
Version 1.0
April 12, 2009

Happy Easter, or as I like to call it, Happy Bunny Day :oD

Added alternative tip to opening up the Nintendo Gallery (in the Nintendo Gallery section).

Version 1.0
March 2, 2009

Added FAQ on the parry attack

Walkthrough now available on Legends and Adventure- A Zelda Fan Site

Version 1.0
February 7, 2009

Added FAQ on accessing highest platform in Forest Haven.

Added secrets on Dragon Roost Island rupee chests.

Added secret on Pawprint Isle rupee chest.

Version 1.0
February 4, 2009

Walkthrough sections have been reformatted into paragraphs--thanks Chris!

Added secret on accessing broken bridge on Outset Island.

Added tip on fighting Ganon in Bosses section.

Added secret on fighting Big Octos.

Added tip for Cannon mini-game.

Fixed error in Forbidden Woods, removing "(#?)" (no content changed).

Version 1.0
January 24, 2009

Added FAQ on saving after mastering the game.

Version 1.0
January 14, 2009

Version 1.0
October 10, 2007

I FINALLY got through all 1600+ e-mails (about 1500 of them spam) from my old e-mail account, which is now defunct. Unfortunately, there were 3 e-mails about my walkthroughs sitting in my old inbox that got lost. Two of them I posted and answered from memory, but I didn't reply to them personally, so if you are one of those three people, I sincerely apologize. The third guy, especially. If you e-mailed me sometime in the last week and never heard back from me, chances are I lost your e-mail, so send it my way again and I'll get back to you this time, I PROMISE.

Added FAQ on Baito.

Fixed number of Heart Pieces under "Decoding my Directions".

Version 1.0
October 8, 2007

Happy Thanksgiving, Canada!

Walkthrough now available at Gamerevolution.com.

Still haven't recovered e-mails under old account yet. Will get to that ASAP. I'm sure there are just THOUSANDS of FAQ-related e-mails waiting for me :oP

Version 1.0
October 6, 2007

SHE'S BAAAAACK!

If you've been wondering where in Mario's overalls I've been in the last week, well here's a breakdown:

- 1) I started teacher's college, 100x more demanding and so updates are now going to be posted less often. *Wipe away a tear*. Hence, I've posted a disclaimer under Contact Info.
- 2) My Desktop had a nearly fatal hard drive crash last week and luckily I managed to save all my highly important data on CDs before the comp blew up. Just kidding...it died a noble death.
- 3) I bought a laptop (finally) and in between transferring my files, setting up a new e-mail address, and constantly calling Rogers and my local computer shop for solving all kinds of tech issues, I've neglected to update.
- 4) As for e-mails sent in the last week, they have not yet been read or replied to. Despite a near fatal hard drive crash, my old ISP should be able to restore all messages that were in my Inbox or sent in the last week, *WHEW*. If you fall in this category, please be patient as I catch up with my e-mail.

Thanks for your patience and understanding. I'll get back on things very soon, I promise :o)

Version 1.0
September 22, 2007

Added FAQ on Ghost Ship.

Version 1.0
September 15, 2007

Added FAQ on Outlook Island Triforce Chart.

Version 1.0
September 11, 2007

Added FAQ on Picto Box.

Version 1.0
August 28, 2007

Walkthrough now available on Gamesradar.com and Cheatplanet.com

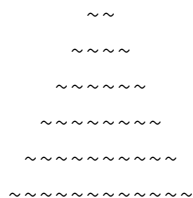
Version 1.0
August 20, 2007

Walkthrough now available on SuperCheats.com and Neoseeker.com. Also added links to my files on these sites from my Geocities site.

Version 1.0
August 18, 2007

Walkthrough "complete" to the best of my knowledge with side quest list information.

[Z3]



Here you will find tips on controlling Link and the different moves required to navigate throughout the islands.

[Z4.1]

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\*Link's Basic Actions\*

Walking/Running: Hold Control Stick forward

Jumping: Automatically jumps over gaps while running

Crouching/Crawling: R + Control Stick while in front of a tunnel

Rolling: Press A with Control Stick forward to roll. If you roll into an object, you will kick it.

Sidling: A while against a wall and Control Stick left/right on a narrow ledge

Hanging: Gently press Control Stick while standing on the edge of a cliff to dangle on it. Press Control Stick left/right to move across while hanging.

Climbing: Press Control Stick up against ladder and hold to climb up. Press stick down to climb down.

Lifting/Carrying/Throwing/Placing: Press A to lift an object. Use Control Stick to move while carrying it. Press A again to throw. Press R to place down gently.

Grabbing/Pushing/Pulling: Press R while against an object to grab hold. Push Control Stick forward to push and back to pull.

Swinging: Jump to a rope to grab hold. Push Control Stick forward to gain momentum. Press A to jump off. Press R to stop action. Hold R & use Control Stick left/right to rotate and up/down to climb.

Swimming: While in the water, use Control Stick to swim. You can only swim for a limited time. Watch Link's air gauge in the bottom right corner.

L-Targeting: Press L while close to a person/enemy/sign/important object to target it (watch for a yellow arrow, it will turn red when targeted). Press A to speak/read/check/attack.

Speaking/Reading/Checking: Press A while L-Targeting.

Camera Angles: Press C-Stick forward to zoom in and back to zoom out. Press left/right to rotate camera around Link. Press L to return camera behind Link (default).

Conducting: Assign Wind Waker baton to X, Y or Z, and press that button. Watch

the glowing dot move across the band of dots. When it reaches the middle dot, move the C-Stick in the direction of the first note, then each note thereafter for 3-note songs. To play 4 notes, hold Control Stick left and then play the notes with C-Stick. For 6 note songs, hold Control Stick right and play notes with C-Stick.

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[Z4.2]

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Sword-Play

Take Out Sword: Press B to remove sword from holster. Press A while still to replace.

Horizontal Slice: Press B without L-targeting.

Vertical Slice: Press B while L-targeting.

Thrust: Hold Control Stick forward and press B repeatedly.

Spin Attack: Press and hold B to gain power. Release B to perform attack.

Parry Attack: L-target and wait for A button to flash (a sound occurs as well). Press A quickly for Link to automatically counterattack.

Jump Attack: Press A while L-targeting.

Defend: Press R to hold shield up in defense.

Sidestep/Backflip: While L-Targeting, push Control Stick left/right and press A to sidestep. Hold Control Stick down & press A to backflip.

[Z4.3]

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**\*Sailing\***

When you befriend the King of Red Lions, he offers you his services as a carrier sailboat. Press A while next to him to get in. Press A to get out. While in the boat, assign your sail to X, Y or Z and press that button to raise it up. Make sure the wind direction is set properly behind the sail to move forward. While sailing, press R (with enough speed supporting you) to jump over enemies or barrels. Press Control Stick left/right while jumping to make sharp turns. With the sail down, press and hold R to cruise forward (inching little by little). Rock the boat with the Control Stick to push it a little further. Assign your Grappling Hook to X, Y or Z and press that button to attach a crane to pull up treasure under the sea. Press your Control Pad right to show a compass & clock. Press it left to hide it.



Boomerang: Found in Forbidden Woods. Used as weapon or to target switches or ropes.

Cabana Deed: Given by Miss Marie in exchange for 21 Joy Pendants. Allows access to Private Oasis (E5).

Complimentary ID: Given by Beedle when you reach 30 shop points (purchase 30 items, also called Silver Membership). Used once, for a verbal compliment. That's it...?!?

Deku Leaf: Found in Forest Haven. Used to blow switches and enemies on ground or to fly from a height.

Delivery Bag: Given by Chieftain in Dragon Roost Island. Used to hold trading items like letters and Wandering Merchant stall products.

Empty Bottles: Four are found throughout the islands. Used to hold Potions, Fairies, Water, and Forest Water. Given by Medli at Dragon Roost Island, Beedle (purchased at Rock Spire Isle, B3, shop), Mila at Windfall Island (catch her breaking into Zunari's safe), and Submarine prize at Bomb Island (F5).

Fill-Up Coupon: Given by Beedle when you reach 60 shop points (purchase 60 items, also called Gold Membership). Used to replenish Life Gauge, Magic Meter, Bombs or Arrows.

Forest Firefly: Found in Forest Haven. Can be bottled and brought to Lenzo to upgrade Picto Box to Deluxe Picto Box.

Forest Water: Found in Forest Haven. Can be bottled and kept fresh for up to 20 minutes. Used primarily to water Withered Deku Trees for a Heart Piece.

Grappling Hook: Given by Medli at Dragon Roost Cavern. Used as weapon, but mainly to swing across large gaps using poles or climb onto poles.

Hero's Bow: Found in Tower of the Gods. Used to shoot arrows (normal, fire, ice or light) to defeat enemies or activate switches.

Hero's Charm: Given by Miss Marie at Windfall Island in exchange for 20 Joy Pendants (after getting Cabana Deed).

Hero's Shield: Family heirloom given by Grandma at Outset Island when first setting out on quest.



Hero's Sword: Given by Orca at Outset Island when first setting out on quest.

Hookshot: Found in Wind Temple. Used as weapon, but mainly to hook onto targets from far away and pull yourself up.

Iron Boots: Found in Ice Ring Isle (E6). Used to weigh yourself down and walk through wind gusts or destroy cracked floor tiles underfoot.

Letters: Found in various locations. Can be mailed to you or sent to someone through the red Rito postboxes.

Magic Armour: Given by Zunari at his stall in Windfall Island for completing the first half of the Wandering Merchant sidequest.

Master Sword: Found in Hyrule Castle depths. Used to upgrade sword and begin second half of main quest, to defeat Ganon.

Mirror Shield: Found at Earth Temple. Replaces Hero's Shield. Used to deflect attacks and reflect light.

Picto Box/Deluxe Picto Box: First found in Tingle's jail cell at Windfall Island. Used to take black-and-white pictographs. Can be upgraded after completing Lenzo's three tasks and bottling a Forest Fairy.

Pirate's Charm: Given by Tetra. Used to communicate between Tetra and King of Red Lions.

Potions: Four kinds. Red (refills Life Gauge), Green (refills Magic Meter), Blue (refills both) & Elixir Soup (refills Life Gauge up to two times and increases attack power x2 until first hit on you). Coloured potions are found at the Chu Juice Jelly Shop in exchange for Chu Jelly after defeating the corresponding coloured ChuChu enemy. Elixir Soup is free from Grandma after reviving her later. All potions require an empty bottle to fill it.

Power Bracelets: Found at Fire Mountain (F3). Strengthens Link's lifting ability. Can now lift giant stone heads.

Skull Hammer: Found at Forsaken Fortress (A1) on return visit. Used to hammer down spiked pegs to allow access to blocked areas. Can also be used as a weapon.

Spoils Bag: Given by Mako at pirate ship for first "swabbie" test on the way to Forsaken Fortress. Holds collectible items: Boko Baba Seeds, Chu Jellies, olden Feathers, Joy Pendants, Knight's Crests & Skull Necklaces.

Telescope: Given by Aryll at beginning of game as birthday present. Used to scout far-off locations. Use Control Stick to move its view around and the



Rings of Light: Found across the Great Sea at night under a full moon, they indicate a treasure is found directly beneath them. Often holds small rupee prizes. When a Treasure Chart is open, a long ray of light will appear at its exact location.

Rocks/Stone Heads: Small rocks are found scattered on almost every island. They can be thrown about and often hold small rupees or items. Stone heads cannot be lifted until you acquire the Power Bracelets. They block important entrances.

Sea Platforms: Found within island quadrants, these wooden platforms with skulls decorating the roost are manned by Bokoblins and sometimes Wizzrobes or Floor Masters. Defeating these enemies often results in small rewards.

Stakes/Pegs: Wooden stakes or pegs usually block entrances. Acquiring the Skull Hammer allows you to hammer them into the ground and allow access.

Submarines: Found within island quadrants, and usually within the site of Old Man Ho Ho's telescope. These harbour enemies and other puzzles, usually with Heart Piece or Treasure Charts as prizes.

Trading Quest Products: In trading with wandering merchants, flowers, flags and small statues are sent to Zunari's Stall on Windfall Island. You use your Delivery Bag to carry them.

Treasure Sphere: Found on land and sea. Left by enemies. Use boomerang or sword to break it, releasing lots of minor rewards.

Trees: Vegetation. What else would they be? They can be used as hookshot targets and one tree in Windfall holds a Joy Pendant.

Updrafts: Found along the Great Sea, they act as propellers for your Deku Leaf while flying or small nuisances while sailing.

Water: H2O. Used for sailing, swimming, or pouring on brittle bomb plants to revive them for use.

Whirlpools: Indicates a Big Octo or found at Outset Island's back end. Defeat the enemy quickly to avoid being swept away by the current.

Wind: Use the Wind Waker and play the Wind's Requiem to change wind direction. Important for sailing.

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### \*Dungeon Items\*

**Baba Bud:** Mostly found in Forest Haven & Forbidden Woods. Walk into one and direct yourself with Control Stick. You will shoot out and land where pointed.

**Light Beam:** Use light sources to reflect beams off your Mirror Shield, mirrors and Medli's harp to destroy statues and activate things.

**Boss Door:** Big wooden doors blocked by a gold star-shaped lock. Find the Boss Key to open it for the final fight in a dungeon.

**Boss Key:** Found in blue and gold chest within the dungeon, leading to the boss door.

**Blocks/Crates:** Can be pushed or pulled. Small crates can be used to weigh down switches or thrown for small prizes.

**Bridges:** Wooden platforms held up by ropes that can be cut with your sword or an enemy's weapon. Be careful when fighting on one.

**Cable Platforms:** Found in Forbidden Woods. Use your Deku Leaf to activate pinwheels that move the platforms across large gaps.

**Chests:** Small chests contain minor rewards like rupees and collectable items. Chests with spikes on top contain Heart Pieces, Treasure Charts or important items. Fancy blue and gold chests contain Boss Keys.

**Compass:** Found in chest within dungeon. Used to show direction on map. Also shows treasure chests, boss door, and location of partner if lost.

**Cracked Floor Tiles:** Found throughout, especially in the Wind Temple. Use Iron Boots to break through.

**Dungeon Map:** Found in chest within dungeon. Used to show floor plans of dungeon.

**Eye Plaques:** Found in Tower of the Gods. Use arrows to pierce the eye and activate platforms.

**Heart Container:** A reward after defeating the dungeon's boss. Adds a full heart to your Life Gauge.

**Ice:** Found in Ice Ring Isle. Link can walk across slippery paths and slide

along steep ones.

**Lava:** Found in various dungeons. If Link falls in lava, he will automatically return to the last door he came through with damage in life gauge. Use water pots and Ice Arrows to create temporary platforms across it.

**Locked Doors:** Collect Small Keys to open these doors.

**Paralyzing Fog:** Blue tinged fog found in Earth Temple. If it touches Link, he loses control over his items and weapons temporarily. Use wind and light to create safe paths through it.

**Leaf Piles:** Found in Forest Haven and Forbidden Woods. Use Deku Leaf to blow them away for small prizes.

**Pinwheels:** Found in Forbidden Woods. Use Deku Leaf to activate them, in turn moving cable platforms.

**Poles:** Use Grappling Hook on them to swing across large gaps. Can also be climbed on with Grappling Hook.

**Pots:** Break with sword, grappling hook, hookshot or simply by throwing them, often for rupees or collectable items.

**Ropes:** Jump to swing from them across large gaps.

**Sealed Doors:** A wooden beam often blocks doors in Forsaken Fortress. Defeat enemies or activate switches to release it.

**Small Key:** Found in chests within dungeon. Used to unlock doors.

**Spikes:** Found in Forsaken Fortress. Avoid touching (obviously). Defeat enemies or activate switches to disable.

**Springboards:** Found in Wind Temple. Climb up and use Iron Boots to spring up. Use Deku Leaf (if necessary) to fly across gaps.

**Switches:** Three kinds. Pressure switches only require one jump on it from you. Constant pressure switches need a weightier object (crate, pot, Armos statue) to hold pressure. Simultaneous pressure switches need to be activated at the same time by you and a partner/Armos Statue/crate/pot.

**Torches:** Used to illuminate dark rooms. Use Deku Sticks to light and create torches you can run with.

Warp Jars: Blue, green and orange jars are found in dungeons to warp between the beginning, middle and end of the dungeon, often in important rooms. If blocked, bomb or torch to open up.

Water Pots: Can be thrown on lava to create temporary platforms. Interchangeable with Ice Arrows.

Wind Crests: Found while searching for Triforce Charts. Play the Wind's Requiem while standing on them to make a chest appear with a Triforce Chart.

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[Z5.4]

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Collectible Items

All-Purpose Bait: Purchased at Beedle's Shop Ship. 10 rupees for a 3-piece sample. Used to bribe Merman on the sea for Sea Chart info and/or free shooting game, or to get pigs to dig in dark soil.

Arrow: Three kinds. Normal arrows are used as weapons or to activate switches. Fire arrows can melt ice. Ice arrows can freeze fire. Light arrows are used to attack Ganondorf.

Boko Baba Seed: Rewards from Boko Baba enemies. Bring to Hollo's Forest Potion Shop to get Blue Potion.

Bomb: When you get your own batch, used to destroy blockage, attack enemies or activate switches.

Chu Jelly: Three kinds. Red, Green and Blue Chu Jelly are collected from defeating ChuChu enemies. Brewed at Doc Bandam's Chu Juice Jelly Shop in Windfall Island for red, green & blue potion.

Deku Stick: Found in pots or by defeating certain Boko Babas. Used to create torches to burn wood, defeat enemies or light stationary unlit torches.

Enemy Weapon: Enemies with swords or maces that you defeat leave behind their weapon, which you can use as your own weapon for that room or to activate something.

Fairy: Found in pots or Great Fairy Fountains. Used to refill Life Gauge. Collect in Empty Bottles to summon automatically when Life Gauge is empty.

Golden Feather: Left after defeating Kargorocs. Give 20 to a Rito in Dragon


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\*Forsaken Fortress Part I\*

Items/Weapons: Pirate's Charm  
Heart Pieces: 1 // 1/44  
Treasure Charts: 0 // 0/41  
Special Charts: 0 // 0/12  
Great Fairies: 0 // 0/8  
Empty Bottles: 0 // 0/4  
Songs: None

Upon landing (against a wall) at Forsaken Fortress, you lose your sword, but don't worry, we'll get it back! You will gain the Pirate's Charm, which allows you to communicate with Tetra and the King of Red Lions (you'll meet him later). You'll have to go under the cover of darkness for now. Go up the stairs and pick up a barrel to hide in it. Avoid being seen by enemy guards and searchlights, otherwise you'll be thrown in jail.

If you are caught at any time, you are thrown into a cell. To escape, climb on the table and jump to the ledge. Throw away the pot and crawl through the tunnel. Follow it straight to the end and continue north until you come to where you left off.

Your goal for now is to disable all the searchlights to reach the upper floor where Aryll is being held captive. Hiding in the barrel, take the stairs up, avoiding the searchlights. Along a blue path is a ladder. Climb up to the first searchlight. Since you don't have your sword, use the Deku Sticks found in a pot to defeat the Bokoblin guard. When he's gone, climb back down and go right through the door. It would be good to grab a Heart Piece here. Drop down to the first floor room. Lift the barrels in the corner and step on the switch it blocked to open a jail cell. Inside is a chest. Open it for the Heart Piece (#1).

The easiest way to get back to the second floor is to get caught by the Moblin guards and escape from the jail cell (see instructions above). You'll see a swinging rope and a chest. Open it for the Dungeon Map, then swing across the room and take the left door. Go left onto the balcony, then climb up to the second searchlight. Defeat the Bokoblin as you did before, then climb back down and go left through the door. Open the chest by the barrels for the Compass.

Swing across the room and take the door there. Go left onto the balcony and take the winding path to a ladder. Climb up to the third searchlight and defeat the Bokoblin once again. Be sure to collect any Joy Pendants that these guys sometimes leave behind. Climb back down and take the left door. Swing across the room and take the door there. Go left onto yet another balcony to find a crate. Push it off the edge to create a stepping stone to the ladder in the main courtyard. Take the north door. This room requires good hiding techniques. Use the barrel to hide and sneak past the Moblins walking around this room. Don't move when a Moblin is close by. A warning grunt will sound if you're close enough. Sneak up to the big wooden door just across the room and go on through.

Take the stairs up until you find a barrel. Use it to sneak past the single Moblin patrolling the floor. Go forward and you'll come to a narrow ledge. Sidle across it, then across another gap collecting the hearts. Go up the

stairs to find your sword lying there. Grab the sword, then fight the Shield Bokoblin guard. When he's gone, go through the door to the cell to find Aryll. However, the joyous reunion is soon broken as the Helmaroc King grabs you. You will witness your first (albeit subtle) glance at Ganon before the big bird throws you into the Great Sea.

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[Z6.3]

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\*A Stop at Windfall Island\*

Items/Weapons: King of Red Lions, Sail, Tingle Tuner, Picto Box, Wind Waker, Delivery Bag  
Heart Pieces: 1 // 2/44  
Treasure Charts: 2 // 2/41- #s 7, 23  
Special Charts: 1 // 1/12- Tingle's Chart  
Great Fairies: 0 // 0/8  
Empty Bottles: 1 // 1/4  
Songs: None

You are soon rescued by a beautifully crafted red boat in the shape of a dragon and lion. This is the King of Red Lions, and he will be your single mode of transportation from here on out. He tells you all about the return of Ganon and what you must do next to rescue Aryll. You are currently stationed at Windfall Island. I would consider this the hub of the entire Great Sea, a large, lively town with plenty of small quests and fun adventures to fulfill. For now, there is not much you can do, but once you acquire certain tools you will have a busy little green man!

First of all, let's get that sail. Cross the river to the island's shore, then walk through the arch to the market area. Make sure you have at least 80 rupees, otherwise cut up the grass and smash some pots until you come up with the dough. Go up the stairs and around until you find a merchant stall run by a little man in a parka. Talk to him (Zunari) and he will tell you all about his plight. He will not specifically say he has a sail, but buy his remaining item for 80 rupees, and it will indeed be a sail.

Before sailing on, you can acquire some things here with the little skill that you have. Walk around the perimeter of the marketplace to find a gravestone with a dancing man in front. Across from him is a door. Enter to find Tingle, a recurring character from Majora's Mask, locked in a jail cell. Step on the switch in the corner to free him. He will give you the Tingle Tuner and Tingle's Chart. The chart is a rough drawing showing you where to find his private island. This will come in handy later. The Tuner is only useful if you have a Game Boy Advance (see Game Info for details). Don't exit just yet, but go into Tingle's cell and pull the crate out. Crawl through the hole and navigate the small maze. Just avoid wooden trapdoors guarded by purple mice. Push the C-Stick up to use the point-of-view angle to see what's ahead of you. If you see Rupees, collect them. It means you're on the right track. Soon, you'll come to a cove with a chest. Open it for the Picto Box. To exit, crawl back out or purposely crawl on a trap door to be escorted out. If you fall through a trap, you'll land next to your boat who will explain how to use the sail.

Now that you have the Picto Box, you can take black-and-white pictographs. You can also apply to be an assistant to Lenzo at the Pictography Shop. In the market area, look for a door with a camera above it. Enter and talk to Lenzo. Explore his gallery upstairs, then talk to him back at the front desk and he will give you a total of three tasks to reach the rank of assistant. For the first task, stand by the tree opposite the red postbox in front of the marketplace. Wait for a man in red overalls with dark hair to pass by and stop at the mailbox. Aim your camera at him (with full body in the frame, focused clearly) and snap a photo just as he mails a letter. Take the photo to Lenzo and show it to him to pass the first task. For the second task, enter the cafe adjacent to Zunari's Stall. Inside is a man sitting at a table. Stand near him and bang into the wall to smash some china. He startles and gets the shakes. Aim your camera at him (with full body in the frame) while he's still shaking and snap a photo. If you smash all the pots without getting a good shot, exit and try again. Take the photo when you have it to Lenzo to pass the second task. For the third and final task, stand by the lighthouse across from a lady in an orange dress. Wait for a man to pass by from behind the staircase. Aim your camera at the couple (with both full bodies in the frame) and snap a photo just as they glance at each other. Take the photo to Lenzo to pass the full test and receive a Joy Pendant. It doesn't mean much now, but later when you visit Forest Haven, you can get your Picto Box upgraded.

The last thing you can do is play the Squid Hunt minigame at the lighthouse. Enter the door near the orange dress lady and talk to Salvatore to play. For 10 rupees each, you play a game similar to Battleship. Choose a quadrant and fire a bomb. If it gets marked X (Splash!), you missed. If it gets marked with an explosion (Kaboom!), you got a hit. Continue to fire along the line (up/down or left/right) to complete the hit on a single squid. If you hit all three squids within 24 shots, you win a Heart Piece (#2). Win a second time for a Treasure Chart #7. Win (either for the second time or later) with a new high score to get a second Treasure Chart (#23). If you run out of shots, you lose. If you run out of money, you can always try again later.

Now, you must set sail for the destination marked on your Sea Chart. Find your boat at the dock in front of Windfall and hop in. Set your sail to the X, Y or Z button and press that button to put it up. For help on sailing, see Game Info. Just a quick note about Treasure Charts: I will mention the location of Charts that contain Heart Pieces as part of the walkthrough, however not all Charts contain Heart Pieces. The others contain varying rupee rewards, listed in my Treasure Charts page. To get those locations, see that page and collect those at any time throughout, especially when you need cash.

