hit you down. Ignore the pirates though. Just keep going up and forget about the pirates. At the top is the second part.

Here is where the challenge comes in. At first he will drop down and walk towards you. Then dodge the beak attack with a side jump. Take the skull hammer and hit him in the head when his beak is stuck. After you do this two times he will start to fly. Then he will try to hit you into the surrounding spikes. Dodge his attacks and wait for him to come back down. Now do the same thing. Wait for the beak attack and hit him. After a few more, his helmet will be broken off. Now he is no harder but you will have to hit his head with the Master Sword. He will fall down and beak attack. Hit him as many times as you can with your sword. After about 3times, he will die! Now collect the HEART CONTAINER and proceed on to the opened doorway to meet...

Ganondorf! He is impressed with your courage so far. He is ready to kill you when Tetra saves you! Then the Triforce glows and he calls Tetra, Princess Zelda! Could it be? Before you guys are killed, Valoo saves you and burns the whole fortress down. You will be placed on your ship to go to Hyrule after the cutscene.

=+ B O S S += J A L H A L L A

This fight is rather easy, well, if you know just what to do, that's when it's easy. What you're to do first is to first cast some of that light that is here over onto the boss. Once you first have done this, it will then be frozen for a little while. And then, what to do next is to simply lift it up over Link's head, and then, toss it over in the spikes that are here; it then seperates into the Poes again like you've seen it come together from Poes earlier. Now,

We will layout this section like the following:

- #. Name
- Brief Description
- Strategic Tactics

Let's Begin!

***= LAND MONSTERS =**

1. Armos

- This is rather small statue that attacks. It bounces around the place alot, and has a lot of spikes all over it.
 - This is usually a rather easy battle to overcome, even for newcomers, but easpecially for pros. What your primary objective to do in these battles are to strike the crystal that are on their backs. You should definitely stun them with an arrow shot straight to the eye that is located on the very front side of it, and then, go for the crystal, ok? You win!
- -----

2. Armos Knight

- This is rather large statue that attacks. It bounces around the place alot, and has a lot of spikes all over it.
 - You should definitely stun them with an arrow shot straight to the eye that is located on the very front side of it, and then, go for the bombing. You are most definitely going to need to be agile and move around a bit for this one.
- -----

3. Black ChuChu

- All this enemy is nothing much. The absolute best way to describe it would be ugly and a little blob of goo.
 - There are two things you can do as the first strategic tactic in these battles: 1. would be to use the Mirror Shield to shine some light onto it. 2. would be to lure them into the light. Doing so will make them into statues, how lovely. ;) Now, at this point in the battle, you are able to either smash it with the Skull Hammer, or, your other alternative is to pick them up, and then throw them into a wall or something.
- -----

4. Blue Bubble

- This thing is also nothing much (only bosses are really more interesting to look at). The best way to describe this guy is that it is a skull which floats, and it is engulfed with fire.
 - What I suggest that you do first before anything else is to use and Ice Arrow to take out its blue fire. Note that you can also do this with your Deku Leaf, I simply prefer this way more than that, as it is a bit quicker for me to utilize. The reason you must have put out the flames that surround it is that if you get touched by those fires, you will have lost your ability to use your items and your weapons. This actually (as I was reminded by Arkbeetle1) is reminiscent of the ones that were also found in the original and classic game, Legend of Zelda, ahhh... the memories...:) Then, right after you have taken out the flames that are around this enemy, you are going to want to take your sword weapon and then attack the everliving daylights out of it. Congrats, you have beaten this enemy as well...
- -----

5. Blue ChuChu

- All this enemy is nothing much. The absolute best way to describe it would be

ugly and a little blob of goo.

- You must use your Boomerang to stun the enemy, and then, you have to take it out by using your trusty ol' sword. That should be enough to drop it. Note that most of the time it will be electrocuted, so, this is the best strategy hands-down.

6. Boko Baba

- All this one is really an evil and attacking plant. You see, not much, but still...
- There are actually two main and truly working methods of taking this enemy out completely. First: You can very easily use your Grappling Hook to use as a stunning tool, and then, use your sword as much as you can and this will bring it down with haste and ease. Second: Is to use the Boomerang weapon, this will instantly and automatically kill it off completely. Easy enough to do that, right?

7. Bokoblin

- These things also look like revolting pigs. There is one minor discrepancy though; they are a bit larger than Moblins.
- Use your Boomerang in conjunction with your sword, and that should be it to finally win this fight.

8. Darknut

- Not much to say about this enemy other than it is rather cool looking. Ok, ok, you want more detailed? Well, it is a knight with armor, happy...? :)
- It is now time for you to face Darknut which can be defeated with ease by simply and easily by knowing to jump out of the way (mainly to the side ways) when he attempts to attack at you. It also recommended that you attack while you are using the L-Target function. Next, once you have taken off armor, proceed with the onslaught (sorta), and then eventually, you will make its sword fall out its hands, haha. Now attack it with all that you got. Next, you will attain the Hero's Bow by the treasure chest that shows there.

9. Floor Master

- This enemy can be an eye-catcher if you like and arm that is without a body, because, that is what it is...
- A rather reasonable amount of strategy will go into the defeat of the Floor Master. First, stun it momentarily with your Boomerang. Now you should spasmodically use your Ice Arrow followed by Fire Arrow. This is a very good strategy, trust me (it's all that really worked on a consistent basis with me). Kill them hastily, however.

