

Version 0.5 :::: Walkthrough and everything else updated to the point
after you beat Molgera and the Wind Temple.

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Story
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Long ago, there existed a kingdom where a golden power lay hidden. One day, a man of great evil found this power and took it for himself, and with it at his command, he spread darkness across the kingdom. But then... just as all hope had died, a young boy clothed in green appeared as if from nowhere. Wielding a blade that repelled evil, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend.

And then a day came when a fell wind began to blow across the kingdom, and the great evil once again crept forth from the depths of the earth. The people believed that the Hero of Time would again come to save them. But the hero did not appear...

What became of that kingdom...? None remain who know. The memory of the kingdom vanished, but its legend survived on the wind's breath.

On a certain island, it became customary to garb young boys in green when they come of age. Clothed in the green of fields, they aspire to find heroic blades and cast evil down. The elders wish only for the youths to know courage like the hero of legend...

Note The story is taken from the Instruction Booklet

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Controls
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::::[Sword Techniques

-Horizontal Swing

To perform a horizontal slash, simply press the B Button (the small red button) or you can hold down the Left-Shoulder Button and then tilt the Control Stick to the left or right and then press the B Button. This cuts the enemy's torso or around the lower part of the body.

-Vertical Slash

To perform this slash, press down the Left Shoulder Button and then press B. Link will swing his sword downward like he's splitting the enemy in half.

-Thrust

To poke the edge of the blade at the enemy, press down on the Left Shoulder Button and then tilt the Control Stick forward and then quickly press B. You can do this without press the Left Shoulder Button by quickly tilting the Control Stick to the direction you want to thrust and then press B.

-Jump Attack

This sword technique can inflict more damage to an enemy than the other sword attacks. To perform this powerful move, press down and hold the Left Shoulder Button and then press the A Button. Link will jump in the air and then take out his sword and slash vertically at the enemy.

-Spin Attack

You can learn this technique right away from Orca when you first visit him on Outlet Island. Simply press and hold down the B Button and then release it. You can also rotate the Control Stick counterclockwise and then press the B Button. Link will take out his sword and swing it around in a 380 degrees counterclockwise direction.

:::[Action Techniques

-Walk/Run/Swim/Jump

The Control Stick is the gray stick on the left side of the GameCube Controller. Link walk/run around depends on how far you tilt the Control Stick, same goes with swimming in the water. For jumping, when you run up to the edge of the ledge or platform, Link automatically jumps off the edge.

-Crouch/Crawl

Hold down on the Right Shoulder Button to make Link crouch. Tilt the Control Stick in any direction to make him crawl on the ground. Use this when you see a tight passageway to get in there. You can also sneak up on animals such as a pig by crawling.

-Defend

When you get the Hero's Shield, hold down on the Right Shoulder Button to defend yourself with it. While defending, you can tilt the Control Stick to aim your shield around like deflecting a nut or a rock.

-Lift -Throw/Drop

Link can pick up an object by standing next to it and lift it up by pressing the A Button. Press the A Button again to throw the item in the direction you are facing. To drop the item you are holding, press down on the Right Shoulder Button.

-Grab - Push/Pull

If you come up to a larger object like a block, you can push or pull it. To do this, stand in front of the block and hold down the Right Shoulder Button to grab onto the large object and then tilt the Control Stick forward to push, tilt it back to pull.

-Hang

You can hang off on the edge of the ledge or a platform, but only if you slip off the edge. You can make Link move with his hands on the edge by tilting the Control Stick to the left or right. Tilt the Control Stick up to get Link back up on the surface.

-Sidle

A new technique that is added to the Zelda game. Link can now sidle

across a narrow path that. If you see a narrow path on the wall off of the corner of the ledge, walk up to the wall and watch the Action Icon at the top. If it says "Sidle", Link will put his back flat up against the wall and then tilt the Control Stick to the left or right to move across the narrow path.

:::::[Using the Grappling Hook

-You can obtain this item when you rescue Medli at the top of Dragon Roost Island.

If the platform is unreachable, look around in the air for a pole where you can use the Grappling Hook on. If it doesn't show that "spark" icon on the pole, that means you can't use the grappling hook on the pole.

-Stop

Simply press and hold down the Right Shoulder Button to make Link stop swining on the rope.

-Swing

If you stopped, you make Link swing on the rope again, you have to tilt back and forth on the rope to swing.

-Move in different direction

While you are swinging, you can move around in any direction you want to swing to. To do this, press down on the Right Shoulder Button and tilt the Control Stick to the left or right.

-Climb up and down

You can also climb up and down on the rope. To do this, press and hold down on the Right Shoulder Button and then tilt the Control Stick up or down. This is useful if the next ledge or platform is closeby, but is not leveled with the platform you were standing on.

-Drop

To drop off the pole onto the surface below, simply press A and Link will unhook himself off the pole and fall feet down onto the surface below.

:::::[Controlling King of Red Lions

-You will first meet this talking dragon boat after you leave the Forsaken Fortress. The King of Red Lions is useless to you until you find a sail.

-Get in/out

Swim across the water and up to either side of the red boat and then press the A Button to climb up aboard the boat. To depart off the boat, you must stop the boat first by pressing the A Button to take down the sail and then press the A Button again to stop it, press the same button one more time to jump off.

-Move the Boat

Once you hoist the sail on the boat, tilt the Control Stick in the direction you want to go. To mvoe the boat without the sail, hold down on the Right Shoulder Button

:::[Using the Wind Waker

-The King of Red Lions hand you over this item when you reach the Dragon Roost Island for the first time. Set the Wind Waker to the X, Y or Z Button and then press that button wherever you set it to to take out the Wind Waker.

-Setting the rhythm

DON'T tilt the control stick if the song has 3/4 rhythms. Tilt the control stick to the left if it is a 4/4 rhythm. Tilt the control stick to the right if it is a 6/4 rhythm.

-Metronome

To play the song correctly, tilt the control stick to pick the correct rhythm and then use the yellow C-Stick to tilt to conduct the song, but only tilt once when the metronome hits the center.

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Walkthrough
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Before we begin the walkthrough, you'd have to select a game file and the game will prompt you to give the game file that you selected a name, so, input Link or give it an obnoxious name, it doesn't matter. After you confirm the file name, the game will start off with a tale of a legend.

/ _____ / Outset Island \ _____ \

Items: Hero's Clothes, Hero's Sword, Telescope
Enemies: None
People of
Interests: Aryll, Grandma, Orca, Sturgeon

The game starts out with a girl named Aryll looking for her big brother. She climbs up on the watchtower and who is that sleeping on top of the watchtower? is that Link? it is Link! Link wakes up and finds out that it's his birthday! Aryll also tells you that you should go visit Grandma.

Climb down the watchtower and go west (on the map) and across the bridge. Follow the path to the end and enter Grandma's house. Grandma's House is the farthest house to the west on the path. Head in the house and climb up the ladder to the 2nd floor of the house and you'll see Grandma! She will give you the Hero's Clothes that she made. Link will turn around and look disappointed. Grandma tells you that you shouldn't be disappointed and that he is the same age as the young hero that was spoken in the legends. She mentioned a man named Orca who could teach you how to use the sword. Grandma is preparing things for your birthday party tonight. She wants you to go look for Aryll.

After you leave the house, head back to the watchtower and talk to Aryll at the top of the watchtower. She will give you your birthday present, but just for one day! The present is the Telescope!

Press START and equip the telescope to X, Y, or Z and then leave the

screen, back to the game. Press the button wherever you equipped the telescope on and look through it. Look at your house (Grandma's house) and then move the telescope down just a little bit to look at the red postbox. Who is that weird looking person? Zoom in (tilt the C-Stick up) and he will become frightened, why? Aryll will tell you to look up in the sky, do so. A scene will take over of a large bird carrying a person in one of its talons. In the sea, a pirate ship is following after the bird and fires a cannon at the bird to knock it out. The bird drops the person it was holding into the forest below. After the cut-scene, Aryll tells you that you have to go up there and save the girl! But you can't go in there without a weapon. Where can you find a weapon you ask?

Go to the house to the east of Grandma's house. You will see an old man sitting on the porch, his name's Sturgeon. He will teach you how to use the L-button for targetting things such as talking with someone that is far away. Climb up the ladder on the right side of the house and then go through the door. You will talk to an old man again, during the conversation, a racket occurs and knocks everything off the shelves. He will tell you that the racket was caused by his younger brother downstairs. Head back outside and climb down the ladder, go through the door at the bottom of the house.

Talk to Orca in here and you will be participated in several sword lessons. The gong will sounds off and you'll have to perform six or seven sword techniques. After you go through all the sword lessons, Orca will give you the Hero's Sword for free and then tells you that he has faith in you, so, don't let him down!

NoW that you have a weapon in your hand, go to where you saw that person that the bird dropped in the forest. Head over to the east side of the island like you are going back to the watchtower. Read the sign and it says "Forest of Fairies ->". Take note that there's a pirate ship in the sea because it was chasing after the bird. Take that path up and around the hill until you come up to a row of trees that is blocking you from continuing your way up. Take out your sword (Press A to unsteath your sword) and perform a horizontal strike on the trees (Simply press the B button) to chop them down. Proceed up the hill and go across the long bridge to the west. You can cut down the tall grass here or on the higher ground further up the hill for rupees just like in the old Zelda games! You will see a cave beyond the bridge, go on and head inside.

/ _____ / Forest of Fairies \ _____ \

Items: None
Enemies: Bokoblin (3)
People of
Interests: Tetra

When you enter the forest, you will see that poor girl knocked out and she is hanging on the branch of a tree. Go straight a veer to the right on the path and then drop off the ledge. There is a red rupee in the log, press down on the R-button and crawl in the log. An enemy is waiting for you in the back of this area. Use your sword and slash at him a couple times to defeat him.

Jump up on the log and then jump onto the ledge nearby. There is another log sitting back there, jump on it and walk up the log. A cut-scene will take place and you'll see two birds, each one carrying an enemy and drop it down to where you are. Kill them both and another cut-scene will take over.

Tetra wakes up and she noticed that she is stuck on a tree branch. She shakes around and breaks the tree branch and then falls to the ground. A pirate calls out for Tetra and tells her what happened. Tetra leaves the forest and the pirate follows her, then Link.

/_____/ Outset Island _____ \

Items: Hero's Shield, Bait Bag*, Spoils Bag

Enemies: None

People of

Interests: Grandma, Tetra, Niko

Outside the forest, Aryll shouts out your name and then a large bird, yes, that bird you saw earlier drops down and grabs Aryll off the bridge. Link tried to run and catch her, but he falls off the ledge and then Tetra saves him.

Out on the beach, Link will ask Tetra if he can go with her and the pirates. Tetra will be shocked but she wouldn't let you. A weird person that you saw earlier interrupts the conversation and tells you what REALLY happened. The large bird mistook Aryll for Tetra and the bird only did it because any girls with blonde hair and long ears are to be kidnapped. This bird person tells you that this large bird lives in the Forsaken Fortress. Tetra agrees to let you come but you have to find something to defend yourself with.

Head over to Grandma's house and climb up on the ladder to 2nd floor of the house. You'll notice that the shield is not on the wall. Climb back down and talk to Grandma. She knows what you are looking for and then she gives you the Hero's Shield. Leave the house...but before you go talk to Tetra again, you can collect up to about 200 rupees, here's how:

-from: Andrew

-You can get 100 from crawling under Gram's house, 60 for throwing three pigs into a pen, 20+ for jumping the stones in the water, and another 20 for crawling under the bed in the house near the lookout. Just wondering if you got all of that because I am bored to death.

Walk over to the grandma's house, which is looking very much like the other houses today. But one thing stands out as different. On the left side of the deck, or patio if you will, is a open space to crawl. Walk over to the left side and go to the first person view to see what I am talking about. Then, press the crawl button and go into the space. Follow the path until you reach a small hole under the house. This hole is just big enough for Link to go into. Crawl inside. Then, jump down to the left and you will see a treasure chest. Walk up to it and open it like you would any other treasure chest. Inside will be an orange ruby. Now, what is an orange ruby, one might ask. It is a massive 100 rupees. You will see your eyes gleam once you hear this.

Next, we have the pig-pen fiasco. It seems that the lady located in the pen north west of Grandma's house wants some pets. Now, this will pay 20 rupees a pig. If you walk differen locations of the island you will see piglets. Crawl over to them and lift them up. Then go over to the lady and throw it in the pen. After this, talk to her and you will claim your 20 rupees. The pigs are located in three locations, one is next to Orca's house and is black. Another is located on the shores of this house. And the last is located in the house near the pathway going to the forest.

After this, we come to the 20 ruppee mania. One 20 ruppee chest is located near the Grandma's house. Walk to the left and cut down the trees with your blade. Then open the chest to claim your booty. Another 20 ruppee is found in the house near the pathway to the forest or the house near the lookout. Walk inside and if you veer left you will see a hole just big enough for a young hero to crawl through. Do so and you will be in another room with a chest. Open it to claim those 20 ruppees. The last 20 ruppee treasure can be found by walking the middle bridge that connects lookout island to Grandma's island. In the middle there will be stones that you can jump on. Do so and follow the stone platforms to the last and you will get a 20 ruppee treasure.

And to say even more, if you purchase the fruit in Shop on the boat located near Grandma's house you can fly like an eagle, literally. Purchase the item then set it down at the lookout's top. A bird will swoop down and pick it up. Link will now, intriguingly have control of the bird's mind and is able to fly around. Your first and only destination are the pillars located between the bridge that connects to the forest. It is the ocean valley that separates the two islands. Swoop over and you will see some treasure on the pillars. Grab it and you will be a lot more Ruppees richer.

On another note, if you, by happen to chance, hit the 200 ruppee match don't hesitate to buy items like bait and fruit at the boat shop. They can be useful in the journey to come.

***OPTIONAL:**

Before you go on board with Tetra and the pirates, you can buy a Bait Bag for a small 20 ruppees. Look for a small boat next to the pirate ship and swim to it and climb onboard and enter it. This is Beedle's Shop and he has three items in stock; his last bait bag, all-purpose baits and Hyoui pear. Buy the Bait Bag as you should have collected up to 20 ruppees while you were exploring Forest of Fairies cutting down trees and grass.

Link will get onboard the ship and waves to his friends back on the island. He will then see Grandma on the porch of his house and he knows he will miss her a lot. Tetra's got an attitude because she doesn't like having Link on the ship with the pirates. She will tell you off and go downstairs to see Niko, one of the pirates. Go through the door at the back of the ship and then go down the stairs. You will find Niko and he will teach you how to use the ropes.

Jump on the first platform and look straight at the rope, run and jump onto the rope. You will swing back and forward on it. When you are near the next ledge, press A to drop off the rope and onto the next platform. Keep doing this until you land on the platform where Niko is. Niko will let you open the chest in the room behind him. Open the chest to find a Spoils Bag!

Tetra will call you and let you know that they are near the Forsaken Fortress but it is too dangerous to go in there because of heavy security. Tetra then gave this weird look like she thought up a plan. The next thing you know is that you are in a barrel! on a catapult! That doesn't look good... Tetra will send you flying over to the fortress in the air and hit the wall. The Hero's Sword will be knocked out of your hand and landed in the fortress somewhere while Link fell into the water.

Items: Pirate's Charm, Compass, Dungeon Map, Heart Piece #1
Enemies: Bokoblin
People of
Interests: None

Since the fortress is in heavily guarded and Link is swordless, you'll have to go around the fortress quietly and unseen. If you get caught by one of the guards, you will be taken to the jail cell. Oh and by the way, you'll have a new item in your inventory and that is the Pirate's Charm, a mysterious stone that you can communicate with Tetra when the "A" button in the upper left corner is trying to get your attention.

If you do get caught (and on purpose too), look around in the jail cell for a wooden shelf. Climb up on the table and then jump on the wooden shelf next to it. Lift the pot up out of the way to reveal a hole behind it. Crouch (press R) and crawl through the small tunnel until you reach the other end. You can get Heart Piece #1 (look in the Heart Piece section on how to get it).

Go up the first set of stairs and you'll see two barrels. Pick one up and Link will use the barrel to cover himself and take a role in stealth mode. Go up the next set of stairs until you reach the top. You'll see two searchlights shining down on the floor. You can still move around but only when the searchlight isn't shining on you. At the top of the stairs, turn sharp right and go up the stairs and go through 2 more set of stairs and then when you reach the end of the stairs, you'll see a hallway and a path. Follow that path as it winds upward leading to a ladder. Tetra will call you on the Pirate's Charm and tell you that there is a monster up there on the top of the ladder running the searchlight. You need to get up there and defeat the enemy to stop the running of the searchlight. Tetra suggested that if you use the shield as soon as the enemy attacks you, the enemy will drop its weapon and you can go and pick up that weapon and use it back on the enemy.

Climb up the ladder and look around for a pot. Lift it up and throw it to break it open, you'll see some Deku Sticks. Pick one up and go around to the searchlight control, the Bokoblin will see you and go after you. When it gets close, use the Deku Stick as a weapon and swing it at the Bokoblin about 4 times or until he is defeated. The searchlight is now not controlled anymore. Climb back down the ladder and go to the end of the path until you see a little hallway off to the right with 2 doors in it. Go through the door to the south.

The room you are in put you on a ledge with a rope and a ledge on the other side. Jump on the rope and swing to the ledge on the other side. Open the chest to find a Dungeon Map inside, but the map to what? its the map to the fortress's inside. Use the rope to swing back to the ledge you were on before you got the map and go through the only other door.

Back outside, turn left and climb up the ladder. At the top of the ladder is another Bokoblin guard running the searchlight. There is a pot up there that has some Deku Sticks in it. Lift up the pot and throw it to break it and then pick one of the Deku Sticks up and head over to the guard. Make him leave the searchlight control and defeat him with the stick in your hand. He will leave behind a Joy Pendant. This item goes in your Spoils Bag. Look around the fortress and you'll see that there is only one searchlight left to go. Climb back down the ladder and go back in the room where you got the dungeon map from. Go through the door back into the corridor. When you are back in the corridor, go through the door on the other side.

Look inside the chest behind the two barrels on the ledge you are on to find a Compass! Look across the ledge to find a rope that you can swing

on. Get on the rope and swing and drop off on the ledge across the room and then go through the door.

You'll be out in another corridor, go out through the left passage and follow the path upwards until you see a ladder. At the top of that ladder is the third and the last searchlight. There is a pot with some Deku Sticks inside, break it open and pick one up. Head over to the searchlight control and then alert the Bokoblin. Hit him with the Deku Stick about 4 or 5 times and then pick up the Joy Pendant he left behind. Now that you stopped all 3 searchlights, go back down the ladder and down the path you were on and back in the corridor. Go through the door you haven't went through yet.

In this room, just jump onto the rope and swing and jump onto the next ledge and then go through the door. Walk down and turn left, you'll see a crate. Push it off the ledge (go up to it and hold down R to grab onto it and then push forward on the stick to push or pull) and then drop down the ledge. Push the crate until the crate is underneath the ladder. If you are not good at rope swinging (like me) this save you from the trouble of swinging room to room. Climb back up the ladder and go through the door to the west.

Once in the room, the camera will take over and show the door that you have to go through next but you'll see about 2 Moblins. There is a barrel nearby, use it and hide yourself in the barrel. When the closest Moblin has its back turned and walk down the opposite direction, walk over and hide behind the wooden beam (or support) closest to the door. Stay there until the closest Moblin turn back again and walk away and this is when you make a move to the door. Drop the barrel and then go through the door.

Go up 3 set of stairs and use the barrel to hide yourself again because there is a Moblin nearby patrolling the area. Only move while hiding in the barrel when the Moblin has its back turned facing you and walking in the opposite direction, and only stop when it stops. Take your time and you want to go to the left and up the path. If you successfully sneaked pass the last Moblin, you may drop the barrel down and run up the path until you reach a gap. The ledge on the other side of the gap is too far away. Walk up to the corner of the ledge where it meets the wall and watch the A icon at the top. If it says "sidle" press down on the A Button and Link will put himself up against the wall and slowly sidle on the narrow path. Do this on the next narrow path as well. Go up the stairs and at the top, you'll find your sword! Link is very happy! But not when he saw spikes comes up from the ground behind him. You'll see a green Bokoblin guard here. Run over and pick up the Hero's Sword before the guard hurt you. Strike the green Bokoblin about 5 or 6 times to defeat him. After you defeat him, the large door will open up, go through it.

In here, you'll find Aryll locked up in a cell with some girls. Before you could walk over that, that same bird will fly down and grab you with its beak and fly over in front of a ledge with a man in black clothing. Who is this mysterious man? The bird will throw you off into the sea.

You'll find Link floating in the water...knocked out and then a boat came by. Somebody is trying to wake you up and when you do, you'll see that no one around...but who is talking to you?! WHAT?! a talking dragon boat? This dragon boat is called the King of Red Lions. He is the only boat in the sea who can talk and he is not an enemy, so don't be afraid.

He will tell you who that mysterious man is, he is Ganon. He will then tell you the story about what happened...