Anyway, sail east to quadrant F2. Check your Sea Chart by pressing the Control Pad up to check your direction. If you spot a long colourful boat, that's Beedle's Shop Ship, where you can purchase bait. When you approach F2, the King of Red Lions will tell you a bit about Dragon Roost Island and the happenings occurring here. He will also give you the Wind Waker baton, an extremely useful tool (I mean, it has to be for the game to be named for it!). He will offer a short tutorial on how to conduct. This can be tricky on your first try. For help on conducting, see my Basic Controls & Actions page.

Go up the pathway at left. Read the sign for info on the Bomb Plants. Pluck one and set it by the big boulder there to blow it up. Continue bombing boulders up and around the walkway until you reach a narrow ledge. Sidle across it to the blue rupee, then hop down to the plateau underneath. Bomb the stone block to clear a path with the blocks below, then take the doorway next to the postbox. Go up the path to find Quill, who invites you inside. Walk up some more and into the Rito Aerie.

Inside, talk to the Chieftain in the middle of the main floor. He will tell

you about Valoo and his son Komali, and finally give you the Delivery Bag. Now you need to find the Rito page, Medli. Take the winding path up to the second floor and into the first open doorway with a guard. Talk to the young girl and she will give you a letter from the Chieftain to give to Komali. To find the prince, drop down to the main floor and go through a cave opposite the main entrance. Go through the door at the end to reach his room. You'll notice he's holding a goddess pearl. Give him the letter and he'll ask (more like challenge) you to investigate the Cavern and see what's bothering Valoo.

On the first floor, go left and through a guarded door to the cavern's entrance. Jump off the broken bridge to find Medli. She will ask you to throw her up onto the ledge leading to the cavern. Pick her up and stand on the small rock peak. Face the bridge and wait for the debris in the air to blow towards the ledge. When it does, throw her forward and she will fly. When she lands, she will give you an Empty Bottle and run into the cavern. Now, are you just going to stand there and let her go in by herself? I think not.

Fill your new bottle with water from the spring, then climb the bridge like a ladder up to the top. Empty the bottled water on a withered Bomb Plant to refresh it. Pluck it and toss it below on the giant boulder (a la Ocarina of Time). If you miss, you can keep trying with the same Bomb Plant. When the boulder is destroyed, the spring overflows, creating a river. Jump in and swim to the ledge where Medli stood. To cross the lava, use the Bomb Plants and toss one into each statue's pot to knock them over, creating platforms. Bomb the right first, then the left (by standing on the right platform). Hop across and enter Dragon Roost Cavern.

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\*Dragon Roost Cavern\*

Items/Weapons: Grappling Hook, Din's Pearl  
Heart Pieces: 1 // 3/44  
Treasure Charts: 2 // 4/41- #s 11, 39  
Special Charts: 0 // 1/12  
Great Fairies: 0 // 0/8  
Empty Bottles: 1 // 2/4  
Songs: Wind's Requiem

Once inside, pull the leftmost statue block forward, then the middle one to the left to open a passageway. Defeat the two Bokoblins here, then steal one of their Deku Sticks. Light it from the flaming torch, then light the two unlit ones to make a chest appear. Open it for a Small Key. Use it to open the locked door to the north. Go forward and slash the rotting wooden beams to reach a multi-leveled main room.

Go left around the perimeter and drop down at the second, big gap. Pull the block out and climb up to get across the bridge. Go around and hop to the suspension bridge, timing it so you aren't baked by the pillar of lava. Bomb the boulder at the end of the bridge and enter the door. Use the water pots to create temporary platforms across the lava pool. Make your way left to the chest and open it for the Dungeon Map. Create a path to the south end. Climb the ladder slightly to lure a Red ChuChu down and defeat it. Climb up all the

way and enter the door. Watch out for the Bokoblin who bursts through the wooden beams. Defeat it and pick up his sword. Shatter the west beams with it, then move southwest to a ledge. Lure and defeat the ChuChu enemies. Smash the next set of beams with the Bokoblin's sword. Open the chest for a Small Key.

In the northwest, go through the door back to the main room. Use a rock or pot and toss it at the Bomb Plants growing on the wall to destroy a boulder. Go west to a locked door and open it with your key. Go west and then south to the wooden beams and a Shield Bokoblin will spring out at you. Defeat him, then use his Deku Stick to light it from the torch, then burn the beams to the northwest. Step on the switch to open the sealed door, then enter it to the outside.

Cross the bridge, being careful when fighting the Bokoblin not to cut the bridge's cords. Climb the ladder about halfway and wait for the horizontal lava plume to pass, then continue up. Defeat the Kargaroc enemy and collect the Golden Feather it leaves. Sidle along the ledge and watch out for another lava plume. Don't get too close, and time your moves well. Around the boulder, hang from the next ledge and shove along to the other side. Go up the rocks to the Bomb Plants and use one to blow the large boulder blocking a door. Head through, back to the inside.

Pull the middle block forward, then climb up and continue pulling the middle one to create steps up to the top. Enter the door there. Defeat or bait the rats if you can. Pull out the north block and get up on the landing. Open the chest for the Compass. Smash the pots for a Deku Stick and light it. Throw it across the room to burn away the wooden beams. Climb up the ladder and open the chest for a Small Key. Use it to unlock the north door. You'll arrive outside again. Head up the stairs, jumping over the gaps. Lure the Kargaroc out of its nest and defeat it. Collect the Small Key in the nest and use it on the south door.

Smash a pot for a Deku Stick and light it. Defeat the Keese enemies until they're all gone. Light the centre torch and open the chest for a Joy Pendant. Burn the wooden beams and light both torches at that end to unseal the door. Go through to the upper level of the main room. Bomb the boulder on top of the second Warp Jar (the first one is back in the very first room). Go across the bridge and through the door. Defeat the Bokoblin and smash all the pots in the room. To smash the high ones, ram into the wall to knock them down. Defeat two more Bokoblins hiding in pots. When all are defeated the sealed door opens, but before you enter, light the torch to the west to reveal a chest with a Treasure Chart (#11). Then climb the ladder, get the Joy Pendant from the high pot, then enter the door.

Leap to the centre platform and defeat the Magtail with a parry attack. Use a water pot to create a platform elevator over the giant pillar of lava. Use it to reach the third floor and hop off onto a wooden ledge. Open the door to the next room. You will see the boss door ahead, but you're not nearly finished here yet (sorry!). Bomb the boulder blocking the third Warp Jar, then bomb the boulder blocking a door. Enter it to the outside where you will spot Valoo atop the cavern. Quickly ascend the stairs as they crumble behind you and enter the door at the top. You will find Medli trapped in a cell in a fighting arena. Defeat the two Shield Bokoblins. Then a Kargaroc will drop a single Moblin from the sky. Defeat it and collect its Skull Necklace. Medli is freed when all are defeated.

Talk to her to receive the Grappling Hook. This is another extremely useful item that allows you to swing across gaps and can be used in your boat to grab treasure under the sea. Follow Medli up the path and grapple along,

using the poles. Keep moving along until you reach the beams. Smash them with your sword, then drop down to the area before the stairs. Face the opposite way (left) and grapple along the poles until you reach a door. Enter and go along the bridge west to reach a Bokoblin. Be careful when fighting on the bridge. Defeat him, then the Shield Bokoblin in a pot. A chest will appear below you. Light a Deku Stick and torch the ropes holding the bridge up to collapse it. Open the chest for a Joy Pendant. Take the west door. Go along the narrow pathway to the birdcage. Stand on the platform there and do a sword spin attack to sever all its ropes at once. You'll crash down to the first floor. Hop to the northeast and leap across until you find a ladder. Climb up and go along the path to a sealed door. To unseal it, grapple the bar above which will trigger the door. Leap off backwards to the previous ledge and enter the door. Grapple the pole overhead, stop swinging, turn right, and swing to the landing. Jump across the platforms, then grapple and swing to the landing and through the door. You will find a chest surrounded by flames and a switch. Use the Magtail to hold down the switch. Instead of defeating it, slash its eye to curl it into a ball and place it on the switch to put out the flames. Quickly open the chest for the Boss Key. Now we're talking!

Backtrack two rooms and take the ladder at left down to the birdcage platform, take it up, and head through the east door. Use a water jar in the southeast, then ride the elevator platform to the third floor. Hop across to the door. Once outside, grapple along to the door, and back to the room before the boss. Before fighting him, you can easily backtrack using the Warp Jars to get a Treasure Chart (#39). It's best to do it now than later. Use the Warp Jar to reach the very first room and go forward once. Go southwest to another room. Find the northeast cove and grapple across. Smash the wooden beams and open the chest for a Treasure Chart. Backtrack across and through the two previous rooms to the first room. Take the Warp Jar to the second one, then through that Warp Jar to the room before the boss. Grapple across and defeat the Magtail there and open the chests for rupees, fairies, and a Knight's Crest. It's a good idea to bottle a fairy in case of emergency.

Save your game, then enter the boss door. You will fight Gohma, a spider boss originating from Ocarina of Time who fights with fire and fists. Use the Grappling Hook to latch onto Valoo's hanging tail, then swing back & forth. Let go, aiming for the high platforms on either side to gain safety. This cracks Gohma's armour. Repeat two more times to shatter the armour. On the ground, grapple its eye to stun it, then slash with your sword. Two to three eye attacks should defeat it.

Collect the Heart Container and step into the warp when you win the fight. Upon arriving, Komali gives you Din's Pearl, the first goddess pearl of your quest. Medli mentions about the Wind Shrine before running off to Komali. Go through the opening and wade across the water to the shrines. Take out your Wind Waker to learn the Wind's Requiem. Soon, Zephos the first Wind god appears to tell you about his brother Cyclos' rage and the importance of the Wind's Requiem. Return to your boat to learn your next destination. With the Wind's Requiem and Grappling Hook in your possession, you can acquire another Empty Bottle and some Heart Pieces.

Unfortunately, your boat will not allow you to sail too far without completing the next dungeon. In the Rito Aerie at Dragon Roost Island, you can play a fun minigame at the post office. Talk to Koboli at the desk at the end of the top floor to gain a job at the mail centre. Toss the letters in their matching slots for 30 seconds. If you match 10 correctly, you get a raise. Then, you must sort 20 letters. Once you do that, sort 25 letters to get another pay increase. For more details, see my Mini Games page. If you go outside and come back in, Baito will be working the desk. If you sort 25





minor rewards or activate pinwheels. Any use of the leaf requires magic power, measured on your new Magic Meter.

Staying on this ledge, look for the ledge with grass shaped like an arrow and glide with the Deku Leaf to that spot. Cut the grass for Magic Vials to refill your meter. Take the doorway outside. To reach the Forbidden Woods, walk forward from here and set the wind to the southwest (with the Wind's Requiem). Glide with your Deku Leaf to a nearby hill. From there, refresh your magic meter and set the wind northwest towards the gargantuan cavern nearby. Time your initial leap to glide over the cyclone circling the hill. Use it to gain height, then continue gliding to the Forbidden Woods. If you fall into the water, you will unfortunately drown, not being near any land. You will end up back at the entrance to Forest Haven and will have to backtrack all the way inside and up to the hill. But if you hit a flying enemy and fall, you will be back at the last cliff you flew from.

Once inside the Forbidden Woods, defeat the ChuChus to clear space. Open the chest to the northeast for the Dungeon Map. A sealed door lies to the north. To open it, pluck a large seed in the back left corner and face the sealed door. Make sure the blue flower on the organic lock is open. Toss the seed directly at it to destroy it and enter the door. This is the main room with several levels (like the big lava room in Dragon Roost Cavern). Hop into the Baba Bud nearby, shoot to the northeast and glide with your Deku Leaf to the next closest Baba Bud. Watch out for the thorny vines sticking out of the walls. If you fall into the basement level, you can navigate it pretty easily. Just use the Baba Buds and glide with the Deku Leaf to eventually reach the ledge on the next level up. On the bottom level, you can also defeat the Boko Babas and ChuChus, light a Deku Stick from the torch and burn the sealed chest for a Knight's Crest.

Use the Baba Buds and Deku Leaf to make your way up to the second floor to the north where you will find another sealed door. Defeat the Chu-Chus near the Bomb Plant, then pluck it and set it by the door. Move to open the blue flower in time and the barrier will be blown away. Enter the door.

Face the pinwheel and use your Deku Leaf on the ground to activate it, sending a cable platform your way. Hop to it and face the door you came from. Use the Deku Leaf to move across the room and enter the door there. Defeat the Peahats and Boko Babas to find a single Baba Bud near a tall stump. Hop in and take the next Baba Bud (now on the third floor) to the north platform with a sealed door. Activate and ride the cable platform to the opposite end (same way as before). Smash the beams with your sword to reveal a large seed. Pluck it and place it on the platform beside you. Ride the platform back and toss the seed from a distance at the sealed door to unlock it, and enter.

Another large seed sits in the middle of the room, but thorny vines block your way to it. Blow it with your Deku Leaf to the opposite end of the room, then go around the vines, toss the seed at the door and enter. Move counter-clockwise to the southeast platform and grapple/swing to the east. Hop across the moving platforms carefully to reach the north end. Pick up the large seed there, hop to the middle platform, and to the west end. Unlock the door with the seed and enter. You can fall into the ravine to get a Yellow Rupee from the chest and encounter some harmless Morths. Climb back up and go through the next door. This can be tricky. There are waves of thorny vines blocking certain paths around this room. You need to reach the south side where you'll find a Bomb Plant. Carefully navigate around the vines to the southwest, then use the Baba Bud to fly to the south. Bomb the wooden beams to an alcove and open the chest there for the Compass. Bomb another wooden beam alcove slightly elevated to the right.

Vines block your way, so navigate around to that spot on the other side. Open the chest there for a Small Key. The easiest way to backtrack out of this room is use the Baba Buds and glide with your Deku Leaf to nab small prizes, then land at the east door.

Backtrack one more room to the big room with several doors. Go to the north end and unlock the door there, entering it. Defeat the two Peahats if need be, then ride the cable platform across and through the door there. Defeat the two Boko Babas and a Wingless Mothula. Use a Baba Bud to shoot up to the leafy platforms, and launch up to the fourth floor. Head through the north door. You must fight a Mothula here. Slash with your sword continually to pluck its wings and finally hit its body. Open the chest for your reward, the Boomerang. To exit this room, target the two crystals above the sealed door with your Boomerang and activate them, which unlocks the door. Go back to the previous room. Head to the south end and target both flowers on the door's lock with your boomerang, destroying them. If you want a Joy Pendant, read on, otherwise go through the door here. To get the Joy Pendant, grapple the overhead pole at the north end, pull yourself up to stand on it, and grapple the next pole. Swing to the west platform and ride the moving platforms. Leap east from the highest point to a small cove with a chest. Open it for a Joy Pendant.

In the next room, there are many dangling pinecones in the middle of the room. Chop them down with your Boomerang to clear a path. Glide with your Deku Leaf to the south. Open a chest for another Joy Pendant, then go through the door. Glide to the southwest and blow away the leaves there to unveil the second Warp Jar (the first being in the very first room). Target the boomerang on the vines holding up a flower-shaped platform to bring it down to the basement level. Hop waaaay down onto the flower and go through the west door.

Use the Boomerang to take out the Peahat and Morths in this room. Jump across the platforms to the northwest side. Watch out for ChuChus and grabbling cables. Quickly go through the door there. Jump onto the large flower and beyond it to the chest. Open it for a Yellow Rupee, then cut down this flower with your Boomerang and drop down onto it (deja vu?) Defeat the Octorock from afar, then face east and blow the Deku Leaf to move along the water. Defeat the next two Octoroks, then blow to the north to continue. Jump onto the south ledge and continue through the door (avoiding the enemies there). The door behind you seals shut, but there is no battle. Go up onto the large stump in the middle of the room and target each crystal surrounding it with your Boomerang. If you hit them all, the alcove underneath you in the stump opens. Drop down and open the fancy chest for the Boss Key. Defeat the two Moblins that appear and collect their Skull Necklaces. Once defeated, a door unlocks. Grapple the pole above the stump platform and swing to the door, then through it. You're now above a previous room.

Drop down and go forward (back through the northwest door) to the floating brown flower. Cut it down again and drop. Bomb the wooden barrier on the door to the northeast and go through it. Defeat the three Peahats and leap across two platforms to the north. Defeat a second set of Morths and Boko Babas with your boomerang. Get onto the northwest platform and take out the next Boko Baba. Use the Baba Bud left behind to launch up to the north (you might need the Deku Leaf to propel you up further). Activate the pinwheel and ride the cable platform the opposite way. Pluck the Bomb Plant and run across the cable platform, dropping it in the centre of the large tree trunk in the middle, destroying the barrier over a chest inside. Drop into the tree trunk and open the chest for a Treasure Chart (#1). Exit the trunk by crawling through the tiny opening, then exit and backtrack two more rooms. Chop down (from way above) and take the brown flower down the river, through the door, grapple/swing to the door above the stump, then down and through the east

door.

To reach the boss door, activate the pinwheel and hop into the Baba Bud, launching and gliding, using the updraft in the middle. Glide to the second floor and target the blue flowers on the sealed door at east with your Boomerang. Enter and defeat the two Wingless Mothulas. Open the chest for a Joy Pendant, then go through the next door. Light a Deku Stick found in the pot and burn the boards covering the third Warp Jar. To get one more Treasure Chart (#15), warp to the first room, then go north to the next room. Use the Baba Buds and Deku Leaf to ascend two floors in the same room. Use the north end's Baba Bud to reach the northeast Baba Bud, then glide to the southwest corner. Target the blue flower on the chest to destroy the barrier and open the chest for a Treasure Chart.

Drop to the basement and launch up to the first floor. Backtrack one room and take the Warp Jar, then the next one to the boss door room. Slash the pinecones for hearts and bottle the fairy. Save your game, then enter the boss door to fight Kalle Demos, a Boko Baba plant with extensive tentacles that lash out at you. Run when they begin to flash. Use your boomerang to aim and cut down the tentacles holding the plant up on the ceiling. They regrow quickly, so make haste and cut them all to expose the plant body. Slash with your sword continually. You may get swallowed up by the plant, but don't worry, it's worth it to keep attacking. Repeat this about 2-3 times to defeat it.

Collect the Heart Container and step into the warp when the boss is defeated. The Great Deku Tree will give you Farore's Pearl, the second goddess pearl of your quest. Makar will lead the Korok's festival with a song. Collect a Forest Firefly in your empty bottle (they are small balls of light that shine a strong light on the walls), then make your way up to the Deku Leaf platform on the Great Deku Tree. Glide to the lone Baba Bud, then to the platform ahead, then use that Baba Bud to glide and reach a higher spot on the Deku Tree. Finally, glide to the highest ledge in Forest Haven behind you. Exit to the outside. Change the wind direction to face the island you see in a short cutscene (southeast). Glide with the Deku Leaf to the hill, using the C-Stick to change to a bird's eye view. When your shadow appears safely on the hill, you can drop knowing you will land. Open the chest for a Treasure Chart (#3).

Before moving on to your next destination, there are MANY sidequests to fulfill. If you're willing to do them all, here are my instructions. Please be aware that they can be completed at any time, but now is the time to get my help on doing them :o) Along the way, you would also be wise to get Sea Chart info from Merman for each island. And don't forget to set the wind direction with the Wind's Requiem before sailing.

If you happen to find (at any time) a boat with a hook and four seamen on board, that is the Salvage Corps. Talk to them to get Treasure Chart #34. This will randomly occur during your travels and there seems to be no way of knowing where they will be at any one time.

Check the mailbox near your boat to get a Heart Piece (#3) from the Chieftain of Dragon Roost Island. Now sail far north to F1 (Seven-Star Isles). Look for circling seagulls with your telescope and sail to that spot. Defeat the Big Octo with your Boomerang. Use the Grappling Hook while over the glowing spot and pull up a Heart Piece (#15).

Now, sail west to E1 (Crescent Moon Island). First, open Treasure Chart #11 and use the chart's map to find the spot. Pull up a Heart Piece (#4) at that spot. On the island itself, climb up to the top peak where you'll find a lone chest with a Treasure Chart inside (#10). Around the island, there should be a Submarine. Enter it and defeat Miniblins until the four torches are lit.

Climb the ladder at the end and open the chest for Treasure Chart #9.

Once outside, sail southwest to D2 (Windfall Island). Once here, head into the marketplace and enter the Pictography Shop. Give Lenzo the Forest Fairy to upgrade to the Deluxe Picto Box, which takes colour pictographs. Exit the shop and head up the staircase to the mansion. Stand on the railing facing Lenzo's shop, set the wind to blow towards it, and then, using the Deku Leaf, glide to the upper door above the shop and enter. Open the chests here for a Purple Rupee and Treasure Chart #29. Crawl through the hole between the chests to wriggle out of a picture frame on the wall. Carefully get close to Lenzo and Minenco without being caught. Take a photo of them together in the same shot (both full bodies in frame). Once you have the photo, show it to Pompie and Vera (talk to them twice), the gossip women near Zunari's stall. They will give you Treasure Chart #24.

You should also learn the Song of Passing. Go to the gravestone at the top of the hill surrounding the marketplace to find Tott, a dancing man. Take out your Wind Waker and he will teach you the Song of Passing. This song allows you to move ahead to day or night, and to pass a day or more if needed for side quests.

Sail south two quadrants to D4 (Six-Eye Reef). Find the Submarine in this quadrant and enter it. Once inside, defeat the Moblins to make a ladder drop. Climb up to a chest with a Heart Piece (#9). Sail south three quadrants to D7 (Two-Eye Reef). Find and defeat the Big Octo in this area to reveal a Great Fairy who will upgrade your magic meter to its highest level.

Sail east to E7 (Angular Isles). To get Heart Piece (#13), you must navigate the block structure that is the island. Climb onto the larger isle and pull out the movable block halfway as a stepping stone. Climb onto the second level and find another moveable block. Push it off the edge and hop to it. Pull it to climb and reach the next level up. Pull the block from a stack of two just halfway so you can step up on both. You'll reach the top where you can open the chest for the Heart Piece. Also in this quadrant, open Treasure Chart #15 and find the treasure's spot to pull up Heart Piece #20.

Sail east to F7 (Boating Course). Set the wind accordingly and use the Deku Leaf to glide to the smaller isle across from the finish line. Drop into the hole to a secret cavern. This is a tricky task. You must target and hit all three crystal switches with your Boomerang while being attacked by a wave of Miniblins. All I can suggest is to wipe out a bunch, then quickly target and throw your Boomerang at one crystal at a time. There is no way to knock out all the enemies, so just keep your wits about you and you'll finally get it. Activating all three makes a chest appear and inside is the Submarine Chart. Exit quickly via the warp before the Miniblins spear you to death (ouch).

Sail east again to G7 (Five-Star Isles). Find the Submarine and enter it. Defeat the Bokoblins and Keese (just to get them out of the way) to make a ladder drop. Climb it and open the chest for Heart Piece #14. Sail north five quadrants (sorry) to G2 (Flight Control Platform). All you can do here is the Bird Man's Contest at the platform itself. You will need a lot of rupees. See the Mini-Games page for more details. If you win, you get Heart Piece #16.

From here, sail west four quadrants to C2 (Spectacle Isle). Here you can play the Cannon mini-game (see that page for details). Win once to get Heart Piece #5. Win again to get Treasure Chart #17. Sail north to C1 (Northern Fairy Island). Find the Submarine and enter it. You can easily avoid a fight by swinging across the lantern ropes to the end. Be sure to aim your swings properly. If you drop, climb the ladder back up to avoid the Moblines unless

you want their Skull Necklaces. At the end is a chest with Treasure Chart #22. Also in this quadrant, open Treasure Chart #24 and find the treasure's spot. Pull up a Silver Rupee.

Sail south two quadrants to C3 (Tingle Island). Find and defeat the Big Octo here. Pull up Heart Piece #17 from the ring of light it leaves behind.

Sail southwest to B4 (Greatfish Isle), marked in blue on the Sea Chart. On shore, you will bump into Quill from Dragon Roost Island, who will tell you about Ganon's destruction of this island and where the fish god Jabun is hiding. At this point, the weather turns dark & rainy, so it's very hard to continue with the side quests until the weather clears up. While here, climb up the winding path of the small isle here and set the wind west. Glide with the Deku Leaf to the top of the next isle over. Hop over next to a steep wall and set the wind to the north. Glide around left along the isle's edge to a cove with a chest. Inside is Heart Piece #18.

Return to Windfall Island (D2). You will find the pirate's ship docked here. Approach the Bomb Shop in the southwest and go around to the back side. Sidle along the narrow ledge, then climb the vines to reach a secret opening. Crawl through to the inside where you will spy on the pirates robbing the shop. Remember the password mentioned in the conversation. It changes with each game. You will need to enter the ship. Once they're all gone, exit the shop and climb the hill surrounding the marketplace to hop on board the ship. Try entering the cabin door and you will be prompted for the password. Enter the password and watch your spelling!