10. Green ChuChu

- All this enemy is nothing much. The absolute best way to describe it would be ugly and a little blob of goo.
- You should first utilize your Boomerang in an attempt (which, unless you miss, will always work) to stun the gooey Green ChuChus. Then, you begin to use your sword to take it down very easily, and without any worry whatsoever about you losing (if you do, I pity you)...

11. Kargaroc

- This is a very colorful and unique looking bird fiend which you can find both on land, and at the sea.
- This fights are so simple that they're pretty much laughable, so do not fret,

ok? What you can do (and what I recommend) is to just take it down with one of your arrows; that is the least work in my opinion. You have many other basic alternatives which I do not wish to get into right now. But just know that you're not limited to just the method that I have mentioned above.

12. Keese

- These little creatures are simply bats. Not much else is to their appearance that is truly noteworthy.
 - This fights are so simple that they're pretty much laughable, so do not fret, ok? What you can do (and what I recommend) is to just take it down with one of your arrows; that is the least work in my opinion. You have many other basic alternatives which I do not wish to get into right now. But just know that you're not limited to just the method that I have mentioned above. This, if you payed attention, is the exact same strategy as the one for Kargaroc, as in, they are both immensely simple to beat.
- -----

13. Magtail

- These things, like very few of the other enemies that I have mentioned here thus far, is actually quite striking in its appearance (not dull like some of the others). What it is, is really a big centipede. But, even though it sounds intimidating, it really isn't, and you're about to find out why in the strategy that is listed below...
 - When they are shaped round like a ball, you are to start using your Boomerang and/or sword to take it out. But when not, I suggest using the Parry Attack as your main method. Note: When in round, ball form, you can also throw water jars at them as well.
- -----

14. Miniblin

- These guys will be rather easy to explain. All they are is just imp enemies. Nothing to special or noticable there.
 - This fights are so simple that they're pretty much laughable, so do not fret, ok? What you can do (and what I recommend) is to just take it down with one of your arrows; that is the least work in my opinion. You have many other basic alternatives which I do not wish to get into right now. But just know that you're not limited to just the method that I have mentioned above. This, if you payed attention, is the exact same strategy as the one for Kargaroc and Kesse, as in, they are both immensely simple to beat. Be careful when they surround you, though.
- -----

15. Moblin

- These things also look like revolting pigs. There is one minor discrepancy though; they are a bit smaller than Bokoblins.
 - Sword makes very quick and easy work out of these would-be toughguys. But, you also have to other very easy, and not-much-hassle alternatives as well; here they are:
 1. Is to simply put your Parry Attack to work against them.
 2. This is to use your Boomerang against them (more recommended than the above).
- -----

16. Morth

- Hey, rhimes with North! *runs away embarrassed*. Anyhow, all they are is and eye with spikes, no big deal either.
- The Boomerang is the way to go here, in my opinion. But, you can also ward them off and annihilate them in one hit occasionally with your Spinning Attack. Just know that they cannot hurt you, as they only make get in your way... they do_not_do any harm to Link, so, no worries, got it?

17. Mothula

- Man, you can tell by this enemy's name alone that it probably or most definitely looks pretty cool and eye-catching. Well, in my opinion, you're completely right. What it is, is that it's a pretty large and semi-colorful bug (insect or whatever you wish to call it). Sorta weak, however, but that all depends on your skills at playing this game, I suppose.

- You should cut off their wings to make this fight easier. You should most definitely utilize the Fire Arrows you have to killing it off in just one hit only! If you want, another very helpful alternative is to use Boomerang on it, like with many of the other enemies in this game. Good job, you did it!

18. Octorok

- This is yet another rather striking-featured enemy (great, we're improving a bit. :) You might be able to imply from its name that is a giant octopus, which it is. These can be found on both land and the sea, to prevent any confusion and to stop any e-mails regarding this. :)

- My favorite way of taking them down is to use your Shield you ward off any of the rocks that it sends your way back at it. This is simply because it is different than most of the stuff you've been doing with other enemies thus far. You cannot get close enough in to use your sword effectively, so you can also put your Boomerang and arrows to work. That all should be enough info for you to kill this foe rather easily, right?

19. Peahat

- These things are sorta cool looking, but still, nothing to marvel or gawk at. All that they are is things that fly around in the air, or, to be even more specific, plants that fly in the air.

- Very simple fight which does not demand, nor require you to use much effort or strategy, thank goodness... Use your Boomerang and/or your Deku Leaf, this makes it land onto the ground where you will be waiting there to kill it with your sword. Muahahaha!

20. Poe

- It is a ghost with a lantern, not much interesting to see here with there enemies either...

- Use your Mirror Shield to cast light on these foes. Now that you have finally done that, they will become hard and solid, this is when you can actually attack at them and do some damage. The way to do this successfully is to use your Fire Arrows to nab 'em, or you can also use your Boomerang to throw at them. So at least you have an actual choice here of what to do like a lot of the other enemies. After you've done this, match over, Link victorious!