"He who obtained the power of gods, attempted to cover the land in darkness, and was ultimately sealed away by the very power he hoped to command. He is the very same Ganon... The emperor of the dark realm the ancient legends speak of... I do not know why the seal of the gods has failed, but now that Ganon has returned, the world is once again being threatened by his evil magic."

The King of Red Lions asks you if you still want to save your sister. Link nods his head and he asks you again if you will do ANYTHING to save her. Link nods his head twice. He tells you that you need a certain item to defeat Ganon and without it, you are weak. This item he is talking about is locked away in a great power that you can wield only after much toil and hardship.

The King of Red Lions would love to help you out and travel across the Great Sea, but without a sail, he is useless to you. Jump off the boat and go around the beach...

/_____ / Windfall Island _____ \

Items: Boat Sail, Tingle Tuner, Tingle's Chart, Picto Box
Heart Piece #2, Heart Piece #3, Treasure Chart #7, Treasure
Chart #23, Heart Piece #4

Enemies: None

People of

Interests: Zunari, Mrs. Marie*

Places: Picto Box House, School*, Battleship Game Shop*

There are a lot of things you can do here on Windfall Island. But you are here to look for a sail. One of the merchants on the island has it. Leave the beach and run up to the path, turn left and run through the archway and continue on the path. Go up the stairs and run over to the guy wearing a blue coat, his name's Zunari. Talk to him and he will tell you a story of what happened to him and his boat. He has only one item left after he shipwrecked and that is the item you were looking for. Pay him 80 rupees to get the sail from him!

You will be back where the King of Red Lions is and he will tell you how to use your sail. A wind is blowing from the west, but don't put the sail on yet if you want to collect a few heart pieces and some items before you go to your next destination, Dragon Roost Island.

-Tingle Tuner

To find Tingle, before you go under the archway, turn left and up the grassy hill. Run pass the wooden board and look on the side of a building to find a door. Go through the door and you'll find Tingle inside a cell. One corner has a floor switch behind the pots, step on it to free Tingle. Tingle will give you an item called Tingle Tuner and he will give you a chart to his island, Tingle's Chart! BUT WAIT! After when Tingle leaves....

-Picto Box

After when Tingle leaves the jail cell, head inside his cell and then roll into the crate to break it to reveal a tunnel behind it. Crouch and crawl into a tunnel maze. You have to find your way to the end of the tunnel. Avoid taking the path that has a wooden board or you'll fall through the board and you'll have to start all over again. When you finally reach the end of the tunnel, open the chest to find a Picto Box inside.

-Heart Piece #2

Remember that guy with the parka on where you bought the boat sail from? Go to where his shop is and face him. Turn around and you'll see a set of stairs leading to the higher ground and there's some more buildings. Look for the one with the chalkboard next to the door, go through the door and talk to the teacher inside and she'll talk about the kids not coming in school today to learn about the joy of life. Talk to her again to assist her in finding the kids and put them back in school! Head back outside and you'll see a gang of four kids, talk to the leader Ivan to engage in a game of hide-and-seek.

You saw one kid went through the archway and somewhere back there, go in that direction and go up towards the cliff and you'll see a gravestone, look behind it to find Kid #1, he'll run off and you got to chase down after him and at least tag him. The next kid is at the entrance of the town where the red postbox is, look around for a large tree. Roll into it and the leader, Ivan, will drop out of the tree and run away. Go after him and "tag" him. That's two down, two left to go! Look on your map and go to the southwest part of the map and go around the lone hut, which is a Bomb Shop and look for a narrow ledge that you can sidle across on to get to the other side. The third kid can be found back here and you should go chase him down and tag him. Now... where is that last kid? He's in a good spot too. Go to where you found the kid behind the gravestone and turn and go up that wooden ramp but don't turn left to go through the archway, instead, veer slightly to the right and you'll see a narrow wooden ledge you can walk across on around the side with two pots you can pick up and throw out of your way. Continue on to the end of the ledge and look behind the bush for this last kid. He'll run off and you'll have to catch him and when you do, a cut scene will take over with the Killer Bees rewarding you with a Heart Piece.

After they are done talking to you, you'll be requested to go and talk to Mrs. Marie again, the school teacher, do so. She will find out that you talked to those rascals and she'll reward you a purple rupee for doing the duty (that's 50 rupees!) and she'll let you go.

-Heart Piece #3

Across from the school is a shop, enter it and talk to the guy that's looking bored at the counter and he'll ask if you want to participate in a game for 10 rupees. You'll enter a game of battleship and you have 24 cannonballs to fire on a 64 square grid. There's 3 squids on the grid somewhere, a 4-tiled, 3-tiled and a little 2-tiled squids and you have to get them all. If you win the game, you'll win a piece of heart.

-Treasure Chart #7

You can either win another game or break the record of 20 cannonballs used to win this chart.

-Treasure Chart #23

Like Chart #7, either win again or break the record depending on what you achieved first.

After you collect those items, head back to where the King of Red Lions and get in his boat and then press the button where you set the sail on to put the sail up.

Your next destination is an island called Dragon Roost Island. Press up on the Control Pad + to take a look at the map of the Great Sea. It is located two quadrant to the east.

-Treasure Chart #34

Pawprint Isle is located in the southwest part of this quadrant. If you see a wooden crow's nest sticking out of the sea with two Bokoblins at the top, you're near the isle itself, just turn the boat southward and you'll see a few palm trees in the distant. Sail in that direction and search for a boat with 4 divers on it, go to the rear of the boat and talk to the leader and he'll talk about the Great Sea for a bit and he'll give you a chart for free. That's it for a small talk.

-Heart Piece #4

After you get Treasure Chart #34, sail up to the island itself and get off the boat and onto the largest island of the group of islands here. On this island should be two little rocks and one big one with a blue marking around it. Look around the big one for a little crawlspace that you can crouch and crawl into (cut the grasses around it to get a better view). Inside the rock is a hole, jump in it and you'll be in another place inside the island. Go forward and veer to the right (kill the Red ChuChus here if you want to get a Red Chu Jelly which goes in your Spoils Bag) and open the chest here to get Heart Piece #4. You should have 4 Heart Containers if you followed my guide up to this point.

After you are done with a little scenic tour of Pawprint Isle, jump back into the boat and put up the sail and make your way for Dragon Roost Island which is one quadrant to the east from Pawprint Island on the Sea Chart.

/_____/ Dragon Roost Island _____\

Items: Wind Waker, Delivery Bag, Father's Letter, Empty Bottle #1
Enemies: None
People of
Interests: Prince Komali, Medli
Places: None

The island is probably named after the red dragon sitting on top of the mountain on the island. The red dragon's name is Valoo and you have to meet him and ask him for an item called Din's Pearl.

Before you go off, The King of Red Lions gives you the Wind Waker. This item lets you control the wind, but you don't have a song yet. He will teach you how to use it.

Once you have control of yourself, go up and turn right and you'll see a cave and a sign and some board pieces laying around on the ground. Go through the cave to the other side of the island and you'll see a lone platform in the water, swim there and climb up on it. Check out the stone here and you'll learn that it's a melody of some sort. Press START and select the Wind Waker and assign it to either X, Y, or Z and then go back to the game and press the button whichever you assigned it to. You'll learn Wind's Requiem (Up, Left, Right on the C-Pad) and a cut scene will take over with a frog on a cloud named Zephos and he'll talk about the wind and his brother Cyclos. After the talk with Zephos, head back to where the King of Red Lions is.

Go left (north or northwest) on the path and lift up one of the bombs nearby and set it down (press the R-Button) in front of the large boulder sitting on the path to destroy it. Continue on the path until the path splits into two. Lift up the bomb nearby and set it down in front of the boulder on the path to the right to destroy it. Keep walking down the path until you see a broken bridge. There is a bomb sitting next to it, pick it up and throw it

up on the ledge where you see another boulder. After when that boulder is destroyed, climb up on the ledge and sidle on the narrow path over to the other ledge and drop down to the lower ledge with a bomb flower and a red postbox nearby. Pick up the bomb and set it next to the rock with two blocks sitting on top. The rock will be destroyed and the blocks will fall into the slot. Drop down and face the two blocks and grab the bottom one (hold down the R button) and pull it to make a shortcut. Climb back up and go through the tunnel and you'll meet that bird person you saw earlier again.

The bird people are called Rito and their home is here on the island of Dragon Roost. The Rito you just met is Quill and he will tell the chieftan and the other Ritos that you are here. After he leaves, walk up the wooden path and then head inside the cave at the end of the wooden path.

You will meet the Chieftan when you first enter their home. They tell you that Valoo, the red dragon you saw on the top of the mountain, has grown violent and unpredictable. This give the Ritos a little trouble because it put an effect to their ritual. The ritual goes by the "coming-of-age" and whoever hit the age must go up and get a scale from Valoo that allows the Rito to grow their wings. The Chieftan's son, Prince Komali, just hit the age but he is afraid to get his wings. He also tell you that you should go meet a girl named Medli and ask her for an item to give to Prince Komali. After the conversation, Quill gives you a Delivery Bag!

Turn around and take the path on the right that slopes upward to the upper floor. Take the first open doorway on the left side and you'll meet Medli inside, talk to her. She is in the studying stage to become an attendant to the sky spirit, Valoo. She will give you the Father's Letter to give it to Prince Komali. His room is in the first floor of the Rito's home. She also ask you if you could go meet her again at the entrance to the Dragon Roost Cavern.

Leave the room and head back down to the first floor and then take the hallway on the left side. Go through the hallway and then go through the door at the end to enter Komali's room. Talk to Komali who is laying on the bed and then show him the Father's Letter that Medli gave you. Komali will read the letter but it isn't helping him. Leave his room and go back to the first floor. Take the tunnel where a Rito guard is standing next to it and then head over to the broken bridge, drop off the edge of the broken bridge to the ground below to meet up with Medli again.

Medli tells you that there used to be a spring here until Valoo went out of control and caused a boulder to plug where the spring is coming from. Medli wants you to help her and toss her on the ledge where the other side of the broken bridge is. Pick up Medli and go and stand on the rock (not the boulder) and wait for the wind to blow towards the ledge where Medli wants to get on. When the wind is blowing in that direction, run and toss Medli into the air and she will fly up to the ledge. She will thank you and give you an empty bottle!

After the conversation, head over to what was left of the spring around the large boulder and fill the empty bottle up with water. Head over to the rock and then jump on the broken bridge, climb up until you reach the top. Go to where you see five withered bomb flowers and dump the water on one of them to grow a bomb. Pick the bomb up and throw it over the ledge so it hits the top or near the boulder. Once the boulder is destroyed, the area of what used to be a spring will become a spring again! Swim over to the other side and climb up onto the next ledge.

The entrance to the cavern is on the other side of the lava pit but the

pit is too wide to jump over to the other side. There are two stone statues holding a pot, one on each side of the pit. You have to grab one of the bombs nearby and throw it into the pot to cause them to fall over. After you caused both statues to fall over, use them as a platform to get to the entrance of the cavern.

/_____/ 3.2 - Dragon Roost Cavern _____ \

Items: Big Key, Compass, Dungeon Map, Small Key (4), Treasure Chart #39
Treasure Chart #11, Knight's Crest
Enemies: Bokoblin, Kargaroc, Keese, Magtail, Moblin, Red ChuChu
Boss: Gohma

This is the first real dungeon because on your game window, you'll see a key icon in the lower right corner of the screen. In the first room of the dungeon, you'll see three statues, two of them are gray in color. Pull the statue on the left back and then go around it and pull the second gray statue behind the first gray statue to reveal a hole. Go through the hole into the next room.

Go to the northern part of the next room and you'll see two Bokoblins. Kill them both and both of them will leave behind a Deku Stick. While the Deku Stick they carried is still lighting, pick it up and go to the northwest corner of the room and light the two unlit torches up. A chest appears if you light them both up, open it to find a small key inside. Use the small key on the locked door to the north and then go through the door. If the fire on the Deku Stick ever dims and go out, you can relit it on an already lit torch in this room.

Woo! This is one big room and down below is all lava. How does the enemies or people live here in this kind of place? Go west and north pass the locked door. Jump over the first gap and then drop down onto the ledge when you reach the next gap. There is a block tucked in the wall, go up to it and grab the block, pull it out of the hole and then climb onto it and jump onto the next wooden path. Jump on the platform and kill the Keese with your sword before you go across the bridge. When you get on the next platform with two bombs on it, pick one of the bombs up and throw/drop it in front of the boulder to destroy it to reveal a door behind it.

A pool of lava keep you from opening the chest on the ledge in the east side of the room and the ledge to the south. Take one of the pots on the table and throw it in the lava towards the east side where the chest is to create a platform. Jump onto the platform and then get on the ledge before the platform sinks into the lava. Open the chest to find a Dungeon Map inside. After you get the dungeon map, pick up one of the jars and throw it into the lava towards the south side to create a platform. Jump over to the southern ledge and before you climb up the ladder, a ChuChu will drop down on you. The ChuChu can be defeated with one strike from your sword. When you kill it, climb up the ladder and then go through the door at the top.

In the dark room, a Bokoblin will break through the boarded up alcove from the south. Kill it with your sword and it will leave behind a sword. Pick it up and go to the boarded up hallway and throw the Bokoblin's sword at the board to break it down (or you can swing at it either way). Pick up the large sword again and go in the hallway you just revealed and take the left hallway. There is another boarded up alcove up here, throw the sword at it to break down the board to reveal a chest sitting in the alcove. Open the chest to find a small key inside. Head over to the other hallway and you can kill the Red ChuChus here if you want then go through the door.

Back here in the large lava room, look to the left and you will see two bombs on the side of the wall and a boulder next to it. Look around on the same ledge for 4 rocks, pick one up and you have to throw the rock so it hit the bomb. If the bomb gets contacted, it will activate and destroy the boulder. Now that the boulder is out of the way, you can go unlock the locked door you passed by earlier.

Go into the room to the west and there is a Bokoblin hiding behind the boarded up alcove to the south. Kill him and then pick up the Deku Stick it left behind. Light the Deku Stick on fire by running it through one of the two lit torches in here. Carry the lighted stick and let the fire touch the beams to the north to burn the wood down. Step on the floor switch to unbars the door nearby. You can drop the stick here. Go through the next door.

You will be outside the dungeon. Run across the bridge and kill the Bokoblin at the other end of the bridge. There is a ladder here, climb up on it but stop halfway up the ladder because there is a stream of lava shooting out from inside the wall. Wait for it to stop streaming so you can climb up to the top of the ladder. Kill the Kargaroc (bird) with your sword. Two strikes from your sword should kill it. Head over to where you see the next stream of lava is spouting from. You have to sidle across the narrow path and wait for the lava to stop spewing and when it does, quickly sidle to the end of the narrow path. Go around the boulder and jump on the ledge with your hands on the edge of the ledge. The path is too narrow for you to sidle across, so you'll have to make your way across the narrow ledge with your hands and then get up on the next ledge. Jump up to the ledge above and pick up the bomb and throw it down to the boulder below to destroy it, revealing a door behind it. Jump down and go through the new door.

This room is enemy-free, so don't worry about anything. Now...head over to where you see stack of blocks. Pull the bottom block in the middle column all the way back and then climb on top of it. Pull the next middle block in the middle column back just one space back (not all the way back) and then climb to the top. Go into the next room.

Watch out for the rats here. If one of them collides with you, some of your rupees will spill out. Collect them before the rat could or before they disappear. Look for a block in the wall, pull it out all the way back and then climb on it and jump onto the ledge. Open the chest to the right to find a Compass inside! Look behind you to find two pots, one of them has some Deku Sticks inside, break that one up. Pick up one of the Deku Sticks and then run it through the torch nearby to set it on fire. There is a boarded up alcove to the south, you have to throw the Deku Stick while its still lighting across the air and hit the wood to burn it down. If you do it right, climb up the ladder and open the chest in the alcove to find a small key inside. Head back over to the ledge you were on and use the small key on the locked door and then go through it.

Go right and jump across each gap as you go up the stairs. You will come up to another locked door, but you don't have a small key. Look to the north to find a Kargaroc. You don't want to fight the bird on the skinny path, lure it out to the area in front of the locked door instead. Two strikes from your sword should kill the Kargaroc. Go to the next where the Kargaroc was sitting on to find a small key, take it and use it on the locked door. After you unlock it, go through the door.

You will be in a dark room that is connected to another room with a hallway in between. Break one of the pots next to the torch and grab one of the

Deku Sticks. Light the stick up on fire and run down the hallway. You will come up to some Keeses. Simply swing your burning Deku Stick at them to kill them immediately. While the stick is still on fire, run into the room with two unlit torches and light them both up to unbars the next door. Before you go through the door, there is a chest in the area where the Keeses were. Open it to find a Joy Pendant inside. Head back and go through the door that you just unbarred.

To the left is a bomb, pick it up and throw it on top of the boulder that is sitting on the jar to destroy it. This jar is called the Warp Jar. You probably remember that you saw a jar like this back in the starting point of the dungeon. If you jump in the jar, you will be warped back to the start of the dungeon. If I was you, I would save your game right here so you won't have to go through the whole process until this point in the dungeon again. Go across the bridge and go through the door at the other side of the bridge.

The door bars down behind you, leaving you in a room with a blue Bokoblin. Defeat it with your sword and the other Bokoblin hiding behind the pots in the southeast. The last Bokoblin is hiding in the pot on the shelf that is on the wall. To knock it down, run towards the wall and roll into it to knock the shelf down, causing the pot to fall and crash into the floor. Kill the last Bokoblin, this will unbars the door you went through and the next door at the top of the room. Before you climb up the ladder, grab the Deku Stick that one of the Bokoblins dropped. Light the stick on fire and then walk over to the unlit torch and run the fire into the torch to light it up. A chest will appear, open it to find a Treasure Chart inside. Now you can climb up the ladder and go through the next door.

Look to the left and you will see a Magtail crawling around on the platform. Grab one of the pots filled with water to the west and run and throw it. If it hits the Magtail, the critter will curl up in a ball for a while. Jump onto that platform and strike your sword at the Magtail about 6 times to defeat it. Jump back over to the ledge where the water-filled pots are and pick another one up. Jump onto the center platform and wait for the lava to stop erupting. When it stops, throw the pot to the north where the lava eruption is to create a platform. Jump on that new platform and wait for the lava to erupt. You will take a ride up on the platform and when you reach the highest peak, jump off onto the wooden ledge to the right and then go through the door up here.

You are now on the 3rd floor of this dungeon. In this room, look to the right to find a bomb. Pick it up and set it in front of the boulder across the door to reveal a Warp Jar. Like the last Warp Jar point, it would be wise for you to save your game here so you don't have to go through everything in the dungeon until this point again. Pick up the bomb from the same spot and throw it over to the other boulder to destroy it, revealing a door behind it. Go through the new door.

As you walk back outside, a cut-scene will take over. The camera flies up and show Valoo sitting on the top of the mountain. It looks like he is stuck and something is pulling his tail from below that made him mad and pound his fists. Go right and go up the long set of stairs until you reach an open doorway.

You will see two Bokoblins equipped with a shield and behind them is Medli locked in a cell. Kill both Bokoblin guards and a Kargaroc will fly overhead and drop a Moblin down in the room with you. The Moblin is a little tougher to confront with. Wait for it to drop its guard (the spear) and go for a strike. After about 6 or 8 strikes, it will be defeated and unlocked the gate where

you came in front and the gate to the cell where Medli is. Talk to her and she will tell you why Valoo is so angry because something is pulling Valoo's tail. Medli have to go back to her home and tell the Ritos what is happening to Valoo. She will give you her Grappling Hook that she used to get herself all the way up there. The Rito used this hook to travel around before they develop their own wings. Anyway, go up the stairs next to the cell and Medli will teach you how to use the Grappling Hook. Use the hook on the branch above and point the red dot on the light part of the branch so that the hook can wrap around the branch and you can swing yourself over to the next ledge.

Continue using the hook to the next hook branch you see and when you land on the path on the other side of the gap, go down to the end of the path and destroy the wooden boards with your sword. Drop down off the ledge and turn around, you will be standing in front of the door you came out here from. Look right and you will see a branch that you can use the Grappling Hook on. Swing yourself from platform to platform until you reach the next door, go through it.

You will see a Bokoblin on the bridge, lure it away from the bridge onto the area you were on and kill him. Run across the bridge and another Bokoblin appears, kill that one as well and a chest appears somewhere down below. Grab the Deku Stick that one of the Bokoblins you just killed and light it on fire by running it through the torch. You need to set all 6 support ropes on the bridge on fire and then immediately stand in the middle of the bridge. to be dropped down on the path below. Head over to the chest and open it to find a Joy Pendant inside. Go back across the path and then go through the door at the end.

Walk over and jump in the birdcage. Stand in the middle of the three ropes and then perform a spin slash here to cut down all 3 ropes to send the platform and yourself all the way back down to 1st floor. Jump off the platform over to the ledge nearby to the northeast.