Upon entering, find Niko on the bottom level in the same room as before. He will offer you the bombs stolen from the shop if you pass his second "swabbie" test. Like the first test, swing from rope to rope until you reach Niko. This time, there are no platforms to rest on, so time and line up everything accordingly. When you reach Niko, open the chest to receive Bombs, the ability to hold your own stock. They also work on board your boat as a cannon. Exit the ship and get into the King of Red Lions.

Set the wind southwest and sail to Outset Island (B7), your home town. While there, you can take a bottled fairy to Grandma to rejuvenate her. She will reward you with Elixir Soup and offers this service continually afterwards. Take the boat around to the back of Outset until you get caught up in a whirlpool. Quickly use the cannon and fire at the top, middle, and then bottom of the cracked wall. Aim when close to get better shots. Three hits to each section and it's destroyed. When the whirlpool subsides, you'll sail into the cave to meet Jabun. After a conversation in Hylian, you are given the third goddess pearl, Nayru's Pearl.

While here, you can complete a couple of side quests. Go up the path to Forest of Fairies where you rescued Tetra. The bridge is now completely destroyed. Set the wind towards the forest (west), stand on the rock peak behind Old Man Ho-Ho, and glide with your Deku Leaf straight to the entrance. Navigate the forest to find a boulder blocking the Great Fairy Fountain (sound familiar? I mentioned it before). Bomb the boulder with your own stock and enter the hole. You will receive a Rupee Purse upgrade, allowing you to hold up to 1000 rupees. Another upgrade is to come later. You can also bottle some fairies. Exit the forest and find Orca's house (the bottom door of the split-level house). This mini-game is quite fun and fairly simple, though it gets more difficult as you go along. During the battle, hit Orca 100 times to get a Purple Rupee and the rank of Knight. Hit him 300 times to get a rupee prize. The ultimate goal is 500 hits to get Piece of Heart #43. Use the parry attack often as it counts as two hits. If he hits you three times, the battle is over. You can exit any time if you get tired. If you hit



There is no wind, so the sail is pretty useless. Just cruise with the R button to navigate the floor. Head to the southeast corner and at low tide get up and go through the door. Defeat the yellow ChuChu with boomerang and sword. At low tide, push the southeast crate west to line it up with the cracked wall. At high tide, bomb that wall and hop into the alcove to collect minor rewards and the Dungeon Map from the chest. Four yellow ChuChus drop to the floor. At low tide, defeat them as you did before. If you want a Joy Pendant, move a crate to the northeast wall, bomb the crack, and collect it inside.

Go back to the previous room and sail northeast. At high tide, get up to the sealed door. Pick up a statue and place it on the pink switch to open the door. Enter and defeat another yellow ChuChu. Drop into the recess and wait for low tide. Place a crate on the pink switch to create a bridge across the gap. Climb the ladder up and wait for the beginning of low tide. Cross the bridge and pick up a statue. Wait for the beginning of low tide again and carry it across the bridge. Notice the glowing symbol on the door, which indicates you can carry this kind of statue through it. Go through and take it to the blue and gold tile in the left corner. Place it there and a gate rises in the east end.

Sail to the east to a sealed door. Wait for high tide to get up. Place two statues on the two pink switches to unseal the door and enter it. The middle of this room has a number of large and small crates and the tide continues to rise and fall. During low tide, push and pull the crates in this order (from the door you came through to the other side): small gap, crate, large gap, two crates side by side, small gap, three crates side by side, large gap at the end. Climb up and smash a pot to get a Deku Stick. Wait for the beginning of high tide, light it from the torch and jump across to the other side. Light the two torches to make a chest appear. Open it for a Small Key. Avoid or defeat the yellow ChuChus and return to the previous room.

Sail to the west end and use the boat's cannon to bomb the cracked wall in three places to open up a new area. Swim to the northwest and enter the door there. Defeat the Red Bubble (or avoid him) and run to the chest which contains the Compass. Exit back one room.

If you want a Joy Pendant, it's very easy (if not, skip to the next paragraph). Take the south stairs and defeat the yellow ChuChu. Smash a pot on the opposite side to get a Deku Stick and wait for low tide. Light the stick from the torch and light the two torches to the southwest. Open the chest for a Joy Pendant.

At low tide, unlock the southwest door. Defeat the ChuChus to reveal a magic stairway. Take it to a statue and pick it up. At low tide, carry it on the stairs and out the door. Bring it upstairs and place it on the blue-gold tile. This redirects the waterfall to the opposite end, revealing an opening in the statue. Sail to that spot in front of the entrance and climb up to the opening at high tide.

Defeat the rats, then pick up a statue. Avoid the Beamos by running on its left side when the revolving light is past you. Avoid the Beamos light and run to the opposite end. Place the statue on a switch, then repeat the process once more. Stand on the third switch yourself to activate vertical platforms. Take them up to the second floor. Go through the door at top. Smash pots for prizes, then take the east door in this room. Defeat the yellow ChuChu and take the platform through the door there. Go along the magic platform to a statue. Read the tablet, then press R to call it. It will follow you! Follow the path under the magic bridge to the southwest corner, then lift the statue and hop to the west door. Take it through the

door, onto a moving platform. Go through that door and the statue will hop to a pedestal on its own. A stone tablet rises in the middle. Read it and take out your Wind Waker to learn the Command Melody. This is a simple but unique tune that will allow you to control a subject and use their powers, if any. In the tower, you will be controlling these statues. Later, you will control live partners.

Go through the west door, now unsealed. Defeat one or both of the Red Bubbles, then grapple & swing forward through the west door. Grapple again across the room to another statue. Call it with R and it will follow you. Stand on the switch to the southwest to activate a magic bridge. Play the Command Melody to control the statue. Walk it across the bridge to the other side safely and press R to release control. As Link, grapple across the room, pick up the statue and go back a room. Place the statue on the switch at northwest to unseal the south door. Your boat will call you with info on this.

Leave the statue there and grapple the pole, swinging to the south and through that door. You enter an arena area with a single Darknut. These enemies are tough, but very fun to fight (IMO). Use the parry attack to shed its armour, then fight like a brave. Be sure to collect its Knight's Crest. Defeating the Darknut reveals a chest with the Hero's Bow and 30 normal arrows. Go back a room to find the Red Bubbles. Defeat them with your arrows, then aim at the eye plaque on the north wall. Once you hit it, platforms that move east/west appear. Grapple to the west, pick up the statue and carry it across the platforms to the east and through the door. The statue automatically hops to its pedestal, unsealing the north door. Go through it.

Defeat the Keese flying around, then drop to the east side and through the door there. Defeat the Red Bubbles with arrows, then jump onto a moving platform. Hop to the platform nearest the eye plaque. Shoot an arrow at the eye to move the platform up/down. Ride it up and open the chest there for a Small Key.

For another easy Joy Pendant, take the vertical platform to the next chest and shoot the eye plaque to the south. The platform will move left/right. Take it and shoot another eye plaque above the west door. A chest will appear at the south end. Ride the platform there and open it for the Joy Pendant.

Glide to the west side with your Deku Leaf and through the door there. From here, you can get a Treasure Chart. Climb up the ladder & stand on the west platform and bomb the cracked wall to reveal a door. Once you're through it, stand on the blue wind-crest tile and play the Wind's Requiem to reveal a chest with Treasure Chart #30.

Avoid or defeat the Armos Knights, then exit the room. Climb up the ladder and toss two statues (non-activated) onto a platform to weight it down. Hop to the other platform and through the north door. Climb onto the block and hop towards the electric barrier. In mid-air, glide with your Deku Leaf over the barrier. Summon the statue with R and play the Command Melody. Walk the statue through the barrier (it will be unharmed) and onto a pink switch in the middle, turning off the electricity. Press R to release control and carry the statue back a room. Put the statue down and defeat the Wizzrobe with arrows. Across the room this time, throw three small statues on a platform and, carrying the big statue, hop onto the other platform. Hop to the door and enter. The statue hops to its pedestal.

This time, since all three statues are placed, a beam of light emerges from the middle. Before taking the warp, you can get another Joy Pendant and a



Treasure Chart.

Take the east door and defeat the Wizzrobe here. Ride the platform and shoot the south eye plaque to activate another platform. Jump to it and ride it to the south door. Inside, defeat two Armos Knights. Open the chest for a Joy Pendant.

Exit back 2 rooms & go through the south door. Ride the platforms down to the first floor. Dash past the Beamos and through the door back to the main water room. Sail to the northwest corner and through the door there where you got the Compass. In this room, shoot the eye plaque on the west wall to open up an alcove. Open the chest there for Treasure Chart #6. That was easy...but several Armoses appear after. Avoid or defeat them, then take the door out.

Sail back to the north opening across from the entrance, then past the Beamos and up the platforms. Take the door back to the pedestals and pink warp. Take the warp to the third floor. Collect items in the pots using your Boomerang, avoiding the Beamoses. In the south end, use the statues (available at the north end by the sealed door) to hold down two of the pink switches, then stand on the third to deactivate the electric barrier. Open the fancy chest there for the Boss Key. When you get the key, the Armoses come alive. Defeat them to unseal the north door. Take it outside (!).

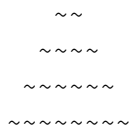
Climb the stairs and take out the Kargaroc, collecting its Golden Feather. Several Beamoses line the stairs. These are different from the ones you encountered earlier. Get close to the first Beamos, but not directly in its path. When its laser is shot out, destroy the light source with an arrow to dismantle it. Destroy the next Beamos, then avoid the regular Beamos with the revolving light. Take out two more blue laser Beamoses, then run past two regular ones guarding the boss door. Collect some goodies, save your game, then enter the door to fight Gohdan.

Gohdan is a robotic head and two hands designed by the prophetic gods as a test. Its main attacks are fire and pushing you into the electric barriers. Fire two arrows each at the eye on each hand to disable them. Then, fire two arrows into each red eye of the robot's head. Lastly, toss a bomb into its mouth. Repeat this about 2-3 times to defeat it. If you run out of arrows, the head will sniff some out its nose.

Collect the Heart Container and step into the warp when the fight is over. You reappear at a bell tower. Climb the ladder and grapple the bell to ring it. A light appears at the base of the Tower and you will sail into it.

\*\*\*\*\*

[Z6.7]



\*Return to Hyrule\*

Items/Weapons: Master Sword

Heart Pieces: 5 // 24/44

Treasure Charts: 4 // 23/41- #s 40, 16, 4, 37

Special Charts: 1 // 3/12- Beedle's Chart

Great Fairies: 3 // 5/8- Bomb Upgrade, Second Bomb Upgrade, Second Rupee Upgrade

Empty Bottles: 1 // 3/4

Songs: Ballad of Gales

Welcome back to the ancient land of Hyrule, where the original Hero of Time made his presence known about 100 years ago. The town is submerged under the sea, and the castle stands out among the remains. Your boat drops you off at the entrance to the castle. Go inside and everything appears frozen in time. In front of the Hero of Time statue are three large triangular blocks. Your boat will summon you about this. You must arrange them around the points on the ground to form a Triforce symbol over the marks on the floor. Pull out the blocks and turn them around to form the Triforce. There is really no strategy involved, just keep moving them around. Eventually you will form the symbol, opening up a basement level.

Go down through the passage and approach the light in the middle of the room. Link soon pulls the legendary Master Sword from its pedestal, bringing colour, and unfortunately a gang of enemies, back to Hyrule. Exit the room and prepare for a long battle. Defeat all 10 Moblins and 7 Darknuts to disable the electric barriers that block both exits. Collect their Skull Necklaces and Knight's Crests (handy Spoils Bag items for later). When all 17 enemies are defeated, the barriers are released. You can go through the opposite exit to get a small overview of Hyrule. You will return here later. Take the exit behind the Hero of Time statue to return to your boat. Cruise into the light to return to the Tower of the Gods.

Now that you have the Hero's Bow, you can get a number of side quests completed before moving on. Firstly, get the most important one: the Ballad of Gales. Sail to D3 (Northern Triangle Island) and approach the giant cyclone. Cyclos, brother of Zephos who taught you the Wind's Requiem, appears. Shoot him with arrows three times to defeat him. He will teach you the Ballad of Gales, an incredibly useful warping song that allows you to reach nine important destinations in mere seconds (see Songs for a listing). This will shave off oodles of sailing time.

Warp to Windfall or Outset Island. Check the red mailbox if it's wiggling to get Beedle's Chart, which shows the locations of all his shop ships. Warp to E4 (Tower of the Gods) and sail north to E3 (Eastern Fairy Island). On the island, bomb the boulder and drop through the hole within the conch shell. Inside is a Great Fairy Fountain, where you get a bomb upgrade. You can now hold 60 bombs. Warp to D6 (Southern Fairy Island) and on that island, bomb the wooden gated conch shell and enter the hole for the last bomb upgrade. You can now hold a maximum of 99 bombs. Within this quadrant, find the three Sea Platforms and destroy their wall cannons with your boomerang or cannon to make 2 chests appear. Climb up one platform's ladder to the top and glide with your Deku Leaf (with the wind set properly) to the chests to collect Treasure Chart #40 and a Skull Necklace.

For the last rupee purse upgrade, warp to D2 (Windfall Island) and sail northwest to C1 (Northern Fairy Island). Bomb the boulder (unless the cannon boats already did) and enter the conch shell. The Great Fairy upgrades your purse to hold a maximum of 5000 rupees. Now warp to F2 (Dragon Roost Island) and sail north to F1 (Seven Star Isles), locate a trio of sea platforms and climb up. Defeat the Wizzrobes to reveal a chest with Treasure Chart #16.

If you have a lot of rupees (probably more so later on), warp to B4 (Greatfish Isle) and sail north to B3 (Rock Spire Isle). Find Beedle's Shop Ship and enter to find Beedle wearing an Amazon mask. You can purchase three major items from him: Empty Bottle (500 rupees), Heart Piece (#22, 950 rupees), and Treasure Chart (#4, 900 rupees). You won't be able to purchase all three at once, but check back when you have enough to get all three eventually. In this



have a chance, hammer the three pegs blocking a set of stairs. L-target the pegs and slam-BOOEY! Take the stairs to the top, reaching a ladder. Climb up and there's your old pal, the Bokoblin searchlight guard. Defeat him with your trusty upgraded sword. Take the ladder back down and head right to the next room. Take the next door out and onto the south balcony. Take the ladder up and defeat a second searchlight guard.

Climb down & enter the left door. Glide with your Deku Leaf across the room & defeat the Shield Bokoblin inside. Hammer the pegs, then take the door it blocked. Take the door ahead to the Moblin room, then take the next regular door (not the big wooden door), then go forward through another door. Glide across the room with your Deku Leaf and through another door. Take the path up to a ladder & defeat the third searchlight guard.

Set the wind to the northwest and glide with the Deku Leaf to a balcony with a ladder (and no stepping-stone box). Take the left door back to the Moblin room and take the big wooden door. Go up the tower and eventually hammer the pegs you come to. Sidle across two narrow ledges, then hammer a single peg to open the large wooden door. Entrez! Inside is Aryll's cell where she is imprisoned with the rich girl Mila and poor girl Maggie. Soon, Tetra and her minions arrive, taking the girls away to be heroically rewarded. Pft, who wants reward when you get to fight a giant bird? Uh...yes, did I mention that before? Soon, the Helmaroc King swoops down and is ready to attack.

Quickly (and I mean QUICKLY) take the winding stairs up, avoiding all enemies and pots. If you get knocked off, swim to the pathway and grapple over the gaps, avoiding Big Bird's pecking. At the top, he stops you and tries to peck some more. Use your trusty hammer and smash that beak. At the top, the roof becomes an arena and the battle really gets hot this time. Its main attacks are swooping down on you, blowing you into the spiked perimeter, and pecking with its beak. Get close so he will land. He will try to peck you and get his maw stuck in the ground. Whack with your Skull Hammer. Repeat this two more times to shatter its mask, revealing a really ugly face. The pecking will continue, but this time use your sword. About 2-3 rounds with the sword will do him in.

Once the battle is over, collect the Heart Container, then go up the pathway and through the door to Ganon's room in the tower. Watch the fascinating cinema. Soon, you and Tetra are rescued by Quill and a mature Prince Komali. Valoo sets fire to the tower...but is Ganon really gone? I think not.

The Ritos drop you off with the King of Red Lions at the Tower of the Gods where you will re-enter the golden light to Hyrule. Once in the courtyard, take Tetra inside the castle. Go through the basement opening and towards the centre of the room. Soon, the King of Red Lions reveals himself to be the King of Hyrule. So that dragon boat really can't talk. Drag, there goes my patent. And Tetra is revealed to be the newly reigned Princess Zelda. After a lot of excess chit-chat, exit the castle and return to the puppet boat with the voice-over (okay, the talking boat). You are told of two new temples to explore. Goody. Cruise into the light to return to the Tower.

Before moving on to the first temple, there are LOADS of side quests to complete. But, it won't be too hard now that you have the warp song. First, if you don't have any Hyoui Pear bait, visit one of Beedle's Shop Ships (see Beedle's Chart for locations) and purchase at least 2-3 pears. Warp to B4 (Greatfish Isle) and sail southwest to A5 (Needle Rock Isle). On the island, find the spot with a flame-covered chest. Use your arrows to take out as many Kargarocs as you can spot flying around Needle Rock. There should be one near the ground and 2-3 in the air you can take out. Try until you run out

of arrows, because it's harder to complete the next step with enemies lurking about. When you can't see any more evil birds, take out a Hyoui Pear to gain control of a seagull. Circle Needle Rock using A to flap its wings and the Control Stick (up propels him down and down propels him up). Fly around and touch the switch at the very top of the spire's point to extinguish the fire. Press R to disable control and collect Heart Piece #10 from the chest.

Warp to F2 (Dragon Roost Island). If/when you have 20 Golden Feathers in your Spoils Bag, visit the Rito guard, Hoskit, in the aerie (the first guard on the second floor) and give him your stash. The next day, check a red postbox for a letter from his girlfriend, with Heart Piece #8 attached. From here, sail east to G2 (Flight Control Platform) and locate the submarine. Inside, jump on the switch to summon several enemies. Defeat the ChuChus, Miniblins and Wizzrobes (with arrows) to make a ladder drop. Climb up and get the Platform Chart from the chest.

Now, this may get monotonous, but it's worth several Treasure Charts leading to Heart Pieces and things. Warp to D6 (Southern Fairy Island) & sail south to D7 (Two-Eye Reef). Inside the reef, using your cannon, destroy all Cannon Boats and wall cannons. A chest appears on a peak. Walk around the elevated perimeter of the reef until you get close to the chest. Set the wind with the Wind's Requiem and glide with your Deku Leaf to the chest. Open it for Treasure Chart #13. Warp to B4 (Greatfish Isle) and sail west to A4 (Three-Eye Reef). Repeat the same process with your cannon and collect Treasure Chart #32 from the chest. From here, warp to B4 (Greatfish Isle), then sail east to C4 (Cyclops Reef). Repeat the same process and collect Treasure Chart #21. In this same quadrant, open Treasure Chart #21 and locate the treasure. On the spot, bring up a chest with the Light Ring Chart. Sail east from here to D4 (Six-Eye Reef). Repeat the process and collect Treasure Chart #26. Warp to B7 (Outset Island) and sail north to B6 (Five-Eye Reef). Repeat the process (is it ad nauseum yet?) and collect Treasure Chart #41. Warp to C3 (Tingle Island) and sail northwest to A2 (Four-Eye Reef). Repeat the same process with your cannon and collect Treasure Chart #19 from the chest. In this same quadrant, open Treasure Chart #41 and locate the treasure. On the spot, pull up a chest with the Great Fairy Chart.

Warp to F2 (Dragon Roost Island) and sail east to G2 (Flight-Control Platform). Open up Treasure Chart #19 and locate the treasure's spot. Pull up and open a chest for the Island Hearts Chart. Sail north to G1 (Overlook Island) and open Treasure Chart #13. Pull up the Secret Cave Chart. Warp to D2 (Windfall Island) and sail south to D3 (Northern Triangle Island). Open up Treasure Chart #26 and locate the treasure spot. Pull up a chest with the Octo Chart inside. Warp to F6 (Forest Haven) and sail south to F7 (Boating Course). Open up Treasure Chart #32 and pull up its treasure, the Sea Hearts Chart.

Now you can accomplish some tasks on land. To get both arrow upgrades, first warp to C3 (Tingle Island) and sail west two quadrants to A3 (Western Fairy Island). Hammer the single peg to open the entrance to the familiar conch shell. Inside, the Great Fairy will upgrade your arrow carrier to hold up to 60 arrows. Warp to E4 (Tower of the Gods) and sail east two quadrants to G4 (Thorned Fairy Island). Hammer the three pegs to enter the conch shell, where the Great Fairy maximizes your arrow count to 99.

Warp to D2 (Windfall Island), where you can complete many fun side quests. During the day, talk to Mrs. Marie inside the school. She will ask you to help settle down the group of kids nearby, known as the Killer Bees. They seem like a bunch of ruffians. Let's set them straight. Talk to them and agree to play hide and seek. In the dock area in front of the marketplace,

bang into the big tree in front. You'll need to chase the KB down, so make haste until you catch him. Another KB is behind the Bomb Shop. Go around the shop and sidle across the narrow ledge until you find and catch the second KB. Another is behind the gravestone where you learned the song of passing from Michael Jackson...oops, I mean Tott :o) The last KB is behind a bush on a ledge around the left arch near the school. Once you catch them all, the gang rewards you with Heart Piece #30. Talk to Mrs. Marie inside the school and she will reward you with a Purple Rupee for your trouble. Talk to the gang again to learn about their teacher's upcoming birthday. To find their Joy Pendant, bang into the tree next to the Bomb Shop to uncover the prize. Take it to Mrs. Marie and she will exchange it for a Red Rupee. If/when you have 20 more Joy Pendants, give them to her and you will receive the Cabana Deed, giving you access to the cottage on Private Island (E5). 20 more after that nets you the Hero's Charm. You'll be more prepared for these later.

Also on Windfall Island, you can participate in a trading quest, a classic game originating in Ocarina of Time, involving a "chain letter" of sorts, passing goods from one person to the next for a super prize at the end. First, talk to Zunari at his stall to learn about his lack of goods. He asks for your help. Accept it to begin the quest. This can be completed all at once or gradually, however I will place all instructions here. Zunari will give you a Town Flower, placed in your Delivery Bag to begin the quest. He tells you about the Wandering Merchants, three Gorons who travel the Great Sea. You will need a good amount of rupees to pay a sort of shipping fee to each merchant so he will transfer goods to Zunari. Here is the quickest way to complete this side quest:

From Windfall, sail west two quadrants to B2 (Mother and Child Isle). Remember not to warp to B2 directly, because it takes you right inside the island to the Fairy Queen. On Child Isle, the smallest island, you'll find a giant Goron merchant. Talk to him, then offer him the Town Flower. Trade it for a Sea Flower, and pay him the difference (20 rupees). Warp directly to B4 (Greatfish Isle) and find the merchant on a raft on the left side of the island. Trade the Sea Flower for an Exotic Flower (25 rupees). Now, warp to F6 (Forest Haven) and sail north to F5 (Bomb Island). Trade the Exotic Flower to that merchant for a Sickle Moon Flag (40 rupees). At this point, you can re-visit Zunari at D2 (Windfall Island) and receive the Magic Armour as his thanks. But the trading quest does not stop there, oh no. The Greatfish Isle merchant desires the legendary Shop Guru Statue and will reward you with a Heart Piece for finding it. To get him the statue (and you the Heart Piece), hang on to that Sickle Moon Flag and warp back to B4 (Greatfish Isle). Trade the flag for a Fountain Idol (65 rupees). Warp to D2 (Windfall Island) and sail west two quadrants to B2 (Mother and Child Isles). Trade the Fountain Idol for a Big Sale Flag (35 rupees). Warp to B4 (Greatfish Isle) and trade the Big Sale Flag for a Hero's Flag (75 rupees). With this same merchant, trade back the Hero's Flag for a Postman Statue (100 rupees). Warp to D2 (Windfall Island) and sail west two quadrants to B2 (Mother and Child Isles), and trade the Postman Statue for the Shop Guru Statue (200 rupees). At last! Warp directly to B4 (Greatfish Isle) and trade the Shop Guru Statue for Heart Piece #29. At any time, you can buy these items from Zunari and trade them with Wandering Merchants for three new items: Trade an Exotic Flower for a Pinwheel (55 rupees) at Mother & Child Isles (B2); a Big Sale Flag for a Big Catch Flag (85 rupees) at Mother & Child Isles (B2); and a Fountain Idol for a Skull Tower Idol (65 rupees) at Greatfish Isle (B4).

Return to D2 (Windfall Island) via warp. During the day, the rich girl Mila has become poor and works for Zunari. At night, she stands by the auction house. Talk to her at night and she tells you to go away. Walk away from her towards the stall and she runs off. Slowly follow her while staying out of

her gaze. Hide behind trees and walls as she makes her way around Windfall. If she spots you, she runs off and you must restart the quest by entering a building, then exiting back or playing the Song of Passing. If she is startled, but doesn't see you, Link will meow like a cat to distract her. Follow her around Windfall until she comes to the safe at Zunari's Stall. Catch her in the act of robbing her employer (!). Approach her when a thought bubble is above her head. When she asks questions, choose the first option every time and she will give you an Empty Bottle (which she didn't steal...supposedly).