21. Re-Dead

- They are kinda cool in my opinion. What these guys are is simply Zombies with a sense of fashion. Ok, not really, but they ARE zombies with earrings on them, so, extra points for originality there. :)

- Cast some light on them with your Mirror Shield, and then, you should just proceed to take them down with your sword. So they look cool, but they fight like little wusses... typical... ^_^

22. Red Bubble

- This thing is also nothing much (only bosses are really more interesting to look at). The best way to describe this guy is that it is a skull which floats,

and it is engulfed with fire.

- You can just use your Arrows to take it out

23. Red ChuChu

- All this enemy is nothing much. The absolute best way to describe it would be ugly and a little blob of goo.

- Just like the other ChuChus encountered thus far. Well, simply follow the same basics as when fighting those others of the same kind in this fight, and you'll do just fine, so do not worry.

24. Stalfos Knight

- This one is perhaps one of my most favorite enemies in the entire game, and just because of it looking so darn cool! It is a really big skeleton bones, which just so happen to look very, very cool, and not boring or "Zzz-enducing" like some of the other enemies in the game which look like nothing. Not so say that some of the others don't cool, but this guy is the best looking in my opinion. Not that difficult, though.

- You will be needing to just attack the head, or skull, part of this enemy when it is on the floor with your sword. You can get it do get down there by simpling blowing the thing to smitherines with one of your bombs. Now, barrage and pummel away at it. Goodbye Stalfos Knight...!

25. Wizzrobe

- This guy is cool. All he is though is a wizard with the ability to fly. Not to original, but yet, it is still kinda cool looking.

- When they are located up there in the air flying, these are the times in which you are going to want to use your Fire and/or Ice Arrows to damage the Wizzrobe. But, when he is lower down to the ground level, this is when you should really use your sword to dispose of him instead. His attack poses no real threat to you.

26. Yellow ChuChu

- All this enemy is nothing much. The absolute best way to describe it would be ugly and a little blob of goo.

- You must use your Boomerang to stun the enemy, and then, you have to the take it out by using your trusty ol' sword. That should be enough to drop it. Note that most of the time it will be electrocuted, so, this is the best strategy hands-down.

*** SEA MONSTERS ***

27. Big Octo

- These are cool looking squids with either 4 or 8 or sometimes 12 eyes on them. Time for strategy on how to defeat this easy to sometimes hard enemy...

- All you do here is stay and use your Boomerang on each one of its eyes. It is a count of three hits per eye, so if there is...

4 Eyes- 12 Hits Altogether.

8 Eyes- 24 Hits Altogether.

12 Eyes- 36 Hits Altogether!

Well, after the fight, you will still receive nothing even for all of your efforts in all of those hits. Yes, even after the 36 hits you get diddly squat.

28. Gyorg

- All this enemy is, is a shark. Not that much is there to this thing. I know, cool name though. Heh...
- This fight is a truly one of the most know-brainers so far that I've mentioned. All you have to do in this fight with Gyorg, is to simply throw your Boomerang at it two times, and it's goodnight, don't sleep tight for Gyorg.:

29. Seahat

- These things are sorta like Peahats, but they're not. What they are is rather large spinning turnips, I suppose. Not much else realt to say about these Seahats other than that.
- This fight is very easy when you fight them, but, they sometimes can take you a bit of time if you're slow and not skilled enough in this game. All you need to do here is the same exact thing that you did when you fight the Gyorg enemies here at sea; two Boomeranf hits, and that's it for these Seahats just as well. Remember, be quick and resilient.

30. Warship

- I don't know, but for some reason, I like these enemies too. They look pretty darn cool. What they are (and you may have guessed this just by reading their names), is battling pirate ships out at sea. But, what would be really cool is if they can fly like some of the ones in Kingdom Hearts. Oh well, they already look cool enough, in my opinion...
- These guys are easy as pie. All you have to do is get in really close with your boat, the King of Red Lions, and launch a few of its cannons at these guys. Well, it is actually three to be precise. After doing this, it will end any of the fights that you ever encounter in the whole entire game with these Warship enemies.

This will end the Enemies informantor section.

=====
 12L) Heart Pieces) ----- (#2HPL
 =====

 Forsaken Fortress

|#1 Heart Piece
 |
 |Location: In the room with the dungeon map, you have an option of swinging
 |over or dropping to the lower level. In the corner of the lower level there
 |are boxes. Pull the boxes to reveal a switch. Step on it to open a door.
 |There is a chest with a piece of heart in it. Easy enough!
 |

 Windfall Island

|#2 Heart Piece
 |
 |Location: There is a gameroom inside the town. The weird man ask you to play.
 |Accept and get ready for an all luck game! You are to hit certain squares. If

| your guess is right, you will get a yellow blast on the square. If it is wrong
| it will have a red X. Get all nine hits and earn yourself a piece of heart.

| #3 Heart Piece

| Location: On the top of town there are four boys. They will ask you to play
| hide and seek. Accept and find them. They are located behind the grave by the
| jail, behind the bomb shop, on top of a tree in the beginning, and on top of
| the gate in a bush.

| #4 Heart Piece

| Location: Once you get the Wind's Requiem song you can go to town at night
| and go to the auction. If you win three times you will get your heart piece!

| #5 Heart Piece

| Location: Found near Windfall Island. You must first complete the Merchant's
| Oath process.