Jump from platform to platform and then climb up the ladder at the end. The door in the statue's mouth is barred. There has to be a trigger somewhere. Look up in the air for a bar that you can use your grappling hook on. Shoot the hook at the bar and swing on it to pull a switch down and this unbars the door nearby. You can turn around by holding down R to stop it, and go left or right to the direction you want to swing to and then press up and down on the stick to swing back and forth. When you get enough momentum, let go off the hook by pressing "A" and back onto the ledge you were on. When you get back on the ledge you were on, go through the next door that you just unbarred.

Look up and use the grappling hook on the pole above and when you swing, hold down R to stop swinging. Hold down R again and tilt the control stick to the left or right. You want to swing and land on the path to the east. If you succeed, run down the path and jump from platform to platform until you land on the third platform. Look up and use your grappling hook on the pole above and swing and land on the next ledge and then go through the next door.

Walk down in the area where you see a chest, but it is surrounded by flame. Step on the switch to deactivate the flame but as soon as you get off the floor switch, the flame will ignite again. You need something to hold the floor switch down but with what? You will see a Magtail (the centipede enemy), strike at it with the B BUTTON! (not the A Button) it will will curl up into a ball. Pick it up and set it down on the floor switch. Head over to the chest and open it to find a Big Key inside! Head all the way back to the platform that you just cut down from the birdcage

above. Jump on the platform and wait for the lava to erupts. When you reach the highest point, jump off onto the wooden path back into the room where you found a Joy Pendant in the chest. Pick up a jar and head over to where you see a lava erupting at the other side of the room. Throw the jar into that spot to create a platform and then jump on it to ride up to 3rd floor. Go through the door to go back outside.

Use the grappling hook to go from platform to platform until you reach to the door on the right, go through it.

Before you use the grappling hook, there is one room you haven't went in yet. That room holds a Treasure Chart if you really want to pick it up. If you do, jump in the Warp Jar nearby to be warped back to the start of the dungeon. Go through the door to the north. You'll be in the big room, go through the door in the southwest. In the hallway, turn right and you'll see a pole above, use the grappling hook on the pole and swing yourself over to the boarded up alcove. Smash the boards down with your sword and then open the chest to find a Treasure Chart. To head back up to the room before the boss's room, go back to the warp jar at the start of the dungeon. When you are warped to a different area, jump back in the same jar to be warped again to the room before you enter the boss's room.

Back in the same room, use the grappling hook on the pole above to get over on the area at the other side of the lava pit. Open the chest on the left to get an orange rupee worth 10. Open the chest on the right to find a Knight's Crest. If you have an empty bottle, you can catch a fairy in it and you can find a fairy in one of the two small pots in front of the boss's door.

Save your game here before you unlock the boss's door so you won't have to go through the whole dungeon again.

/ ____ / Gohma

As Link enters the boss's lair, he looks up and sees the tail of the great Valoo, but how do you free it for him? The boss battle begins as Gohma rises from the lava pit below and ROARS at you.

Run around the path that surrounds the lava pit and Gohma. What you have to do first is to weaken Gohma's shell. To do this, you need to use the grappling hook on Valoo tail at the center of the ceiling above you. After you use it on Valoo's tail, Valoo felt his tail being pulled and wonders what happened down below him. Swing and jump off over to the path on the other side. This will cause the platform that Valoo is sitting on fall onto Gohma's head and this weakens and shatters Gohma's shell. Do this two more time to destroy Gohma's shell.

Once you destroy Gohma's shell, wait for the yellow arrow to appear on Gohma's eye and then hold down the L-Button to focus on it. Use the grappling hook to pull Gohma's eye towards you. While Gohma is just laying there, strike at the eye with your sword repeatedly until Gohma regains control of itself. Do the same strategy here until he is defeated.

/ ____ / Dragon Roost Island \ _____ \

Items: Note To Mom*, Piece of Heart #5*

After the battle, Valoo will be freed and the cloud that circles the mountain will be gone. You will be teleported back outside on the beach of the island. Medli and Komali are here on the beach with you.

Komali apologizes to you and gives you Din's Pearl. Valoo will howl again and Medli doesn't understand what Valoo is trying to say, but she thinks you should go to the Wind Shrine. Now that you got Din's Pearl, that means, if I am correct, two more pearls to find and capture!

The Dragon Roost Island is alive again! The young Ritos will be able to get their wings now. The spring where you helped Medli is pretty once again and those yucky ash blowing around before is gone. The dungeon is still active but Gohma's history.

After the conversation, swim back and run through the tunnel. Swim over to the King of Red Lions and he tells you that Ganon sent those monsters at the next place down to the south. The next pearl is down south as well... but before you take out your Wind Waker to change the direction of the wind, there's some things to do here in Dragon Roost Island.

Note To Mom, Piece of Heart #5

This is optional but you get a Piece of Heart for doing this mini-game. Head back in the aerie and take a left and go up the incline that spirals around the aerie and go pass Medli's room until you see a letter delivery station. If you were here the first time, you'll see a guy with a beak and he'll partake you in a little game. Here, you have a sign on the letter and you have to throw it by pressing A into the box of the same sign. Good thing is that you only have to deal with six signs, the bad part is there's a time limit and if you can get 25 letters in under that time, you'll get something good. The first time you win it, your rupee total will triple and a new helper will come in. You have to exit and re-enter the aerie to be able to see the new helper. Beat the 25 letters mark again and you will receive "Note To Mom". I know this is sort of frustrating (at least for me) but this is all worth a fourth of a heart container and you only have to hit the 25 letters mark TWO times and that's it.

With the Note To Mom in your Delivery Bag inventory, leave the aerie via the entrance and head down the wooden walkway and go through the little tunnel but look immediately to the left to spot a red postbox. Assign the Note to Mom to either X, Y, or Z button and use that button you assigned it to in front of the red postbox and it'll take it and deliver it for 5 small rupees. That's it! There are postbox on other islands and when you see it shake and wobble, answer it to get a Piece of Heart!

Take out the Wind Waker and play the Wind Requiem. A screen will pop up, asking you what direction you want the wind to blow to. Tilt the Control Stick down to make the wind blow South. Get on the boat and then ride to the south.

/_____/ Great Sea _____ \

Items: Treasure Chart #34 (Silver Rupee), Treasure Chart #39,
 Empty Bottle #2

Shortly after you leave Dragon Roost Island to go to the next destination, you will meet Merman, who charts a quadrant for you. In all 49 quadrants of the Great Sea, you will see a Merman jumping. Go up to one and throw the All-Purpose Bait into the sea where you see Merman jumping around so that he can chart the quadrant or an island for you.

After the conversation, press the Up arrow on your D-pad to open the sea chart. Press "R" to go to the menu with list of treasure charts. Scroll

through the charts you have until you land on #39, which is the chart you can find right here near Dragon Roost Island! You'll have to either sail or cruise there and you'll probably open the sea chart a few times to get on the "X" on Treasure Chart #39 and then press either the X, Y, or Z button whichever you assigned the Grappling Hook to and then use that button to lower the hook into the sea and fish for a chest. Chart #39 has the big Silver Rupee in it (200 rupees worth). That's one down! You got many charts left to find and open.

After you opened Treasure #39, go south 2 quadrants until you reach Eastern Triangle Island. If you can find a Merman here, that's great, throw some of those all-purpose baits from Beedle's Shop and have him draw out the map of this quadrant so you can use easier navigation of your next treasure chart. Just a little bit north/northwest of the actual tiny island is where Treasure Chart #34 is (open the chart via the sea chart menu) and inside you'll find a whopping Silver Rupee! You're done here for now.

Sail south one more quadrant to Bomb Island, which is one quadrant north of your next destination on the map. Look off to the south of the island a little bit to spot a submarine and enter it. Beat 3 Bokoblins inside and a chest will appear and inside you will get Empty Bottle #2! That's it for here. Next up is...

/ _____ / Forest Haven \ _____ \

Items: Deku Leaf

Enemies: Boko Baba, Red ChuChu, Green ChuChu

When you reach Forest Haven, the King of Red Lions tell you that the Great Deku Tree is inside the grotto on Forest Haven and he holds the next gem known as Farore's Pearl. The dragon then tell you that Ganon may have sent some monsters on the island.

Climb up the three ledges and turn right up around the path. You will confront with several Boko Babas. They aren't that hard if you can make it stand upright and slash your sword vertically at the stem to kill it. Most of them leaves a Boko Baba Seed behind, sometimes a Deku Stick. Go up to the top of the path until you see a waterfall across the gap.

Look up in the air for a pole that you can use your Grappling Hook on. Once the hook is attached to the pole, swing and drop off onto the platform sitting on the edge of the waterfall. There is an Octorok in the water near you and it spits out a purple spiked ball at you. Take out your Hero's Shield and deflect the ball back at the Octorok to kill it. Make your way from platform to platform until you climb up on the higher surface of one of the platform. Kill the other Octorok here by deflecting the ball back at it with your shield. Look up in the air by where the 2nd Octorok was to find another pole for your grappling hook. Swing yourself over and drop into the pool where the 2nd Octorok was and then enter the cave to the right.

Once you entered the Forest Haven, turn right and run across the water until you reach the waterfall. You can climb up over the waterfall here and then climb over the next one. Continue running down on the river until you see a green lily pad. A cut-scene will show a live tree, some ChuChus are making their home on the tree.

To knock the ChuChus off the tree, go up to the side of the tree and then roll into the side of the tree. Head back around in front of the tree and kill all of the ChuChus. After you kill all of the ChuChus, the tree will

talk to you, but you don't understand a word! The tree will raise the lily pad with you on it and apologizes and tell you that he is the guardian spirit of the Forest Haven, he is the Deku Tree. He noticed that there was monsters entering his wood, and he knew it was Ganon who sent them. He will then call his people out, the Koroks. They are the spirits of the forest and they are friendly creatures.

The Deku Tree will give you Farore's Pearl after they complete the ceremony. As when the ceremony begins, a Korok glide down from above and tells the Deku Tree to not to start the ceremony because Makar, one of the Koroks, is missing. The ceremony can't continue without Makar. Makar is lost and he is in the Forbidden Forest, where all the evil monsters are. The Forbidden Forest is on the top of another island next to the Forest Haven. Link has to go over there and save Makar. One of the Koroks says that human can't fly. The Deku Tree tells the Korok that he is right and he will give you the item that give you the ability to fly. He grunts and sprouts a leaf on one of his branches...WHY ALL THE WAY UP THERE? He apologizes to you and tell you to go up there and get it.

Go to the left of the Deku Tree and jump into the first Baba Bud. When the bud spits you in the air, tilt the Control Stick forward to the next closest Baba Bud. Work your way up until you land on the first crown of the tree with one of the Koroks on it. Look up for a pole to use your grappling hook on and swing and drop down into the next Baba Bud. Work you way through the next four Baba Buds until you land on the next platform. Pick up the Deku Leaf up there.

A Korok will call you on the ledge across from you. Equip the Deku Leaf to X, Y, or Z and to use the leaf, run and jump off the ledge and while in the air, press the button where you assigned the leaf to to glide in the air. From the platform, jump off the ledge and use the Deku Leaf to glide over to the Korok on the ledge with a patch of grass that looks like an arrow to get the hang of it. Before you enter Forbidden Woods, there's some treasure charts and at least 4 heart pieces to get and a option to open the Nintendo Gallery. Forbidden Woods can wait if you want to extend your life meter and do a little activity before going through another dungeon. If you want to head straight to Forbidden Woods, press CTRL + F on your keyboard and enter FRBDDNWDSD and click on "Next" to skip to there.

Treasure Chart #3

Use the Baba Bud to jump from one to another until you get to the leafy platform where you found the Deku Leaf. From the Deku Leaf, run across the length of the platform to where you see the Baba Bud you haven't be in yet and let it spit you in the air and you'll see a platform you can use the Deku Leaf to glide to (use the leaf at the highest point in the air and you'll make it there). There should be a Baba Bub on this ledge and a opening leading to outside (which is in the direction of the Nintendo Gallery). Jump in the Baba Bud on this ledge and use the leaf again at the highest point in the air and glide to the lone leafy platform you see on the tree. Now, look for a ledge on the opposite side with another opening leading outside but the distance may be far to you. If you can stand on one side of the leafy platform and run across the distance and jump, use the leaf to glide to that ledge and you'll barely make it. Once on this ledge, head outside and play the Wind's Requiem and make the wind blow south. You'll see an island down below with a chest on it and that's where you're going to use the Deku Leaf to glide to. Open the chest to get Treasure Chart #3!

Open Nintendo Gallery

Use the Baba Bud to jump from one to another until you get to the leafy

platform where you found the Deku Leaf. From the Deku Leaf, run across the length of the platform to where you see the Baba Bud you haven't be in yet and let it spit you in the air and you'll see a platform you can use the Deku Leaf to glide to (use the leaf at the highest point in the air and you'll make it there). There should be a Baba Bub on this ledge and a opening leading outside, go outside. Play the Wind's Requiem with your baton and make the wind blow north this time. You'll see an island with several trees and a lone man on it and that's where you are gliding to with the Deku Leaf. Once on the island, you'll hear a seagull and this is when you use the Hyoui Pear. Assign the pear to either X, Y, or Z and then use it. Link will call the seagull and then next thing you know you will be controlling the seagull. Fly to the side of the Forest Haven to where the switch is the guy on the island was talking about and simply "tag" it to open the actual gallery underground on the island.

The Picto Box you have is rubbish and in order for the sculptor in the Nintendo Gallery to make you a figurine, you need a Deluxe Picto Box. Go back to Forest Haven where the Great Deku Tree is and you see some of those forest fireflies flying around (they are a little brighter than the ones you see everywhere in here), try and catch one in one of the two empty bottles you got up to this point. Head back to Windfall Island and enter the Picto Box shop (in the area with the school and the battleship game shop) and talk to the bearded man there. Go upstairs and browse the gallery and he will come up and talk to you again. Head back downstairs and he will come back downstairs eventually and then talk to him at the counter and he'll ask if you want to become his assistant. Agree to do so and he'll send you on doing 3 tasks before you become a master. After you've completed three tasks and showed them to the bearded man, take out the bottle with the firefly in it and he will upgrade your black and white Picto Box into a color Deluxe Picto Box! Look in the Nintendo Gallery section on how to complete this long side quest and from now on, I will include who you should take a picture of just in case you're interested and a completist like I am.

/_____/ Windfall Island

Items: -Heart Piece #6, #7, #8, #9
 -Treasure Chart #18, #24, #29, #31, #33, #38
 -Learn Song of Passing on your Wind Waker

If you decided to explore before Forbidden Woods, then that's a good strategy in a way because you don't have a time limit to get your sister (even though she's still on Link's mind) but these are the things you can achieve and improve your game a bit. Head to Windfall Island because that's where all of the things you can get are for now prior to Forbidden Woods, let's start with the learning of a new Wind Waker tune.

Song of Passing

Go to the cliff with a gravestone on top. You will see an Elvis impersonator up here dancing, talk to him and he'll mention a song that passes time. Take out your Wind Waker in front of him and play him a tune and he'll teach you the song by his movements. Just watch closely, Right, Left, Down and then perform that on your Wind Waker and that's it!

Heart Piece #6

Talk to Zunari, the hooded guy you bought the sail from earlier in the game and he'll update you on his business and he'll ramble on about trying to broaden it by selling rare products and he also sees that you have the Delivery Bag given to you at Dragoon Roost Island and he'll give

you a Town Flower for free and he'll also give you a merchant's oath, not a item but he will know who you are as you travel and do a bit of trading for him. Go to the right stand and talk to Zunari again and purchase some more Town Flowers (14 Town Flowers in total but you can only buy three at a time). What to do with them you ask? Go right of Zunari and down the path and before you go down the steps with a man sitting on it, take a right on another path but don't go all the way down on it! There's a tree immediately in front of you on that path and if you look around the tree for a wooden ledge with two pedestals on it, this is where you'll be placing the town flowers. Set two here and then go to the area with the school and the Battleship Game shop, go through the archway to the left of the school and you'll see 6 pedestals across on top of the big archway down below, plant 6 more Town Flowers here. Back at Zunari's shop, there are two pedestals here and if you look to the left of his shop, you'll see a man sitting on a bench, there's three more around him. The last pedestal is off near the Chu Jelly Shop (go to the right of Zunari and down the stairs where a man is sitting on and look to the left for a little opening with a tree, a lone pedestal is here). Once you've covered all of the pedestals, talk to the guy sitting on the bench near Zunari and then talk to him again to be rewarded with a piece of heart!

Heart Piece #7

If you got the Deluxe Picto Box and learned the Song of Passing, you can get this piece of heart easily. There's a woman in orange near the school, snap a picture of her with your Deluxe Picto Box and then look for the guy walking around town in a green vest and a hat. Show him the picture of the lady and he'll gawk and talk about her for a bit. Play the new Song of Passing until 3 days went by and go back to that woman by the school. If she's still there, keep playing the song and if she's not there, that means you've succeeded. Go to the inn (next to Zunari's Shop) and enter it. You will find the new couple here, talk to either one of them and they will give you a piece of heart in a way of saying thank you.

Heart Piece #8

This can be obtained at night, so, play the Song of Passing to switch from day to night. Head to the Auction House (next to the Chu Jelly Shop) and you'll find Zunari inside. Talk to him to participate in an auction. The items included in the auction are Joy Pendant, Piece of Heart, and two Treasure Charts. You have to mash the "A" button to fill up your bid bar and up the bid by 20 rupees to stun the other bidders a bit. Here's a better way, wait until there's 5 seconds left and just mash the A button and bid for 20 rupees higher than the original bid and you'll most likely win the item. There are plenty of pots around the town to build up on rupees ranging from green to blue to red rupees.

Treasure Chart #18 & #38

Win this treasure chart at the Auction House at night. Play the Song of Passing to switch from day to night and enter the Auction House which is next to the Chu Jelly Shop and talk to Zunari inside. After you learn how the auction works, start your bidding but I'd make my first bid late in the bidding so the price won't be so high in the end and you can just run away with your prize in the end. Win the first chart to get Treasure Chart #18 and win the second chart (enter the Auction House again) to win chart #38.

Treasure Chart #29

There is a lone windmill on this island and it's not spinning right now. First off, take out your Wind Waker and play the Wind's Requiem and have the wind blow to the north. After that's done, head to the top of the island with the school and the game shop, go around to the left of

the game shop (on the grassy ledge) and you'll find a ladder back here. Climb up on the long ladder to the top of the windmill and you will see a switch here, step on it. A cut scene will take over for a few seconds showing the windmill slowly getting in action. Climb back down the ladder and head inside the Battleship Game shop and go up to the stairs and through to door up there. You'll be back outside, go around the walkway and hop on one of the carts on the blades of the windmill and ride it. Face to where you see Lenzo's Picto Shop, can you see the porch and a door on the 2nd floor? That's where you are going. Jump off the cart and go through the door on the porch and inside you'll see pots and 2 chests, open the left chest to get this chart. The other chest holds a purple rupee (50 rupees) by the way.

Treasure Chart #24

From where you got Treasure Chart #29, you'll see a little hole that you can crouch and crawl into. It's a long crawlspace but you'll eventually get out and you'll find yourself inside where Lenzo is. Jump from where you are and onto the stairs, look through the railing to see Lenzo standing with a lady, take a picture of them two with your Deluxe Picto Box. Try and leave the shop and Lenzo will be startled and so will the woman. Leave the shop and find the two gossiping ladies near Zunari's Shop and show the picture to them and they'll reward you with this chart.

Treasure Chart #33

This is one of the easiest charts to get and you need the Deluxe Picto Box to achieve this. All you have to do is take a picture of the lady standing outside the Chu Jelly Shop and show it to her and she'll give the chart just like that, that's it. It's possible you have to do this *after* you picked up Treasure Chart #24 from taking a picture of Lenzo and this lady together in Lenzo's Picto Shop.

Treasure Chart #31

Another easily obtained chart here. Play the Song of Passing if you've learned it and take a picture of the full moon and try to squeeze the whole thing in the frame. After that, play the Song of Passing again and talk to the guy sitting on the stairs near the Chu Jelly Shop and he'll tell you to beat it. Talk to him again and he wants you to take something that's round and bright or something like that. Show him the picture of the full moon and he'll lighten up a bit and give you this chart.

Heart Piece #9

After you obtained Treasure Chart #31, open this chart via the sea chart and you'll find out that it is just outside Forest Haven. Sail there and narrow your search at Forest Haven and then use your grappling hook while on the boat to fetch this chest. Inside this chest is your 9th Heart Piece!

That's all of the heart pieces and charts you can get on Windfall Island or anywhere else for that matter for now. Return to Forest Haven and go up the Great Deku Tree to where you got the Deku Leaf and glide to the ledge with the arrow pointing outside.

*Note:

If you followed my guide up to this point and if you got the Deluxe Picto Box, take pictures of all of the Koroks here because after you beat the upcoming dungeon, they will become harder to find. Look in the Nintendo Gallery section for more information.