During the day, enter the mansion via the wooden stairwell and talk to Maggie, now filthy rich from her father's small investments. She yearns for the love of a Moblin guard named Moe that she befriended at Forsaken Fortress. She will ask you to mail a letter for her. Take it and put it in the red postbox near the marketplace, paying for postage (5 rupees). Re-enter the mansion where you'll find a Rito mailman (mailbird?) arguing with Maggie's father (talk about fast service!). The Rito is kicked out of the mansion for trying to do his job. Exit and find the Rito at the cafe next to Zunari's stall. Offer to give Maggie the letter in person. Do just that and she rewards you with Heart Piece #28. If/when you have 20 Skull Necklaces, talk to Maggie's father and exchange them for Treasure Chart #2.

At night, Zunari hosts auctions at the lower level of the mansion. Save up a lot of rupees (at least 300 to be safe, even more to be sure) and enter the fancy red door near the Chu Juice Jelly Shop. Talk to Zunari and participate in an auction. Three auctions give away a Heart Piece (#27) and two Treasure Charts (#18 and #38). During an auction, press A repeatedly to charge up your bidding meter. When it's full, you can place a bid. The others raise bids by about 3-10 rupees, but you want that prize badly, don't you? Pay attention to the time remaining and bid accordingly. A raise of 10% or more boggles the peoples' minds and you run the clock more. Keep this strategy in mind when there are about 10 seconds left. When time is up, if you have the current bid, you win the item. They also auction off Joy Pendants, if you're interested. If a bidding item is not of interest to you, press B to quit, exit, then re-enter the building to start a new auction. Winning the three big items is your goal. If/when you have Treasure Chart #18, open it up and find its treasure on the sea at Windfall. Pull up a...Green Rupee?!?! Oh well, it is a chart completed, after all.

During the day, talk to Kamo, who sits on the stairs in the marketplace, 2x. He wants a pictograph of his favourite thing. At night, climb up the ladder near the school and find Kamo gazing at the moon. On a night when the moon is entirely full (it may take a few plays of Song of Passing to get it right), take a pictograph of it (must be with Deluxe Picto Box). Bring the pictograph to Kamo during the day to get Treasure Chart #31.

Talk to Mimenco, a vain lady standing by the Chu Juice Jelly Shop. Take a pictograph of her and show it to her to receive Treasure Chart #33.

Now, to play matchmaker. Talk to Linda, the lady in the orange dress by the school to learn about her crush on Anton, the walking man & agree to take a full-body pictograph of her and show it to Anton. He is now convinced that he should ask her out on a date. Play the Song of Passing until you find them together in the cafe during the day. Talk to them to receive Heart Piece #31.

To get another Heart Piece, purchase items from Zunari's Stall and place them in the metal things found around town (even in shops). The cheapest way to complete this quest is to purchase Town Flowers (10 rupees each) and use them to decorate the town. When you place about 25-30 items, talk to Sam, who sits on a bench near the cafe and he will give you Piece of Heart #32.





the mountain, defeat the Fire Keese, then hop across the platforms on the lava surface. Defeat the two Magtails with your parry attack and a chest appears. Open it to receive the Power Bracelets, a strength booster that allows you to pick up extremely heavy objects with ease. Your clock disappears, allowing you easy time to get back outside. Lift the huge stone head and throw it to open up a cave. Use the warp to get back outside.

Once in your boat, warp to B7 (Outset Island) and then sail east to C7 (Headstone Island). Approach the giant stone head and lift it off the ground with your extra muscle (\*I'm Popeye, the sailor man\*). Enter the cavern and read the tablet. Take out your Wind Waker to learn and conduct the Earth God's Lyric. A sage named Laruto, who is from the Zora tribe from Ocarina of Time, asks you to find the new sage who plays a harp. Got a good memory? It's Medli.

Warp to F2 (Dragon Roost Island) and make your way up the summit and into the aerie (pull out a block on the first elevated level for easy access). On the second floor, take the second door. Grapple to the ledge at right. Climb up and to the south to find Medli. After a chat, show her your Wind Waker and play the Earth God's Lyric. She will become acquainted with her ancestor and join you in your quest to the Earth Temple. Return to Headstone Island (C7) and at the tablet, conduct the Earth God's Lyric. Medli will play the song, which shatters the tablet, opening up the first room of the Earth Temple.

With the Command Melody, Medli becomes a nice companion whom you will get to play with as well. Carry Medli off the edge and she will fly you both to the door. Carry her through and put her down at the entrance. Defeat three Moblins in this area to clear the room, then carry Medli up the left stairwell. At the top, run with Medli and she'll fly you both to the pillar. Put her down, and stand on that switch. Play the Command Melody to gain control of Medli. Tap A and fly to the next pillar. Stand on the switch there to activate the door. Drop her down by the door and press R to release control. Carry Medli through the east door. Put her down under the beam of light and defeat the ChuChu enemies. Notice Medli's harp reflects the light. Defeat the Dark ChuChus by luring them into the reflected light and tossing them while frozen in stone. Defeat all the ChuChus to unseal the doors. With the Command Melody (from now on, that is what I mean by "take control of Medli" or "as Medli"), have Medli reflect light on the chest to the north. Shine the light on it until it is revealed. As Link, open the chest for the Dungeon Map. Bomb the green Warp Jar to be used later. If you want small prizes, including a Joy Pendant, shoot Fire Arrows at the red curtains and collect the prizes with your Boomerang. Carry Medli through the east door.

Don't walk into the fog (it's called paralyzing fog for a reason). Take control of Medli and stand under the rightmost (south) beam of light. Reflect the light into the fog to the right and hold it there when you release control.

As Link, go down and hammer the peg there to open a door. Carry Medli through the south door. Put her down at the entrance and defeat the Red Bubbles that come out of the crypts. Climb the ladder and pull the block to reveal a light beam. As Medli, reflect the light onto a chest in the south. As Link, open it for a Small Key. Soon, Floor Masters appear. Defeat them quickly. If Medli is captured (at any time) by Floor Masters, she appears in a birdcage in the previous room (it has a statue with two weird eyes and the fog below it). If you are captured, you are dropped off on the floor of that same room. To get her back if you lose her, go to that room and take control of her, then fly out of the cage. You'll have to backtrack from wherever she is captured.

Anyway, once the Floor Masters are gone, return with Medli to the previous

room. Unlock the north door and carry her through. Defeat the ChuChus, then shoot a Fire Arrow at the red curtain at left. A beam of light shines through. Carry Medli into the light and lure the Dark ChuChus into it. Instead of tossing them away, carry two of them onto the switches to create a set of stairs. Quickly climb up them when they appear before the Dark ChuChus revert back to normal. Push the block off the edge to open the east door. As Medli, climb the stairs or fly up if they are gone. As Link, carry her through the door. Put her down by the entrance and defeat the Floor Master in the centre area. Push the first block against the wall to open a skylight. Pick up Medli and carry her into the light. As Medli, reflect it onto a statue on top of a block. The statue will disintegrate. Also, reflect light on the yellow symbols (two on each wall) to blow away sections. As Link, pull the newly revealed block in the north section as far as possible, then push it along to unbar a door. Push the other block nearby to make a chest appear. Throw Medli up to the high ledge, then climb up yourself, and open the chest for the Compass. Collect three fairies in the pot, then carry Medli through the door there.

Put her down by the entrance and defeat the two Moblins. Leave the Poes alone, as you can't beat them just yet. Climb the ladder to the light beam. As Medli, fly to that light and reflect it continually on a Poe to stun it (it begins to hop around). Quickly release control and as Link, slash the Poe to defeat it. Do this for the other Poe as well. When all are gone, a staircase appears. As Medli, reflect light onto the statues to reveal a chest. It contains a Joy Pendant. Carry Medli up the stairs & through the east door. Leave her by the door and drop into the middle. Approach a crypt to make it fall. Collect any prizes and defeat any Redeads that appear. Also collect the Small Key. A ladder will drop when you get them all.

Carry Medli back through to the previous room. Unlock the door to your left. Medli stays outside automatically. You will fight a Stalfos. When it is defeated, two more appear. Defeat them to make stairs appear. Climb them to a chest and open it for...ta da...the Mirror Shield! Sweet! This replaces your regular shield (just toss that family heirloom in the trash!?!), allowing you to reflect light as well as defend yourself. A skylight opens. Make sure your sword is out and reflect light off your shield onto the moon above the door behind you to change it to a sun and unseal it. Go back a room. You can carry Medli back through five rooms to the statue and fog room, or open this neat little passage to it. I vote passage.

Alrighty then...Defeat the Moblins and Poes quickly with your reflective shield. As Medli, fly to the beam of light and reflect it to the east platform around the first step. Hold that position when you release control. As Link, stand in the light from Medli's reflection and use your shield to reflect (re-reflect?) light onto a yellow symbol on the west wall to blow it. Carry Medli through the passageway. There's the door to the room we want, however you can also collect some much needed cash. Reflect the light beam (where DO these come from?) to the statue and collect a Blue Rupee. That's it? Nay, nay. Have Medli reflect light into that area, hold it and release control. As Link, re-reflect (I think I just invented a new word) the light to the yellow symbol. Blowing out the wall gives you a reward of 80 rupees. Now carry Medli through the door to the statue/fog room. Fly across it and, as Medli, reflect either beam of light to one of the statue's eyes. When it changes, hold the pose and release control. As Link, reflect the other beam to the other eye, creating a sun. The fog disappears, revealing a basement level. If you want a Joy Pendant, read this part, otherwise head down to the basement. For the Joy Pendant, take Medli through the south door. Defeat any enemies, then place Medli on a switch in the southwest corner. Enter the door it opens alone and reflect light onto two yellow symbols on the wall to blow them. Open the chest for a Joy

Pendant. Return with Medli to the statue/fog (now sun room) and enter the basement level.

Leave Medli for now and take the stairs down to a bridge. Defeat the Blue Bubbles with your Deku Leaf and sword. Carry Medli across the bridge to the door blocked by a tablet. Conduct and play the Earth God's Lyric to shatter it. Carry Medli through the door. Leave her for now (I wonder what she does when you leave her...) and defeat two Redeads. Reflect the light onto the statue on a block in front of you to disintegrate it. Reflect light onto the mirror to redirect the beam onto another statue, destroying it. Finally, reflect light onto another mirror to blow another statue. Carry Medli through the west door.

Leave her (yet again) by the door and head towards the fog. This can be hazardous. You'll need to navigate the foggy area that is manned by Floor Masters. Ick. To safely cross the room, follow the map on your screen, and go east past the first pair of pillars; turn past them and go between the next pair; and turn east again past them to the third pair. At the north end, open the chest for a Small Key. The fog dissipates upon opening. For a quick and fairly painless way to get a Treasure Chart, defeat all six Floor Masters on the...floor. Be careful not to get caught. Keep a safe distance and use arrows. Once all are defeated, open the chest that appears for Treasure Chart #12.

Carry Medli and backtrack one room. Carry Medli through the east door. Leave Medli there, defeat the closest Floor Master in the foggy area with arrows, then run across the fog to the other side to get the furthest one. Climb up the ledge and hammer the peg to reveal a skylight. Push the mirror/statue as far as you can to reflect light into the opposite end through the gate. If you want a Joy Pendant, shoot a Fire Arrow at the rightmost red curtain and collect it with your Boomerang.

Return to the previous room with Medli. Throw her onto the south ledge, then push the small block to the south ledge. Climb up and unlock the door with Medli. Put her down, then defeat three Red Bubbles and three Poes (using the light beam). Reflect light at two statues to reveal two alcoves with rupees and magic power. Position Link along the east wall, then as Medli, reflect light at Link, hold it, then release control. Re-reflect Medli's light at the statue to disintegrate it, then enter the door with Medli. Leave her at the door and run through both sides of this room to drop crypts, defeat enemies and collect small rewards. When both sides are clear, carry Medli to the northwest end with the tablet and conduct/play the Earth God's Lyric to destroy the slab. Carry her through the door.

Take the stairs down & in the round room here, bomb the boulder to open up the yellow Warp Jar. You can see the Boss Door, but you have no key. Yet. Carry Medli down the spiraling stairs to the south, then fly over & drop off the ledge to the second basement level. Go down the stairs to the north door and enter. This room is massive and somewhat complicated. I've kept my instructions as clear as possible, but if you happen to get lost, there some general rules of thumb: Push/pull all mirror statues onto scorpion floor tiles; reflect light on all yellow wall symbols; reflect light on all statues; and reflect light on all invisible chests.

To start, have Medli fly to a big pillar in the centre. Step on a switch to open a skylight. Drop her down on the main level. As Link, push a mirror statue in the southwest corner to a tile. Do this in the southeast corner as well. As Medli, fly to the two-step pedestal in the southeast and reflect light west to a statue to destroy it. Face southwest and reflect it onto a chest. Release control and have Link open the chest for a Purple

Rupee. On the short pedestal in the east alcove, face the yellow symbols on the wall. Have Medli reflect light at Link (southeast), then have Link re-reflect light on the four wall symbols. A statue is revealed. Push/pull it along the track to a floor tile. Go to the mirror statue in the centre of the room (from the east side) behind a statue Medli destroyed and pull it along the track onto a floor tile. A short cinema with a "W" shaped light beam shows. If it doesn't re-read this part from the beginning and try again.

In the northwest corner, stand on a two-step pedestal near the chest in the path of a light beam. Facing southeast, reflect light onto the chest with a Joy Pendant inside. Turn left and shine light on a statue near the chest to blow it & reveal a mirror statue behind it. Shine light on the southwest wall symbol to blow that wall, revealing an alcove we'll visit later. Stand on the smaller pedestal nearby and face four wall symbols to the northwest. As Medli, fly to the pedestal near Link and reflect light to him. Hold that position and release control. As Link, re-reflect the light to the four wall symbols to reveal another mirror statue. Pull it to a floor tile. Pull the statue to the west along its track (shaped like a zig-zag "Z") onto a floor tile. A short cinema appears with that same wall statue with two weird eyes and two small light beams. If it doesn't, re-read and try again. As Medli, fly to a two-step pedestal at the north end and reflect light to an eye of the wall statue. Hold it and release control. Have Link reflect light on the other eye to create another sun figure and open a door to the north.

First, smash pots in the east alcove for 50 rupees and in the northwest alcove for about 100 more rupees. To get a Treasure Chart, go through the southwest alcove door to a small room. You can have Medli reflect light on each crypt (one at a time) and defeat each Stalfos inside. I wouldn't recommend fighting three at once! You can also reflect light yourself, dontcha know. Defeat the three Stalfoses to make a chest appear. Pull out the block to reach the upper part and open it for Treasure Chart #20.

Go back to the big room and carry Medli through the north door. If you can't find her, she's probably at the south door. Either climb the ladder there or play the Command Melody. Leave her by the door and fight two Blue Bubbles and a Darknut. I'd say take out the Bubbles first, as they disarm you if touched. Use your Deku Leaf and sword, then take out the Darknut. A gate will open to the north. Open the fancy chest for the Boss Key.

Carry Medli back to the big labyrinth room, then out the south door. As Medli, fly up to the first basement level, then have Link climb the vines to that level as well. Have Medli fly with Link across the level to the boss door. Collect rewards from the pots, then save and enter the boss door to fight Jalhalla. He is actually a fun boss, and quite easy to beat.

He attacks with fire and wind, swinging his lantern and blowing you into the spiked perimeter. He will also try to flatter you if you get too close to him. Use the light source and reflect it with your Mirror Shield onto Jalhalla. Hold it until he falls down. Pick him up and throw him into a spiked pillar to release lots of smaller Poes. Use your sword to slash them (2 hits each). Towards the end, the spotlights may disappear & move around the arena to a different spot. Repeat the same strategies until all small Poes are gone, thus ending Jalhalla's wrath.

When you do win, collect the Heart Container and step into the warp. Medli and Laruto play a lovely duet and an extra notch of power is added to the Master Sword. You arrive back at Headstone Island. Since you have Treasure

Chart #20, open it up and warp to F6 (ForestHaven), then sail north to Bomb Island (F5), and uncover its treasure, Heart Piece #41. Now, you can move on to the next temple.

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[Z6.10]

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\*Wind Temple\*

Items/Weapons: Iron Boots, Hookshot, Hurricane Spin Attack  
 Heart Pieces: 3 // 43/44  
 Treasure Charts: 5 // 41/41- #s 36, 35, 5, 25, 27  
 Special Charts: 1 // 11/12- Ghost Ship Chart  
 Great Fairies: 0 // 8/8  
 Empty Bottles: 0 // 4/4  
 Songs: Wind God's Aria

To proceed, you need another item found within an island's cave. Warp to D6 (Southern Fairy Island) and sail east to E6 (Ice Ring Isle). This island is the exact opposite of Fire Mountain (at first), but you'll see how similar it really is. Get close without getting frozen and shoot a Fire Arrow at the cavern entrance (a dragon's mouth). The island is partly melted, allowing access. Like last time, you have 5 minutes to navigate inside and get the treasure.

Climb up on the ledges at the back of the island and go along to reach floating platforms. Everything is ice, so be careful not to fall into the water. Expect some slip-sliding along. Hop along these platforms until you reach the dragon's mouth, now open for business. If you have 2:00 or more left on the clock, you're in good shape. If not, return to your boat and retry. Once inside, slide along the narrow icy bridge and onto a platform. Take out any Keese with your Boomerang. If at any time you fall in the water, swim to a stony ledge and grapple the wooden pole, then pull yourself up onto it. Climb onto another icy path to a stone ledge. At the end is a chest and inside are the Iron Boots. These handy boots are a recurring item from Ocarina of Time and serve the same purpose: to allow you to navigate through windy areas without being pushed back. The clock disappears, allowing you easy time to backtrack out of the cavern. Head right and wear the Iron Boots to pass through the wind gusts to the warp. Before moving on, find the frozen treasure chest on the east side of the island. Shoot a Fire Arrow at it to melt it and open it for Treasure Chart #36.

Now, warp to D2 (Windfall Island) and sail north to D1 (Gale Isle). Notice the island's name. Could this be home to the Wind Temple? At the island, a powerful wind blows from a rock-covered cavern. Wear the Iron Boots and walk to the cracked entrance. Use your Skull Hammer to smash through it and enter. At the tablet, take out your Wind Waker and learn/conduct a new song, Wind God's Aria. Fado, a sage of Kokiri ancestry (a tribe from Ocarina of Time) appears and asks you to find the new sage who plays the violin. Hmm...

Warp directly to F6 (Forest Haven) and climb up to the platform with two waterfalls ahead of you. You'll hear soft music and see cute little music notes from the rightmost waterfall. What ho? Grapple the pole above the

waterfalls and aim lower to swing into the right waterfall. You'll come across a secret cave where Makar is practicing a new song. Conduct the Wind God's Aria in front of him and he will become the new sage of the Wind Temple. With Makar sitting on the King of Red Lion's head, you're all set. Warp to D2 (Windfall Island) again and sail north to D1 (Gale Isle). At the tablet inside, conduct/play the Wind God's Aria to shatter the tablet and enter the temple. Makar is used the same way as Medli in the Earth Temple, but Makar has very different and useful skills.

To start, carry Makar through the door to go forward. Defeat the Wizzrobe here with arrows, and the Stalfos that appears. Also, bomb the blocking on the Warp Jar in case you need it later. Stay in the recess near the mounds of soil, then as Makar (with the Command Melody) fly forward onto the landing far ahead and press the switch to stop the wind gust. Go back to the two mounds of soil and press A when it flashes to plant a seed and grow a tree in each spot. A chest appears with an Orange Rupee inside. Also as Makar, fly to the north end and release control. Collect that rupee reward, then climb onto the highest springboard at the south end. Equip the Iron Boots to weigh it down. Take off the boots to spring up, then glide with the Deku Leaf to the north end.

Carry Makar into the next room. Place him by the entrance (hope he brought a deck of cards) and defeat two Armoses. Facing the pinwheel, blow wind with the Deku Leaf to flip the wall up, revealing more space. Go past the blade trap that moves across the room horizontally then, as Makar, fly to the north end and plant two seeds in the mounds to unseal the door. As Link, carry Makar through to the next room. As Makar here, fly to the three ledges and plant a seed in each mound. The doors will unseal...but unfortunately poor Makar is kidnapped (Korok-napped?) by Floor Masters. We'll rescue him later, don't you worry.

Take the right door for now. This is part of a big main room with three Head east and take the door there. Defeat two Peahats, then move past the blade trap. Stand on a cracked floor tile and equip the Iron Boots to break through. Defeat the Floor Master, then activate the pinwheel with your Deku Leaf to flip the wall up. Spring up on the springboard near the pinwheel to the floor above you. Find a chest with a Joy Pendant in the north alcove.

Take the door right of the tablet forward. Glide south with the Deku Leaf right into an updraft for extra momentum, then left onto a platform. Step on the switch to open the gate, then glide on through. If you fall at any time, climb the vines on the wall to get back up to the beginning. Defeat the Wizzrobe, then glide through the next gate to the ledge. Open the chest for the Dungeon Map. Glide again north into an updraft, then onto a platform. Refill your magic meter from the plants. With a full (or nearly full) meter, glide through the left (new) gate and steer into another updraft, landing on a platform. Defeat a Wizzrobe and three Peahats, then glide to the ledge beyond, using yet another cyclone for help.

Take the door there to return to the main room. Bomb the blue Warp Jar at right, then activate a heavy-duty switch with the Iron Boots on to open the floor. Drop down to the basement level, using your Deku Leaf to parachute and avoid losing health. Defeat the Peahats here, then take the south door (the only one unlocked). Drop through the leftmost floor tile with your Iron Boots and defeat the ChuChus. Push the block with the springboard under a dark floor tile to the south to line them up, then push the other block so they are side by side & you can reach and spring back up a level. A chest on the upper part holds a Small Key. Crash through each of the five floor tiles, defeating a set of enemies for each (the next four have Armoses, Floor Masters, nobody, then four Green ChuChus). A chest with Treasure Chart #35 appears.

Take the door back to the previous room. Unlock and enter the north door. Defeat the Wizzrobe mini-boss and any enemies it summons. Focus on the Wizzrobe as much as possible so that you can beat him and stop the onslaught of enemies. After his defeat, open the chest that appears for the Hookshot. This handy item, another recurring item from Ocarina of Time and Majora's Mask, can act as a weapon, but is mainly used to attach yourself to target objects and pull yourself towards them. Practice this now by hookshotting a target above the north platform to pull yourself to it. Hammer the peg there to open the south door and head on through.

Clear the room of Peahats, then navigate the platforms along the perimeter of the floor with your Hookshot, making your way up. Start at the north end's target, then on the third platform, turn northeast. On the fourth spot, glide west with your Deku Leaf to the alcove with a chest. Inside is the Compass. Springboard up and glide to the higher platform at right. Hookshot up, then turn northwest and ascend two more platforms. Spring up to a long platform just below Makar's cell. Hookshot onto the target at right to the cell. Target the symbol on the stone head blocking the doorway with the Iron Boots on to knock it down. Open the chest inside Makar's cell for a Joy Pendant.

Drop down to the platform in front (below) the cell and hookshot to the west alcove. As Makar, fly there as well. Carry Makar through that door. Defeat the Wizzrobe and Red Bubble here, then hookshot to the trees Makar planted, making your way to the north end. As Makar, easily fly up there & carry him through to the next room. Now you can defeat Blue Bubbles with ease. Target them with your hookshot and when they are pulled towards you, their magic dispels and you can slash away with your sword. Do that for the two closest Bubbles, then have Makar fly to the first mound and plant a tree. He'll be safe. Hookshot there yourself and eliminate the last two Blue Bubbles. Have Makar plant trees up to the east end, then have Link hookshot to them. Leave Makar by the door and defeat the Floor Master, then carry your little friend through the next door.

Place Makar on a switch, then step on the other yourself to open a gate. As Makar, drop to the basement level and plant two trees in the mounds there. This activates a giant fan, sending a huge updraft up the three levels of the main room. As Link, glide with your Deku Leaf to the highest level and onto the east alcove. Open the chest for another Joy Pendant. Then, ride the updraft to the south end on the same level and through the door (leave Makar alone for now). In the arena that follows, defeat six Armoses to unseal the north door. Open the chest here for a Small Key, then return to the previous room.

Hop down when the fan is off to the next lowest level (1st floor) and glide to the east end. Defeat the Armos Knights, then have Makar fly to that same spot. It's good to have Link near the edge of the alcove so that you can see him as Makar. Carry Makar through the door there. Drop to the lower level and activate the pinwheel. Spring up & carry Makar to the tablet and play the Wind God's Aria to dismantle it. Go through the door revealed. Defeat three Darknuts in this room (a really fun battle, if I do say so myself). This opens the west door, but first open the fancy chest in the east alcove for the Boss Key, then carry Makar through that door, activate the pinwheel & go back through the door ahead.