| #6 Heart Piece

| Location: Go to the House of Wealth, the one with the mean rich man. Talk to
| Maggie. She will give you a letter to her friend Moe. Go off the island and
| come back later. A postman will try to get into the house, but cannot. Follow
| him into the cafe and take the letter in for him to receive the heart piece.

| #7 Heart Piece

| Location: Go into Windfall at night. Now point the wind to the north. Find
| the ladder to the windmill and climb up. Press the switch. Now go to the
| cannonball game room and exit off the top door. Jump on the wheel and hit the
| torch with a fire arrow. Use the Deku Leaf to get to the chest from the bomb
| shop.

| #8 Heart Piece

| Location: After getting the heart piece above, find the man near the gameroom.
| He will reward you with a heart piece!

| #9 Heart Piece

| Location: Place decorative objects all over the Island. Once you cover all
| of the pedestals, go to the man sitting on the bench and he will give you the
| heart piece.

|#10 Heart Piece

|
|Location: With the Delux PictoBox, take the picture of the lady in an orange
|dress. Then take it to the man. Use the song of passing to wait two days.
|Get the Heart Piece in the Cafe after the two days.

Northern Fairy Island

|#11 Heart Piece

|
|Location: Once entering the island, there will be a post box wiggling. Go up
|to it and press A. It will give you a heart piece. Not bad!

Outset Island

|#12 Heart Piece

|
|Location: Go back to Orca's house after the second pearl. Fight him and if
|you hit him 500 times without being hit more than three, you will receive a
|heart piece.

|#13 Heart Piece

|
|Location: First of all, you must have the power bracelet. Now go to the pen
|where you put that pig. It will be huge! Pick it up and carry it across the
|island. Place it on the soil and feed it bait. It will dig a hole and earn
|you a heart piece.

|#14 Heart Piece

|
|Location: Use the hookshot to get behind Grandma's house. Lift the statue head
|to get into the Savage Chamber. Complete all 50 floors to obtain the Heart
|Piece.

Tingle Island

|#15 Heart Piece

|
|Location: Go to the north part of the island. There will be a 12 eyed Octo.
|Use the boomerang to kill it. The grappling hook will pull the heart piece
|into you. Then it is yours.

Three-Eye Reef

|#16 Heart Piece

|

|Location: Treasure Chart 38. Pick up the chest with the crane.

|

|

|

|

Thorned Fairy Island

|#17 Heart Piece

|

|Location: Treasure Chart 5. Pick up the chest with the crane.

|

|

|

|

Stone Watcher Island

|#18 Heart Piece

|

|Location: On the plarform to the left on the island are enemies. Then bomb the
|eight sides of the cannons to reveal the chest containing the Heart Piece.

|Claim your prize.

|

|

Star Island

|#19 Heart Piece

|

|Location: Blow up the rock with a bomb. Then go inside the hole. Defeat all of
|the enemies to reveal the chest with the Piece of Heart inside.

|

|

|

Southern Fairy Island

|#20 Heart Piece

|

|Location: Treasure Chart 4. Use the crane to pull the chest up.

|

|

|

|

Spectacle Island

|#21 Heart Piece

|
|Location: Talk to the man at the top of the island. Play his little mini-game.
|Hit the barrels in 10 shots or less to claim the Heart Piece.

|
|
|

Rock Spire Isle

|#22 Heart Piece

|
|Location: Buy this Piece from the Beedle shop for 950 rupees.

|
|
|
|

|#23 Heart Piece

|
|Location: Treasure Chart #2. Pull it up using the crane on the boat.

|
|
|
|

|#24 Heart Piece

|
|Location: Destroy the two ships near the island. They look like subs. Then
|pull up the treasures they leave behind. Once of them will be a heart piece.
|Not bad, yeah?

|
|

Angular Isles

|#25 Heart Piece

|
|Location: On the island, pull the blocks to create a pathway to the top. At
|the very top is a chest with the Heart Piece in it.

|
|
|

|#26 Heart Piece

|
|Location: This is the prize for Treasure Chart #15. Get in the swirl and crane
|the spot to pick up the prize, the Heart Piece.

|
|
|

Bomb Island

|#27 Heart Piece

|
|Location: Located by Treasure Chart #20. Go to the spiral and pick up the
|prize with the crane.

|
|
|

|#28 Heart Piece

|
|Location: Bomb the rock at the top of the island. In here is a small obstacle
|in which you must complete to earn the next Heart Piece.

|
|
|

Crescent Moon Island

|#29 Heart Piece

|
|Location: The prize from Treasure Chart #23. Pick it up with the crane on the
|correct location on the treasure chart.

|
|
|

=====
13M) Maps) ----- (#3MPM
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The following treasure maps show where certain treasures are on the sea floor.
They can add up to a numerous amount of rupees.

Treasure maps

#1 Map

Location: Forbidden Forest
Reward: 200 rupees at Private Oasis

#2 Map

Location: Bring 20 skull necklaces to Maggie's father.
Reward: Heart Piece at Rock Spire Isle

#3 Map

Location: Forest Haven
Reward: 200 rupees at Eastern Fairy Island

#4 Map

Location: Traveling boat salesman (Beedle) on the sea at (C,2)

Reward: Piece of Heart at Southern Fairy Island

#5 Map

Location: Wind Temple

Reward: Piece of Heart at Thorned Fairy Island

#6 Map

Location: Tower of the Gods

Reward: 200 rupees at Six-Eye Reef

#7 Map

Location: Windfall Island at the cannonball game.