You will be back outside of Forest Haven. The black withered tree you just saw

across the sea from the Forest Haven is the Forbidden Woods. Stand on the ledge and then take out your Wind Waker. Play the Wind Requiem song with the Wind Waker and turn the wind to the southwest. You need to do this because without the wind blowing in the southwest direction, you won't be able to glide and land on the lone platform out in the middle of the sea between Forest Haven and Forbidden Woods. With the wind blowing to the southwest, jump off the ledge and glide with the Deku Leaf over to the lone platform. Once you land on the platform, take out the Wind Waker and play the Wind Requiem again and set the wind to blow to the northwest. The entrance to the Forbidden Woods is a little bit too high to glide over from the platform you are on. Wait for the updraft (the whirling cyclone you see that circles around the platform) to come nearby and then run and jump off the platform and glide into the updraft. If you succeed, the updraft blows you upward into the air, helping you to glide over to the entrance of the Forbidden Woods.

/_____/ 3.3 - Forbidden Woods _____ \

Keyword: FRBDDNWDS

Items: Boomerang, Boss Key Compass, Dungeon Map, Knight's Crest,
Small Key (1)

Enemies: Boko Baba, Green ChuChu, Morth, Peahat

Boss: Mothula, Kalle Demos

In the first room of the Forbidden Woods, go up the right slope and open the chest back there to find a Dungeon Map inside. Go to the door on the north side and you'll see that the door is sealed. You can try hitting the plant with your sword or cut its tentacles off, but it won't do any good. To the left (northwest) of the door is a round nut. Pick it up and carry it and then throw it at the eye of the plant when its open to unlock the next door.

You will in the room that connects all 4 floors (except for 4th floor). Drop down to the ground below to be in the bottom floor of this room. Kill the Boko Babas, one of them will leave behind a stick. Pick the stick up and run it over through the torch in the north and then go inside the tree to burn the plant that is sealing the chest. After you destroy the plant, open the chest to find a Knight's Crest. You'll see several pile of leafs around here, use the Deku Leaf to blow the leafs away, revealing rupees or a fairy. Go to the tree stump with the Baba Bud on it and make your way from Baba Bud to Baba Bud while gliding with the Deku Leaf until you reach the ledge with a door on 2nd floor (not the door you came in from, its another floor up). The door is blocked by a plant and there is a bomb sitting to the right of it. Kill the Green ChuChus if you have to. Pick up the bomb and set it in front of the door to destroy the plant and then go through the door.

There is a door on the ledge on the other side of the room, but how do you get over there? Look to the left and look for a machine sitting on the platform. Take out your Deku Leaf and swing the leaf to blow air at the machine to make a gondola move along on the cable towards you. Hop onto the gondola and turn to the south, use the Deku Leaf here and swing it again to the south to make the gondola glide on the cable to the northern side. Jump onto the ledge and then go through the next door.

The enemy you see flying in the air towards you is a Peahat (it was a lot bigger in Ocarina of Time). To kill this creature, take out your Deku Leaf and swing it to send a wave of wind to hit it. They will be knocked out, go over to it and swing at it with your sword to kill it. There are at least 3 Boko Babas sitting on the surface to the north. Kill the right Boko

Baba and it will leave behind a Baba Bud. Jump in the Baba Bad into the next one on the ledge on the north side, jump into that one to get onto the next ledge above. The door to the north is blocked.

Look to the left of the door (west) for a machine. Take out your Deku Leaf and swing it to send a wave of wind at it to make a gondola cranks it way to the north. Jump onto the gondola and then use the Deku Leaf again and swing it to the north to push yourself and the gondola to the south side. Jump onto the ledge and break the boards to reveal an alcove and a nut behind it. Pick up the nut and then jump back on the gondola. Take out the Deku Leaf again and swing it to the south to push the gondola with you on it back to the north side. Pick up the nut again and jump on the ledge on the north wall and then throw it at the plant to destroy it to unlock the next door. Go through the next door.

In the middle of this dark room is a nut. When you try to run over there and grab it, some tentacles will pop up from under the ground. The nut is in the middle of a ring of tentacles and you can't really go in and grab the nut. Stay a couple feet away from the tentacles and when it is in the ground, take out your Deku Leaf and swing with it to send a wave of wind to make the nut roll off the spot and over to the other side. Run around the ring of tentacles to the nut. Pick the nut up and throw it at the plant that is blocking the door (when it's blue eye is open) to destroy it. After you destroy it, go through the next door.

You'll be in another large room. See that ledge on the left side? that is where you want to go next, but you'll have to go around the room counterclockwise to get over there. Go up the slope to the right and look up in the air for a pole. Take out your grappling hook and swing it around the pole and then swing yourself over and drop onto the next platform. Wait for the closest moving platform to stop in front of you, quickly jump over to the next moving platform. Wait for the 2nd moving platform to bring you close to the next ledge with a locked door and a nut and then jump on that ledge. You are close to the door you want to go through but if you look closely, you'll see that the door has a plant blocking you from going through it. Pick up the nut and jump on the path around the hanging platform in the middle and jump over onto the ledge in the west side. Throw the nut at the plant to destroy it. Before you go through the door here, look to the left for a plant platform that moves vertically, jump on it and jump on the next one. The second platform will bring you up to a ledge with a pile of leaves on it, use your Deku Leaf here to blow away the pile to reveal a warping jar! Cool! Go back to that door you just opened and go through it.

Walk down the small room until you reach a gap. Drop down in the gap and open the chest to get a yellow rupee. Climb up onto the ledge on the other side of the gap. You'll come to three ball of enemies called Morth on the other path. They will hang onto your body but they don't inflict damage to you. The more there are attached to your body, the slower you walk. Go through the door to the west.

There is a chest in the alcove that is boarded up to the south. Don't walk over there right away because vines will spring up from the ground and you'll receive some damage to yourself if you run into them. This bottom floor of the room is like being in one big maze with the vines acting like a barrier. Make your way around the vines to the south until you come up to a bomb and a boarded up alcove. Pick up the bomb and set it in front of the boards to destroy it, go in the alcove and then open the chest to find a Compass. Pick up another bomb and throw it onto the platform in the southwest corner where you see another boarded up alcove to destroy the boards. Make your way

around the maze, avoiding the tentacles if you can to that alcove in the southwest. Open the chest to find the first small key for this dungeon. Go back through the door you came in from and through the previous room into the room with the large hanging structure in the middle.

Jump onto the path around the structure and walk around it to the north onto the ledge with the locked door. Unlock the door with the small key and then go through it.

There is a machine sitting on the platform to the right of you when you enter this room. Take out your Deku Leaf and swing the leaf to send a wave over to the machine. This activates the gondola on the other side of the room to move towards you on the cable. Jump onto the gondola and swing the leaf to the door to send yourself over to the north side. Jump on the platform and then go through the door on the north side.

Watch out for a Mothula in here. There is a Mothula with wings, but this one is wingless. When you see its eye turn red and its mouth open, that means it is ready to pounce. When it does this, move out of the way and swing at its back side with your sword. Kill the two Boko Babas in here as well. Jump into the Baba Bud to send yourself up onto the leafy platform above. There is another Baba Bud up here, jump into that one to send yourself up on another leafy platform above. Look around the room for a unlocked door on the north side, go through it.

The door will bars down behind you and you will be in for a little battle with a sub-boss. This sub-boss is a Mothula with wings. They are more stronger than you one you encountered with earlier. Focus on the Mothula with the Left Shoulder Button and wait for it to fly in close to you. When it does, swing your sword at it to cut off its wings. After you cut off the wings, the Mothula will skitters around the ground while throwing out little Morths at you to slow you down. Roll around the ground as much as possible to avoid the Morths and wait for the Mothula to to attack. After it tried to strike at you, go around the Mothula's back side and strike the sword at its back to inflict damage. Do this about 3 or 4 more times to defeat it. The locked alcove to the northwest will unlock, open the chest inside the alcove to find the Boomerang!

The door you came in from is still barred down. Look up above the barred door to find two switches. Take out your new item and point the red dot over the two switches to make both switches have the "spark" icon over on them and then release the boomerang. The boomerang will hit them both and this unbars the door. Now you can go through the door you came in from.

Back in the room with you standing on the leafy platform. Several Peahats will fly down and attack you. Simply focus on one of them and throw your boomerang at it to make them stop flying and then go after it and kill it with your sword. I suggest you to steal a Golden Feather from the Peahats by L-targetting it and then use your grappling hook to "steal" the feather off them (you'll need 20 Golden Feathers for a piece of heart later on and this is a good place to stock up on it). There is a treasure chest sitting in the alcove high up in this room, look up to the right for a pole when you come back in here and then use the grappling hook on it. Stop and climb up the grappling hook onto the pole and look up again for another pole. Use your grappling hook on the 2nd pole and swing over and drop onto the platform. Look around for a vertical moving platform and then jump on it. Jump on another moving platform and then finally, jump on the ledge up there with some trees and a chest. Chop down the trees with your sword and then open the chest behind it to find a Joy Pendant inside. Go back down to the

leafy platform where you were on.

Go to the door with two plants on it just to the south where you came in front. Take out your boomerang and destroy the two plants with it and then go through the door to the south.

There are several nuts hanging from the ceiling blocking your way to the door and the chest on the ledge on the other side of the room. Take out your boomerang and hold down on the button where you assigned your boomerang to and you need to cut down the tentacles that are holding the nut down. You can cut down 5 tentacles at the most. If the path from the ledge you are standing on to the ledge on the other side is clear, take out your Deku Leaf and glide over to the southern ledge. Open the chest on the ledge to find a Joy Pendant inside. After you get the item, go through the door to the south.

You will be in the upper part of the room with the large hanging structure down below you. You'll see at least 5 vines that holds the large structure. Take out your boomerang and target on all 5 vines to chop them down. The structure will fall and break through the hole down to Basement Floor 1.

Down in Basement Floor 1, go through the unlocked door to the west. The three platforms on the water is full of Morths and you can kill most of them with your boomerang. Jump on the closest platform and then jump on the right platform to the north (or northwest) and then go through the door.

Jump onto the flower platform in the middle of the room and then jump on the ledge to the west. Open the chest on the ledge to find a yellow rupee inside. Turn around and take out your boomerang to cut down all 4 vines that is holding the flower. The flower will fall down to the lower part of the room. Fall down and land on the flower platform. There is an Octorok in the water, take out your shield and deflect the spiked ball back at the Octorok to kill it if it annoys you.

While you are still standing on the flower, face east to face the wall and then take out your Deku Leaf. Swing the left to the east to glide across the hallway on the flower to the west. When you reach the corner, you'll encounter two more Octoroks. Use the shield again to deflects the spiked ball back at them to kill them. Keep moving down the waterway with the Deku Leaf to reach the surface on the south side of this hallway. Jump onto the surface and ignore the Green ChuChus and the blue arms that you see sticking up from the ground and go through the door to the east.

Once you enter this room, several tentacles will block you from going back to the previous room. There is a large tree stump in the middle of the room. Go up the spiraling ramp on the left side of the tree stump to reach the top. Take a look around off the tree stump for 5 switches. Take out your boomerang and hold down the button wherever you assigned the boomerang to and place a target on each of the five switches. Once you put a target on all five switches, release the boomerang button to throw it and the boomerang will hit all 5 switches. If you succeed, the hole at the bottom of the tree stump will be unbarred. Go in the hole and open the chest to find a Boss Key!

Leave the alcove and two Moblins will drop in and engage in battle with you. Kill the Moblins to unlock the door on the ledge in the northeast corner of this room. Head back and stand on top of the large tree stump again and look for a pole to use your grappling hook on. Swing over and drop down on the ledge and then go through the door.

You will be back in the room with the Morths on all 3 platforms. Before you go right back in the room where you knocked the big flower structure down, follow the next paragraph if you want to pick up Treasure Chart #1, if not, go to the paragraph after the next two paragraphs.

To get Treasure Chart #1, go to the room with the Morths on all 3 platforms in the Basement Floor 1. Go across the water to the northwest and then go through the door. In the room with the hanging flower platform, cut down the vines again to send the platform down into the water below and then jump down onto the platform. The hole to the north is blocked by some boards. On the southern ledge is a bomb, jump over to that ledge and pick up the bomb and then jump back on the flower platform and throw the bomb on the northern ledge to destroy the boards. Once the boards are destroyed, go through the hole into the next room.

Make your way from platform to platform to the northwest platform while killing off Peahats, Morths and Boko Babas. The last Boko Baba on the platform in the northwest corner leaves behind a Baba Bud. Jump into the Baba Bud and when you are sent into the air, take out the Deku Leaf and glide over to the ledge nearby. There is a machine on the platform in the eastern side of the room, take out the leaf and swing it to send a wave of wind towards the machine to reel in the gondola. Hop onto the gondola and swing with your Deku Leaf to the north to send yourself over to the south ledge. On the southern ledge is a bomb, pick up the bomb and you have to hop back onto the gondola and throw the bomb on top of the tree stump below the gondola. If you succeed, jump onto the tree trunk and slide in the hole. Open the chest to get Treasure Chart #1. To leave, just crawl through the tunnel behind the chest.

If you decide not to get Treasure Chart #1, take a right and go through the door. You will be back in the room with the large flower structure that you sent down here from above. Stand on the ledge with the Baba Bud, take out the Deku Leaf and swing with it to send a wave of wind to the machine to the left (northern side of the room). You will create an updraft in the middle of the room, jump into the Baba Bud and when it sends you in the air, glide into the updraft with the Deku Leaf to be sent to the floor above.

Nearby is a door with two plants on it. Destroy both of them with your boomerang and then go through the next door.

Once you enter the new room, tentacles will spring up from the ground behind you, blocking your way out back to the previous room. There are two wingless Mothula in here. Kill them both and a chest will appear. Open the chest to find a Joy Pendant inside. Go through the door in the east.

There are plenty of nuts to break open with your sword here, some has rupees, some has Morths in them. There is a Warp Jar here, burn the wood sitting on top of the Warp Jar by using one of the Deku Stick in the pot and run it through the torch and then burn the wood up.

You can get Treasure Chart #15 if you use the Warp Jar. Jump in the Warp Jar to go back to the first room of the dungeon. Go through the door to the north into the next room. Jump and glide from Baba Bud to Baba Bud until you reach 3rd floor. Jump over the first tentacle using the Baba Bud. There is an alcove here with a plant sitting on the chest. Kill the plant with your boomerang and then open the chest to find Treasure Chart #15.

Unlock the Boss's door with your Boss Key and then go through the door.

/_____/ Kalle Demos

Go to the middle of the room and you'll find Makar, the missing Korok. When you are about to rescue him, a Boko Baka behind him eats him up and well... this is no Boko Baba, more like a larger version...10 times larger.

The flower attaches itself to the ceiling with about 15-18 vines. There is no way to attack Kalle Demos while its hanging up in the air, so you'll have to send it back down to the ground to be able to inflict damage.

*Note: This is a good time to take a picture of the boss. Just stand back as far as possible and take the picture of its body. You can try and squeeze in the tentacles but you won't get the whole thing in it, the body will do. And don't forget to take a picture of Makar after you kill the boss.

Kalle Demos has two attacks, one is if you get too close to one of the tentacles, the tentacle will scrunched back and twirls around in the circle for a bit and then slash you. The other attack, Kalle Demos sends about six or eight tentacles and follow you around the room until you stop. When you stop, the tentacles will spring up from underneath you, inflicting some damage to you.

Take out your boomerang and place as many target can you can on the vines. After you cut some vines down, go around to the other side and cut down some more vines. Keep doing this until you make Kalle Demos drop to the ground from the ceiling. Run over and jump into the flower and swing at the Boko Baba as many as you can before it regains control of itself. After you hit the Boko Baba about 10-14 times, it will die.

After you defeat Kalle Demos, Makar will thank you for saving him. Grab the Heart Container and then step in the blue teleporter to be teleported back on the lily pad in front of the Deku Tree. They will thank you and begin their ceremony.

After the ceremony, you will be back outside on Forest Haven. The red postbox behind you may be wiggling, walk up to it and check it out. You found a letter inside from the Rito Chieftan. He thanked you and sent you a Piece of Heart within the letter!

/_____/ Great Sea \ _____ \

Talk to the King of Red Lions about what he knows. He says that Ganon has sent monsters on an island to the northwest from here. Why is this guy in a hurry? You can now explore the whole Great Sea and there are lots and lots of things to get such as bombs, more than ten treasure charts to get and more than 20 heart pieces(!!) to gain and you can also upgrade your wallet and your magic meter. There's some other things to do and if you want to do those now, continue to follow the walkthrough, but first you must head for the next destination on your chart. Play the Wind's Requiem and set the wind to blow to the northwest and sail there.

You may encounter a Big Octo in quadrant E5 (Private Oasis). This Big Octo has 8 eyes and you need to use your boomerang to stun all 8 eyes to defeat this giant squid. After you defeat it, you'll see a ring of light in the

sea where it was. Head over to it and then take out your grappling hook. Fish the hook down there to find a treasure chest! Open the chest to get an orange rupee! (worth 100).

You'll notice that the the cloud is turning red and the sea is becoming more violent while sailing your way to the island in quadrant B4 (Greatfish Isle). You'll sail by several Seahats (like peahats, but larger) on your way there.

When you enter the Greatfish Isle quadrant, the King of Red Lions will halt and tell you that a great water spirit named Jabun once lived here, but there is no sign of him remains. Quill will shout out your name and swoop down in front of you. Quill tells you that Jabun can no longer be found here on Greatfish Isle and fled to Outset Island. Quill also tells you that he is hiding in the cave that is sealed with a mighty stone slab that repels all who try to pass it, even Tetra and the Pirates. If you want to see Jabun, you'll have to stop by and look for the pirates on Windfall Island.

Take out your Wind Waker again and conduct the Wind Requiem and then set the wind to blow to the northeast. Your next destination is Windfall Island.

/ _____ / Windfall Island \ _____ \

Once you reach the island, the pirates aren't on the ship. Instead, they are in the Bomb Shop. The Bomb Shop is located on the western part of Windfall Island. You can't go through the door in the front. Go around to the left side of the Bomb Shop and sidle against the wall to the other side. Once you reach the other side, climb up the vines on the wall and then crouch and crawl through the hole.

You will peek in the Bomb Shop from above. In the Bomb Shop, you will see the Bomb Shop owner is being tied up by the pirates. They didn't like the price of the bomb, so they decide to tie up the owner and take or "steal" the bombs. Tetra wants to go to Outset Island after when they are all set but the Pirates insisted and they want to stay on Windfall Island for the night and then sail to Outset Island the next morning. She saw Link on the wooden ledge above but didn't alarm anybody, and then she decided to spend the night here. One of the pirates will ask what the new password is, WRITE THIS PASSWORD DOWN!

After the conversation, drop down and leave the Bomb Shop. Go to the northern part of Windfall Island and jump off the ledge onto the ship. Go to the door and enter the password (the password is random) that you heard back in the Bomb Shop. Head inside and go to the bottom floor where you'll meet Niko again.

You will be participated in another rope swinging game except there is no platform. You'll have to swing from rope to rope in a limited time. You can stop swinging on the rope by holding down the Right Shoulder Button and change direction so that you are lined up to the next rope. Swing from rope to rope until you reach the ledge on the other side. Niko will congrats you and let you open the chest behind him. Open the chest to find a Bomb!

Back outside the pirate ship, find the King of Red Lions over by the dock on the southern side of the island. Conduct the Wind's Requiem with the Wind Waker here and then set the wind to the southwest. Your next destination is Outset Island, your home.

Once you dock here, the dragon tells you that morning has not broken since you arrived at Greatfish Isle and that you should go visit your people after a long trip.

The red postbox may be wiggling in front of Grandma's House. Walk up to the red postbox and check what's inside. It is a letter from Beedle and with it is Beedle's Ship Shop Chart. Open the chart on the map and you'll find the locations of Beedle's Ship Shop across the Great Sea. This will only happen after you have the ability to carry the bombs.

After you pick up Beedle's Ship Shop Chart, go to Grandma's House and find her in the first floor of the house. She is hurting because she hasn't seen you or Aryll in a while. If you captured a fairy in the bottle before you come here, use it while standing near Grandma to heal her. She wakes up and is very happy to see you. She gives you her Elixir Soup that can fill up your Heart Meter and your Magic Meter! WOW! Thanks Grandma!

Go back to where you docked and then King of Red Lions will tell you that you should go see Jabun who is hiding in the cave on the back side of the island. Go around the island and then you will be trapped in a whirlpool. Look at the island's back side to see a wall that you can destroy, but it can be destroyed with a bomb. Set the bombs to X, Y, or Z and then press the button you assigned the bomb to. You will create a cannon on the ship! How cool is that? Shoot the bombs and work your way from the top of the wall to the bottom to break it down.

After you destroy the wall, the whirlpool will be gone and you and the dragon will enter the cave. Inside, you will meet Jabun, the water spirit. Jabun will give you Nayru's Pearl, the last pearl you were looking for. Now that you have the 3 pearls, you must place one on each of the three islands.