Drop to the basement level. When the fan is off, drop between the blades to a secret spot and carry Makar through the locked door. Defeat two Stalfoses and a Wizzrobe, then hookshot up to the highest platform where a heavy-duty switch lies. Activate it with the Iron Boots to open the east door. Before you leave, pull down all the stone masks with your Iron Boots and Hookshot to

reveal two Bokoblins hiding inside. Defeat them to reveal a chest with Treasure Chart #5. If you get knocked down by the statues (which is likely), use arrows to beat the Bokoblins from a distance or hookshot them close to you. If you run out of arrows, exit and re-enter the room to reset it (this goes for any room in the dungeons).

Head through the east door with Makar. Defeat three Shield Bokoblins and two Armos Knights. Remember, if you fall, climb the vines up. Carry Makar up to the horizontal wind drafts, then as Makar, carefully fly to the mound and plant a seed, avoiding the Floor Master at all costs. If he gets caught, you'll have to find and rescue him in that cell in the big main room. As Link, hookshot to the new tree and defeat the Floor Master and four Peahats.

Carry Makar through the door to the next room. Set him down by the entrance to solve this puzzle solo. Push a block forward and box in the first blade trap. With your Iron Boots on, box in the next trap with another block. Push the third block to the opposite end and into the ravine. Pull the block boxing in the second blade trap (closest to the ravine) and line it up with the block in the ravine, then over it to box in the last blade trap. Push the first block across the first two blade traps to box in the 2nd one again. Head back to Makar and carry him across the room, with your Iron Boots after the first blade trap, to the tablet. Conduct and play the Wind God's Aria to destroy the tablet. Collect small prizes from the pots and bomb the yellow Warp Jar.

If you want a Joy Pendant using that Warp Jar, read on, otherwise enter the boss door (leaving Makar behind) and read the next paragraph on fighting Molgera. To get the Joy Pendant, take the Warp Jar here to a room near the beginning. Use the springboard & glide up to the north room and through it. Activate the pinwheel to flip the wall up. Step on the switch beyond the wall to flip it back. Hookshot the target above the switch pulling you into a secret alcove. Activate that pinwheel to change the wall into a platform. Go along the wall/platform and pull down the stone masks with your Iron Boots and Hookshot. One contains a Joy Pendant. To return to the Boss Door, drop through the cracked floor tile and go back one room. Take this & the next Warp Jar to the Boss Door. Enter the boss door to fight Molgera.

Molgera is a sandworm redesigned after a boss in Ocarina of Time. It snaps at and swallows you if you get too close (stay out of the dark sand to avoid this), and also summons smaller versions of itself to annoy you. Target and hookshot Molgera's blue tongue to reel it in, then slash away with your sword. If it disappears, defeat its two duplicates by hookshotting and slashing. It should reappear soon, then continue with the same strategy. Blocked views and blowing sand make this battle tougher.

After defeating Molgera, collect the Heart Container and step into the warp to witness another sweet duet. A second power is added to the Master Sword, completing its restoration. Now it is as powerful as it was 100 years before! You are nearly ready to face Ganon. Well, not quite. Close enough. Upon returning to Gale Isle, you can complete some minor side quests before moving on.

Warp to B7 (Outset Island). While here, you can acquire a new sword technique. If you have at least 10 Knight's Crests, visit Orca and give them to him. He will teach you the Hurricane Spin attack, a neat gimmick, though not really useful. I think fighting the Darknuts for the Crests was more fun, but I digress...Also while here, you should find a huge black pig at the farm from when you gave small pigs to Rose. You can now lift the pig with your Power Bracelets on. Carry the pig across the pier to the dark soil patches at the east end. With a batch of All-Purpose Bait, put the pig down on the soil and spread the bait on the patch. The pig will dig





\*Triforce of Courage\*

Items/Weapons: None  
Heart Pieces: 1 // 44/44  
Treasure Charts: 0 // 41/41  
Special Charts: 1 // 12/12- IN-Credible Chart  
Great Fairies: 0 // 8/8  
Empty Bottles: 0 // 4/4  
Songs: None

Before moving towards Ganon's Tower, let's review some very important details on getting there. If you've followed this walkthrough from beginning to end, you should be well on your way to gathering the Triforce of Courage. If not, search the walkthrough pages for details on the following: Freeing Tingle; getting the Picto Box & Deluxe upgrade; getting the Cabana Deed; getting the IN-credible Chart; getting Bombs, Grappling Hook, Skull Hammer, bait, Hero's Bow, Hookshot and Power Bracelets; and getting the two rupee, arrow and bomb upgrades. You would also be wise to have spread bait for Merman on each island of the Great Sea to get a detailed Sea Chart for each island. However, the above details are most important.

Now that you have all of the above, there are 8 Triforce Charts to find. The first couldn't be easier. Warp to B4 (Greatfish Isle) and sail south two quadrants to B5 (Islet of Steel). With your cannon, bomb the surrounding cannon boats, especially the big one blocking the opening. Sail inside and stand on the blue wind crest. Conduct the Wind's Requiem and open the chest to get Triforce Chart #1.

The second chart requires the Cabana Deed. Warp to E4 (Tower of the Gods) and sail south to E5 (Private Oasis). Approach the cabana's door and show the evil butler your deed to gain access. Once inside, you may amuse yourself with the Sliding Picture Puzzle (see Mini-Games page) and/or get to the Triforce Chart. Grapple the lever on the ceiling to extinguish the fire, opening the fireplace to the basement. Once down in the rat-infested, flooded basement (enjoy!), you're at the mercy of my directions as there is no map or compass. Defeat any rats with your Boomerang, then go straight, and take a right at the fork. Keep right to a ladder and drop underground. Crawl through the rightmost tunnel, going left, right, straight, and right up a ladder. Hammer down two pegs to open two gates. Take the gate left and down the ladder to two tunnels. Taking the left one brings you to an Orange Rupee (the path is one-way). Grab that if you want, then take the right tunnel (also one-way) up another ladder. Hammer another peg up ahead to open a gate. Go through the gate, heading straight to another ladder. Go down to two tunnels. Take the one by the ladder and go right, left and left again to four pots. Smash them for a lot of Rupees. Backtrack to the other tunnel and go left, right, left and right again to more pots. Smash them for even more rupees. Go back through the tunnel, this time left, left and right to a ladder. Climb up to two pegs already hammered in. Go through the right gate towards the warp, then turn around, and go down the right hallway. Take a left to pass a peg already hammered and drop into a hole with no ladder. Defeat two Redeads (what kind of deeds did Mrs. Marie do over the summer?). Smash two pots to reveal a tunnel and take its only path to a ladder. Climb up to a wind crest. Play the Wind's Requiem on it and collect Triforce Chart #2 from the chest. Hammer the peg to open a gate and take the warp out of this hellhole.

For the next chart, make sure you have a few Hyoi Pears and several arrows handy. Warp to F6 (Forest Haven) and sail northeast to G5 (Bird's Peak Rock). Aim your Hero's Bow at the tall peaks in the distance.

There are 6 peaks, all of which can be seen from the lower level of the island. Pick off any Kargarocs (five total) you can spot with your arrows. The telescope is handy to spot them. You will probably not hit them all, but get as many as you can see. Then use a Hyoui Pear to summon a seagull and take control of it. Fly the seagull to each peak and touch all six white switches to unseal the cavern. Avoid any leftover Kargarocs. If you are hit by one, you'll need to resume the quest with another Hyoui Pear. When the cavern is unsealed, enter the hole, stand on the wind crest and conduct the Wind's Requiem. Open the chest for Triforce Chart #3.

If you've followed the walkthrough thus far, you will already have the Ghost Ship Chart in hand. If not, check my Treasure Charts page for help. The chart itself is rather odd reading, so I'll decipher it for you. At night, check the phase of the moon. Depending on its shape, the Ghost Ship appears at seven different islands. Full moon = Crescent Moon Island (E1); Left crescent moon = Spectacle Isle (C2); Right crescent moon = Five-Star Isles (G7); Left half moon = Bomb Island (F5); Right half moon = Star Belt Archipelago (G3); Left three-quarter moon = Diamond Steppe Island (A6); and Right three-quarter moon = Greatfish Isle (B4). Sail to one of those islands depending on the moon's phase and you'll find a glowing ship with blue flames within the quadrant. Sail directly into the ship to enter it. Defeat two Poes and the summoning Wizzrobe (plus any enemies it summons) to clear the room. A ladder drops. Climb it up to a chest and open it for Triforce Chart #4. Once you have it, you automatically leave the ship and it never reappears again. Spooky.

Next, sail to A5 (Needle Rock Isle). If the Ghost Ship was at A6, you can sail directly north, or warp to Greatfish Isle (B4) and sail southwest. At Needle Rock, look for a gold cannon boat surrounded by two regular cannon boats. It would be safer to bomb all three, but focus on the gold one and pull up its treasure under a ring of light to get Triforce Chart #5.

The next chart is on your home island. Warp directly to Outset Island (B7) and go up the path to the broken bridge before the Forest of Fairies. If you talk to Old Man Ho-Ho, he is looking directly at your destination. Use your telescope to find a giant stone head slightly south on the right side of the forest. Stand on the rock peak behind Old Man Ho-Ho and set the wind to the northwest. Glide with your Deku Leaf to the island where the stone head sits. Make sure you have a full inventory (health, magic, items) before continuing. Lift the stone head and toss it to reveal a secret cavern, the Savage Labyrinth. Drop down to begin. Each floor has a group of enemies, and every ten floors holds enemies from a particular region you visited. Each set of enemies becomes more and more challenging to fight. Also, no enemies drop items of use, so use your Grappling Hook on them to pull items off them and collect items on every tenth level in the pots. You can exit the Labyrinth on every tenth floor if you wish. For a detailed list of enemies here, see my Treasure Charts page. On the 30th floor, play the Wind's Requiem while standing on the wind crest and open the chest for Triforce Chart #6. But don't exit yet. Reflect light on the statue to open a hole and finish off the last 20 floors to receive Piece of Heart #44. It's worth it in the long haul if you intend to complete everything in the game.

After exiting the Labyrinth, warp to D6 (Southern Fairy Island) and sail northwest to C5 (Stone Watcher Island). Lift the giant stone head on this island and enter the hole. Go through the door ahead of you. This is a lobby with a centre arena and five doors surrounding it. From left to right, enter each door and fight the enemies inside (four Armoses, two Moblins, three Wizzrobes, and five Bokoblins). After defeating each set of enemies, exit the room and a torch will be lit above the door. After defeating the last set, two Darknuts appear in the lobby area. Defeat them to open the

sealed door directly across from the entrance. Enter it, play the Wind's Requiem on the wind crest, and open the chest for Triforce Chart #7.

Exit and warp to F2 (Dragon Roost Island), then sail northeast to G1 (Overlook Island). Hookshot to the closest palm tree from your boat, then hookshot to each tree until you reach a hole. Enter another secret cavern. This is the same procedure as the last chart, but with different, harder enemies. Again, from left to right, defeat three Armos Knights, two Stalfoses, two Wizzrobes, and five Shield Bokoblins in pots. In the lobby, four Darknuts appear (what a fight!). Defeat them, enter the newly unsealed door, and play the Wind's Requiem on the wind crest to get Triforce Chart #8. Finally!

Now comes a slight challenge, depending on your spending habits. You should have the biggest rupee wallet if you followed my walkthrough, otherwise see my Great Fairies page. You need 3184 rupees to get Tingle to decipher your Triforce Charts. If you don't have the IN-Credible chart, check a red postbox and pay an additional 201 rupees for postage due to receive it. If you don't have enough rupees, check your remaining Treasure Charts that contain rupee prizes. Those are your biggest sources of rupees. Another thing you can do is exchange any leftover Spoils Bag items to Beedle for some extra cash. It's not much, but it might help. Once you have the money, warp directly to Tingle Island (C3) and climb the totem pole in the middle of the island (actually, the only thing on the island). Talk to Tingle (in green) and he will offer to decipher your charts. One by one, give him each of your 8 Triforce Charts and 398 rupees each to decipher them. Once he's translated all 8 charts, the locations of the 8 Triforce Shards (making up the Triforce of Courage) are revealed. Sort of. The shape of the island is revealed...so I'll tell you where they actually are.

First, open up all your Triforce Charts, then warp to Greatfish Isle (B4) and find your first shard. Look for a tall ring of light and follow your chart. On the X, pull up the chest with the shard. Continue this process for the next seven islands. Here's how to get there: warp to D2 (Windfall Island) and sail north to Gale Isle (D1) for Shard #2. Next, warp to Tingle Island (C3) and sail south two quadrants to Stone Watcher Island (C5) for Shard #3. Then, warp directly to Outset Island (B7) for Shard #4. Warp to F6 (Forest Haven) and sail east to G6 (Cliff Plateau Isles) for Shard #5. Warp to E4 (Tower of the Gods) and sail southwest to D5 (Southern Triangle Island) for Shard #6. Warp to F2 (Dragon Roost Island) and sail north to F1 (Seven-Star Isles) for Shard #7. And finally, warp to D6 (Southern Fairy Island) and sail south to D7 (Two-Eye Reef) to find Shard #8. The Triforce of Courage appears on your Quest Status menu.

Now, to return to Hyrule. Make sure you have all Heart Pieces, Treasure Charts (and their treasures), and other side quests completed before continuing, because returning to the Great Sea becomes more difficult as you progress. Also, have a full inventory (health, magic, and items), and have fairies, red/blue potions, and/or Elixir Soup in your bottles just in case. When you're ready, warp directly to E4 (Tower of the Gods) and sail forward where the golden light returns. Enter the castle, now in ruins, and go down through the basement opening. Zelda will turn around and then disappear, with Ganon summoning two Mighty Darknuts and a ring of fire to surround you. Defeat the two guards to extinguish the flames. Go back upstairs and out the opposite exit onto the castle bridge. At the magic barrier, slash it with your Master Sword to dispel it. Along the way, defeat Peahats, Red ChuChus, Moblins, and another Mighty Darknut. Hookshot targets to get over gaps, defeating the Keese. At the end, hookshot to enter Ganon's Tower.

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\*Ganon's Tower\*

Items/Weapons: Light Arrows  
Heart Pieces: 0 // 44/44  
Treasure Charts: 0 // 41/41  
Special Charts: 0 // 12/12  
Great Fairies: 0 // 8/8  
Empty Bottles: 0 // 4/4  
Songs: None

Head forward through the door. The main hall is a lava filled room with a sealed door and four bridges leading to guarded rooms, one for each dungeon level in your quest, with obstacles that are similar to their dungeon trials and a rematch with the dungeon's boss.

Head down the leftmost bridge, defeat the Bokoblin guard and enter the door to the Dragon Roost Cavern room. Use water jars to cross the lava (or use Ice Arrows). Shoot an Ice Arrow at the lava plume, and ride it up a level. Run and glide with your Deku Leaf to the boss door, avoiding any Red Bubbles hovering about. Enter the boss door ahead of you to re-fight Gohma. See boss section if you need a refresher. Enjoy the cool black-and-white hues. When you defeat each boss, you are returned to the centre of the main room.

Enter the second door to the left, the Forbidden Woods room. Activate the pinwheel at left to summon a cable platform. Ride it as far as possible. Leap off and glide to the moving platform. Activate the next pinwheel to summon another cable platform. Glide to it and ride it to the end. Glide to the next moving platform and hop to the next one. At its highest point, glide with your Deku Leaf to the boss door to re-fight Kalle Demos.

After the battle, enter the third room to the left, the Earth Temple room. Roll past the crypts to avoid the enemies and climb the stairs to another row of crypts. At the end, is a constant pressure switch that creates stairs leading forward. Reflect light from the source nearby with your shield to take out the Poes. Lure and solidify a Dark ChuChu near the switch and place it on the switch. Run up the stairs to reach the top in time. Another stair/ChuChu/switch puzzle awaits, this time the switch and light are on opposite ends of the room. Lure the Dark ChuChus to the switch, then quickly reflect light from the opposite end to freeze them. Run/roll forward and place the ChuChu on the switch, then quickly take the stairs. Avoid the slow-moving Stalfos. At the top, enter the boss door to re-fight Jalhalla.

After the fight, enter the fourth room from left (the last one), the Wind Temple room. Defeat the Wizzrobe, then spring up and glide to the other side of the spiked line. Spring up and glide again between the updrafts. Defeat two Shield Bokoblins, then hookshot to the ledge and enter the boss door to re-fight Molgera. After defeating the fourth boss, the sealed door shatters.

Take it forward to a staircase. Defeat Miniblins along the way and enter the door at the top. Take the door to the right to see a set of lit torches. The King of Red Lions tells you to remember the details. You may want to

read the tablet here as well. Leave this room and enter the room straight ahead. With your Boomerang, target the switches in this exact order: inner right, outer left, outer right, inner left. This opens a passageway and your boat enters the room, rather spookily I might add. A purple warp appears which lets you return to Forsaken Fortress and gather any items you may need. If you are drastically low on anything, by all means use the warp.

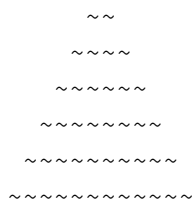
When you are ready to continue, go back a room and enter the left door where the torches and tablet were. Drop into the open pit to enter the next part of the tower. You reach an arena where Phantom Ganon returns. This fight is different from the last one at Forsaken Fortress (Part II). If he uses a purple energy ball, avoid it, and wait for the white one to appear. Like the previous battle, bounce it back and forth with your sword, then slash him when he's down. A third attack may occur where five Phantom Ganons approach, but only one is real. Strike the real one seconds after the others disappear. When he disappears, his sword is left behind. Follow the hilt (handle) of the sword and enter the corresponding door. A confirmation bell will sound if you did it right. Continue fighting the Phantom Ganons that appear. After seven battles, a chest will appear in the middle of the room. Open it for the Light Arrows.

Go through the door the handle points at and you return to the main room of the tower. Fight one more Phantom Ganon, just by shooting a Light Arrow at him to easily defeat it. Pick up his sword left behind and toss it at the wall with a horned symbol on it to break it open. Enter and go up the long stairway. Along the way, fight three Moblins, a Darknut, and two Mighty Darknuts to open the door at the top.

Enter and watch a cinema with Ganon and Zelda. You enter into the first of two phases of the Ganon fight, each involving three parts. See boss section for help on defeating Puppet Ganon. After Puppet Ganon retreats, climb the red string left over and climb up to a chandelier platform. Grapple and climb up onto the pole above you. On that platform, smash the pots to get hearts and magic vials. Grapple the next pole and climb up to a third platform. Smash a lone pot on the edge to get a fairy. Bottle it if you can. Bomb the Warp Jar to unseal it. You can use it if you want to reach the bottom level of this room and go back to get items. There are also several Morths which can leave small prizes and pots with magic, bombs and another fairy.

When you are ready to finish Ganon off, look for a red platform with a blue door. Hookshoot the target above it and enter the doorway to continue your fight with Ganon. See boss section for more help on the last phase, fought in three stages. After the battle is over, watch the sweet end cinema, unfortunately short-lived, but pleasant none the less. Congratulations on finishing Wind Waker! Wait until after the end credits to save the game and restart it with new clothes and the Deluxe Picto Box in your possession to complete the Nintendo Gallery. See my page on that for more details. Hope you enjoyed the game and found this walkthrough helpful.

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[Z7]



\*Heart Pieces\*

Heart Pieces are found throughout your quest either by completing a side quest, a good deed, from a Treasure Chart or by simply navigating dungeons. Four Heart Pieces create a Heart Container, which adds one heart to your health meter. There are 44 Heart Pieces to be found, and here's how: BTW, all Heart Pieces are listed in the walkthrough according to location, and are numbered the same way as in this list.

1) Location: Forsaken Fortress (A1)

What You Need: Nothing

How: Find chest on first floor, hit the switch to open the cell.

2) Location: Windfall Island (D2)

What You Need: Rupees

How: Squid-Hunt minigame, your first win

3) Location: Any red postbox

What You Need: Complete Dragon Roost Cavern & Forbidden Woods

How: Open letter from Chieftain

4) Location: Crescent Moon Island (E1)

What You Need: Treasure Chart #11

How: Locate treasure from chart.

5) Location: Spectacle Isle (C2)

What You Need: Rupees

How: Cannon minigame, first win

6) Location: Pawprint Isle (E2)

What You Need: Nothing (bombs for a Joy Pendant inside)

How: Slash the grass to clear an entrance and crawl into the dome.

Locate chest.

7) Location: Any red postbox

What You Need: Complete Mail Center minigame at Dragon Roost

Island (F2)

How: Open letter from Baito's mother

8) Location: Any red postbox

What You Need: Give 20 Golden Feathers to Hoskit at Dragon Roost

Island (F2)

How: Open letter from Hoskit's girlfriend

9) Location: Six-Eye Reef (D4)

What You Need: Nothing

How: Clear submarine.

10) Location: Needle Rock Isle (A5)

What You Need: Hyoui Pear

How: Take control of a seagull and fly to the peak to hit the switch and exhaust the flames covering the chest. Open the chest for the piece.

11) Location: Diamond Steppe Island (A6)

What You Need: Treasure Chart #23

How: Locate treasure from chart

12) Location: Headstone Island (C7)

What You Need: Hyoui Pear

How: Take control of a seagull, and fly it to the peak where it sits.

13) Location: Angular Isles (E7)

What You Need: Nothing

How: Climb the moveable block tower island to reach the chest.

14) Location: Five-Star Isles (G7)

What You Need: Nothing

How: Clear the submarine.

15) Location: Seven-Star Isles (F1)

What You Need: Boomerang

How: Defeat Big Octo.

16) Location: Flight Control Platform (G2)

What You Need: Deku Leaf, Rupees

How: Win Bird-Man Contest minigame

17) Location: Tingle Island (C3)

What You Need: Boomerang

How: Defeat Big Octo

18) Location: Greatfish Isle (B4)

What You Need: Deku Leaf, Wind Waker, Wind's Requiem

How: Set the wind accordingly and glide into secret alcove with a chest.

19) Location: Stone Watcher Island (C5)

What You Need: Bombs or Boomerang

How: Defeat wall cannons on Sea Platforms

20) Location: Angular Isles (E7)

What You Need: Treasure Chart #15

How: Locate treasure from chart

21) Location: Star Island (B1)

What You Need: Bombs

How: Destroy boulder, clear secret cavern

22) Location: Rock Spire Isle (B3)

What You Need: 950 rupees

How: Purchase from Beedle's Shop Ship

23) Location: Rock Spire Isle (B3)

What You Need: Bombs

How: Destroy cannon boats, pull up chest from ring of light

24) Location: Bomb Island (F5)

What You Need: Bombs

How: Destroy boulder, enter and clear secret cavern

25) Location: Southern Fairy Island (D6)

What You Need: Treasure Chart #4

How: Locate treasure from chart

26) Location: Differs (likely end up at Star Island, B1)

What You Need: Forest Water

How: Withered Deku Tree side quest



27) Location: Windfall Island (D2)

What You Need: Rupees

How: Win auction

28) Location: Windfall Island (D2)

What You Need: Defeated Helmaroc King

How: Mail letter for Maggie

29) Location: Windfall Island (D2)

What You Need: Rupees

How: Wandering Merchant side quest

30) Location: Windfall Island (D2)

What You Need: Nothing

How: Play hide-and-peek with Killer Bees

31) Location: Windfall Island (D2)

What You Need: Deluxe Picto Box

How: Take photo of Linda, show to Anton, wait 1-2 days, see them at cafe.

32) Location: Windfall Island (D2)

What You Need: Rupees

How: Purchase a product from Zunari's Stall and place them around town in the holdsters, place about 25, talk to Sam

33) Location: Pawprint Isle (E2)

What You Need: Treasure Chart #30

How: Locate treasure from chart

34) Location: Rock Spire Isle (B3)

What You Need: Treasure Chart #2

How: Locate treasure from chart

35) Location: Three-Eye Reef

What You Need: Treasure Chart #38

How: Locate treasure from chart

36) Location: Forest Haven (F7)

What You Need: Treasure Chart #31

How: Locate treasure from chart

37) Location: Five-Star Isles (G7)

What You Need: Treasure Chart #33

How: Locate treasure from chart

38) Location: Windfall Island (D2)

What You Need: Fire/Ice Arrows

How: Step on switch to turn on lighthouse, shoot fire arrow at lamp, talk to Kreeb

39) Location: Windfall Island (D2)

What You Need: Complete steps for #38 above, Deku Leaf, Wind Waker, Wind's Requiem

How: Set wind accordingly and glide to chest just off Bomb Shop

40) Location: Thorned Fairy Island (G4)

What You Need: Treasure Chart #5

How: Locate treasure from chest

41) Location: Bomb Island (F5)

What You Need: Treasure Chart #20

How: Locate treasure from chest

42) Location: Outset Island (B7)

What You Need: Power Bracelets, All-Purpose Bait

How: Pick up big black pig, carry to soil across the pier,  
bait

43) Location: Outset Island (B7)

What You Need: Nothing

How: Combat training minigame, hit Orca 500 times

44) Location: Outset Island (B7)

What You Need: Power Bracelets, Mirror Shield

How: In Savage Labyrinth, complete 50th floor

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[Z8]

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\*Charts\*

Treasure charts are found throughout the islands of the Great Sea to find and haul up a certain prize hidden under the ocean. There are 41 Treasure Charts in total to be found, and that means there are 41 treasures to be hauled up. So, getting the chart is really just half the job.