Reward: 200 rupees at Star Island

#8 Map

Location: Horseshoe Island

Reward: 200 rupees at Western Fairy Island

#9 Map

Location: Crescent Moon Island

Reward: 200 rupees at Horseshoe Island

#10 Map

Location: Crescent Moon Island

Reward: 200 rupees at Tingle Island

#11 Map

Location: Fire Dungeon (Dragon Roost Cavern)

Reward: Heart Piece at Crescent Moon Island

#12 Map

Location: Earth Temple

Reward: 200 rupees at Five-Eye Reef

#13 Map

Location: Two-Eye-Reef

Reward: Secret Cave Chart at Overlook Island

#14 Map

Location: Headstone Island

Reward: 200 rupees at the Tower of the Gods

#15 Map

Location: Forbidden Woods

Reward: Heart Piece at Angular Isles

#16 Map

Location: Seven-Star Island

Reward: 200 rupees at Shark Island

#17 Map

Location: Spectacle Island

Reward: 200 rupees at Ice-Ring Isle

#18 Map

Location: Windfall Island

Reward: 1 rupee at Windfall Island

#19 Map

Location: Four-Eye Reef

Reward: Island Hearts Chart at Flight Control Platform

#20 Map

Location: Earth Temple

Reward: Piece of Heart at Bomb Island

#21 Map

Location: Cyclops-Reef

Reward: Light-Ring Chart at Cyclops Reef

#22 Map

Location: Northern Fairy Island

Reward: 200 rupees at Spectacle Island

#23 Map

Location: Windfall Island

Reward: Piece of Heart Diamond Steppe Island

#24 Map

Location: Windfall Island

Reward: 200 rupees at the Northern Fairy Island

#25 Map

Location: Cliff Plateau Island

Reward: 200 rupees at Forsaken Fortress

#26 Map

Location: Six-Eye Reef

Reward: Octo Chart at Northern Triangle Isle

#27 Map

Location: Private Oasis

Reward: 200 rupees at Star Belt Archipelago

#28 Map

Location: Horseshoe Island

Reward: 200 rupees at Needle Rock Island

#29 Map

Location: Windfall Island

Reward: 200 rupees at Mother and Child Isles

#30 Map

Location: Tower of the Gods

Reward: Piece of Heart at Pawprint Island

#31 Map

Location: Windfall Island

Reward: Piece of Heart at Forest Haven

#32 Map

Location: Three-Eye Reef

Reward: Sea Hearts Chart at Boating Course

#33 Map

Location: Windfall Island

Reward: Piece of Heart at Five-Star Isles

#34 Map
Location: Great Sea
Reward: 200 rupees at Eastern Triangle Isle

#35 Map
Location: Wind Temple
Reward: 200 rupees at Islet of Steel

#36 Map
Location: Ice-Ring Isle
Reward: 200 rupees at Bird's Peak Rock

#37 Map
Location: Rock Spire Isle
Reward: 200 rupees at Fire Mountain

#38 Map
Location: Windfall Island
Reward: Piece of Heart at Three-Eye Reef

#39 Map
Location: Dragon Roost Cavern
Reward: 200 rupees at Dragon Roost Island

#40 Map
Location: Southern Fairy Island
Reward: 200 rupees at Headstone Island

#41 Map
Location: Five-Eye Reef
Reward: Great-Fairy Chart at Four-Eye Reef

Triforce Maps

#1 Map
Location: Islet of Steel

Triforce Location: Greatfish Isle

Description: As you are entering the area via the sea, you will notice a bomb ship blocking the entrance to the structure. Use bomb shots to destroy the ship and then enter the area. Go towards the symbol on the floor and then play the Wind's Requiem to gain the chart.

#2 Map

Location: Private Oasis

Triforce Location: Gale Isle

Description: This chart is more complicated than the previous one, so you will have to have some time on your hands. What you want to do first is head to Windfall Island. Climb to the main area and enter the schoolhouse to speak to the teacher. She will be annoyed by the four kids lurking around outside, so you, somewhat of a peer to the kids, will have to calm them down. Head outside and play hide and seek with the four kids. The four kids are scattered all around the isle.

Kid #1

Right in front of the mailbox is a tree. If you roll into the tree, the kid above will fall down.

Kid #2

Near the mailbox is a path leading to the grave where the man was dancing at one point. Behind this grave will be the next child.

Kid #3

Near the mailbox is the bombshop, to the right. Head to the left of the bomb shop, sidle across the gap, and find the kid at the back of the bombshop.

Kid #4

Head to the top of the town, near where you started this expedition. Than, head out the farthest exit from the entrance to this area, and turn around the corner to find the final kid hiding!

Head back and speak to the kids, then head over to the schoolhouse and speak to the teacher. Show her a Joy Pendant. Now, if you don't have twenty-one pendants including the one you just showed her, you will have to find more. The best place to do this is in Dragon Roost Cavern, killing the enemies in the first room of the dungeon. Then, head back to the teacher and give her twenty more pendants. She will then give you the Cabana Deed for your generous gifts.