After you get Nayru's Pearl, you can now get the treasure charts, heart pieces and other addities. I will list them below and if you don't want to do a little activity and continue on with the story and the walkthrough, press CTRL and then press F on your keyboard and type in THE 3 PEARLS to skip to the next part.

Heart Piece #11

While you are still here on Outset Island, you can enter Orca's House at either day or night and participate in his mini-game. The rule is simple but the task is challenging. You have to hit him 100, 300 or 500 times, depending on how you do. If you hit him 500 times (which is a big number), he'll reward you a Piece of Heart. The bad thing is you have to not let him hit you 3 times. I suggest you to take it easy here because you're not on a time limit or anything and roll/evade whenever you see him about to make a move with his staff.

While you are still here on Outset Island, there's one other thing to do before you depart and that's optional. Tiring of being limited to 200 rupees? Want to increase that to 1000 rupees? Of course you do!

Big Wallet

Go to the top of Outset Island to the site where Aryll got kidnapped by the giant bird and where you first met Tetra. Yes, that bridge. The bridge is broken now and you have to find a way to get to the other side. Look behind you for a rock you can climb onto and play the Wind's Requiem here and have the wind blow to the west. Jump off the rock and take out

your Deku Leaf and fly to the other side and enter the wood. Hey, there's a Mothula here! Ignore it or kill it and look for a boulder that you can blow up with a bomb and you'll reveal a hole to a Fairy Fountain! Enter and go up to the fountain and a Great Fairy will pop out and give you a little aid in your quest and that is to upgrade your wallet! Cool!

Now that there isn't anything else to do on here but to take pictures of the people here but let's wait to do that when you have a better way to travel across the Great Sea. Get back in the red boat and sail to the west of Outset Island to reach Horseshoe Island. Watch out for the Seahats on your way there.

Treasure Chart #28

Get off the boat and climb onto one side of the Horseshoe Island and you'll see three Deku Nuts here but as you proceed further up and around the island, you'll find out that some tentacles will spring up and block you from going any further. You're in for a little putt-putt golf here except you'll be using the Deku Leaf to "drive" the deku nut instead of something blunt. You can throw one of the nuts into the first hole with the flag through the tentacles but the next two holes requires a little skill with the Deku Leaf. The last hole may take a few tries. Once you've gotten a nut in each hole, a chest will reveal on a lone platform in the middle of the island and you will most likely have to set the wind to the east and then use the leaf to fly over there. Open the chest to get this chart.

Treasure Chart #8

After you completed the little golfing game back there and got chart#28 out from the chest, jump back onto the island again and don't worry, you don't have to do this whole thing again. Go around to the other side of the island and you'll see an old man with a kaleidoscope and behind him is a hole you can jump into. Here, you have to kill the two wingless Mothulas and a winged Mothulas to make a chest appear. Kill the two wingless ones first and use the charged swing (hold down B and release) to be free of any Morths that are attached on you. To take down the winged Mothula, L-target it and then use your Deku Leaf to blow a gust of wind at it while its in the air. It'll be stunned and slowly go back to the ground, this is when you strike your sword at its abdomen. Do this a few times and it's wings will be broken off. Keep going after its abdomen before it grows back it's wings again.

There isn't anything else to get on Horseshoe Island, so take out your Wind's Requiem and have the wind blow northward. Go up two quadrants (have the Merman chart the map for you in each quadrant if you have any all-purpose bait, it's useful) and land on Needle Rock Island. If you have a Hyoui Pear with you, use it to call the seagull and take control of it. If you don't have a Hyoui Pear, open Beedle's Chart via the sea chart map and see where his nearest location is.

Heart Piece #12

Go to the part of the island where you see a treasure chest that is engulfed by a ring of fire. You'll see several seagulls cawing and flying around you. This is when you use a Hyoui Pear to take control of a seagull. As a seagull, look for a tall pillar in the middle of the island and you'll have to fly up using the A button. Watch out for the Kagarocs when you reach the top. You'll see a crystal switch that you need to fly to and "tag" it to cease the flame around the chest down below. Open it to get this piece of heart!

There is a hole with a large blue what looks to be ice to me sitting on it but you don't have anything to rid of it. So, moving on. Have the wind

blow northeast and go northeast one quadrant from Needle Rock Island on your sea chart to arrive at Greatfish Isle, the place where Jabun once was.

Heart Piece #13

In the southeast area of Greatfish Isle is a rock that you can walk around spirally and there should be one of the Koroks up here but ignore him for now. Look to the northwest where the other islands are and look through the telescope on the biggest island to find a small ledge with some green on it around the wall of the rock. That's where you are going and you need to set the wind to blow to the northwest and fly there with your Deku Leaf. In this tiny alcove is a chest and inside is a piece of heart!

That's the only thing to get here for now. There is a merchant here but we'll get to him later. Play the Wind's Requiem and set the wind to blow to the north to your next island. You'll arrive at Rock Spire Isle.

Treasure Chart #37

Go up onto the island on the eastern side and stand on the ledge facing the boulder. Take out your bomb and wait for it about to explode and throw it at the boulder. If you succeed and the bomb goes off and destroys the boulder, jump onto the new platform. There's two more boulders to rid of and jump onto the last platform and jump down into the hole there. Inside here you'll appear in a dark room, look for a pot with a few Deku Sticks inside. Grab a stick and light it on fire by running it through one of the torches and head over to where the two unlit torches are and light them. Next thing you see is a swarm of Keeses. Kill all of them and a chest containing this chart will appear.

Heart Piece #14

Somewhere near Rock Spire Isle are two warships that fire bombs at you when you sail nearby. Each takes 3 bombs for it to sink, so sink them and one of them will leave behind a chest with a heart piece inside. You have to use the grappling hook to fetch it. If you can't find it, cruise away from the area a bit and turn around and look for a beam of light from underwater. The other beam contains an orange rupee from the other warship.

There are three crow's nests sticking out of the water in the vicinity of Rock Spire Isle and the middle one has a ladder leading up to it. The two other crow's nests require a bit of wind direction change and a bit of Deku Leaf skill to use to get onto. Anyway, there's nothing else to do for now and set the wind to blow to the north and sail two quadrants to the north to arrive at Star Island.

Heart Piece #15

Bomb one of the boulders on the southern part of the island to reveal a hole that you can drop down into. In here you'll be in a room with a few Magtails. L-target them and press A to perform a jump slash when the Magtail is ready to pounce on you to stun it. It will curl up into a ball, this is your moment to slash at it a few times to kill it. Do the same with the other Magtails. Next, two Bokoblins will show up and they are easy, kill them both and two more Bokoblins but they're armed. Even armed, they're still easy, dispose of them and then the final two enemies will show up and they are the Moblins and parry attacks work well on them. After the Moblins are killed, a chest will appear and inside is a piece of heart.

There is nothing else to do on Star Island. Play the Wind's Requiem and set the wind to blow to the east and sail one quadrant to the east to arrive at

Northern Fairy Island but you're not arriving on the island itself just yet.

Treasure Chart #22

Look for a submarine and several rafts in the quadrant of Northern Fairy Island and enter the submarine. Inside, jump in to the lower part of the submarine to be in the midst of Moblins but these creatures are dumb enough to hurt one another. Just run around in a big circle while avoiding them and one of them will deliver a big swing and knock the other Moblins out. Keep doing this or you can do it the hard way, kill them yourself one by one. After that's done, climb up the ladder here and now you have to use the lanterns to get across to get to the room in the other side. Open the chest in there to get this chart.

Huge Wallet

Head to Northern Fairy Island and get off the boat and onto the island. You'll see a man with the kaleidoscope like you did on Horseshoe Island. Enter the large clam-like structure and drop down into the hole to find yourself in another fairy fountain. Approach the fountain and a great fairy will appear. She'll aid you in your quest by giving you a wallet upgrade from big to huge! You can carry up to 5000 rupees!

Kind of nice to be able to carry this many rupees now, huh? There isn't much else to do here, so, play the Wind's Requiem and sail south one quadrant to arrive at Spectacle Island.

Heart Piece #16

Arrive on the island in the daytime and go up to one side of the island and up the ladder and you'll find the same guy that runs the Battleship Game back on Windfall Island. His game is different because you're limited to 10 cannons and you have to blow up 5 barrels in the sea with a cannon. Use the analog stick to control the cannon left and right and change the angle of the cannon by pressing up and down on it. Win the game to get a easy piece of heart!

Treasure Chart #17

Win the Cannon Game the 2nd time to get this chart.

If you explore the island, there is a blue ChuChu here on the beach but there isn't anything you can do with it right now. Sail one quadrant to the south to reach Tingle Island but don't arrive on the island yet. Look for a flock of seagulls in the northern part of Tingle Island to find one of Big Octos in the Great Sea.

Heart Piece #17

Find the Big Octo in the northern part of Tingle Island. To make it come out, look for a flock of seagulls and sail towards it and the battle with the mutant squid will begin as you are stuck in the whirlpool going counterclockwise around it. Use your cannon or boomerang at the eyes of the Big Octo and you have to destroy every one of them for it to die. If you succeed, it will leave behind a chest with a piece of heart in it and you have to use your grappling hook to fish it out from in the water.

Let's continue on exploring the Great Sea and set the wind to blow to the southeast and sail one quadrant in that direction to reach Six-Eye Reef but sail a bit south of the reef to find a submarine.

Heart Piece #18

South of the Six-Eye Reef is a crow's nest and near it is a enemy submarine that you can enter. Inside is one of those deals where you have to kill all of the enemies in here and you get something good in

return. There are 3 Moblins here, one will come after each kill and there are also Morths and ChuChu in the barrels. One of them may hide a yellow ChuChu that is electrified, use your boomerang on it to stun it and then kill it. A ladder will drop and you can now go climb up on it and open the chest in the room to get a piece of heart.

Set sail to the southwest and play the Wind's Requiem in that direction and go one quadrant to the southwest to arrive at Stone Watcher Island but you are not getting on the island for now. Look for a crow's nest just to the east of the island with two Bokoblins at the top.

Heart Piece #19

At Stone Watcher Island is a crow's nest directly east of the island, climb the ladder to reach the top and kill the two Bokoblins at the top here. Open the chest here to get a rupee if you want but to get the heart piece is tricky. Zoom out and look around the bottom of the platform of the crow's nest you are standing on and you'll see cannons all around the platform. Place a bomb on the platform on top of each cannon and blow each up until the last cannon is gone. After you've done all that, a chest will appear and inside is this piece of heart you were searching for.

There is a large stone that looks like a head on the island but there's nothing you can do about it right now. Take out your Wind Waker and play the Wind's Requiem and set the wind to southeast and sail one quadrant from Stone Watcher Island to arrive at Southern Fairy Island and blow up the boards blocking your way from entering the large seashell-like structure on the island.

60 Bombs Upgrade

At Southern Fairy Island, blow up the boards with a bomb and drop down into the hole to appear at a fairy fountain. Go up to the fountain and a great fairy will pop out and give you something to aid you in your quest. She increased your bomb carrying capacity from 30 up to 60! Sweet!

Treasure Chart #40

Southeast of Southern Fairy Island are three crow's nest and only two of them has accessible ladders to get up to the top. Go up each one and kill all the Bokoblins at the top and then zoom out and you'll see four cannons under the platform around the crow's nest. You need to place a bomb above each one and destroy each one and do the same for the other platform with a ladder to the top. Two treasure chests will appear on the third crow's nest, the one with the ladder and to reach there, use the Deku Leaf to fly over there. Open up one of the chests to get this chart.

There isn't anything else to do on Southern Fairy Island, so, set the wind to blow southwest and sail in that direction to get to Headstone Island. This is another island with a giant stone head like back on Stone Watcher Island but you don't have the item to lift it out of the way yet. Anyway, get off the boat and get on the island and I hope you have a Hyoui Pear with you because there's a piece of heart to get.

Heart Piece #20

On Headstone Island, you'll see a flock of seagulls around and this is when you use a Hyoui Pear. If you succeed, you'll take control of a seagull and you will want to fly up to the top of the rock on the island and you'll see a piece of heart in plain sight. Fly towards it and then press the R shoulder button to return as yourself.

Treasure Chart #14

Northwest of the island is an enemy submarine that you can enter and it is another one of those deals where you kill all of the enemies in the room and you get something good in the end. In this submarine, you'll see rats running around and bomb flowers across the floor and the rats will pick them up and throw them at you. It would be wise to not to use your sword here as you may hit a bomb by accident and blow it up and hurt yourself. Take out your boomerang and target as many rats as you can until you kill the last one. A chest in the room across from where you entered containing this chest will appear.

While you are still here around Headstone Island, you can search for the treasure from one of the charts you just recently got (Chart #40) just southeast of the island for a Silver Rupee. Otherwise, head east one quadrant to arrive at Two-Eye Reef. Don't sail for the reef but look for a flock of seagulls just to the west of the reef to find one of the Big Octos in the Great Sea.

Double Magic Meter

In Two-Eye Reef quadrant, to the west of the reef is a location of one of the Big Octos. Simply look for a flock of seagulls and sail in that direction and you'll eventually start a battle with the squid itself. Use the boomerang and target the eyes of the Big Octo and do this repeatedly until the last eye turns red and is defeated. A great fairy will be freed and she'll thank you by doubling your magic meter!

There isn't much you can do at Two-Eye Reef for now. Continue sailing eastward and find Angular Isles and it isn't even an island at that. It's just a tall structure with blocks on it but there's a heart piece here to get and an easy one too.

Heart Piece #21

Get on the structure on one side of the island and look around it for a block that you can grab and pull but just pull it one step back so you can climb onto it. The next off-colored block you see you should push off down below and pull it so it's under the next ledge. Climb up onto it and on the ledge and look for blocks that are stacked on top of each other. Pull the bottom one far back until the block on top drops down. Climb up on it and up the next ledge and you'll see a treasure chest up here, open it to get this heart piece.

Nothing else of note to do on Angular Isles and you should continue sailing eastward and arrive at Boating Course. This island is home to a man that plays a boating mini-game where you use the R shoulder button to jump and get the rupees over the barrels and so on but there's a chart here to get.

Submarine Chart

On Boating Course island is a large banner that arches across to the other island and there is no way to get on that island other than to use the Deku Leaf to fly over there. Set the wind to blow to the north and then fly over there with the leaf and you'll see a hole, drop into it. In here, you'll be in the middle of an endless army of Miniblins but there are also three crystal switches in each tunnel from above where the Miniblins are coming from. Hit each one one at a time while fighting off the Miniblins and after you hit the third switch, a chest will appear containing this chart. The chart will show you where the enemy submarines are located across the Great Sea.

Participate in the boating game if you like otherwise continue sailing to the east to be in the quadrant of Five-Star Isles but sail south/southeast of the island to find a submarine.

Heart Piece #22

South of Five-Star Isles is one of those enemy submarines where you defeat all of the enemies in the submarine and something good will appear in the end. This is one of those easier submarines in the Great Sea. Kill the four Bokoblins (all wielding a weapon) and a ladder will drop down, giving you access to the small room up above. You can kill the Keese if you want but I know they're a nuisance. Climb up the new ladder and enter the room and a treasure chest containing this heart piece will appear.

By the way, you can re-enter that submarine as many times as you like if you want to stock up on the Skull Necklace. Set the wind to blow north and sail one quadrant to the north to head for Cliff Plateau Isles. Go on one of the rocks and you have to jump from platform to platform until you reach the last one with the hole on it, jump in it.

Treasure Chart #25

Drop down into the hole on Cliff Plateau Isles and you'll appear in a dungeon-like room. First, use the tree stumps to work your way around to one side of the room and when you get there, you'll face several Boko Babas and then you'll eventually find your way to where those tentacles that springs up from the ground back in Forbidden Woods. Work your way around them while killing off the Boko Babas until one turns into a purple plant that you can jump into and it spits you into the air. Land on on top of either platforms and use your Deku Leaf to fly over to the boarded up room (don't worry, there's enough room for you to stand in front of it) and then drop a bomb here and then drop off to the ground blow. Let the bomb do the work and then work your way back up and go into the room you used the bomb on. Walk into the ray of light and you'll find yourself back outside on the other island you couldn't reach to. There's a chest up here, open it to get this chart.

There's nothing else to do on this island, so sail northwest to find yourself back at Bomb Island. With the bombs in your hand, you can now blow up the big boulder that sits on the middle of the island.

Heart Piece #23

On Bomb Island is a big boulder that you can easily destroy with one bomb to reveal a hole, jump in it. You'll be in a fiery room with a switch in front of you but it's one of those switches that needs to be pressured to keep a door open. Kill one of the Magtails here and it'll curl up into a ball, pick it up and drop it onto the switch to keep the door unbarred, go through the door. In this room, you'll see two platforms engulfed by flame and you'll see another skinny path with a floor switch at the end, step on that switch to make the flames disappear. Go up to the higher larger platform and you'll see 4 small flame engulfed platforms, one of them has a chest and the others has a switch. You need to stun the Magtail and throw them and hope they roll far enough to hit all of the switches to cease the flame around the chest and inside is a piece of heart.

Bomb Island seems to be a bit boring now, sail westward to arrive at Private Oasis for an easy treasure chart.

Treasure Chart #27

The cabana on the oasis belongs to Mrs. Marie back on Windfall Island. Go up to it and go around the porch to the back side of the house. The ledge looks close enough for you to jump to but not quite. Play the wind song and have the wind blow to the east and then use your Deku Leaf to

jump off the railing and fly onto that ledge. Go up the cliff and open the chest on the edge to get this chart.

After you're done here on Private Oasis, set the wind for north and you're heading for Eastern Fairy Island, which is two quadrants north of Private Oasis. Upon landing here, blow up the boards with a bomb to unblock your way to the fountain.

99 Bombs Upgrade

The Great Fairy in the fairy fountain on Eastern Fairy Island will grant you this and it's a nice upgrade from the 60 bombs capacity and this is the most you can carry in the game.

After you get the nice gift from the great fairy, you'll want to sail to the quadrant east of Dragon Roost Cavern to arrive at Flight Control Platform if you want to partake in a flying game. If so...

Heart Piece #24

Board onto the Flight Control Platform and talk to the Rito standing in front of the ladder and he'll talk to you into this contest and you only have to pay 10 rupees. At the top, you'll talk to another Rito and he'll give you a brief instruction on what to do to beat this. Off in the distance is a banner and that's your goal. You got a Deku Leaf in handy and don't forget to set the wind to blow to the northwest so you'll have an advantage. You will also see some updrafts moving back and forth around the goal line and you can use them to boost you. Good Luck! You'll get a piece of heart in reward if you succeed this.

While you already have the wind blowing northwest after the result of the flight contest, sail one quadrant to the northwest to arrive at Seven-Star Isles but you're not going for the land, there's a Big Octo here to kill.

Heart Piece #25

Around in the southwestern corner of Seven-Star Isles quadrant is home to one of the Big Octos. Sail to where you see a flock of seagulls and eventually you'll confront the Big Octo. Have your boomerang ready and just unleash it on the eyes of this giant squid until you hit the last eye and it'll disappear and leave behind a treasure. Go to where it vanished and use the grappling hook to fish out the chest and get the piece of heart inside it.

Sail west from Seven-Star Isles and you'll see a rock in a shape of a crescent, hence the name of this island, Crescent Moon Island.

Treasure Chart #10

There is a lone chest on the island waiting to be opened. This chart can be found inside.

Treasure Chart #9

North from Crescent Moon Island is an enemy submarine that you can enter and inside is a swarm of Miniblins. I've lost count of how many but a certain number of these Miniblins you kill will light up one of the torches in the submarine and there's four of them. These Miniblins are two-hit kills and you should be done quickly. A ladder will appear giving you access to the other room and there's a chest waiting in there and this chart is inside the chest.

This sums up the side quest voyage but there's more heart pieces to get and some are from some of the treasure charts you found. I won't go step-by-step but I will give you the location and the chart number. You should know how

to use the Wind Waker, Wind's Requiem and the sail and the grappling hook by now.

Heart Piece #26 - Crescent Moon Island, Chart #11

Heart Piece #27 - Three-Eye Reef, Chart #38

Heart Piece #28 - Five-Star Isles, Chart #33

Heart Piece #29 - Angular Isles, Chart #15

To get Heart Piece #30, if you have been aware of the red postbox on any island and check them once in a while you'll get a letter from Beedle and his new Super Shop where he's selling a piece of heart, an empty bottle and a treasure chart. I hope you got the huge wallet upgrade and more than 3000 rupees to be able to buy all items. The treasure chart leads you to fish Heart Piece #31 at Southern Fairy Island.

As for Heart Piece #32, you need to collect 20 Gold Feathers and you can only get these from Peahats and there's a good amount of them in Forbidden Woods. To steal the gold feather off of them, you need to target them by holding down the left shoulder button and then unleash the grappling hook on them to nab it. There's a Rito back on Dragon Roost Island that needed 20 of these to impress a lady of his. He's the Rito that is guarding the chieftan's room and his name is Hoskit and give him the 20 Gold Feathers. Sooner or later you'll have to check the red postbox for a piece of heart.