There are also 12 special charts that outline where to find certain important locations and items, and 8 Triforce Charts that help you find the 8 Triforce shards that will piece together the Triforce of Courage and allow you to fight Ganon.

Below are the locations of all these charts, where to find them, how to get them, what you need to get them, where to haul up their treasure and what the treasure ultimately is. Charts are listed in chronological order based on the order they appear in your subscreen. For more details, see the applicable section of the walkthrough. BTW, the descriptions below are directly from the walkthrough!

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\*Treasure Charts\*

1) Where: Forbidden Woods (F6)

What You Need: Grappling Hook, Boomerang

How: After getting the boss key, backtrack one more room to the floating flower. Bomb the door to the northeast and go through it. Defeat the three Peahats and leap across two platforms to the north. Defeat the Boko Baba and Morths with your boomerang. Get onto the northwest platform and take out the next Boko Baba. Use the Baba Bud left behind to launch up to the north. Activate the pinwheel and ride the cable platform the opposite way. Pluck the Bomb Plant and run across the cable platform, dropping it in the centre of the large tree trunk in the middle, destroying the barrier over a chest inside. Drop into the tree trunk and open the chest.

Treasure found at: Private Oasis (E5)

Treasure: Silver Rupee

2) Where: Windfall Island (D2)

What You Need: Heart Piece #28, 20 Skull Necklaces

How: Talk to Maggie's Father after mailing the letter for Maggie and give him 20 Skull Necklaces in exchange.

Treasure found at: Rock Spire Isle (B3)

Treasure: Piece of Heart #4

3) Where: Forest Haven (F6)

What You Need: Deku Leaf

How: Inside Forest Haven, make your way up to the Deku Leaf platform on the Great Deku Tree. Glide to the lone Baba Bud, then to a higher spot on the Deku Tree, and then finally to the highest ledge in Forest Haven. Exit to the outside. Change the wind direction to face the southeast island you see in a short cutscene. Glide with the Deku Leaf to the hill, using the C-Stick to change to a bird's eye view. When your shadow appears safely on the hill, you can drop knowing you will land. Open the chest.

Treasure found at: Eastern Fairy Island (E3)

Treasure: Silver Rupee

4) Where: Beedle's Shop Ship (B3)

What You Need: Second wallet upgrade, 900 rupees

How: Purchased for 900 rupees.

Treasure found at: Southern Fairy Island (D6)

Treasure: Piece of Heart # 25

5) Where: Wind Temple (D1)

What You Need: Iron Boots, Hookshot

How: After getting the Boss Key, carry Makar through that door and drop to the basement level. When the fan is off, drop between the blades to a secret spot and carry Makar through the locked door. Defeat two Stalfoses and a Wizzrobe, then hookshot up to the highest platform where a heavy-duty switch lies. Activate it with the Iron Boots to open the east door. Before you leave, pull down all the stone masks with your Iron Boots and Hookshot to reveal two Bokoblins hiding inside. Defeat them to reveal a chest.

Treasure found at: Thorned Fairy Island (G4)

Treasure: Piece of Heart # 40

6) Where: Tower of the Gods (E4)

What You Need: Arrows

How: Sail to the northwest corner of the main room and through the door there. In this room, shoot the eye plaque on the west wall to open up an alcove. Open the chest.

Treasure found at: Six-Eye Reef (D4)

Treasure: Silver Rupee

7) Where: Windfall Island (D2)

What You Need: Rupees

How: Win the Squid Hunt minigame a second time.

Treasure found at: Star Island (B1)

Treasure: Silver Rupee

8) Where: Horseshoe Island (A7)

What You Need: N/A

How: Find and drop into a hole to a secret cavern. Defeat the Mothula and two Wingless Mothulas to reveal a chest.

Treasure found at: Western Fairy Island (A3)

Treasure: Silver Rupee

9) Where: Crescent Moon Island submarine (E1)

What You Need: N/A

How: Enter the submarine and defeat Miniblins until the four torches are lit. Climb the ladder at the end and open the chest.

Treasure found at: Horseshoe Island (A7)

Treasure: Silver Rupee

10) Where: Crescent Moon Island (E1)

What You Need: N/A

How: Climb up to the top peak where you'll find a lone chest.

Treasure found at: Tingle Island (C3)

Treasure: Silver Rupee

11) Where: Dragon Roost Cavern (F2)

What You Need: Deku Stick (found in pots)

How: Near the second Warp Jar, go across the bridge and through the door. Defeat the Bokoblin and smash all the pots in the room. To smash the high ones, ram into the wall to knock them down. Defeat two more Bokoblins hiding in pots. When all are defeated the sealed door opens, but before you enter, light the torch to the west to reveal a chest

Treasure found at: Crescent Moon Island (E1)

Treasure: Piece of Heart # 4

12) Where: Earth Temple (C7)

What You Need: Arrows

How: After getting the Small Key, the fog barrier dissipates.

For a quick and fairly painless way to get a Treasure Chart, defeat all six Floor Masters on the...floor. Be careful not to get caught. Keep a safe distance and use arrows. Once all are defeated, open the chest that appears.

Treasure found at: Five-Eye Reef (B6)

Treasure: Silver Rupee

13) Where: Two-Eye Reef (D6)

What You Need: Bombs, Deku Leaf

How: Inside the reef, using your cannon, destroy all Cannon Boats and wall cannons. A chest appears on a peak. Walk around the elevated perimeter of the reef until you get close to the chest. Set the wind with the Wind's Requiem and glide with your Deku Leaf to the chest.

Treasure found at: Overlook Island (G1)

Treasure: Secret Cave Chart

14) Where: Headstone Island submarine (C7)

What You Need: Boomerang

How: Find the Submarine and enter. Defeat the Bombchu (rats holding bombs) with your Boomerang (to avoid being blasted by lone Bomb Plants with your sword). When you defeat them all, a ladder drops, leading to a chest.

Treasure found at: Tower of the Gods (E4)

Treasure: Silver Rupee

15) Where: Forbidden Woods (F6)

What You Need: Deku Leaf

How: Take the third Warp Jar to the first room, then go north to the next room. Use the Baba Buds and Deku Leaf to ascend two floors in the same room. Using the northeast Baba Bud, glide to the southwest corner. Target the blue flower on the chest to destroy the barrier and open the chest.

Treasure found at: Angular Isles (E7)

Treasure: Piece of Heart # 20

16) Where: Seven-Star Isles (F1)

What You Need: Arrows

How: Locate a trio of sea platforms and climb up. Defeat the Wizzrobes to reveal a chest with a Treasure Chart.

Treasure found at: Shark Island (C6)

Treasure: Silver Rupee

17) Where: Spectacle Isle (C2)

What You Need: Rupees

How: Win the Cannon minigame a second time.

Treasure found at: Ice Ring Isle (E6)

Treasure: Silver Rupee

18) Where: Windfall Island (D2)

What You Need: A lot of rupees.

How: Won in Windfall Auction at night with highest bid.

Treasure found at: Windfall Island (D2)

Treasure: Green Rupee

19) Where: Four-Eye Reef (A2)

What You Need: Bombs

How: Destroy all cannon boats and wall cannons in & around the reef to reveal a chest.

Treasure found at: Flight Control Platform (G2)

Treasure: Island Hearts Chart

20) Where: Earth Temple (C7)

What You Need: N/A

How: In the big room where you pull/push blocks on the scorpion tiles, go through the southwest alcove door to a small room. You can have Medli reflect light on each crypt (one at a time) and defeat each Stalfos inside. I wouldn't recommend fighting three at once! You can also reflect light yourself, dontcha know. Defeat the three Stalfoses to make a chest appear. Pull out the block to reach the upper part and open it.

Treasure found at: Bomb Island (F5)

Treasure: Piece of Heart # 41

21) Where: Cyclops Reef (C4)

What You Need: Bombs

How: Bomb all cannon boats and wall cannons in & around the reef to reveal a chest.

Treasure found at: Cyclops Reef (C4)

Treasure: Light Ring Chart

22) Where: Northern Fairy Island submarine (C1)

What You Need: N/A

How: Find the Submarine and enter it. You can easily avoid a fight by swinging across the lantern ropes to the end. Be sure to aim your swings properly. At the end is a chest.

Treasure found at: Spectacle Isle (C2)

Treasure: Silver Rupee

23) Where: Windfall Island (D2)

What You Need: Rupees

How: Complete a new high score in the Squid-Hunt minigame.

Treasure found at: Diamond Steppe Island (A6)

Treasure: Piece of Heart # 11

24) Where: Windfall Island (D2)

What You Need: Deku Leaf, Deluxe Picto Box

How: Stand on the railing facing Lenzo's shop, set the wind accordingly, and, using the Deku Leaf, glide to the upper door above the shop and enter. Crawl through the hole between the chests to wriggle out of a picture frame on the wall. Carefully get close to Lenzo and Minenco without being caught. Take a photo of them together in the same shot (both full bodies in frame). Once you have the photo, show it to Pompie and Vera, the gossipy women near the shop. They will give you the Treasure Chart.

Treasure found at: Northern Fairy Island (C1)

Treasure: Silver Rupee

25) Where: Cliff Plateau Isles (G6)

What You Need: Fire Arrows

How: In the secret cavern, hop across the small platforms and glide across to the higher part with a grassy area. You can also spin them with a blow of the Deku Leaf if that helps. Avoid the thorny walls and defeat a Boko Baba near a tree stump. Use its Baba Bud to reach a higher stump, then hop/glide to another. Shoot a Fire Arrow at the wooden gate to burn it away and glide through it to a warp. Once outside, open the chest.

Treasure found at: Forsaken Fortress (A1)

Treasure: Silver Rupee

26) Where: Six-Eye Reef (D4)

What You Need: Bombs

How: Bomb all cannon boats and wall cannons in & around the reef to reveal a chest.

Treasure found at: Northern Triangle Island (D3)

Treasure: Octo Chart

27) Where: Private Oasis (E5)

What You Need: Hookshot

How: From the back of the cabana, hookshot a tree and walk the narrow ledge to a chest.

Treasure found at: Star Belt Archipelago (G3)

Treasure: Silver Rupee

28) Where: Horseshoe Island (A7)

What You Need: Deku Leaf

How: Use the Deku Leaf to blow the big seeds into the holes to disable the wall of thorny vines. Continue until the end and glide to the centre platform with a chest.

Treasure found at: Needle Rock Isle (A5)

Treasure: Silver Rupee

29) Where: Windfall Island (D2)

What You Need: Deku Leaf

How: Stand on the railing facing Lenzo's shop, set the wind accordingly, and, using the Deku Leaf, glide to the upper door above the shop and enter. Open the one chest.

Treasure found at: Mother & Child Isles (B2)

Treasure: Silver Rupee

30) Where: Tower of the Gods

What You Need: Bombs, Wind's Requiem

How: Stand on the west platform (in the basement level) and bomb the cracked wall to reveal a door. Once you're through it, stand on the blue wind-crest tile and play the Wind's Requiem, then open the chest that appears.

Treasure found at: Pawprint Isle (E2)

Treasure: Piece of Heart # 33

31) Where: Windfall Island (D2)

What You Need: Deluxe Picto Box, maybe Song of Passing

How: On a night when the moon is entirely full (it may take a few plays of Song of Passing to get it right), take a pictograph of it (must be with Deluxe Picto Box). Bring the pictograph to Kamo during the day to get the Chart.

Treasure found at: Forest Haven (F6)

Treasure: Piece of Heart # 36

32) Where: Three-Eye Reef (A4)

What You Need: Bombs

How: Bomb all cannon boats & wall cannons in & around the reef to reveal a chest.

Treasure found at: Boating Course (F7)

Treasure: Sea Hearts Chart

33) Where: Windfall Island (D2)

What You Need: Deluxe Picto Box

How: Talk to Mimenco, a vain lady standing by the Chu Juice Jelly Shop. Talk a pictograph of her and show it to her to receive the Chart.

Treasure found at: Five-Star Isles (G7)

Treasure: Piece of Heart # 27

34) Where: Salvage Corps. boat (found in various locations)

What You Need: Opportunity (to find them)

How: Sometime during your quest, you will bump into a strange-looking boat. The friendly people (or are they?) will give you a Chart.

Treasure found at: Eastern Triangle Island (F4)

Treasure: Silver Rupee



35) Where: Wind Temple (D1)

What You Need: Iron Boots

How: In the room with dark tiles, crash through each one and defeat all enemies. A chest appears.

Treasure found at: Islet of Steel (B5)

Treasure: Silver Rupee

36) Where: Ice Ring Isle (E6)

What You Need: Fire Arrow, Iron Boots

How: Find the frozen treasure chest on the east side of the island. Shoot a Fire Arrow at it to melt it and open it

Treasure found at: Bird's Peak Rock (G5)

Treasure: Silver Rupee

37) Where: Rock Spire Isle (B3)

What You Need: Bombs

How: Bomb your way along the spires to a secret cavern hole.

Inside, light a Deku Stick from a torch and use that to light two other torches. A bunch of Keese appear. Wipe them all out to reveal a chest.

Treasure found at: Fire Mountain (F3)

Treasure: Silver Rupee

38) Where: Windfall Island (D2)

What You Need: A lot of rupees.

How: Won in Windfall Auction at night with highest bid.

Treasure found at: Three-Eye Reef (A4)

Treasure: Piece of Heart # 35

39) Where: Dragon Roost Cavern (F2)

What You Need: Grappling Hook

How: Use the last Warp Jar to reach the very first room and go forward once. Go southwest to another room. Find the northeast cove and grapple across. Smash the wooden beams and open the chest

Treasure found at: Dragon Roost Island (F2)

Treasure: Silver Rupee

40) Where: Eastern Fairy Island (E3)

What You Need: Bombs or Boomerang, Deku Leaf

How: Find the three Sea Platforms and destroy their wall cannons with your boomerang or cannon (on two platforms) to make a chest appear. Climb up one platform's ladder to the top and glide with your Deku Leaf (with the wind set properly) to the chest.

Treasure found at: Headstone Island (C7)

Treasure: Silver Rupee

41) Where: Five-Eye Reef (B6)

What You Need: Bombs

How: Bomb all cannon boats & wall cannons in & around the reef to

reveal a chest.

Treasure found at: Four-Eye Reef (A2)

Treasure: Great Fairy Chart

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\*Special Charts\*

Beedle's Chart

After buying the bomb bag at Beedle's Shop Ship, check a postbox later on to get Beedle's Chart. This shows all locations of Beedle's Shop Ship. The one in Rock Spire Isle with the Amazon mask is a special shop with an empty bottle, Heart Piece, and Treasure Chart for sale.

Ghost Ship Chart

In secret cavern at Diamond Steppe Island (A6), a reward for completing the ghost ship maze. Need Hookshot to complete. Shows location of Ghost Ship based on phase of the moon.

Moon Phases -->

- Full Moon- Crescent Moon Island (E1)
- Half-Moon (left)- Star Belt Archipelago (G3)
- Half-Moon (right)- Bomb Island (F5)
- Crescent Moon (left)- Greatfish Isle (B4)
- Crescent Moon (right)- Diamond Steppe Island (A6)
- Three-Quarter Moon (left)- Five-Star Isles (G7)
- Three-Quarter Moon (right)- Spectacle Island (C2)

Great Fairy Chart

At Four-Eye Reef (A2), haul up treasure from Treasure Chart # 41. This shows the locations of the 8 Great Fairy Fountains.

IN-Credible Chart

After freeing Tingle from the jail cell at Windfall Island, check a postbox after completing the Tower of the Gods. Pay a postage fee of 201 rupees to receive it. This shows the locations of the 8 Triforce Charts.

Island Hearts Chart

In Flight Control Platform (G2), haul up treasure from Treasure Chart # 19. This shows the locations of Pieces of Heart found on land.

Light Ring Chart

At Cyclops Reef (C4), haul up treasure from Treasure Chart # 21. This

shows the locations of rings of light that appear under a full moon.

Octo Chart

At Northern Triangle Island (D3), haul up treasure from Treasure Chart # 26. This shows the locations of the 6 Big Otos.

Platform Chart

At Flight Control Platform submarine (G2), clear the sub of enemies. Need Hero's Bow. This shows the locations of all sea platforms.

Sea Hearts Chart

At Boating Course (F7), haul up treasure from Treasure Chart # 32. This shows the locations of all sea treasure with heart pieces.

Secret Cave Chart

At Overlook Island (G1), haul up treasure from Treasure Chart # 13. This shows the locations of all secret cavern holes.

Submarine Chart

At Boating Course (F7), enter the secret cavern, using hte Deku Leaf to glide to the small island across from the finish line, and inside, target all 3 crystal switches with your boomerang while avoiding the Miniblins.. This chart shows the locations of all submarines.

Tingle's Chart

Free Tingle from the jail cell at Windfall Island. It's more like a rough drawing of how to get to Tingle Island from Windfall.

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\*Triforce Charts\*

1) At Islet of Steel (B5), destroy the Cannon Boats and enter the open wall. Play the Wind's Requiem on the wind crest. The shard is located at Greatfish Isle (B4).

2) At Cabana Island (E5), navigate the basement (see walkthrough for details). Play the Wind's Requiem on the wind crest. The shard is located at Gale Isle (D1).

3) At Bird's Peak Rock (G5), use a Hyoui Pear to lure a seagull and fly it around the peak, hitting five crystal switches to activate a gate blocking a secret cavern. Inside, play the Wind's Requiem on the wind crest. The shard is located at Stone Watcher Island (C5).

4) Using the Ghost Ship Chart, navigate the Ghost Ship to find the chest with the Triforce Chart (see walkthrough for details). The shard is located at Outset Island (B7).

5) At Needle Rock Isle (A5), bomb the gold cannon boat to reveal a ring of light. Haul up a treasure chest with the chart. The shard is located at Cliff Plateau Isles (G6).

6) From Outset Island (B7), head up to the bridge leading to the Forest of Fairies. Standing on the rock behind Old Man Ho Ho, set the wind NW, then fly with your Deku Leaf to the stone head just right of the forest. Lift the stone head up and enter the Savage Labyrinth. This labyrinth contains 50 floors of enemies you must defeat to move to the next floor. At the 30th floor is the Triforce Chart. Finishing all 50 floors rewards you with a Heart Piece. A guide to the labyrinth is below. My suggestion would be to have a couple of fairies/red potions/Elixir Soup available and have a full stock of arrows and bombs. The shard is located at Southern Triangle Island (D5).

Savage Labyrinth -->

First room- Fairies and warp to surface

- 1) Keese
- 2) Miniblins
- 3) Bokoblins
- 4) Red ChuChus
- 5) Magtails
- 6) Keese & Minibins
- 7) Fire Keese & Magtails
- 8) Bokoblins & Fire Keese
- 9) Moblins
- 10) Pots with Hearts, rupees & warp to surface
- 11) Peahats
- 12) Green ChuChus
- 13) Boko Babas
- 14) Shield Bokoblins
- 15) Wingless Mothulas
- 16) Boko Babas & Peahats
- 17) Green ChuChus & Bokoblins in pots
- 18) Shield Bokoblins & Wingless Mothulas
- 19) Mothulas
- 20) Pots with hearts, rupees, bombs & warp to surface.
- 21) Wizzrobes
- 22) Armoses
- 23) Armos Knights
- 24) Yellow ChuChus in pots
- 25) Red Bubbles
- 26) Shield Bokoblins & a Darknut
- 27) Armoses & Wizzrobe
- 28) Red Bubbles & Armos Knights
- 29) Darknuts
- 30) Pots with hearts, rupees, wind crest for Triforce Chart & warp to surface.
- 31) ReDeads
- 32) Blue Bubbles
- 33) Dark ChuChus
- 34) Poes
- 35) Mothulas
- 36) Moblins & ReDeads



An ugly looking fortress atop a wide island, home of your nemesis, Ganon.  
Here you'll find Heart Piece #1, Skull Hammer, and Silver Rupee  
(from Treasure Chart #25)

#### A2- Four-Eye Reef

A square reef with four rock walls surrounded by cannon boats and wall  
cannons.

Here you'll find Treasure Chart #19, and Great Fairy Chart (from Treasure  
Chart #41)

#### A3- Western Fairy Island

A small, heart-shaped island with a Great Fairy fountain.

Here you'll find a Blue ChuChu, a Sea Platform, Silver Rupee (from Treasure  
Chart #8), and Great Fairy for arrow upgrade.

#### A4- Three-Eye Reef

A square reef with three rock walls surrounded by cannon boats and wall  
cannons.

Here you'll find Treasure Chart #32, and Heart Piece #35 (from Treasure  
Chart #38).

#### A5- Needle Rock Isle

A round island with a tall, narrow pillar in the middle surrounded by  
Kargoroc nests.

Here you'll find Heart Piece #10, Silver Rupee (from Treasure Chart #28),  
Triforce Chart #5, and secret cavern (for Orange Rupee)

#### A6- Diamond Steppe Island

A small, diamond-shaped island accessible only with the Hookshot on the  
trees.

Here you'll find a Big Octo (for Orange Rupee), Heart Piece #11 (from  
Treasure Chart #23), a Blue ChuChu, and Ghost Ship Chart.

#### A7- Horseshoe Island

A horseshoe-shaped island with a small pillar in the middle. Thorny  
walls surround the island, with Deku Nuts and holes.

Here you'll find two Sea Platforms, Silver Rupee (from Treasure Chart #9),  
Treasure Chart #28, and Treasure Chart #8.

#### B1- Star Island

A small star-shaped island.

Here you'll find a Sea Platform, a Blue ChuChu, Silver Rupee (from  
Treasure Chart #7), and Heart Piece #21.

#### B2- Mother & Child Isles

A pair of islands, one large and one small, with a giant wall and a secret  
entrance via Ballad of Gales to the Fairy Queen.

Here you'll find a Blue ChuChu, Silver Rupee (from Treasure Chart #29), a  
Wandering Merchant, and Fire & Ice Arrows from Fairy Queen.

### B3- Rock Spire Isle

A small strip of land with several boulders and rock spires.

Here you'll find three Sea Platforms (for Orange Rupee), Beedle's Shop Ship (special), Heart Piece #23, a Blue ChuChu, Treasure Chart #37, and Heart Piece #34 (from Treasure Chart #2).

### B4- Greatfish Isle

A scattered, ruined island with several remains left over.

Here you'll find Beedle's Shop Ship, four rings of light, Heart Piece #18, a Wandering Merchant, and Triforce Shard #1.

### B5- Islet of Steel

A small circular islet with a wide opening and only one main purpose.

Here you'll find Triforce Chart #1, a Sea Platform, and Silver Rupee (from Treasure Chart #35).

### B7- Outset Island

Your home island, a cozy island with several activities to do.

Here you'll find Grandma's Stash (an Orange Rupee under the porch), Beedle's Shop Ship, Pig Collecting, Telescope, Hero's Sword, Hero's Shield, Elixir Soup, Great Fairy with Rupee Purse upgrade, Heart Piece #42, Hurricane Spin Attack, Combat Training minigame (for Heart Piece #43), Triforce Chart #6, Savage Labyrinth (for Heart Piece #44), and Triforce Shard #4).

### C1- Northern Fairy Island

A small, heart-shaped island with a Great Fairy fountain.

Here you'll find a Blue ChuChu, a Submarine (for Treasure Chart #22), Great Fairy with Rupee purse upgrade, and Silver Rupee (from Treasure Chart #24).

### C2- Spectacle Isle

A small island with two land masses, featuring the Cannon game.

Here you'll find Beedle's Shop Ship, a Blue ChuChu, Cannon minigame, and Silver Rupee (from Treasure Chart #22).

### C3- Tingle Island

A small island with a single totem pole, home of Tingle and two of his minions.

Here you'll find a Blue ChuChu, a Big Octo (for Heart Piece #17), and Silver Rupee (from Treasure Chart #10).

### C4- Cyclops Reef

A square reef with a single pillar in the middle, surrounded by cannon boats and wall cannons.

Here you'll find a Sea Platform, Treasure Chart #21, and Light Ring Chart (from Treasure Chart #21).

### C5- Stone Watcher Island

A fairly small island with a large stone head.

Here you'll find a Blue ChuChu, a Sea Platform (for Heart Piece #19), Triforce Chart #7, and Triforce Shard #3.

#### C6- Shark Island

A shark-shaped island with lots of vegetation and a fiery secret cavern. Here you'll find Silver Rupee (from Treasure Chart #16), Silver Rupee (from secret cavern), and a Blue ChuChu.

#### C7- Headstone Island

Home of the Earth Temple, a large rock island with little beach. Here you'll find a Submarine, Heart Piece #12, Silver Rupee (from Treasure Chart #40), Earth God's Lyric, and Mirror Shield.

#### D1- Gale Isle

Home of the Wind Temple, a large rock island with little beach. Here you'll find Wind God's Aria, Hookshot, and Triforce Shard #2.

#### D2- Windfall Island

A relatively small, but populated island that acts as the hub of the Great Sea with its busy town market. Here you'll find Bomb Shop, Chu Jelly Juice Shop, Lenzo's Pictography Shop, Zunari's Stall, Beedle's Shop Ship, Tingle's Cell, Picto Box, Squid-Hunt minigame, Song of Passing, Empty Bottle, Heart Pieces #28, #31, #32, #38 & #39, Treasure Charts #29, #24, #2, #18, #38, #31 & #33, Windfall Auction, Green Rupee (from Treasure Chart #18), Wandering Merchant trading quest, Miss Marie and Killer Bees, Deluxe Picto Box, Piggy-Sitting minigame, and Windfall Lighthouse.