Take this Cabana Deed over to the Private Oasis, and the butler will FINALLY let you into the house. In here, there is nothing but a burning fireplace. Ah, but wait, there is one more thing. A grappling bar! Grapple onto the bar, then the fire will go out, allowing you to enter a secret dungeon.

This dungeon consists of simple enemies, a few Redead, which are easy as long as you take them out quickly. There are some spiked blockades, which can be

dealt with using your Skull Hammer. At the end of this short dungeon is the triforce chart.

#3 Map

Location: Bird's Peak Rock

Triforce Location: Stone Watcher Island

Head to said location, and you will find a bunch of switches on pillars, with bird enemies all around. If you want to make this a heck of a lot easier, you should shoot the enemies down with your arrows. There should be six enemies in all, so take them out one by one. Then, use a Hyoui Pear as bait for a seagull, and you will take control of the seagull. Fly around, hitting all six of the switches (they turn gold once you hit them). This will open a new area, which you can now enter. Head forward in the underground passage and play the Wind's Requiem to unlock the chest with the chart inside.

#4 Map

Location: Ghost Ship

Triforce Location: Outset Island

The Ghostship is a secret ship that only appears in certain locations at a very specific time. The following locations are possible locations for the Ghostship on the sea.

1. Bomb Island
2. Crescent Moon Island
3. Diamond Steppe Island
4. Five Star Island
5. Greatfish Isle
6. Spectacle Island
7. Star Belt Archipelago

To actually obtain the ghostship, simply wait for the time to be nighttime, then refer to your sea chart to find the ship icon. Sail to that specific island, and you will be able to enter the ship area. There are a bunch of enemies to defeat here, but they are all similar enemies that you have faced throughout the game. No worries here, collect the chart from the treasure chest.

#5 Map

Location: Needle Rock Isle

Triforce Location: Cliff Plateau Isles

Description: Head over to Needle Rock Isle and you will see a golden bomb ship. Shoot it down with your hown bombs, then use the grappling hook to pull the sunken treasure, exactly where you defeated the golden enemy. Once you pull the treasure chest up, you will find that it contains a triforce chart.

#6 Map

Location: Outset Island

Triforce Location: Southern Triangle Island

Head to where Aryll was kidnapped, near the bridge area. Don't cross the bridge right now. Instead, head to the top of this area, and play the Wind's Requiem to make the wind blow towards the entrance to the area. Just to the right of the entrance is a small ledge with a hidden hole entrance. Fly there with a Deku Leaf, then defeat the enemies in this area, along with the many others that follow. At the bottom, play the Wind's Requiem and collect the chart.

#7 Map

Location: Stone Watcher Island

Triforce Location: Seven-Star Isles

Description: There is a large head blockin a hole at the above island. Simply pick the steon up once you are strong enough via the bracelet. Then, defeat the enemies that come out of the four holes in all directions, and the torches will light up. Go through the pathway marked with a golden triforce and play the Wind's Requiem to gian the next triforce chart.

#8 Map

Location: Overlook Island

Triforce Location: Two-Eye Reef

Description: There are a few trees here that lead from ledge to ledge. Use the grappling hook to head from island to island, until you reach the one with a secret hole entrance. Head inside and defeat the enemies. Head through the new area to get to the symbol, cuing us to play the Wind's Requiem again, revealing the final triforce chart.

Now, with all of these charts, you must head to the triforce locations and collect the golden shards. But you cannot read them. The only person who can decipher these charts is Tingle. So, head to Tingle Island and speak to Tingle. Each chart will cost 398 rupees! Gather all the shards, and head to the Tower of Gods to proceed.

Special Maps

1.) Beedle's Chart

Function: Displays all squares where Beedle Shops exist

Location: Any wiggling mailbox after obtaining the bombs from Niko at Windfall Island. Just read the mail at the mailbox.

2.) Ghost Ship Chart

Function: Displays the Ghost Ship's location based on the direction of the moon
Location: Diamond Steppe Island (F1)

3.) Great Fairy Chart

Function: Displays all Great Fairy locations throughout the sea
Location: Five-Eye Reef (F2)

You will need Treasure Chart 41 to obtain this chart.

4.) IN-credible Chart

Function: Displays all Triforce Chart locations
Location: Any wiggling mailbox after obtaining the Master Sword from Hyrule

5.) Island Hearts Chart

Function: Displays nearly all Heart Piece Locations at sea
Location: Four-Eye Reef (B1)

You will need Treasure Chart 19 to obtain this chart.

6.) Light Ring Chart

Function: Displays all the light rings, used to locate treasure at night
Location: Cyclops Reef (D3)

You will need Treasure Chart 21 to obtain this chart.

7.) Octo Chart

Function: Shows all the Big Octo locations at sea
Location: Six-Eye Reef (D4)

You will need Treasure Chart 26 to obtain this chart.

8.) Platform Chart

Function: Shows all the platform locations holding pirates and treasures

Location: Flight Control Platform (B7)

Located inside a submarine.

9.) Sea Hearts Chart

Function: Shows all the underwater Heart Pieces at sea

Location: Three-Eye Reef (D1)

You will need Treasure Chart 32 to obtain this chart.