Before we continue with the main walkthrough, Heart Piece #33 involves a lot of traveling and trading to boost up Zunari's Shop back on Windfall Island. Start by buying a Town Flower from Zunari's Shop and then leave the island and sail southwest to Greatfish Isle and on the western side of the island is a merchant. Talk to him and he'll mention your delivery bag and ask you to show him something interesting. Present the Town Flower in front of him and he'll accept it and give you a Sea Flower for 20 rupees. Show him the same Sea Flower he just gave you and he'll take it and give you an Exotic Flower for 25 rupees. Set the wind to blow to the east and sail eastward onto Bomb Island. Walking around on Bomb Island is another merchant like the one back on Greatfish Isle and show him the Exotic Flower and trade it for Sickle Moon Flag for 40 rupees. Trade him back the Sickle Moon Flag for a Fountain Idol for 65 rupees. Play the Wind's Requiem and sail northwest all the way to Mother & Child Isles and find a merchant on a little island and trade him the Fountain Idol for a Big Sale Flag for 35 rupees. After you're done here, sail south 2 quadrants back to Greatfish Isle and find that merchant again and trade him the Big Sale Flag for the Hero's Flag for 75 rupees. Trade the same merchant back the Hero's Flag for the Postman's Statue for 100 rupees. Sail back up north back to Mother & Child Isles and trade the merchant there the Postman's Statue for the Shop Guru Statue for a whopping 200 rupees. Finally, head back to Greatfish Isle to complete this trade system by giving the Shop Guru Statue to the merchant there and he'll give you a nice piece of heart for it.

After you complete the trade system, head back to Windfall Island and take a gander at how big Zunari's Shop is now. Talk to Zunari from the stand and he'll give you a rare item in thanks for doing the trades and in helping broaden his shop. This item is called Magic Armor and it aids you in battle. When used it creates a barrier around you and protects your health but it also uses up your magic power. Keep in mind to use this tool in future battles. After you've finished all this scenic tour of the Great Sea adding hearts and finds to your game, let's move on with the main story and find a place for each of the three pearls you found.

THE 3 PEARLS

Conduct the Wind's Requiem with the Wind Waker and then set the wind to blow to the northeast. The closest island of the three islands is the Southern Triangle Island and that is in quadrant D5. Just one quadrant to the left (or west) of Forest Haven.

Once you reach Southern Triangle Island, you will see some Seahats. Avoid getting in contact with them and then get on the island. On the island is a statue, just walk up to it and Link will automatically places Nayru's Pearl on the statue's hands. The statue will glow blue.

With the wind blowing to the northwest, set it to northeast this time and go to the next closest island. This island is called Eastern Triangle Island and it is located in quadrant F4. Sail your way on the boat over to Eastern Triangle Island.

Once you reach Eastern Triangle Island, there should be a statue sitting on top of the island. Get out of the boat and go up to the statue. Link will automatically put Farore's Pearl in the statue's hands. The statue will glow green. You only got one more pearl left! Conduct the Wind Requiem with the Wind Waker and then set the wind to blow to the northwest. The last island is the Northern Triangle Island and it is located in quadrant D3.

You will see a large cyclone on your way there, just sail by it. When you reach North Triangle Island, get off the boat and climb up to the statue, Link will automatically place Din's Pearl in the statue's hands.

Watch the amazing cut-scene here. The three statues shatters into the three fairy goddesses; Din, Farore and Nayru. Each one send a ray of light to the next, creating a large triangle. An image of a Trifoce appears inside the large triangle and then a giant tower rises from underwater. This is the Towers of the Gods, where you can prove yourself here.

/ _____ / 3.4 - Tower of the Gods \ _____ \

- Items: Boss KeyCompass, Dungeon Map, Hero's Bow, Small Key (2)
Enemies: Armos, Beamos, Darknut, Kargaroc, Keese, Red Bubble, Wizzrobe,
Yellow ChuChu
Boss: Gohdan

In the first room, steer your boat to the southeast corner of the room. At one point, the water will drain to the lowest level and you will see a door at the bottom of the first room, go through the door in the southeast corner.

Once you enter the room, look up and you will see a cracked wall on the right side of the room. Walk over to the furthest crate on the right side and pull it until you place it underneath that cracked wall. The water will rise, climb onto the crate and then place a bomb in front of the cracked wall to destroy it. Go in the alcove and open the chest to find a Dungeon Map! As soon as you jump back into the water after getting the Dungeon Map, at least 4 yellow electrified ChuChus will show up. If you hit them with your sword, you will receive some damage. Use your boomerang at them first to stun them and then go for a strike with your sword while its stunned. Go back to the previous room.

When you are back here in the first room, jump into the boat and then steer to the northeast corner of the room. You will see a small platform sticking out of the water when the water is at its highest level. Get out of the boat and then climb onto that platform and then jump onto the surface nearby. The room you want to go next is barred and you see some kind of a glowing floor switch and if you step on it, the door will be unbarred but when you get off, it will be barred again. Pick up one of the two statues and place it onto the floor switch to keep the door unbarred and then go through that northeast door.

Kill the Yellow ChuChu if you want, if not, drop into the pit in the middle of the room. The water level will rise, wait for it to drain back to the lowest level. Pick one of the two boxes and set it down on the glowing floor switch, a bridge that was once invisible will appear across the gap. Climb back up the ladder and then run across the bridge to the other side. If the bridge disappeared, that's because the water level in the pit is at its highest level and crates float in the water, wait for it to be at the lowest level so that the bridge will appear again. Pick up the statue in the middle of the tiled floor and carry it back across the bridge and through the door back to the room you were in.

Turn left with the statue over your head and head over to the blue and gold tiled floor and then place the statue in the groove. This lowers the large gate to the east. Jump back into the boat and steer your way down to the east until you reach a ledge. Place both statues on the two glowing floor switch here to unbars the next door.

In the next room, wait for water level in the pit to rise. Take a good look at the crates, you will see a line of crates to the other side of the room but one of the crates (one of the two crates in the middle) is not in position. Jump in the water and wait for the water level to drain and then head over to the crate that is out of position and push it back in the line, you might have to push/pull the crate so that the gap around the crate is even in between the two other crates. Wait for the water level to rise again and then swim over to the north ledge. There is a pot with Deku Sticks on one of the wall, break it open and then light the stick up by running it through one of the two lit torches. With the stick on fire, run and jump across the crates to the southern ledge and then light up the two unlit torches to make a chest appear. Open the chest to find a small key. Several Yellow ChuChus will appear after you get the small key, avoid them and head back to the previous room.

Back here in the large water-filled room and steer your way to the western part of the room. You will see three large cracked walls. Equip the bombs to either X, Y, Z and then use that button to load a cannon. Destroy all three cracked walls with the bombs. The boat cannot cross the little barrier in between the water, so you'll have to jump out of the boat and climb up onto the barrier and then jump back in the water. Swim over and go up the stairs and then go through the door in the northwest corner.

Inside you will see a chest in the middle of the room, but a Red Bubble is flying around close to the chest. The Red Bubble is no threat, simply perform two vertical strikes at the flying skull to kill it. Open the chest and inside you will find a Compass! You will notice a chest on the map, but let's worry about that later and go back to the previous room instead.

If you want a Joy Pendant, look to the left for a jar with Boko Sticks in it. Take one of the sticks and run it through the torch to have the stick lit and then wait for the water level to be lowered. Go down the stairs and

light up the two unlit torches you see at the bottom of the stairs and a chest containing a Joy Pendant will appear at the top of the stairs. After you get that, wait for the water level to drain to its lowest level and then go back down the stairs to the locked door. Unlock the locked door with the small key and then go through that door.

Kill the four electrified ChuChus. Stun them with your boomerang first and then strike them with your sword. After you kill all 4, an invisible stairs will appear. Go up the stairs and pick up the statue in the middle of the tiled floor. Wait for the water level to drain again and then run with the statue in your hands down the stairs and through the door back in the main room.

While the water level is still low, turn left and run up the stairs and you will see a little gazebo. Place the statue in the groove in the little gazebo, doing this will shut down the waterfall in the north side of the room and pour out two more waterfalls out the sides of the structure. Jump back into the boat and steer your way over to where the waterfall used to be to find a corridor. Jump out of the boat and go through the corridor and then through the door at the end of the corridor.

You will see at least two rats running around in the middle of the room, kill them with your boomerang first before doing anything. See the gold round part in the middle of the room? the property belongs to Beamos which is the statue with a rotating eye in the middle. It will shoot a laser at you to inflict damage if it sees you. Pick up one of the statues behind you and wait for the eye of Beamos to pass and then run across the room and place the statue down on one of the three glowing floor switches. Run back across the room and carry the other statue back over here on one of the remaining two switches and then stand on the last switch. Doing all this will cause some platforms to move vertically. Jump on the first platform and work your way up to the door above and then go through it.

The door to the west and north are barred, go through the door with an insignia on it to the east.

Kill the Yellow ChuChu here if you want, otherwise jump on the moving platform to the ledge at the other side. Kill the two other Yellow ChuChus and then go through the door to the east.

Go up the stairs and across the platform to the other side. There is a tablet sitting on the ground, if you read it, it says "Seeker of the goddesses' guidepost... Press R to call me and guide me to my place of truth." Press down on the Right Shoulder Button, a platform with the statue on it will be lowered. The statue will follow everywhere you go, so carefully guide the statue through the path to the southwest corner of the room. Pick up the statue and jump across the gap and then go through the door to the west.

Back here in the room with the moving platform. Pick up the statue again and jump onto the moving platform and then jump on the ledge at the other side and then go through the door with the blue insignia on it.

In the large room, the statue will jump out of your hands and hops over to the platform. The platform will rise and so will the tablet on top of the structure in the middle of the room. Run up the stairs and take out the Wind Waker in front of the tablet to learn a new song. This song is called the Command Melody. The doore to the west will be unlocked and the tablet disappears, go through the door to the west.

Lure one of the Red Bubbles over to you and kill it with your sword. Take out and use your Grappling Hook on the pole above and swing and drop onto

the ledge across the room and then go through the door to the west.

Look for another pole above and then use your Grappling Hook again on the pole to swing and drop onto the ledge at the other side of the gap. Press down on the Right Shoulder Button to call the statue and look for a glowing floor switch in the southwest corner of the room. Place yourself on the switch to make a bridge appear. Conduct the Command Melody while standing on the floor switch to control the statue. While you are controlling the statue, hop across the bridge to the ledge you were on and then press the Right Shoulder Button again to stop controlling it. Use the Grappling Hook on the pole to get yourself back onto the ledge. Pick up the statue and then go through the door you came in from.

Back in the room where the Red Bubbles was, place the statue on the floor switch off to the left to unlock the door to the south. Use the Grappling Hook on the closest pole above you. You might have to stop and turn right a little bit to reach the southern ledge. Once you swing and land on the southern ledge, go through the door to the south.

Once you enter the new room, the door will be barred down behind you. You will fight with an enemy called a Darknut. The Darknut is armored and you need to get rid of it somehow. You will probably see a strap on the Darknut's back, execute a parry attack on it (draw your sword first, hold down the Left Shoulder Button and wait for your controller to rumble or the A Button Icon at the top of the screen to "flash" and then press A to perform it) to cut the straps. The Darknut is now running around without it's armor, keep slashing at it with your sword until you defeat it. A chest will appear after you kill it, open the chest to find the Hero's Bow! Head back in the previous room.

The Red Bubbles returns, kill them both again with your Hero's Bow. After you kill them, shoot the eye across the room to make two moving platforms to appear. Use the Grappling Hook on one of the two poles at the top of the room and swing back to the west side of the room where the statue is. Pick up the statue and jump across the two moving platforms and then go through the door to the east.

Back in the room where you learned the Command Melody, the statue hops over to the platform and then the platform will rise. The door to the north will be unbarred. Go through the north door.

In here, drop into the water pit below and then swim over to the east ledge. Climb up onto the ledge and go through the door to the east.

You will be in a room with a lot of moving platforms. Kill the two Red Bubbles before you do anything. Once you get rid of them, jump onto the vertically moving platform and when you reach the bottom, jump onto the platform that moves back and forth across the room in front of the eye statue. Take out your Hero's Bow and shoot an arrow at the eye to make the statue move vertically. Jump onto the platform with the eye switch and then jump again onto the ledge with the chest. Open the chest to find a small key.

After getting the small key, turn around and look up to find another eye target. Take out your Hero's Bow and shoot an arrow at the eye target to make that platform the eye target on it to move. Look to the right to find another vertically moving platform, jump on that and then jump again onto the moving platform above. From that platform, jump onto the platform with the eye target when its close by. Look for a third eye switch just above the door you came in, shoot an arrow at it to make a chest appear. Jump on that ledge with the new chest to find a Joy Pendant inside. Either fall down into

the pit below or work your way back from platform to platform and then go through the door you came in from.

Back in the room with the large scale, climb up the ladder to be in the upper part of the room and then jump onto the LEFT scale. You will see a cracked wall to the west (left). Take out a bomb and hold onto it for about 5 seconds, just a second before it explodes and when the 5 seconds (or around there) is up, throw the bomb at the cracked wall to destroy it. Jump into the new room and then go through the door to the west.

In here, stand on the blue insignia and then conduct the Wind Requiem to make a chest appear. Before you can get to the chest, two Armos comes to life. They will hop three times and then they open their mouth to roar. Make sure you have the bomb equipped to one of your X, Y, Z buttons. When one of the Armoses stop to roar, go up to it and throw a bomb in its mouth. The Armos will spin around uncontrollably and explode. After you destroy both Armoses, open the chest to find Treasure Chart #30! Head back in the room with the large scale.

Once back in this room, the next room is behind the door to the north, but the ledge is too high for you to jump up there. Climb up the ladder and then pick one of the 4 statues and place it on either scale. The other scale will go up higher, but if you jump on it, the scale will be back to even. The weight of one statue must be equal to Link's weight, so pick up another statue and put it on the same scale where the first statue is to hold it down. Jump on the other scale and then jump onto the ledge to the north. Now you will be able to go through the door to the north.

Climb up and stand on top of the structure. Once you are up there, jump off the structure and then take out your Deku Leaf to glide over the electricity beams. Press down on the Right Shoulder Button to call down the statue and then conduct the Command Melody to control the statue. Make the statue hop THROUGH THE electricity beams and stand on the glowing floor switch to turn the beams off. Go up to the statue and pick it up, carry it through the door you came in back into the scale room.

When you are back in the scale room, drop the statue down and look across the room to find a Wizzrobe. Get close to the edge of the ledge so that an arrow will appear above the Wizzrobe and then press and hold down on the Left Shoulder Button to focus on it. Shoot two arrows at it to get rid of it. The scale has been reseted, you'll have to place the statues back on one of the scale. Put THREE statues on one scale this time. After you put three statues on one scale, go back to where you left the black statue and then pick it up and carry it across the scale back into the room where you learned the Command Melody.

Back in the room where you learned the new Command Melody song, the statue will hop to the platform by itself and then all three forms a large beam of light in the middle. Since you got the Hero's Bow and before you step into the beam, go through the down south and go all the way back in the large water-filled room (where you left the King of Red Lions).

Jump back into the boat and go through the door in the northwest corner. Take out your Hero's Bow and shoot an arrow at the eye switch to reveal an alcove below the eye switch. Open the chest to find Treasure Chart #10! Go all the way back to the room where you learned the Command Melody and then step into the light to be taken up to 3rd Floor.

The south side of this room has three glowing floor switches. Pick up the two statues and place them on the two of the three floor switches and place

yourself on the last switch. This will deactivate the electrified beams, open the chest behind to find the Boss Key!

After you pick up the Boss Key, two Armos will appear and hop towards you. Focus on one of them by pressing down on the Left Shoulder Button and then shoot an arrow at the eye to stun it. Run around to the back of the Armos and you will see a flashing red switch, hit it to destroy it. After you destroy the two Armos, the door to the north will be unbarred, go through it.

You will be outside of the temple. Kill the Kargaroc with your Hero's Bow. Before you go up the stairs, a Beamos will shoot a ray of laser down at the ground, keeping you from going up any further. Focus on the Beamos and shoot an arrow at it to destroy it. Keep going up the stairs while destroying the Beamos except for the one that has an eye that goes in a circle. Run pass in between the last two Beamos to the boss's door. If you have an empty bottle, one of the pots in front of the boss's door hides a fairy for you to catch with the bottle.

/_____/ Gohdan

This battle is so much like the Bongo Bongo boss battle in The Legend of Zelda: Ocarina of Time for the Nintendo 64. And take note to take a picture of Gohdan before you kill him if you want his figurine to be made in the Nintendo Gallery.

First off, focus on both hands and shoot an arrow at each one ONLY when the eye in the middle of the palm is revealing itself. The hands will do some pounding and some sweeping attack on you, but it can be easily avoided.

After you shoot about 5 or 6 arrows at each hand, the head will reveal it's two red eyes. An arrow will appear above the red eyes, press down on the Left Shoulder Button to focus on it and shoot an arrow two times at each eye to stun it. Watch out! If you take too long, the eyes will close and the head will breath out a large stream of fire at you. Just run off to the side to avoid it.

Once the head is stunned, run up to it and throw a bomb in its mouth to inflict damage. After this, Gohdan will regain control of itself and do the same pattern all over again. Throw two more bombs in it's mouth to defeat it.

After the battle, Link will be teleported outside at the base of the bell tower. Climb up the ladder and then use the Grappling Hook on the handle of the bell. Swing back and forth on the bell handle to ring the bell. A ring of light will appear in the water at the base of the temple. Link and the King of Red Lions will ride into the light.

/_____/ Hyrule Castle _____ \

The dragon wants to clear things up for you and tells you that Ganon can't be defeated with anything except for one item. What is that item he's talking about? After the conversation, go and head in the castle...

Once you enter the castle, you'll see that all of the enemies in the castle are frozen and everything is in black and white like something just froze the time. Go to the back of the first floor of the castle (don't take the stairs).

Look for a Triforce symbol in the middle of the floor in front of the large statue. Look beside the symbol to find 3 triangular blocks. You need to push or pull all 3 blocks on the 3 triangles in the Triforce symbol. Once you put all 3 blocks on the Triforce symbol, the large statue in the middle of the floor will slide back, revealing a stairway to the basement of the castle. Go to where the large statue is and then go down the stairs.

Go down some sets of stairs until you find a legendary weapon sitting in the middle of the ground. This is the Master Sword, the only weapon that can defeat Ganondorf. Go up and pull the Master Sword, the sword that can banish Ganondorf from the world, out from the ground. Everything you saw back in the castle's first floor will return back to time and all the enemies will come back to life and back in the color world. Leave the basement back to the first floor of the castle.

If you try to leave the castle back to the boat, a barrier will block you from going out, the other exit has a barrier too by the way. The only way to get rid of the barrier is by defeating ALL of the enemies in the room. There are about 8 to 10 Moblins and about 5 to 7 Darknuts. You might think you're in for a tough battle but fear not! The Master Sword has twice the power and a longer reach than your old Hero's Sword. To defeat the Moblins and the Darknuts, press and hold the left shoulder button to focus on them and then use the parry attack (when you feel your controller rumbles, press A) and you will deliver a strike. This works well on the Darknut because it removes their armor and they're vulnerable without it on. After you kill all of the enemies, the two barriers will be deactivated. The back exit leads to nothing but a bridge with an invisible barrier that can't let you go up any further. Head back to where you left the boat at and steer the boat into the ring of light nearby to be warped back in the Tower of the Gods.

/ _____ / Great Sea \ _____ \

Your next destination is the Forsaken Fortress, so conduct the Wind Requiem with the Wind Waker and then set the wind to blow to the northwest.

Sail all the way to Forsaken Fortress, but on the way there you will see a large hurricane. Sail close to the hurricane and you will see Cyclos. Shoot an arrow at Cyclos three time before you get sucked into the hurricane to make him talk to you. If you do get sucked in the hurricane, you will be teleported somewhere in the Great Sea. Cyclos will be amazed by your skills. He will teach you a song called the Ballad of Gales (on the C-Stick, tilt Down, Right, Left, Up). Now you can use one of Cyclos's hurricanes as a teleporter to another location in the Great Sea where you see another hurricane symbol on the map.

*Note: If you want a figurine of Cyclos in the Nintendo Gallery, you'll have to take a quick snapshot of Cyclos before you pull out your bow at him. Cyclos is a one-time opportunity, so be sure you get this in or you won't see him ever again.

After the conversation with Cyclos, sail all the way to Forsaken Fortress. On one side of the fortress is a large wooden board. Take out the cannons that's pelleting you with bombs and then shoot a couple of bombs at the wooden board to take it down. Enter the fortress for the 2nd time.

/ _____ / 3.5 - Forsaken Fortress \ _____ \

You will be back on the same spot where you started off on your first visit here. Go up the two stairs and then to the large wooden door. Phantom Ganon will appear behind you and engage in battle with you.