#### D3- Northern Triangle Island

A triangular island that houses a statue to hold Din's Pearl. Here you'll find four rings of light, and Octo Chart (from Treasure Chart #26).

#### D4- Six-Eye Reef

The biggest reef in the Great Sea, with six pillars, surrounded by cannon boats and wall cannons. Here you'll find a Submarine (for Heart Piece #9), a Sea Platform, Treasure Chart #26, and Silver Rupee (from Treasure Chart #6).

#### D5- Southern Triangle Island

A triangular island that houses a statue to hold Nayru's Pearl. Here you'll find Beedle's Shop Ship, and Triforce Shard #6.

#### D6- Southern Fairy Island

A small, heart-shaped island that houses a Great Fairy. Here you'll find a Blue ChuChu, three Sea Platforms (for Treasure Chart #40), Great Fairy for Bomb bag upgrade, and Heart Piece #25 (from Treasure Chart #4).

#### D7- Two-Eye Reef

A square reef with two rock pillars surrounded by cannon boats and wall cannons. Here you'll find a Sea Platform, a Big Octo (for a Great Fairy magic meter upgrade), Treasure Chart #13, and Triforce Shard #8.



#### E1- Crescent Moon Island

A crescent-shaped island with a rounded rock face.

Here you'll find two Blue ChuChus, Treasure Chart #10, a Submarine (with Treasure Chart #9), and Heart Piece #9 (from Treasure Chart #11).

#### E2- Pawprint Isle

A pawprint-shaped island with a main isle and four small pillar islands.

Here you'll find a Sea Platform, Beedle's Shop Ship, Heart Piece #6, Heart Piece #33 (from Treasure Chart #30), and Silver Rupee (from secret cavern)

#### E3- Eastern Fairy Island

A small, heart-shaped island housing a Great Fairy.

Here you'll find a Sea Platform, a Blue ChuChu, Silver Rupee (from Treasure Chart #3), and a Great Fairy Bomb bag upgrade.

#### E4- Tower of the Gods

Home of the gods' trial-filled dungeon, a diamond ring shaped tower with a wide wall surrounding it.

Here you'll find Beedle's Shop Ship, Silver Rupee (from Treasure Chart #14), Command Melody, Hero's Bow, and Master Sword.

#### E5- Private Oasis

A cabana with butler and a small waterfall beach soon to be your very own.

Here you'll find Silver Rupee (from Treasure Chart #1), a Big Octo (for Orange Rupee), Sliding Picture Puzzle minigame, Triforce Chart #2, and Treasure Chart #27.

#### E6- Ice-Ring Isle

An icy, two-storey island with a secret cavern inside.

Here you'll find Silver Rupee (from Treasure Chart #17), Treasure Chart #36, Iron Boots, and an Orange Rupee.

#### E7- Angular Isles

A pair of blocky islands navigated by climbing.

Here you'll find Heart Piece #13, Heart Piece #20 (from Treasure Chart #15), and Silver Rupee (from secret cavern).

#### F1- Seven-Star Isles

A group of seven pillars housing Kargaroc nests with no actual island to stand on. Here you'll find a Big Octo (for Heart Piece #15), three rings of light, three Sea Platforms (for Treasure Chart #16), and Triforce Shard #7.

#### F2- Dragon Roost Island

Home of the Rito tribe and their aerie with mail center, and Dragon Roost

Cavern. Here you'll find Beedle's Shop Ship, Wind Waker, Empty Bottle, Grappling Hook, Wind's Requiem, Silver Rupee (from Treasure Chart #39), Orange Rupee, Mail Center minigame, Heart Pieces #7 & #8, Purple Rupee (from secret cavern), and Silver Rupee.

#### F3- Fire Mountain

A volcanic island with a secret cavern inside.

Here you'll find a Sea Platform, a Big Octo (for an Orange Rupee), Silver Rupee (from Treasure Chart #37), and Power Bracelets.

#### F4- Eastern Triangle Island

A triangular island housing a statue to hold Farore's Pearl.

Here you'll find Beedle's Shop Ship, and Silver Rupee (from Treasure Chart #34).

#### F5- Bomb Island

A bomb-shaped island with a narrow, curved path.

Here you'll find a Submarine (for Empty Bottle), Sea Platform, Heart Piece 24, and Heart Piece #41 (from Treasure Chart #20).

#### F6- Forest Haven

Home of the Great Deku Tree and Korok tribe, as well as the Forbidden Woods dungeon, and Nintendo Gallery.

Here you'll find Beedle's Shop Ship, Deku Leaf, Boomerang, Hollo's Forest Potion Shop, Treasure Chart #3, Forest Firefly, Heart Piece #36 (from Treasure Chart #31), and Withered Deku Tree side quest (for Heart Piece #26).

#### F7- Boating Course

A dual island with Boating Course minigame and a small vegetative island.

Here you'll find a Blue ChuChu, Submarine Chart (from secret cavern), and Sea Hearts Chart (from Treasure Chart #32).

#### G1- Overlook Island

An elevated island only accessible with Hookshot on the trees.

Here you'll find Secret Cave Chart (from Treasure Chart #13), a Blue ChuChu, and Triforce Chart #8.

#### G2- Flight Control Platform

Home of the Rito Bird-Man Contest, a large platform with ramp and high perch for minigame. Here you'll find a Submarine (for Platform Chart), and Island Hearts Chart (from Treasure Chart #19).

#### G3- Star Belt Archipelago

A group of rock spires with no actual island to step on.

Here you'll find a Sea Platform, two rings of light, and Silver Rupee (from Treasure Chart #27).

#### G4- Thorned Fairy Island

A small, heart-shaped island housing a Great Fairy.

Here you'll find a Blue ChuChu, two Sea Platforms, Great Fairy for Arrow upgrade, and Heart Piece #40 (from Treasure Chart #5).

#### G5- Bird's Peak Rock

A bird-shaped island with several pillars and Kargaroc nests.

Here you'll find a Blue ChuChu, Triforce Chart #3, and Silver Rupee (from

Treasure Chart #36).

G6- Cliff Plateau Isles

A cluster of small isles surrounding a larger one in the middle.

Here you'll find a Sea Platform, Heart Piece #25 (from secret cavern), and Triforce Shard #5.

G7- Five-Star Isles

A group of five rock spires with Kargaroc nests.

Here you'll find a Submarine (for Heart Piece #14), a Sea Platform, three rings of light, and Heart Piece #37 (from Treasure Chart #33).

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\*Side Quests\*

Here is a running list of side quests, not exactly in the traditional Zelda sense of completing tasks, but a checklist of where and how to find these items.

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\*Big Octos\*

There are 6 Big Octos lurking around the Great Sea. To find them, use your Telescope to find a flock of seagulls crowded together. Sail around that area to lure the Big Octo out. Use your Boomerang and target/hit its eyes. Here you'll find a list of these giant squids, their locations, difficulty, and treasure.

Alternative: Blast each eye with the boat's cannon (submitted by Chris)

Seven-Star Isles (F1)

12 eyes

Heart Piece #15

Tingle Island (C3)

12 eyes

Heart Piece #17

Fire Mountain (F3)

8 eyes

Silver Rupee

Private Oasis (E5)

8 eyes

Silver Rupee

Diamond Steppe Island (A6)

8 eyes

Silver Rupee

Two-Eye Reef (D7)

4 eyes

Great Fairy magic meter upgrade

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\*Blue ChuChus\*

Blue ChuChus are the rarest of the ChuChu species and are found on select islands. Collecting their Blue Chu Jelly in your Spoils Bag gives you the opportunity to get Blue Potion at Windfall Island's Chu Juice Jelly Shop. Here's where to find them:

Star Island (B1)- bomb the large boulder to uncover one

Northern Fairy Island (C1)

Crescent Moon Island (E1)- two found here

Overlook Island (G1)- need Hookshot to navigate island

Mother & Child Isles (B2)- on smaller Child Isle

Spectacle Isle (C2)- under the bridge to Cannon minigame

Western Fairy Island (A3)

Rock Spire Isle (B3)- need Bombs to clear rock spires

Tingle Island (C3)

Eastern Fairy Island (E3)

Thorned Fairy Island (G4)

Stone Watcher Island (C5)- behind the large stone head

Bird's Peak Rock (G5)- need Grappling Hook to get on top of sealed alcove

Diamond Steppe Island (A6)- need Hookshot to navigate island

Shark Island (C6)- need Skull Hammer & Iron Boots to create updraft, then Deku Leaf to glide

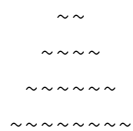
Southern Fairy Island (D6)

Cliff Plateau Isles (G6)- need Fire Arrows to navigate secret cavern and glide to separate isle

Angular Isles (E7)- on larger isle

Boating Course (F7)- on stone of smaller isle, glide with Deku Leaf

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[Z10.3]



**\*Great Fairy Upgrades\***

There are 8 magical fairies scattered throughout the Great Sea who upgrade your biggest abilities. Here are their locations and what they give you:

Two-Eye Reef (D7)- Defeat the Big Octo in this quadrant with Boomerang to reveal the Great Fairy; magic meter upgrade

Northern Fairy Island (C1)- Bomb boulder blocking conch shell; Rupee purse upgrade

Eastern Fairy Island (E3)- Bomb boulder blocking conch shell; Bomb upgrade

Southern Fairy Island (D6)- Bomb boulder blocking conch shell; Bomb upgrade

Outset Island (B7)- Glide with Deku Leaf to Forest of Fairies, bomb boulder; Rupee purse upgrade

Mother & Child Isles (B2)- Use Ballad of Gales to warp inside Mother Isle; Fire & Ice Arrows (must be done after Forbidden Fortress Part II is complete)



Islet of Steel (B5)- one platform, defeat enemies; minor rewards

Stone Watcher Island (C5)- one platform; destroy wall cannons; Heart Piece #19 & minor rewards

Bomb Island (F5)- one platform; defeat Bokoblins; minor rewards

Six-Eye Reef (B6)- one platform; minor rewards

Southern Fairy Island (D6)- three platforms; destroy wall cannons; glide with Deku Leaf to platform without a ladder; Treasure Chart #40 & minor rewards

Cliff Plateau Isles (G6)- one platform; minor rewards

Horseshoe Island (A7)- two platforms; step on switches; minor rewards

Two-Eye Reef (D7)- one platform; minor rewards

Five-Star Isles (G7)- one platform; destroy wall cannons; minor rewards

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\*Rings of Light\*

Rings of light appear under a full moon at night, revealing a spot where small treasures can be pulled up.

Seven-Star Isles (F1)- three rings; red rupees

Northern Triangle Isles (D3)- four rings; red rupees

Star Belt Archipelago (G3)- two rings; red rupee & purple rupee

Greatfish Isle (B4)- four rings; red rupees

Five-Star Isles (G7)- three rings; red rupees

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\*Secret Caverns\*

Secret caverns are just holes on the surface, but inside they can hold great rewards. Usually they are uncovered by bombing a boulder covering the hole. Here's where to find these secret caverns and how to get their treasure.

Star Island (B1)- bomb western boulder; defeat enemies; Heart Piece #21

Overlook Island (G1)- hookshot to the trees; defeat enemies; Triforce Chart #8

Pawprint Isle (E2)- crawl into the dome & bomb two boulders inside; Heart Piece #6, Joy Pendant & Purple Rupee

Pawprint Isle (E2)- hookshot to the wooden statue; bomb two boulders inside; Silver Rupee

Dragon Roost Island (F2)- bomb the boulder off the Wind Shrine; defeat enemies; Purple rupee

Rock Spire Isle (B3)- bomb the high boulders; light torches & defeat Keese; Treasure Chart #37

Fire Mountain (F3)- shoot ice arrow at lava plume; navigate inside; Power Bracelets

Needle Rock Isle (A5)- shoot fire arrow at ice block; light six torches inside; Orange rupee

Stone Watcher Island (C5)- lift stone head; clear each room of enemies; Triforce Chart #7

Private Oasis (E5)- grapple pole inside cabana to open basement; navigate watery basement; Triforce Chart #2

Bomb Island (F5)- bomb boulder; clear two rooms; Heart Piece #24

Bird's Peak Rock (G5)- activate switches with seagull; play Wind's Requiem



on wind crest; Triforce Chart #3

Diamond Steppe Island (A6)- hookshot to trees; navigate labyrinth; Joy Pendant  
& Ghost Ship Chart

Shark Island (C6)- activate four switches with Skull Hammer & Iron Boots;  
defeat enemies;  
Silver Rupee

Ice Ring Isle (E6)- shoot fire arrow at dragon's mouth; navigate inside;  
Iron Boots

Ice Ring Isle (E6)- with Iron Boots, walk into the wind; melt and defeat  
enemies; Orange rupee

Cliff Plateau Isles (G6)- navigate smaller isles; use Deku Leaf and Fire  
arrows to navigate cavern; Joy Pendant & Treasure Chart #25

Horseshoe Island (A7)- use Deku Leaf to blow Deku Nuts into the holes;  
defeat enemies; Treasure Chart #8

Outset Island (B7)- glide to stone head and lift; navigate Savage Labyrinth;  
Triforce Chart #6 & Heart Piece #44

Angular Isles (E7)- glide or hookshot to other isle; solve block puzzle and  
reflect light on statue; Silver Rupee

Boating Course (F7)- glide to small isle; use boomerang to activate switches;  
Submarine Chart

\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*

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**\*Submarines\***

Submarines are situated within a quadrant, but not necessarily near the main  
shore of the island. Use your telescope to locate them if you can't find it.  
Inside all submarines is an important piece of treasure, and here's where to  
find them. Submarines are usually guarded by varying enemies, so clear the  
floor to navigate it.

Northern Fairy Island (C1)- Treasure Chart #22



Difficulty: \*\* 1/2

#### Gohdan

A robotic head and two hands designed by the prophetic gods as a test in Tower of the Gods. Its main attacks are fire and pushing you into the electric barriers. Fire two arrows each at the eye on each hand to disable them. Then, fire two arrows into each red eye of the robot's head. Lastly, toss a bomb into its mouth. Repeat this about 2-3 times to defeat it. If you run out of arrows, the head will sniff some out its nose.

Difficulty: \* 1/2

#### Helmaroc King

A giant Kargaroc bird with a big beak and long wingspan in Forsaken Fortress (Part II). Its main attacks are swooping down on you, blowing you into the spiked perimeter, and pecking with its beak. First, use the Skull Hammer to whack the beak at the end of the winding staircase. In the actual battle, get close so he will land. He will try to peck you and get his maw stuck in the ground. Whack with your Skull Hammer. Repeat this two more times to shatter its mask, revealing a really ugly face. The pecking will continue, but this time use your sword. About 2-3 rounds with the sword will do him in.

Difficulty: \*\* 1/2

#### Jalhalla

A giant invisible Poe in Earth Temple. Attacks with fire and wind, swinging his lantern and blowing you into the spiked perimeter. He will also try to flattern you if you get too close to him. Use the light source and reflect it with your Mirror Shield onto Jalhalla. Hold it until he falls down. Pick him up and throw him into a spiked pillar to release lots of smaller Poes. Use your sword to slash them (2 hits each). Towards the end, the spotlights may disappear & move around the arena to a different spot. Repeat the same strategies until all small Poes are gone, thus ending Jalhalla's wrath.

Difficulty: \*\* (more fun than difficult)

#### Molgera

A sandworm in Wind Temple redesigned after a boss in Ocarina of Time. Snaps and swallows you if you get too close (stay out of the dark sand to avoid this), and also summons smaller versions of itself to annoy you. Target and hookshot Molgera's blue tongue to reel it in, then slash away with your sword. If it disappears, defeat its two duplicates by hookshotting and slashing. It should reappear soon, then continue with the same strategy. Blocked views and blowing sand make this battle tougher.

Difficulty: \*\*\* 1/2

#### Phantom Ganon

Found in Forsaken Fortress (Part II) and Ganon's Tower, returning after a stint in Ocarina of Time. Use your sword to bounce the white electric ball back and forth until it hits him, then run over and slash with your sword. In Ganon's Tower, follow the sword's hilt (handle) to the correct door to continue. Also, in the second fight, avoid the red electric balls.

Difficulty: \*\* (both fights)

#### Ganon

The major boss returns from Ocarina of Time's slumber. First, he sends a



at its eye when the laser is activated.

**Big Octo:** A giant squid with several yellow eyes. Use your Boomerang and target the eyes. Two hits each turns them red and defunct. Defeat the Octo before it sucks you up!

**Boko Baba:** A Venus Flytrap plant that hides in Baba Buds. Slash with your sword when its tongue is retracted. Usually leaves behind a Boko Baba Seed.

**Bokoblin:** Come in three equally simple varieties: grey (normal), green (with shield) and pink (at sea). Slash with sword. Often leaves behind Joy Pendants.

**Bubble:** Come in two varieties: red and blue. Red bubbles spout fire and blue bubbles spread paralyzing fog if you touch them. Shoot the red ones with arrows, however with blue ones, it won't work. Use your hookshot to reel it in and stun it, then slash the skull.

**ChuChu:** Come in five varieties: green (normal), red (slightly stronger), yellow (electrified), blue (electrified) and dark. Green and red are defeated with the sword, yellow and blue need to be hit with the boomerang first then slashed. Dark ones need to be hit with light (reflected from Mirror Shield), then picked up & thrown.

**Darknut:** Come in three varieties: normal, with shield & mighty (thicker armour & shield). Use sword and shield. The parry attack is especially useful to break off their armour.

**Floor Master:** A long hand that emerges from a dark hole in the ground. Get just close enough for it to appear and quickly slash or shoot arrows before it grabs you. If you are caught, it drops you off in the previous room, or a designated area.

**Gyorg:** A shark creature originating from Majora's Mask. Found in the Great Sea. Use Boomerang or Arrows to defeat it from your boat.

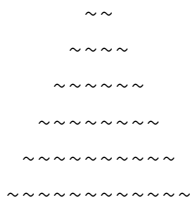
**Kargaroc:** A large colourful bird that sits in nests and swoops down to peck at you. Use sword if close enough, or arrows. Often drops Golden Feathers.

**Keese:** Bats that lurk in dark dungeon areas. Also comes in fire variety. Use sword, boomerang or arrows.

**Magtail:** A long creepy crawly that opens its maw to snap at you. Use parry attack to nab it or slash its eye to make it roll into a useable weight for switches.

**Miniblin:** A rat creature with a pitchfork. Annoying, but also dangerous in numbers. Use sword as usual. The Skull Hammer is good for large numbers.





\*Wind Waker Songs\*

Once you receive the Wind Waker, you have full reign to these special songs that open up many opportunities. I've listed them here with playing instructions, where to learn the song, and what it does.

Ballad of Gales

Learned: Cyclos; defeat with arrows

Effect: Warp among select islands

How to Play: Hold Control Stick left, then use C-stick down, right, left, up.

Command Melody

Learned: Tower of the Gods (E4)

Effect: Control statues or partners

How to Play: Hold Control Stick left, then use C-Stick left, hold, right, hold

Earth God's Lyric

Learned: Headstone Island (C7)

Effect: Used to navigate Earth Temple

How to Play: Hold Control Stick right, then use C-Stick down, down, hold, right, left, hold

Song of Passing

Learned: Tott at Windfall Island (D2)

Effect: Skips ahead from day to night and night to day

How to Play: Use C-Stick right, left, down

Wind God's Aria

Learned: Gale Isle (D1)

Effect: Used to navigate Wind Temple

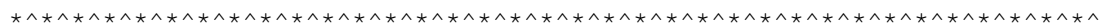
How to Play: Hold Control Stick right, then use C-Stick up, up, down, right, left, right

Wind's Requiem

Learned: Wind Shrine at Dragon Roost Island (F2)

Effect: Changes wind direction

How to Play: Use C-Stick up, left, right



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### \*Shops & Vendors\*

There are many merchants around the Great Sea who are desperate to sell their wares to you. Here is a list of their inventory, prices, and locations. Prices are always in rupees, in brackets, for "each" product whether sold individually or in a bulk package.

#### Beedle's Shop Ship

A hyper young guy who sails around the Great Sea, selling three products at a time, including a special inventory at Rock Spire Isle.

Located: Sails on the Great Sea around 12 different islands.

Prices: (organized by location); All-Purpose Bait comes in batches of 3

Spectacle Isle (C2)- Hyoui Pears (10), All-Purpose Bait (10), 30 Arrows (30)

Windfall Island (D2)- 10 Arrows (10), 30 Arrows (30 rupees), All-Purpose Bait (10)

Pawprint Isle (E2)- Hyoui Pear (10), All-Purpose Bait (10), 30 Bombs (30)

Dragon Roost Island (F2)- Hyoui Pear (10), All-Purpose Bait (10), 30 Bombs (30)

Rock Spire Isle (B3)- Empty Bottle (500), Heart Piece #22 (950), Treasure Chart #4 (900)

Greatfish Isle (B4)- 30 Arrows (30), 30 Bombs (30), Red Potion (30)

Tower of the Gods (E4)- 30 Arrows (30), 30 Bombs (30), Red Potion (30)

Eastern Triangle Island (F4)- Hyoui Pear (10), All-Purpose Bait (10), 30 Bombs (30)

Southern Triangle Island (D5)- Hyoui Pear (10), All-Purpose Bait (10), 30 Bombs (30)

Shark Island (C6)- 30 Arrows (30), 30 Bombs (30), Red Potion (30)

Forest Haven (F6)- Hyoui Pear (10), All-Purpose Bait (10), 30 Bombs (30)

Outset Island (B7)- Hyoui Pear (10), All-Purpose Bait (10), 30 Bombs (30)

#### Bomb Shop

Owned and run by Cannon, a short, bald man that has a short fuse and overblown prices, but is reformed after Tetra and her pirates set him straight.





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\*Mini-Games\*

Every Zelda game features some select fun activities that usually count for something in the long run (e.g. Heart Piece, Treasure Chart), but above all, provide good fun in between dungeons and bad guys. Here's a list of mini-games and pertinent information about them, plus my traditional star rating system.

Fun Meter:

- \*= boring
- \*\*= fair to good
- \*\*\*= fun
- \*\*\*\*= very fun
- \*\*\*\*\*= fasten your seatbelts!

Cannon

Location: Spectacle Isle (C2), climb ladder on island shore

Cost: 50 rupees

Object: To fire at and destroy five barrel targets within 10 shots.

Strategy: The first thing you need to do is locate each barrel within the scope and judge how far away each one is. Keep the cannon steady and centre in on a barrel, then judge accordingly. If you can barely see the barrel, adjust the cannon to its highest angle. Any barrels that look to be the same distance away from you should be fired consecutively to retain the same angle on the cannon. Other than that, it just takes practice.

Tip: The angle you need to set your cannon at is always a multiple of five (e.g. 15, 20, 25, 30, 35, 40 or 45). (Submitted by Chris).

Reward(s): Heart Piece #5 for first win; Treasure Chart #17 for second win; Orange Rupee afterwards

Fun Meter: \*\*

Squid-Hunt

Location: Windfall Island (D2), at Windfall lighthouse through the door just off the school.

Cost: 10 rupees

Object: A knockoff of Battleship, using squids. Target quadrants and destroy

three squids within 20 shots.

Strategy: Finding a squid in the grid is random. Once you have a hit, target quadrant(s)

surrounding it (up/down or left/right) to destroy it completely.

Reward(s): Heart Piece #2 for first win; Treasure Chart #17 for second win; Treasure Chart #23 for new high score; Purple Rupee for afterwards; Orange Rupee for new high score afterwards

Fun Meter: \*\* 1/2

### Piggy-Sitting

Location: Windfall Island (D2), talk to Dampa near the Bomb Shop

Cost: Three Skull Necklaces

Object: To locate and bring back all three of Dampa's pigs within the time limit

Strategy: To approach the pigs, crawl at them, then quickly snatch them up and show Dampa the pig before putting it down.

Reward: Purple Rupee

Fun Meter: \* 1/2

### Mail Center

Location: Dragon Roost Island (F2), Rito Aerie, second floor

Cost: Free, talk to Koboli at the desk

Object: To sort letters by their seal into the corresponding mail slots within the time limit

Strategy: Memorize the mail slot symbols and their location so you don't even need to look up from the letter given to you. If you screw up a letter, you can't redo it, so just move on to the next one. Practice makes perfect!

Reward(s): Rupee pay increases, Heart Piece #7 to sort 25 letters for Baito, Rupees afterwards

Fun Meter: \*\*\*

### Bird-Man Contest

Location: Flight Control Platform (G2), climb the ramp to the Rito blocking the ladder

Cost: 10 rupees

Object: Glide with your Deku Leaf using updrafts for altitude to cross the

finish line of the course

Strategy: As difficult as this game is, it is rather gratifying to finish. The only strategy I can offer is to set the wind direction towards the finish line and glide into the updrafts to gain altitude. If you miss an updraft, it's usually best not to backtrack and try to hit it, but aim for the next one. Also, the first updraft is lower and stationary just right of the pier, so you should definitely get that one. I find the first 2-3 updrafts essential for completing it. It takes quite a few tries, but luckily each try is cheap.