10.) Secret Chart

Function: Shows all the underwater Heart Pieces at sea

Location: Two-Eye Reef (G4)

You will need Treasure Chart 13 to obtain this chart.

11.) Submarine Chart

Function: Displays all the locations of the underwater submarines

Location: Boating Course (G6)

In a secret hole. You must have the hookshot to latch on the trees, and use the Deku Leaf to fly across to the platform.

12.) Tingle's Chart

Function: Displays the location of Tingle and the rupee upgrade fairies

Location: Any wiggling mailbox

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14N) Tingle FAQ) ----- (#4ACG
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Controls

A.....Picks up items on an exclamation mark.
B.....Use's item found in the GCN game.
R.....Return to Link or lock on to an enemy.
L.....Use the control stick while pressing this to look at the map.
Start.....Access to the Item subscreen.
Select.....Look's at controls.

Buy Items

#1
Item: Seagull Pen
Cost: 0 rupees
Function: Write on locations on map.

#2
Item: Book
Cost: 0 rupees
Function: Gives you advice in certain areas of the game.

#3
Item: Clock
Cost: 0 rupees
Function: Tells the official time for obvious reasons.

#4
Item: Tingle Bomb
Cost: 10 rupees
Function: Same function as bombs. Help in earlier parts of the game.

#5
Item: Tingle Balloon
Cost: 30 rupees
Function: Lets you walk on air much like the Hover Boots in OoT. You will
have a total of five seconds to walk on the air.

#6
Item: Tingle Shield
Cost: 40 rupees
Function: Protects you from all attacks from all enemies for exactly 10
seconds.

#7
Item: Red Ting
Cost: 20 rupees
Function: Restores your Health. Much like a fairy.

#8
Item: Green Ting

Cost: 40 rupees

Function: Restores your Magic. Much like a Green potion.

#9

Item: Blue Ting

Cost: 80 rupees

Function: Restores your Magic and Health. Much like a Blue Potion.

#10

Item: Kooloo Limpah

Cost: 40 rupees

Function: It can give any one of the above orders. It is always random.

Location of Statues

1. Dragon Roost Cavern

Detail: Near the Big Key in this dungeon is a platform. There will be a ? on the GBA. Bomb it to find the statue.

2. Forbidden Forest

Detail: In the basement there is a ?. Bomb it for the Forbidden Tingle Statue.

3. Tower of the Gods

Detail: In the room with the beamo, go onto the rising platforms and find the one that is stationed away from you. Bomb to get the Goddess Statue.

4. Earth Temple

Detail: In the basement, fly over to the platform at the edge. It has blue bubbles all over. Bomb and open the chest for the statue.

5. Wind Temple

Detail: When you rescue Makar, drop down and call out Tingle. Bomb twice to earn the final statue.

=====
150) Side Quests) ----- (#5MAT
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Squid Game: This is the canonball game that you can play to win certain prizes. It is basically a lucky game so there is not much strategy that I can give you. The object of the game is to hit all three ships. It is much like battleship. If you get it hit, you will hear something like "splash" all in a pirate and french accent. You will be rewarded a heart piece if you win.

Killer Bee Hide and Seek: On the top of town there is a school teacher. She will ask you to play hide and seek with the four boys outside. Accept and find them. They are located behind the grave by the jail, behind the bomb shop, on top of a tree in the beginning, and on top of the gate in a bush.

More In-Depth

Kid #1

Right in front of the mailbox is a tree. If you roll into the tree, the kid above will fall down.

Kid #2

Near the mailbox is a path leading to the grave where the man was dancing at one point. Behind this grave will be the next child.

Kid #3

Near the mailbox is the bombshop, to the right. Head to the left of the bomb shop, sidle across the gap, and find the kid at the back of the bombshop.

Kid #4

Head to the top of the town, near where you started this expedition. Than, head out the farthest exit from the entrance to this area, and turn around the corner to find the final kid hiding!

Withered Tree Sidequest: This sidequest involves several withered trees all all throughout the sea. Forest Haven creatures will always be near these small withered trees, and your job is to water these with special water, from the Forest Haven.

Warning

Your reward for this rather long sidequest is only a heart piece, so keep that in mind when you want to put forth your priorities.

The locations of the withered trees are as follows:

```

 1 2 3 4 5 6 7
A - * - - - - -
B - * - - - - -
C - - - - * - -
D - * - - - - -
E * - - - * - -
F - - * - - - *
G - - - - - - -

```

All you need is water from Forest Haven to water the plants at these locations. All in all, the locations are rather easy to find in many of the areas. Just a warning, the F7 location involves a short dungeon, and is probably the most difficult tree to find of them all.

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 16P) Review/Misc.) ----- (#6RMN
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Review By: SinirothX (credit to SinirothX, if it's alright)

And I'm not saying this game has bad graphics, because well, the graphics in this game are harder for a system to make, and personally, I love them. Anyway, I had anxiously been awaiting this for this game to release in the USA for very, very long since I couldn't import since I imported Inuyasha, FFOrigins, and FFX-2. But now that it has finally released over here, I can only say one thing, wow! Everything about this game is simply, and astoundingly awesome. It is no surprise that the great Nintendo company had to spend so much time and effort to not slack with this game and make it so spectacular, and it is also no mystery that this game has received so many perfect (or at least nearly perfect) ratings from every single magazine that has rated the game. And all that I can say is was well worth the long wait, and was well deserving of all the hype that was there. Well now that I have gotten all of that out of the way in this review, it is time to start the actual reviewing of the game and to see how this game has stacked up from my point of view (and probably from many others' point of view just as well...)...