*Note: This is the one of the two times you'll meet Phantom Ganon. If you want his figurine in the gallery, you can take one of him now if you want or you can opt for the later meeting in Ganon's Tower. It's your choice.

/_____/ Phantom Ganon

This battle is much like the battle with Phantom Ganon in Legend of Zelda: Ocarina of Time, but without the portraits. If Phantom Ganon is close to you, he will try to make you cry by swinging it's large sword at you. You can easily avoid this by running or rolling away from him.

If Phantom Ganon is far away and hovering in the air, he will send a ball of energy at you to inflict damage. You can deflect the energy back at him if you focus on him by holding down the Left Shoulder Button and then press B to swing your Master Sword. You will volley the energy ball with Phantom Ganon until the energy ball hits him.

If the energy ball hits Phantom Ganon, he will be stunned and fall down to the ground. Go up to him and swing your sword at him at least 4 times before he regains control of himself. Repeat the strategy until he dies.

After the battle, a large chest appears, open it to find the Skull Hammer inside! This magnificent hammer has a force to stun enemies when smashed to the ground. It's main purposes is to smash large switches and destroy things. This is useful to stun the electrified ChuChus you see out in the Great Sea. Anyway, two doors will be unbarred after you open the chest but the searchlights are back in control and bombs are being shot at you. Do you remember the way how to deactivate the searchlights in your first time here?

If not, go to the stairs across from the wooden door and you will see several wooden pegs sticking up from the ground. A searchlight may be on you but don't worry, you are all mighty and powerful now with your new weapons. Like the first time here, you won't be thrown in a cell but instead several Miniblins will come after you and they're one-hit kills now with your Master Sword. Use the Skull Hammer to smash one or two pegs down into the ground, after that go up the stairs and go all the way up to the end of the path until you see a ladder. Climb up the ladder and you will be at one of the three searchlights. Kill the Bokoblin that is controlling the searchlight and then collect the Joy Pendant or a rupee that it leaves behind.

After killing the Bokoblin at the first searchlight, climb back down the ladder and down the blue path. Veer to the right into a corridor and turn right again to go through the door to the south. In this room, go through door to the south again. You will be in another hallway, turn left out onto the balcony and you will see a ladder nearby, climb up the ladder to reach the floor where the 2nd search light is. Kill the Bokoblin that is controlling the lights and then collect whatever it left behind. Climb back down the ladder and go back to the first corridor you were in.

Go through the north door when you return back in the first corridor. You will be in a room with another ledge across the top of the room. There used to be a light that you can swing on to the other ledge, but not anymore. Jump

off the ledge and use the Deku Leaf to glide over to the other ledge and then use your new Skull Hammer on one of the pegs then go through the door behind it. You will be in another hallway, exit the hallway through the archway on the left side and follow the path up to the first ladder you see at the top. Climb up on the ladder and then kill the Bokoblin controlling the third and the last searchlight.

After you defeat the Bokoblin at the third spotlight, don't climb back down the ladder, instead look across to the balcony to the northwest to the right of the large wooden door. Jump off the ledge and use the Deku Leaf to glide all the way over there as a shortcut instead of going from room to room until you reach that point. Go through the door to the west when you get to the balcony here in the northwest corner of the fortress.

Remember you used a barrel to sneak by the Moblins here? that was when you didn't have a weapon with you. With the Master Sword in your hand, you are now able to defeat those Moblins! Don't forgoet to pick up the Skull Necklace that they leave behind after you defeat them. Go through the door to be back outside the fortress.

Go up the set of stairs and up the path to the left when you reach the surface at the top of the stairs. Ignore the Miniblins and you will come up to another row of wooden pegs that you can use your Skull Hammer on. Sidle your way across the two narrow paths and then go up the stairs at the end of the path. Use the Skull Hammer on the peg to unbars the wooden door near you and then go through that door.

Inside, you will see Aryll in the cell again, but this time you are able to go up to the cell and talk to her. Link will try to open the door but can't, then Tetra and the pirates shows up! Tetra will have her men to open the door and then she will see the Master Sword on Link's back. She will be shocked and asks you some questions about it. The pirates opens the door and free the girls out from in the cell. Tetra promises you that she will take Aryll back to Outset Island. One of her pirates says that they are done and ready to leave before the big bird comes. Tetra, Aryll and the pirates will leave and then the door will be locked shut, leaving you to fight with...

/_____/ Helmaroc King

Here at the bottom of the tower is not where you want to fight, instead turn around and go up the long spiraling ramp until you reach the top. DO NOT STOP FOR ANYTHING! If you do, the Helmaroc King will either ram its beak into you or try to blow you off the path with its wings. Speaking of wings, the Helmaroc King can break down a straight piece of wooden path with a single flap, so move fast around the ramp. If you happen to fail, don't worry, the water will continue to rise and find the next part of the spiraling walkway that you can get onto and then look for a pole along the wall for the grappling hook that you can swing across as you continue on the spiraling walkway.

When you reach the top, it will show its ugly face at you. Take out your Skull Hammer and smash its head with it. It will stun the bird and then it will fall back down into the water at the bottom of the tower. Climb up on the ledge until you are on the roof of the tower. The floor will close up but somehow the Helamroc King regained control of itself and flies through the roof before it closed down.

The Helmaroc King will circles around the top of the tower and while its up there, it may swoop down really fast and uses it's claws to inflict

damage on you. When it swoops down and stops at its feet, it will perform two attacks and it depends on how close you are to it.

If you are far away from the bird when it stands on its feet, it will use its wings to flap and try to send you flying back into the spikes around the edge of the tower. Face and run towards the bird when it does this to avoid going into the spikes.

You want to be close to the bird. The bird will try to drill its beak down at you. When the bird does this, move out of the way so that the bird's beak will be stuck to the ground. Use the Skull Hammer on its head three times to destroy the mask. After you destroy the mask, hit the head of the bird about 10 times to defeat it.

Collect the Heart Container after the battle and then go up the ramp and through the door at the top to meet....

G A N N O N D O R F ! ! !

Ganondorf tells you that it's been a while... and that he is the master of the Forsaken Fortress. Link then runs towards Ganon and try to slash him with the Master Sword but fails to do so. Ganondorf is about to strike you down but Tetra interferes just in time. Ganondorf will grab Tetra and then he felt that strange power within her...and he will find out that Tetra is Princess Zelda....is it really the princess? While both Link and Tetra have nothing to do, the Ritos flies in and save them both and then outside you will see Valoo blows a large stream of fire in the tower where Ganondorf is... but it is not the end for that man.

/_____/ Hyrule Castle _____ \

You are taken back at the base of the Temple of the Gods and a voice from somewhere tells you to return to the room where you found the Master Sword. When you get to control Link again, go in the castle while Tetra is following you to the basement where you found the Master Sword.

*Note: This is the only time you can take a picture of Tetra. Before you go downstairs where you got the Master Sword, take one of her in the large wide open room. Roll away from her to get a good distance and turn around and take a quick snap before she catches up to you.

In the basement, you will meet a mysterious person in red. Tetra asks if he was the one using the stone to communicate with Link. The mysterious person replied and he said that the stone is an enhanced version of the Gossip Stones long spoken of in the legends of the Hyrulian Royal Family and he is the one who made it. The man asks if they heard of the tales of the hidden kingdom where the power of the gods lies sleeping and that place is where you are standing in right now. He then reveals himself, he is the king of Hyrule... Daphnes Nohansen Hyrule and he also tells you that he was the one who guided you here, he is the King of Red Lions!

He will tell you a story about Ganondorf, Hyrule, Master Sword and the people. He will command Tetra to come to him and take the necklace around Tetra's neck. He says that it is a part of the Triforce of Wisdom and Tetra's mother passed it down to her and told her to guard it with her life. It is now time to learn the destiny to which she was born. A bright light shines from the Triforce and Link has to look away from the light. When Link looks back at Tetra...he will find out that Tetra is...ZELDA!

The King tells her that Tetra is the true heir of the royal family of Hyrule and the last link in the bloodline. He then tells you that Ganon will be searching frantically for Zelda in an attempt to get the power of the gods that Zelda possesses. If Ganon does get his hands on her, the kingdom under the sea will be turned into a land of shadow and despair and the lands above the sea as well. He suspected what caused the Master Sword to lose its power and he needs you to come with him back to an island that can return the power to repel evil to the Master Sword. When you regain control of Link, go back outside and the King of Red Lions will talk to you about something.

He said that the fact that the Master Sword lost the power to repel evil suggests to him that something has happened to the sages who infused the blade with the gods' power. The sages are in the Wind Temple to the north and the Earth Temple to the south. You need to go see them and attempt to find a way to recover the power to repel evil. Jump into the boat and steer into the ring of light close by.

Back out in the Great Sea, he will tell you about the Hero of Time and that he kept a piece of the Triforce safely. The piece he was holding is the Triforce of Courage. At one point in the timeline, the Triforce of Courage was split into eight shards and hidden throughout the land. The Triforce of Courage is the only key that will once again open the doorway to Hyrule.

Take out your Wind Waker and conduct the new Ballad of Gales. A screen will come up, showing you 9 different locations you can warp to. You want to go to the Mother & Child Isles and that is the top left most warp point on the screen, go there!

/_____/ Mother & Child Isles _____ \

When you arrive here, you will meet the queen of the fairies. She will give you new power to the bow that you wield. Your arrows now have the powers of fire and ice added to it.

After your arrows get the power of ice and fire, conduct the Ballad of Gales again with the Wind Waker and then warp to Dragon Roost Island (F2). Take out the Wind Waker again and conduct the Wind's Requiem, set the wind to blow south. You want to go to an island called Fire Mountain (F3) which is just one quadrant south from Dragon Roost Island.

/_____/ Fire Mountain _____ \

When you get close to the island, you will see a volcano beginning to erupt. Get to the edge around the island, but not too close to the lava that is flowing down from the volcano.

Take out your bow and press down on the Right Shoulder Button to scroll through the different type of arrowheads. You want to equip the Ice Arrow, so lock the scroll onto the ice arrowhead to equip it. Shoot the Ice Arrow at the lava that is erupting at the top of the volcano to freeze it. You have 5 minutes to make your way up the volcano and jump in the hole at the top of the volcano. When you get near the top of the volcano, there is one point where you'll have to sidle across the narrow passage to reach the other ledge. When you reach the top of the volcano, jump into the hole.

If you have about a minute left on the timer, I would suggest you should

go back out to the boat and try again. I entered when I had about 1 minute and 30 seconds left on my first try and was able to get through the area inside the mountain.

Ignore the Fire Keeses for now and look for some platforms lined up to the other side that you can jump across on. Jump from platform to platform until you reach the other side. Kill the two Magtails you see back there. If you do not remember how to defeat them, wait for one to spring an attack on you and then perform a parry attack to kill it immediately. After you kill both Magtails, a chest will appear. Open the chest to get a Power Bracelet! The timer will end as well.

The platforms that you used to get over here are gone. With the Power Bracelet equipped on your wrists, lift up the big head statue nearby and throw it to reveal another passageway. Step back in the circular platform to be warped back at the top of the volcano. Make your way down to the boat and then conduct the Ballad of Gales. You want to warp to Forest Haven which is in quadrant F6 (southeastern-most warp point).

When you are warped here in the sea outside Forest Haven, sail your way one quadrant to the west until you reach an icy island called Ice Ring Isle.

/_____/ Ice Ring Isle _____ \

When you are near the island, you will see fumes of white ice around the island and when you get even closer, snow will start pouring in. If you step onto the island, you will be frozen. Look around the island until you see where icy smoke is blowing out from and shoot a fire arrow into the dragon's mouth to unfreeze the island for 5 minutes.

To get on the island, sail your way around to the back of the dragon's head statue and then land on the island itself. The surface of the island is still slippery, so climb up some ledges and make your way around the island in a counterclockwise direction slowly until you reach the end. At the end of the path are three icy platforms, one of them is moving. Jump onto the first and closest platform and wait for the moving platform to come close to you and then jump on it. Jump onto the third one when you get close to it and then jump once again and fall in the hole in the dragon's mouth.

Inside the Ice Ring Isle, face right and slide down the first narrow icy path and then climb up onto the surface. You may kill the Keeses that are flying around inside the cave if they annoy you. Climb up on the two ledges and then slide down the curved icy slope to the next platform. Climb up onto the platform and then open the chest nearby to find the Iron Boots!

Equipping the Iron Boots will make Link walk slowly but the boots are heavy enough to hold you down against the wind. Equip the boots and walk down the narrow passage pass the wind funnel and then step into the light on the platform that will take you back outside Ice Ring Isle. Make your way back around the island, but you may have to jump off the path onto the island's lowest shore.

Treasure Chart #36

Look around the shore of Ice Ring Isle for a block of ice and inside the ice is a chest. If you got the fire and ice magic from the Great Fairy at Mother & Child Isles, equip the bow with the fire arrow and simply shoot an arrow at the block of ice to melt it away. Open the chest to find this chart.

Jump back onto the boat and your next place to go is Headstone Island. Play the Ballad of Gales and warp to Outset Island (the southwest warp point) and then when you are there play the Wind's Requiem and have the wind blow to the east. Sail your way to the next island over from Outset Island to be at Headstone Island.

/_____/ Headstone Island _____ \

Sail to the southern side of the island to find a way to get on land. Run up to the giant head statue in the middle of the wall and lift it up and throw it out of the way to reveal a hole.

There is no other thing to see besides the giant tablet in the middle of the wall between the two torches. Take out your Wind Waker and learn the song on the tablet using the 6/4 rhythm. This song is called the Earth God's Lyric!

After conducting the song, the Triforce symbol on the tablet will light up and a ghost figure of what appears to look like Ruto from Ocarina of Time from the Nintendo 64. She will introduce herself and tell you that her name is Laruto. She tells you that she is a Zora sage and then she will tell you a story of what happened with the Master Sword and Ganon. Laruto tells you that in order to return the power to repel evil to the sword, you must find another to take her stead in this temple and ask the gods for their assistance and that you have to find the other Earth sage who holds the same instrument that Laruto is holding.

The only way that the door with the Earth's God Lyric is scripted on will open when the sage of the temple plays that song. Leave the island and then conduct the Wind's Requiem and have the wind face back to the west and sail back to Outset Island if you want to learn a new skill and pick up a piece of heart. Don't forget to check the postbox for one (maybe 2, one from Aryll) letter and it's a letter for your new chart that shows the hidden Triforce Shards but you'll have to pay 201 rupees for this.

Hurricane Sword Spin

If you have been following this guide and collected the Knight's Crest from the Darknuts you encountered in your journey up to this point, you should have at least 10 Knight's Crest. If you do, drop by at Orca's home and present him the crests and he'll be shocked. He will immediately teach you a simple but powerful sword technique. He also mentioned that it takes up magic power as well, so keep an eye on that meter.

Heart Piece #34

Remember earlier in the game you had to collect some pigs for a lady up on the top of the hill on Outset Island? Go to that house again to find a super pig! Without the Power Bracelets, you wouldn't be able to lift this creature. Lift it up and carry it down the hill and take a right and go across the bridge and to the right right after the bridge are two dark patches, put down the super pig there. Throw some all-purpose bait here and it'll start to dig up a storm and few items will pop up. One of the items is a piece of heart!

Since your next destination is to go to Dragon Roost Island, there are several things you can do like upgrade your arrow carrying capacity, some heart pieces and some treasure charts and Empty Bottle #4, if not, press down CTRL and then press F to bring up a search function and type in DGN RST to skip to the next part of the walkthrough.

60 Arrows Upgrade

Warp to either Greatfish Isle or Mother & Child Isles by conducting the Ballad of Gales and set the wind to blow northwest/southwest whichever island you choose and sail one quadrant in that direction to arrive at Western Fairy Island. Once on the island, pound the stake in front of the large structure to cease the fire preventing you from entering the Fairy Fountain. Enter and drop down into the hole and go up to the fountain and a great fairy will appear. She will aid you in your quest by giving you a bigger quiver that can carry up to 60 arrows!

After you get the quiver upgrade, you can get another quiver upgrade right away if you want but it requires a little bit of warping and some sailing. Play the Ballad of Gales and warp to either Dragon Roost Island or Forest Haven and then play the Wind's Requiem and set the wind to blow to the southeast/northeast whichever destination you warped to. You want to go to Thorned Fairy Island (which is one quadrant to the east of Eastern Triangle Island, one of the islands where you placed one of the three pearls).

99 Arrows Upgrade

On Thorned Fairy Island you'll see three tentacles blocking your way from entering the fairy fountain but you'll also see three pegs like the one you saw on Western Fairy Island. Pound all three into the ground to make the tentacles disappear and you'll gain access to the fairy fountain down below. Go up to the fountain and a great fairy will appear and will give you a bigger quiver that can hold up to 99 arrows!

We're done with the Fairy Fountains and the upgrades we received from them. You'll only need to come back here if you need a fairy or two to collect in an empty bottle. After you are done on Thorned Fairy Island, let's warp to Windfall Island because most of the minor side jobs can be done there including collecting 3 pieces of heart, an empty bottle and some charts.

Empty Bottle #4

Only at night on Windfall Island is when you'll be able to get this empty bottle. Go to the Auction Place but look outside for a girl and talk to her. She'll tell you to go away, quickly do so and run up the nearby stairs and she'll begin her running. Watch her and keep your distance and she'll stop a few times just to look around but just keep an eye on where she's going. Eventually she'll appear at Zunari's stall where the safe is and she'll start working on it. Walk up to her and talk to her while she's working on the safe to startle her. Choose the first option every time and she'll give you an empty bottle in the end.

Heart Piece #35

At night on Windfall Island, enter the Battleship Game shop and go through the back door and run up the wooden walkway by a man in orange shirt and hop into one of the windmill's carts. When you get to the highest point of the wheel, look towards the windmill itself and look for a spinning gold thing which is actually something that emits light. Shoot a fire arrow into it and the windmill becomes a lighthouse! You'll also notice a chest appear on a small island off Windmill Island. Go back to the guy in orange shirt you ran by a minute ago and talk to him and he'll give you a piece of heart for lighting up the windmill and making the island look more lively!

Heart Piece #36

After getting Heart Piece #34 and lighting up the windmill, you'll see a treasure chest sitting on a small lone island off Windmill Island. Play the Wind's Requiem and set the wind to blow to the south and make your way for the Bomb Shop. Jump off the ledge from the Bomb Shop and take

out your Deku Leaf and fly to the little island and open the chest there to get this heart piece.

Treasure Chart #2

Go to the second floor of the Auction House (take the stairs that leads to the windmill but take the other stairs to enter a hallway and go through the red door at the end) and an old man will stop you and thought you were that Rito postman. After the conversation, show him your Skull Necklace collection from your inventory and he'll mention that by selling these he'll be filthy rich and he'll want about 20 of these necklaces. Agree to give it to him and he'll give you a chart in return. Oh and you can only do this at night.

Heart Piece #37

In the Auction House on the second floor at night, run by the old man you see and find a little girl named Maggie in the back. Talk to her and she'll talk about a Moblin named Moe that she liked. She wants you to do her a favor a deliver a letter for her, agree to do so. Head back outside and find the red postbox near the entrance of the town and put Maggie's Letter in it and have it sent for 5 rupees. Return to Maggie in the Auction House but you'll only run into Maggie's father and the postman arguing. The postman will leave to cool down his feathers somewhere. Head back outside and go to the bar (next to Zunari's shop) and find the postman there and talk to him. He'll ask if you would deliver Moe's Letter to Maggie since the old man won't let him by. Agree to do this deed and go back to the Auction House and find Maggie and hand her Moe's Letter and she'll reward you a piece of heart for this.

You're done on Windfall Island and there are some more side quests to do before you go to your next dungeon but it's optional. If you do want to do some more scavenging hunt like collect more treasure charts or special charts, continue on with this walkthrough. If you just want to go to your next destination, press CTRL and F on your keyboard to bring up a search function and type in DGN RST to go to the next dungeon.

Before you depart Windfall Island, play the Wind's Requiem and set the wind to blow to the east and sail one quadrant to the east to reach Pawprint Island.

Heart Piece #38

Open Treasure Chart #30 and sail to the south side of the island and find this chest in the sea and fish it out with your grappling hook to find a piece of heart inside.

After you collect the heart piece at Pawprint Island, sail one quadrant to the northeast to arrive at Seven-Star Isles but you're not landing, you'll take a visit at the three crow's nests by the island.

Treasure Chart #16

Find the three platforms outside Seven-Star Isles and climb up one of them. Defeat any enemies up here and to kill the Wizzrobe in a quick way, you'll need a bow and have them targeted and just release the arrow at them. Kill all Wizzrobes to make 3 chests appear, one on each platform. One of them hides this chart.

After you defeat the Wizzrobes and nabbed the treasure chart, play the Ballad of Gales and Warp to Southern Fairy Island and then when you are there play the Wind's Requiem and point the wind to the south. Sail south one quadrant to arrive at Two-Eye Reef and sail to the inner part of the reef.