Prize: Heart Piece #16

Fun Meter: \*\*\*

### Sliding Picture Puzzle

Location: Private Oasis (E5), inside the cabana

Cost: Free

Object: To slide the pieces of a picture to create a duplicate of the complete picture across from the puzzle.

Strategy: I don't have a personal strategy, but there is a great guide by SIMSteven on GameFAQs [here](#)

Prize: 50 rupees; 200 rupee bonus for completing all 12 puzzles

Fun Meter: \*\*\*

### Combat Training

Location: Outset Island (B7), at Orca's house

Cost: Free

Object: To attack Orca as many as times as you can before he attacks you three times

Strategy: Use smooth sword motions, especially the parry attack that counts as two hits. When you hear a sound and the A button flashes, perform the parry attack. If your sword clashes with Orca's spear, backflip out of his way to avoid risking a hit on you. Keep L-Targeting him to stay on target. Your thumbs will get very sore after a bout, so try as many times as your digits can take!

Prize: Purple Rupee (100 hits, Knight rank), Orange Rupee (300 hits, Swordsman rank), Heart Piece #43 (500 hits); rank of Master (999+ hits)

Fun Meter: \*\*\*\*\*

### Boating Course

Location: Boating Course (F7), talk to Loot the pirate

Cost: 30 rupees

Object: To sail around an obstacle course of barrels collecting rupees

Strategy: Keep the wind behind you and jump over the high barrels. No need to jump over low ones, they automatically lower when you approach them.

Prize: Up to 150 rupees

Fun Meter: \*\* 1/2

### Target Practice

Location: Any island, look for Merman, bait him (after getting Hero's Bow and his Sea Chart upgrade)

Cost: Free (but you need All-Purpose Bait)

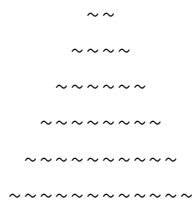
Object: To target and shoot arrows at Merman up to 10 times.

Strategy: Keep your eye on Merman at all times. His leaps vary in height, so be aware of how much time you have to shoot.

Prize: 10 rupees for every hit, 200 rupees for 10 hits

Fun Meter: \*\*\*

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[Z16]



### \*Nintendo Gallery\*

#### Basic Info:

In Forest Haven (F6), enter the haven itself and make your way up the Great Deku Tree using the Baba Buds at its base. Glide with your Deku Leaf to the platform off the first bluff of the Great Deku Tree and head outside. Set the wind direction accordingly and glide with your Deku Leaf to the hatch's opening where Manny, a devoted member of the gallery, stands. Using a Hyoi Pear, take control of a seagull and fly him into a white switch in the distance to open the hatch. Alternatively, you can hit the switch with an arrow (thanks James for the tip).

Inside, talk to Carlov behind the counter and he will ask for a pictograph in order to become a member. Once you take a pictograph of a character, enemy and/or boss, bring the pictograph to Carlov for him to sculpt a figurine. Play the Song of Passing twice to advance to the next day. Talk to Carlov to complete the figurine and find it on display. You can hold up to 3 pictographs,

but Carlov accepts only one at a time, so be patient and play the Song of Passing to pass the time.

#### Taking Good Pictographs:

Carlov will only accept decent pictographs of these characters, so to avoid a wasted visit, make sure your subject is clearly in focus, close enough to see, ideally facing you with full body in frame. These steps should guarantee a good pictograph and therefore a good figurine.

#### Figurine Checklist:

This list is organized by display room in alphabetical order within each room with the total number of figurines in each. I've placed small notes on some that require certain steps.

#### Dragon Roost Island (18)

- Baito
- Basht & Bisht- take a photo of one to get a two-figure set
- Chieftain
- Hoskit
- Ilari
- Koboli
- Kogoli- take the photo before Medli joins you for the Earth Temple
- Komali- take either younger or older version for a two-figure set
- Laruto- purchase at Lenzo's shop
- Medli
- Namali
- Obli
- Pashli
- Quill- taking the Chieftain's photo gives you Quill as well
- Skett & Akoot- take a photo of one for a two-figure set
- Valoo
- Willi
- Zephos & Cyclos- take Cyclos' photo while in the cyclone before getting Ballad of Gales to get a two-figure set

#### Dungeon (19)

- Armos- stationary ones are acceptable
- Armos Knight
- Boko Baba
- Bokoblin- take a photo of any type for a three-figure set
- ChuChu- take a photo of any type for a five-figure set
- Floor Master
- Gyorg- a shot of his tail is acceptable
- Kargoroc
- Keese/Fire Keese- take a photo of either type for a two-figure set
- Magtail
- Miniblin- take a photo of any type for a four-figure set
- Morth
- Octorok- take a photo of either type for a two-figure set
- Peahat
- Poe- take a photo of any type for a four-figure set
- Rat/Bombchu- take a photo of either type for a two-figure set
- Red/Blue Bubble- take a photo of either type for a two-figure set
- Redead

[ ] Seahat

#### Forest Haven (14)

- [ ] Aldo- at Cliff Plateau Isles (G6) after Forbidden Woods is cleared
- [ ] Carlov the Sculptor
- [ ] Great Deku Tree
- [ ] Drona- at Private Oasis (E5) after Forbidden Woods is cleared
- [ ] Elma- at Needle Rock Isle (A5) after Forbidden Woods is cleared
- [ ] Fado- purchase at Lenzo's shop
- [ ] Hollo
- [ ] Irch- at Shark Island (C6) after Forbidden Woods is cleared
- [ ] Linder- at Greatfish Isle (B4) after Forbidden Woods is cleared
- [ ] Makar
- [ ] Manny
- [ ] Oakin- at Star Island (B1) after Forbidden Woods is cleared
- [ ] Olivio- at Eastern Fairy Island (E3) after Forbidden Woods is cleared
- [ ] Rown- at Mother & Child Isles (B2) after Forbidden Woods is cleared

#### Forsaken Fortress (18)

- [ ] Big Octo- take a photo before defeating it
- [ ] Darknut- normal
- [ ] Darknut- shield
- [ ] Darknut- with cape; take it at Ganon's Tower before you fight Ganon
- [ ] Ganon- purchase from Lenzo's Shop, or take it during the final boss fight and save, then reset the game
- [ ] Gohdan- on the wall after defeating him
- [ ] Gohma- during the second fight at Ganon's Tower
- [ ] Helmaroc King- before you defeat him
- [ ] Jalhalla- during either fight
- [ ] Kalle Demos- during the second fight at Ganon's Tower
- [ ] Moblin
- [ ] Molgera- during either fight
- [ ] Mothula/Wingless Mothula- take a picture of either type for a two-figure set
- [ ] Phantom Ganon- before you defeat him at Ganon's Tower
- [ ] Puppet Ganon- take a photo of human Ganon in the second phase of the final boss fight and save, then reset
- [ ] Stalfos
- [ ] Wizzrobe- take a photo of either type for a two-figure set
- [ ] Wizzrobe- the mini-boss in Wind Temple, take a photo before defeating him

#### Ocean (18)

- [ ] Ankle
- [ ] Beedle
- [ ] David Jr.
- [ ] Fairy
- [ ] Fairy Queen- purchase at Lenzo's shop
- [ ] Gonzo- take Tetra's photo to get a set
- [ ] Great Fairy- purchase at Lenzo's shop
- [ ] King of Hyrule- purchase at Lenzo's shop
- [ ] Knuckle- need Tingle Tuner & GBA, must be taken before completing Nintendo Gallery
- [ ] Loot
- [ ] Mako- take Tetra's photo to get a set
- [ ] Merman
- [ ] Niko- take Tetra's photo to get a set

- [] Nudge- take Tetra's photo to get a set
- [] Old Man Ho-Ho
- [] Princess Zelda- purchase King of Hyrule's photo from Lenzo's shop or take it during the final boss fight at Ganon's Tower, then save & reset
- [] Senza- take Tetra's photo to get a set
- [] Tetra- after the Helmaroc King fight but before she becomes Zelda (oops...spoiler!)
- [] Salvage Corp.
- [] Salvatore
- [] Tingle
- [] Wandering Merchant- take a photo of any merchant for a three-figure set
- [] Zuko- take a photo of Tetra for a set

#### Outset Island (14)

- [] Abe
- [] Aryll- take a photo of Grandma to get her photo
- [] Crab- also found on various islands
- [] Grandma
- [] Jabun- purchase at Lenzo's shop
- [] Joel
- [] Mesa
- [] Orca
- [] Rose
- [] Seagull- also found on various islands
- [] Sturgeon
- [] Sue-Belle
- [] Wild Pig- also found on Windfall Island
- [] Zill

#### Windfall Island (27)

- [] Anton
- [] Candy
- [] Cannon- take either version of Cannon for a two-figure set
- [] Dampa
- [] Doc Bandam
- [] Garrickson
- [] Gillian
- [] Gossack
- [] Gummy
- [] Kamo
- [] Kane
- [] Killer Bees- take any member's photo for a four-figure set
- [] Kreeb
- [] Lenzo
- [] Linda
- [] Maggie- take either poor or rich version to get a two-figure set
- [] Maggie's Father- take either poor or rich version to get a two-figure set
- [] Mila- take either poor or rich version to get a two-figure set
- [] Mila's Father- take either poor or rich version to get a two-figure set
- [] Minenco
- [] Missy
- [] Mrs. Marie
- [] Pompie & Vera- take either one for a two-figure set
- [] Potova & Joanna- take either one for a two-figure set
- [] Sam
- [] Tott
- [] Zunari





\*The sky at night has stars that resemble constellations (The Big Dipper and Orion's Belt).

\*Like the cuccos in N64 Zelda games, if you attack the pigs over again, they turn red and attack you!

\*Attack a pig until it turns red, then lure it into the ocean. The water will cool the pig off.

\*Stand near a Travelling Merchant and use the Deku Leaf to blow his hat off!

\*The Goron Ruby can be seen decorating the Travelling Merchants' packs.

\*If you time it right, two enemies can attack themselves! Stand between two, then run away just as an enemy is ready to attack. BOOM! Funniest thing ever!

\*Spread All-Purpose Bait near seagulls and they will come and eat it.

\*If you talk to the Great Deku Tree after finishing the Forest Temple, he will mark the Korocks' locations on your map.

\*Manny, the guy who hangs out by the Nintendo Gallery, has a logo of a Legend of Zelda (NES) Octorok on his bag.

\*Did you notice that the Dragon Roost Island boss resembles Gohma from Legend of Zelda: Ocarina of Time? In fact, they share a similar name :oP

\*Ocarina of Time reference: Keaton & Goron masks, and the Bunny Hood on display at the Nintendo Gallery front desk.

\*On display in stained glass from where you get the Master Sword are the Ocarina of Time sages.

\*The Song of Passing (learned from Tott) sounds like the Sun Song from Ocarina of Time.

\*Saria's Song from Ocarina of Time plays in Forest Haven.

\*Zelda's Lullaby from Ocarina of Time plays when Tetra's true identity is revealed.

\*Master Sword music from OoT plays when the sword gains power.

\*The Tower of the Gods boss is very similar to Bongo-Bongo from OoT.

\*Medli wears a Zora Sapphire.

\*A Pikachu from Pokemon is displayed at the Nintendo Gallery desk near the Goron Mask.

\*Ghost Sighting: At the ferris wheel on Windfall Island, with the Song of Passing learned, stand on a cart near the bottom, very close to the edge (without falling off). Play the Song of Passing to either day or night, and Link will fall down, spot a ghost, scream, and be sent back to the front of the island.

\*When you return to Outset Island, make sure you bring a fairy with you (If you forget, you can just get it from the fairy fountain in the forest). Take the fairy to your Grandma and release it in front of her. When she wakes up she gives you Elixer Soup. It heals all health and magic, doubles your attack until you get hit AND has two helpings.

\*One of the trickiest parts is when you return to Outset Island and you have to cross where the bridge is broken. I jumped up on one of the two stakes at this end of the bridge and leaped off that, and I was able to make it across with the regular meter.

\*On Dragon Roost Island, shoot an arrow at the bomb plants stuck to the cliff face on the west side, above the sign with the arrow pointing up at them. They knock down a treasure chest with approx. 50 rupees. You can also use a Hyoi Pear and fly a seagull into one of the flowers.

\*In the cavern on Pawprint Isle, grapple the poles to climb up to a cave in the ceiling and a 20-rupee chest.

\*I saved after beating puppet Ganon (before the blue-void doorway leading to the human-Ganon fight). After beating the game, I reloaded the original to find myself stuck in the watery puppet Ganon room -- now empty, with the exit door permanently locked. The only way out was to go beat Ganon's human form again. It seemed I'd ruined that saved game so that I couldn't return to the islands or abuse the Light Arrows at length. Much to my relief, I found that killing myself with bombs (though this took quite a while) led me to respawn back a room, such that I was free to escape the castle and continue roaming. In retrospect, I wonder whether just allowing Ganon to kill me (I managed not to die during any of the boss fights) would have brought me back to the same open room. If I hadn't had enough bombs, I figure that might have been my only option. Anyway, if this causes anyone else a headache, just remember the solution is death!

\*In the wind shrine area, there should be a large boulder in front. If you have bombs, you can blow it up & your reward is a purple rupee after you defeat a series of monsters inside.

\*When facing the snake puppet boss in Ganon's Tower, when the battle starts run to the teleporting pot then you climb on the edge of the pot but don't go in. When you are at the edge the serpent won't be able to hit you and probably end up going around in circles trying to get you which make it a easy target for your light arrows.

\*Someone in production for the 3-D Zeldas has a thing for the stars particularly, the constellation Cassiopeia. Not only are some bombable rocks in Termina Field in a formation so as to mimic it, the Five Star Isles (in Wind Waker) are also in that pattern.

\*when using the jump attack before Link lands on the ground, quickly circle the control stick and press any button, then the jump attack will be followed with a spin attack immediately. To perform this technique correctly, hold the L button during the move. Use this technique to ensure safety when facing more than one Darknut at once. When facing Ganon, lock on him and circle to his back. Use this technique three times, and Ganon will lay on the ground to be finished. Remember not to get too close to him and always hold L, or the spin attack won't hit him.

\*If you played Luigi's Mansion and you fight the big boo at the deck behind the attic. This is similar to the boss Jalhalla in Earth Temple. When you poke Jalhalla he will turn into smaller poe's which are like ghosts. You defeat him by killing each individual small poe. In Luigi's Mansion you do the same by poking the big ghost and defeat it by killing each small ghost.

\*Be near an edge and stand in front of the edge with plenty of space. Continue to roll and roll up to the edge and if you let go of the left joystick you will not fall (no matter how fast) off the edge unless you hold that joystick forward.

\*If you save right after you defeat the Helmaroc King, when you open your file, Link will start at the bottom of the tower next to the cell of the girls locked up and the water will not rise or the top will close so you can have fun in there.

\*Behind Ganon's robe there's a smiley face.

\*If you stand under a log or a place where link can hook his grappling hook, you will notice that Link will stare at it trying to give you a hint that you can hook your grappling hook.

\*When in the Phantom Ganon Maze in Ganon's Tower as soon as you enter a room with Phantom Ganon power up your Hurricane Spin and over 90% of the time it will deflect the energy ball(s) back to Ganon and have him drop down to the floor level so you can defeat him in that room. Work especially well in rooms with multiple Phantom Ganons.

\*Easy way to get Joy Pendants: In Dragon Roost Cavern after getting the Grappling Hook & opening ALL 3 warp jars save, exit game & restart. Go to first room (where you got the first key) & 1st warp jar. Use grappling hook to steal the Joy Pendants from the enemies. You get 2 per round. Exit & re-enter repeatedly & kill enemies in the same room again until you have all the pendants you want. You must exit the dungeon to make the enemies reappear to get the pendants each time you come back to the room.





logical paragraphs. Yeah, bad excuse, but if you're printing off the walkthrough, use a pencil to mark your place, or if you're reading it off the screen as you play, use the arrow keys to keep the text at the top of the page. That's what I've done (yes, I follow my own walkthroughs!). Thanks for the correction on the Tingle Tuner...I've fixed that. As for the version info...um, it's 7 clicks to reach the table of contents.

\*\*\*\*\*

Q: In the bottom right corner is a number showing the number of rupees you have. Is the most you can carry 200 until you get the bag that lets you carry 1000? It is confusing because the game still shows you gathering them.-- from Sammie

A: That's right, you can only carry up to 200 rupees until you get two wallet upgrades from the Great Fairies. You can find that info in my Great Fairy Upgrades section. One is on Northern Fairy Island (C1) and the other is on Outset Island (B7). Both upgrades require bombs and the second one I mentioned requires the Deku Leaf as well.

\*\*\*\*\*

Q: Im stuck in a ring of fire with 2 mighty darknuts and only 3 hearts. Can get the armour off one of them but the other one kicks my butt, and I die. Boo. Have you any clues or advice? Cant move on to the next game till I finish this one-- from Celina

A: I'm not sure which Zelda game you are playing, but I'm wondering if your health meter is too small to be fighting Mighty Darknuts, the toughest enemy (aside from major bosses) in the game. Have you been collecting Heart Pieces? Or maybe you have a bigger heart meter, but only 3 remaining to use. In that case, fill your empty bottle(s) with potion or fairies to restore your health.

\*\*FOLLOW-UP\*\*

Q: Im playing The wind waker, and yeah I have a bigger heart metre but only 3 are full. The main problem is that I cant go backwards to collect any potions or fairies, because Im always dropped into the ring of fire, and cant get out till I kill the big fellas.... which I cant do. Its very frustrating. If you could help me that would be brilliant!

A: Okay, you must be in Hyrule Castle then? If you can't return back, try collecting hearts in the pots around the room. I think even in that fight there are a few around. Other than that, I don't really know what else to suggest!

\*\*\*\*\*

Q: I was wondering, on Windfall island, the browned hair girl that is always sitting at the steps during the day and looking at the moon at night. Well she wants you to take a picture of something completely round and pale...I have tried everything i can think of, the moon, even the merchant guy, i just can't find it out...-- from Saraahh

A: Take a pictograph of a full moon. You'll need to play the Song of Passing a few times, but keep checking for a full moon. The best place to take the pictograph is next to the guy when he





A: Baito seems to be confused about how to use the stepping block you set up to reach the Rito Aerie. So for now, he'll hang around. Don't worry about him until later. Baito helps you get a Heart Piece later on. Here's how: After finishing Dragon Roost Cavern's dungeon, in the Rito Aerie at Dragon Roost Island, you can play a fun minigame at the post office. Talk to Koboli at the desk to gain a job at the mail centre. Toss the letters in their matching slots for 30 seconds. If you match 10 correctly, you get a raise. Then, you must sort 20 letters. Once you do that, sort 25 letters to get another pay increase. For more details, see my Mini Games page. If you come back later, Baito will be working the desk. If you sort 25 letters for him, he will give you a letter to mail. Put it in the postbox (BTW, if it ever wiggles, check it for your own mail) outside the Aerie (postage costs 5 rupees) and the next morning you will get a Heart Piece from his mother (#7).

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Q: In the windwaker when i sail into the ghost ship it just disappears.  
--from dylan benge

A: You need the Ghost Ship Chart before entering the ship itself. All of this information is in my walkthrough and under my Special Charts section. You need the Hookshot to get the chart. Complete the secret cavern at Diamond Steppe Island (A6) to collect the chart. It shows the location of Ghost Ship based on the phase of the moon.

Moon Phases -->

- Full Moon- Crescent Moon Island (E1)
- Half-Moon (left)- Star Belt Archipelago (G3)
- Half-Moon (right)- Bomb Island (F5)
- Crescent Moon (left)- Greatfish Isle (B4)
- Crescent Moon (right)- Diamond Steppe Island (A6)
- Three-Quarter Moon (left)- Five-Star Isles (G7)
- Three-Quarter Moon (right)- Spectacle Island (C2)

\*\*\*\*\*

Q: I'm currently working on getting all the triforme maps. I've got all of them except for the last. So I went to Overlook Island and for some reason I can't hookshot up onto the island. I was pretty sure that should have been easy but for some reason something is going wrong-- from Joey Charpentier

A: At Overlook Island, bomb the fighter boats to clear the area, making it much easier to navigate the island. Find a palm tree that seems close and use the hookshot to pull yourself up to it. A way to check for a close tree is to aim the hookshot and see if you get the yellow symbol, which means that it's within reach.

\*\*\*\*\*

Q: u said u could get a picto box that takes pictures in black and white in tingle's jail cell(where u free him and he give's u the tingle tuner and map of his place,right?). where's the picto box? i couldn't find it. is it in the crawl space loaded with all the annoying rats? is there a certain time i can only get it?-- from ej millan

A: Yes, the Picto Box is found by crawling through the hole in the wall and



how to do it. Can you please help her?--from Larry Wetzel

A: To complete Lenzo's first task, find the red mailbox in front of the market arch. Stand by the tree nearby to remain out of sight and wait for a short man with dark hair and red overalls to appear. Aim your pictograph at the mailbox and snap a picture when he places a letter in the mailbox. Make sure the picture is in focus, clear, and contains his full body (head to toe) in the frame. Take the pictograph to Lenzo to pass the first task.

\*\*\*\*\*

Q: Anyway i am stuck on windwaker on Triforce Chart 2. I understand i need to give 21 joy pendants to miss marie on windfall island to get cabana deed but when i try to it says this item won't do anything here i must be missing something can you help (this is the first time i have got stuck and i am near-ish the end)-- from Garreth

A: To give Mrs. Marie the Joy Pendant(s), you need to speak with her about them first so that you activate that part of the game, then you should be able to L-target her and take out a Joy Pendant to give them to her. Just taking them out without L-targeting will give you that message about not doing anything here.

\*\*\*\*\*

Q: I have been playing Zelda Wind Waker with the help of Nintendo Power and have made it as far as collecting all 8 Tri-Force Shards. As instructed, I went to The Tower of the Gods, which would take me to Hyrule Castle where I would meet Zelda then go to final dungeon, but...No Zelda. There is a door at other side but electric blue lines won't allow entry. I have all tools etc. Just don't have all maps or possible heart containers, but that shouldn't matter, right? What am I missing?-- from John

A: All I can suggest are two things: One, double check that you have the Triforce Shard in your Quest Status Screen (press Start to access the screen and look for the yellow Triforce triangle). Second, Zelda is in the basement part of the castle. You need to head down there and into the centre of the area where she will be for a second, then disappear in a short cinema. You're right, it shouldn't matter if you don't have all the Heart Pieces or Treasure Charts.

\*\*\*\*\*

Q: Im currently in the Wind Temple on the Wind Waker game, and when I was in the boss room, I fought 2 Darknuts, about 3 of those pig monster things....:) and alot of bats...anyways, the Boss Key NEVER showed up! On my compus I can see a treasure chest in the middle of the room, but its not there! On your walkthrough, you said to defeat 3 Darknuts, is that exactly what you have to do, and did I kill the Wizzrobe too quickly or something? Help me :( -- from Megan X

A: Hey...I like your name :oD You should just have to defeat the 3 Darknuts to get the boss key. The other enemies appear in another room, so make sure you're in the room with the Darknuts. Look in the east alcove (across from the door that unseals after beating the 3 Darknuts) and the boss key should be there in the blue & gold chest.







Thanks to Marshmallow for his great Ocarina of Time walkthrough that I used throughout the game and for the inspiration to make my own Zelda walkthroughs.

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Thanks to GameFAQS.com for an awesome community of gamers and walkthroughs. And thanks for giving my walkthroughs another home on the Web.

\*\*\*\*\*

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- Megan X
- Eddie
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- Chris
- Rebecca
- Terrence
- Julie

\*\*\*\*\*

Contacting Me...

Please do. I can really only be reached by e-mail at mlynch2[at]rogers.com. Remove the brackets & change at to @ before sending (or keep them there if you like to get Mailer-Daemons... freakazoid). The brackets and "at" are there only to avoid additional spam e-mail. I get enough of those already as it is.

\*\*A REPLY MAY TAKE UP TO 1 WEEK\*\*

E-mail me with additional information, secrets, errors within my walkthrough or checklists, to share game anecdotes, shoot the breeze, etc. If you need additional help with the game, please keep e-mails as detailed as possible. Any e-mails with @&\*@&\* excessive profanity, spelling errors (thats a jok btw), 2 manE shrt frms lk ths, eMaILs tYpEd



like this, or otherwise unreadable e-mails will be promptly deleted.

\*\*PLEASE SEE VERSION 1.0, OCTOBER 6, 2007, REGARDING E-MAILS SEND  
BETWEEN OCTOBER 1-6\*\*

Any additions to this walkthrough will be credited to you, faithful  
reader, in the Thank-You section. I look forward to the sleepless  
nights reading your messages by the light of the moon...he he he.

\*\*THE END\*\*

....hoo, boy, here we go again.....

...way too much time on my hands to be making these crazy  
scroll jokes...

...yup, super-de-duperly bored....

...la-dee-dah, la-dee-dah....

....what do you want, show tunes? magic tricks?

...make me disappear?

...all right, you got it...

...\*POOF\*

...sorry for the recycled joke from Twilight Princess

...My bad :oP

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