INTRO:

This game is an amazing A/RPG (which stands for an Action Role Playing Game) because it has many aspects of an RPG as well as some aspects from an Action/Adventure game. This mixed together can easily amount for the, or one of the greatest games ever made (like all of its predecessors as well). And as mentioned before, this game was developed by the great people at the Nintendo company (continue on with the amazing work people)! Now it's really time to see how this game actually is with the real in-game and all of a game's categories.

GRAPHICS (10/10):

This game made me feel uncomfortable just giving it a 10 out of 10 when it simply deserves so much more. This game also definitely deserves some extra points for having such unique graphics, that of which have never, ever really been used so greatly. The game's battle engine is so true-to-life with the sounds but as well as the eye-catching and 'wowing' colors and sparks that occur while battling with the enemies that you encounter through and throughout your great quest. Just everything about the graphics engine in this game, Legend of Zelda: The Wind Waker, are simply unique and great. I guarantee to you that you will be in awe and bowing before the majesty of this game's graphics (and not just the graphics, as you will see while I continue to judge

the rest of the categories). Awesome...

SOUND/MUSIC (10/10):

This game contains a wide and great array of old and classic Legend of Zelda music, as well as even adding some new awesome ones which could become classic with this game and used in Legend of Zelda games to come in the future (oh, I can't wait until then). This epic music is awesome, and it feels even more epic during some cases like while you're sailing in your ship or while fighting the final fight. And I believe that without all of this music, the game's level of fun would be lessened, but that is just my opinion (because it is always nice to have good music when playing an epic gaming masterpiece, right?). But, this game does not fall pray to that fate, this game contains music that will immerse you in the game for years upon years like all of this game's predecessors (especially Legend of Zelda: A Link to the Past. Classic).

STORYLINE/PLOT (10/10):

This in my opinion (like with all of the other Zelda titles), is this game's really strong point when it comes to talking about its performance. This game revolves around an epic plot that will be remembered and talked about for many years to come. Basically, Link is celebrating a birthday in the beginning, and his sister is captured (yes that's her in the commercial, and if you did see it, you'd instantly want to buy it for the awesome story it offers you). So back to talking about the story (just slightly though, as I don't want to spoil anything in this great game). Well, Link, the main character, sets off on his ship to go save his sister, and along the way, he encounters many fiends and enemies and goes on many separate adventures during this time.

GAMEPLAY (10/10):

This game has such amazing and flawless controls and gameplay that it is difficult to even begin to describe its masterpiece and well-thought out design, but I will anyway...:) The gameplay is almost a lot like all previous Zelda games except with *MANY* new additions and looks. It has jumping, running, throwing boomerangs and bows, using swords, and powering up a swordslice. This is backed up with a much nicer and more perfect controlling scheme, because for some reason, this game seemed to have all of the controls controlled by just the right button, which was very, very nice. You also have many new capabilities in this game as well. This game has a slightly faster pace than Ocarina of Time which is just perfect. So all and all, this game has an amazing and unbeatable gameplay. Great job Nintendo!

REPLAYABILITY (10/10):

Like any other classic or even newer Legend of Zelda game, this game offers so much stuff to do aside from just simply accomplishing the task of completing the original and set storyline, such as finding all Pieces of Heart, or getting all items etc... This game will have you playing it and repeating it over and over. You just won't be able to stop... It's very addictive. Ok, well, now it's time to conclude this review...:

OVERALL (10/10):

This game is simply amazing. And, in a buy or rent situation, I seriously suggest that you buy it. Well, have fun and enjoy this game as much as possible. Great job Nintendo!!!!

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17Q) Copyright) ----- (#7CRO
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18R) Credits/Thanks) ----- (#8CTP
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Let me just say that we always give credit where it is due, so if someone is not on here it means that they did not contribute to this FAQ. Let's cut the chit-chat and take a look at the legends who helped out while making this FAQ, and which without, the FAQ couldn't be completed. Bow before them...

1. Nintendo: For making this awesome game as well as previous Legend of Zelda titles along with many other amazing and legendary titles that stay in memory forever and ever. And for also making the Nintendo Gamecube along with the many other great Nintendo Consoles (N64, SNES, NES, GB, GBC, GBA, GBP etc...)

2. CJayC: For having such a great site, and for hosting this guide.

3. nml4: Hey, this guide wouldn't even have been started of in existence if it weren't for my hard work, dedication, determination, and literally breaking our rears day in and out for this guide for one of the best games ever.

4. Starvenus for the great ASCII at the top of the page. Nice job!

If you want to be famous and get your name on here, e-mail is something we don't have here in my guide and I will put your name on here with the rest of them. Our e-mail address is here and at top of guide:

[bjsalari\[at\]hotmail\[dot\]com](mailto:bjsalari@hotmail.com).

Later...

5. SinirothX, a true FAQ writer who dedicated much of his time to this FAQ. He also submitted his review.

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