Treasure Chart #19

At Two-Eye Reef, sail to the inner part of the reef and take out your cannon and blow up every enemy boats and wall cannons you can see here. A chest will appear on one of the two platforms in the reef after you destroy all of the enemies in here. You'll have to walk up on the perimeter of the reef and get to the side closest to the chest and you'll have to play the wind song and take out your Deku Leaf and fly to get over onto that platform with the chest on it. Open the chest to find this chart.

After you get the chart from Two-Eye Reef, play the Wind's Requiem as we go clockwise around the Great Sea and set the wind to blow to the northwest and sail to Five-Eye Reef.

Treasure Chart #41

In Five-Eye Reef are only wall cannons and to make the chest appear, you have to load up your cannon and destroy every wall cannons you can spot within the interior of the reef. There is no enemy boat. A chest will appear on the middle platform and you'll have to play with the Wind's Requiem a bit and fly with the Deku Leaf to the closest platform and then onto the platform in the middle with the chest that contains this chart.

Once you are done here in Five-Eye Reef, sail one quadrant to the west to arrive at Diamond Steppe Island. There is a heart piece to collect with a little bit of fishing.

Heart Piece #39

This is the treasure you get from Treasure Chart #23. Open the chart and sail to this location on the map and then take out the grappling hook to fish out a chest that contains this piece of heart.

There isn't anything else to do on Diamond Steppe Island, so let's play the Wind's Requiem and sail northward two quadrants to tour another reef that hides another treasure chart.

Treasure Chart #32

Sail into Three-Eye Eye to find one enemy boat (not counting the one outside the perimeter) and several wall cannons around the platforms. Destroy all of them with your cannon with bombs and a chest will appear on one of the three platforms in the middle of the reef. You'll have to get off the boat and walk around the perimeter of the island and find the highest spot of the perimeter and then play with the wind direction a bit and then fly onto that platform with the Deku Leaf. The chest contains this treasure chart.

After you get the chart from Three-Eye Reef, sail eastward and go by Greatfish Isle and arrive at Cyclops Reef and I'm assuming it got it's name because of the lone platform in the middle of the reef.

Treasure Chart #21

In Cyclops Reef is a lone enemy boat and wall cannons on the wall of the one platform in the middle of the reef and along the interior wall of the reef. Destroy everything that's shooting at you to make a chest appear on the platform in the middle. You'll have to get off the boat and go up on the perimeter of the reef and find the highest point of the wall and then set the wind in the direction of the platform with the chest on it and fly over there with the Deku Leaf. The chest contains this chart.

Light Ring Chart

After getting Treasure Chart #21 from Cyclops Reef, you'll find this

treasure in the sea outside the perimeter of Cyclops Reef. Fish it out with the grappling hook to get this chart. It shows the locations of the mysterious ring of light throughout the Great Sea.

Now that you've got two charts added to your finds, play the Wind's Requiem and sail one quadrant to the northwest to arrive at Rock Spire Isle.

Heart Piece #40

This chest is in the sea outside of Rock Spire Isle. The treasure chart is obtained from the old man that you gave the 20 Skull Necklaces to back on Windfall Island (Treasure Chart #2). Fish this chest out from in the sea with the grappling hook to get this piece of heart.

After you fish out the piece of heart from under the sea and the wind is still blowing to the northwest, sail one quadrant in that direction to arrive at another reef, Four-Eye Reef.

Treasure Chart #19

Sail to the interior of Four-Eye Reef and destroy the two enemy boats and several wall cannons here with your cannon and bombs. A treasure chest will appear on one of the platforms inside the reef and you'll have to get off the boat and walk the perimeter of the reef and find the highest point of the wall. Set the wind in the direction where the chest is and fly over there with your Deku Leaf and then open the chest to get this treasure chart.

Great Fairy Chart

This treasure chest can be found in the sea in the interior of Four-Eye Reef. This is the treasure you get from Treasure Chart #41, The chart shows the locations of the Great Fairy across the Great Sea.

With Four-Eye Reef out of the way, conduct the Ballad of Gales and warp to the Tower of Gods and when you are there, play the Wind's Requiem and point the wind to the west and sail one quadrant in that way to arrive at Six-Eye Reef, the hardest of all reefs.

Treasure Chart #26

Sail to the interior of Six-Eye Reef and you'll find that this is not a comfortable place. There are 6 platforms which makes traveling around the interior of the reef less easier and there are two enemy boats and who knows how many wall cannons. Destroy everything that's shooting at you with your cannon and bombs and a treasure chest will appear on one of the platforms. Jump off the boat and walk around the wall of the reef and find the highest and closest point of the wall to the chest. Play the Wind's Requiem and fly with the Deku Leaf in the direction of where the chest is that contains this chart.

From Six-Eye Reef, point the wind to the north after you play the Wind's Requiem and sail to Northern Triangle Isle. This is the location of the sea chest after you pick up Treasure Chart #26 just moments ago.

Big Octo Chart

This is the treasure you get from Treasure Chart #26 that you obtained from Six-Eye Reef. The location of this chest is towards the southeastern side of Northern Triangle Island in the sea. The chart shows the locations of all of the Big Octos in the Great Sea.

Now that you've learned the locations of the Big Octos, play the Ballad of Gales and warp to Dragon Roost Island and then play the Wind's Requiem and set the wind to blow to the east. Sail eastward to arrive at Flight Control

Platform to dig up two charts.

Island Hearts Chart

This is the treasure you get from Treasure Chart #19 that you obtained from Four-Eye Reef. This chart shows which island hides a piece of heart but you've already got plenty of them so far if you have been following this walkthrough but you're only missing a few or so left but we'll cover those as we go along.

Platform Chart

Find a lone submarine just to the south/southwest of the Flight Control Platform and enter it. Inside you'll have to kill Wizzrobes, some Bubbles and an army of Miniblins to make a ladder drop opposite from where you came in. Climb up the new ladder and a chest will appear in the small room and inside will be this chart. This chart shows the locations of the enemy platforms across the Great Sea that you see around some islands.

With the two new charts in your inventory, let's sail north one quadrant to arrive at Overlook Island and do a little deep sea fishing for a chest.

Secret Cave Chart

Find this chest in the sea, this is the treasure from Treasure Chart #19. This chart shows the locations of the secret caves across the Great Sea. These caves don't hide anything important, just rupees and small items but it is nice to have if you're low on money.

There's one last special chart to get and that's optional. Warp to Forest Haven by conducting the Ballad of Gales and go south one quadrant to arrive at Boating Course. You're not getting off the boat here because you'll do another treasure chart find.

Sea Hearts Chart

This is the treasure you get from Treasure Chart #32. Opening this chart will show you the locations of the treasure charts that contain the location (or coordinates) for heart pieces.

Finally, before we continue on with the main story there is one more heart piece to get but it takes a lot of travelling and if you got 20 minutes to spare then warp to Forest Haven or if you just picked up the Sea Hearts Chart just moments go, sail back north one quadrant and follow this:

Heart Piece #41

In Forest Haven, talk to the Great Deku Tree and ask him about the Island Koroks. He will mark their location on the map and then after that, jump back down and have one of your empty bottles available and scoop up some of the Forest Water. The freshness of the water only lasts for 20 minutes and there are 8 locations out in the Great Sea where each Korok are and you have to water the withered tree that they planted on each of those island.

Start by going east one quadrant to Cliff Plateau Isles and don't forget to set the wind in that direction as well. When you arrive there, jump off the boat and jump the platforms and into the hole. Go through the mini-course here and kill one of the Baba Buds and it will leave behind a plant that you can jump into and it'll spit you out. Use the Deku Leaf to fly to the other side and step into the light to be warped back outside. Here's the first of the Korok, spill some of that fresh forest water on the withered tree and it'll look healthy once again. Jump back in the boat and warp to Southern Fairy Island and once you are there,

sail west one quadrant to arrive at Shark Island and find another Korok there on the north end of the island.

From Shark Island, warp to Greatfish Isle and look for that one platform that has a path that spirals around it and you'll find the third Korok at the top of the platform. After this, play the Wind's Requiem and go southwest and sail there to arrive at Needle Rock Isle and find the fourth Korok on the southern part of the island. Once done here, conduct the Ballad of Gales and warp to Tingle Island and play the wind song and sail northwest to Mother & Child Isles (don't warp to the island itself, you'll be INSIDE the island if you do) and find the 5th Korok on the little island there.

The sixth Korok isn't far. Sail north one quadrant from Mother & Child Isles to reach Star Island and this Korok is in the middle of the island. You should have under 10 minutes left here by now and only two more to go. From Star Island, warp to Tower of the Gods and go north one quadrant to reach Eastern Fairy Island and find the 7th Korok on the tiny island and water the withered tree here. From here, turn back south pass Tower of the Gods and arrive at Private Oasis. Find the eighth and last Korok around the poolside and pour some of the fresh water on the tree there. It will glow and immediately become into a tree and pop out a piece of heart!

Now that you're done with your recent trip across the Great Sea, there's not much else to do unless you want to dig up the remaining treasures from the Treasure Charts that you've yet to dig but they're mostly Silver Rupees which is 200 rupees per which can be good if you're low on cash. Let's head up to Dragon Roost Island to continue on with the main story.

/_____/ Dragon Roost Island _____ \

DGN RST

Once you are here on Dragon Roost Island, use the path that leads to the home of the Rutos. Go up the ramp to the left when you enter the Ruto's home and then go through the last open doorway on the left.

You will be outside, turn right and use the Grappling Hook on the pole above to swing over the gap and land on the other side of the gap. Climb up the ladder and look for Medli up there. Medli will be happy to see you and tell you that Prince Komali has grown up into a good man. After the conversation, play the Earth God's Lyric in front of her and she will learn the song with her harp. She will faint and she will meet Laruto and learn the Earth song and she will also learn that she is the new sage for the Earth Temple.

When she is awake, she will ask you to take her to where the Earth Temple is. Conduct the Ballad of Gales when you are back in the boat and warp to Outset Island. Sail your way to the east when you arrive in the sea outside Outset Island. A cut-scene will play when you get close to Headstone Island. The King of Red Lions will tell you how to use Medli and that you both should look after each other.

When you are in the cave of Headstone Island, conduct the Earth God's Lyric in front of the large tablet and then Medli will conduct the same song with her harp. The tablet will be broken down into pieces.

Items: Big Key, Compass, Dungeon Map, Joy Pendant (3), Mirror Shield,
Small Key (2)
Enemies: Blue Bubble, Dark Nut, Green ChuChu, Keese, Moblin, Poe,
Purple ChuChu, Red Bubble, Red ChuChu, Redead, Stalfos
Boss: Jahalla

There isn't anything you can do in the first room of the Earth Temple. There is a gap separating between the platform you are on and the platform with the door leading to the next room. The platform you are on with a light shining down on a circular piece, if you step in the light, you will be taken back outside Earth Temple. Pick up Medli and run and jump off the ledge towards the door. While in the air, Medli will spread her wings out and help you fly over to the ledge. Pick her up again and then go through the door.

In the next room, you might want to put Medli down near the door behind you and then kill all three Moblins in the room. Don't forget to pick up the Skull Necklace they leave behind. Nothing will be triggered if you kill them all, you just need them to be out of your way before doing anything. Head back to where Medli is and pick her up again. Go up the stairs on the left side of the room (west side of the room on the map) until you reach the top of the stairs. You will see two pillars with a floor switch on each one. Fly over to the closest pillar while holding Medli and then stand on the switch. Conduct the Command Melody in front of Medli and then have her fly over to the top of the other pillar (press A repeatedly to fly) and then have her stand on the other switch. The next door will be unbarred. Make Medli jump down off the pillar and then press R to stop controlling her. Pick her up again and then go through the next door.

Once you enter the next door, the door will be barred down behind you. There are about 9 ChuChus that you have to kill in the room. The Red and Green ChuChus are the ones you can kill. The purple ChuChu cannot be killed with a sword or any projectile weapon you have. Try luring one into where the light is shining in from above. They will turn into stone, pick them up with your hands and throw them to shatter them or you can use the Skull Hammer on them to shatter them. After you kill all 9 ChuChus, the two doors will be unbarred. Play the Command Melody to control Medli and then have her stand in the light in the southern side of the room and while she is standing in the light, press A to make her take out her harp. The harp can reflect sunlight, so shine the light onto the invisible chest on the platform in the northern side of the room. Press R to control Link again and then open the chest to find a Dungeon Map! Also, place a bomb next to the Warp Jar in the same room to uncover it. Pick up Medli and go through the door to the east.

In here you will see a statue of a face but you can't do nothing about it at the moment. Set Medli down in the southern light and then conduct the Command Melody to control her. While standing in the light, reflect the light into the patch of fog below the statue until you see a wooden peg. Get in position so that Medli is shining the light at the wooden peg and then press R to regain control of Link. Have Link go up to the wooden peg and use the Skull Hammer on it to unlock the door to the south. Pick up Medli and then go through the door to the south.

You will see two Red Bubbles flying out of the coffin at each side of the room. Simply take out your bow and shoot a regular arrow at them to kill them. Carry Medli all the way down to the other side of the room and put her down. Look for a ladder to climb up on in the eastern part of the room. You will see a block up there, grab and pull the block until it drops into

the groove. A ray of light will shine in the room through the hole from outside. Drop down to the floor and play the Command Melody to take control of Medli. While controlling Medli, stand in the light and reflect the light at the invisible chest in the south side of the room. When you reveal the chest, press R to control Link again and open the chest to find a small key. Two Floormasters will appear after you obtain the small key. Try to get close to one as you can to make a hand appear. When you see the hand, keep your distance and shoot about 5 or 6 regular arrows to kill it. After you kill both Floormasters, pick up Medli and go back in the previous room.

Back in the room with the statue of a face, use the small key you found on the door to the north and then go through that door with Medli.

Several ChuChus will drop in when you enter the new room. Kill the Red and Green ChuChus. While standing in front of the door you came in from, take out your bow and shoot an fire arrow at the left tapestry on the wall (east wall) to burn it down. A ray of light will shine into the room through the hole from outside. Walk around the light to make some purple ChuChus to drop in from above. Lure the Purple ChuChus into the light so that they will be turned into stone. Pick up the two petrified ChuChus and place them on the two floor switches you see to make a set of stairs appear to the east. Quickly go up the stairs and then turn around to look for a block. Push the block off the edge onto the lower ground and then jump back down to the lower ground. Pick up Medli and bring her up to the ledge (you may have to throw her a couple of times) and then go through the door to the east.

Put Medli down once you enter the new room and kill the Floormaster in the middle of the room with 5 or 6 arrows with your bow. Push the block without the statue sitting on top all the way up against the north wall until it drop into a groove. Once the block fall into the groove, a seal will open up letting a ray of light to shine into the room below. Pick up Medli and set her down in the light and then play the Command Melody to take control of her. Have Medli shine the light onto the statue sitting on the block to make the statue disappear. After that, have Meldi shine the light onto the two yellow insignias on the north and south wall to disintegrate them. Release control of Medli after you dissvolves all 5 things to regain control of Link. Push the block where the statue was sitting on all the way down to the south wall until it drop into a groove to make a chest appear on the higher platform to the east. The alcove in the south wall hides a Warp Jar. Pull the block out to the south in the north alcove and then push it to the east until its in the gap. Pick up Medli and throw her up on the higher platform to the east and then climb up onto the block and onto the ledge. Open the chest to find a Compass! Pick up Medli and go through the door to the south.

Put Medli down as soon as you enter the room and defeat the two Moblins and the two Poes at the top of the stairs. The Moblins you know how to beat, the Poes requires a light to stun them. As Link, go to the ladder in the eastern side of the room and climb up on it. While up there, conduct the Command Melody to control Medli and then make her go to the same ladder and have her fly (repeatedly press A) onto the ledge where the light beam is. Have Medli shine the light onto the three statues across the room in the west wall to disintegrate them, revealing a chest containing a Joy Pendant behind it. After you disintegrated the statues, shine the light onto the two Poes in the room to stun them and make them run around the room. While both of them are stunned, press R to regain control of Link and jump down to the lower ground and kill the two Poes to make a set of stairs appear. Climb back up the ladder and pick up Medli again and go up the stairs to the south and then through the door to the east.

Drop Medli on the ledge when you enter the room and then drop down to the

lower ground where you see five coffins. Go near the coffin on the far right to make it shake and open, revealing a small key behind it. Pick up the small key but you have no way to get back on the ledge. There is a ladder sitting on the wall above the ledge but it won't budge to drop down until you accomplish something. Go near any one of the remaining four coffins, 3 of the coffins hides a Redead. Three strikes from your sword will kill the Redead, or you can use three bombs to kill them. They can stun or paralyze you with their shriek but don't worry, they move around very slowly. Kill all three Redeads to cause the ladder to drop, making it accessible to climb up onto the ledge where you left Medli. Pick her up again and go back in the previous room.

In the room you were in, go to the southern door and use the small key you found to unlock it. Go through the door to the south but you won't have Medli with you for this room. Approach to the center of the room and a skeleton warrior called Stalfos will appear from the ground. They walk very slow but a good attack range with the club they hold in their hand, so keep your distance. To defeat it, go up to it but not too close and press down on the Left Shoulder Button to focus on it. While holding the L Button, take out the bomb and hold it over your head until it flashes. When the bomb is flashing, throw it at the Stalfos and it will break down into pieces but the head of the skeleton is jumping around. Go after the head and hit it about 5 or 6 times to defeat it. Two more Stalfos will appear, take out one at a time. After you kill all three Stalfos, a set of stairs will appear, leading to the chest at the top of the stairs. Go up the stairs and open the chest to find a Mirror Shield!

After obtaining the Mirror Shield, the seal in the middle of the ceiling will open up, letting a ray of light to shoot in through the hole. Go down the stairs and stand in the light. Reflect the light with your new Mirror Shield onto the sun insignia on the north wall to unbar the door to the north. Once the door is unbarred, go through it into the previous room.

Now, go all of the way back to the room with the statue of the face hanging on the wall with a patch of fog below it. Once you get there, drop Medli down into one of the lights and then play the Command Melody to take control of her. Have her shine the light into the statue's eye until one half of the face is "lighted" up and then press R to regain control of Link. Have Link to go stand in the other light and reflect the light into the eye of the other half of the face to light it up as well. A set of stairs will appear leading down to the basement. Before you go down there, you can get a Joy Pendant if you want.

If you don't want to pick up a Joy Pendant, go to the next paragraph. If you do want to pick up a Joy Pendant, go through the door to the south into the room with two Floormasters and two Red Bubbles. Kill all of them and then pick Medli up. Carry her down to the southwestern part of this room and drop her onto the floor switch to keep the door nearby unbarred. Go through that door and then shine the light with your Mirror Shield on the two yellow insignias on the wall to destroy the wall. Behind where the wall was is a chest containing a Joy Pendant inside. After you pick up the item, go back to the face statue room.

Go down the stairs and through the door at the bottom of the stairs to enter the basement part of the temple.

In the first room of the basement, drop Medli down at the bottom of the curved stairs. Go near the bridge and try to lure one of the two Blue Bubbles to you and then press down on the L Button to focus on the Blue Bubble and then use the Deku Leaf to swing the blue flame around the bubble to stun

them and then strike your sword at the skull to kill it. Do the same with the other Blue Bubble at the other side of the suspended bridge. If you happen to fall down into the lower ground off of the bridge, you will be in a no weapon zone (because of the fog). Look for a ladder that leads you back up to the upper section of this room. After you kill the two Blue Bubbles, go back to where you left Medli and pick her up again. Carry her across the bridge and set her down in front of the large tablet. Play the Earth God's Lyric with your Wind Waker and Medli will play it with her harp after. Just like the tablet before, this tablet will crumble to the ground, revealing a door behind it. Pick up Medli and then go through the new door.

Before you do anything, kill the two Redeads in this room. About 3 or 4 strikes from your sword should kill them. After you get rid of the Redeads, stand in the middle of the room where the light is and reflect the light with your Mirror Shield at both mirrors in the room to disintegrate the two statues in the room. Both reveals a door after you dissolve them. Go through the door to the west first.

You will be in a room covered with fog that doesn't let you use a weapon. What's worse about it is that there are at least 6 Floormasters in the room. You need to find a way to get rid of the fog. Take a look at the map to find two treasure chests in the same room you are in. You want to go open the chest in the north side of the room. You can barely see the Floormaster's shadow on the floor through the wall, so slowly make your way through the room while avoiding the Floormasters until you reach the chest in the north wall. Open the chest to find a small key and the fog will be evaporated. The other treasure chest will appear if you kill all 6 Floormasters with 6 arrows shot at it or 3 bombs. The chest hides Treasure Chart #12 by the way. Return back to the previous room after you pick up the small key and the treasure chart.

Back in the mirror room, go through the door to the east with Medli. Once you are in the next room, set Medli down and go stand on the edge of the ledge until you see the hand of the Floormaster. Shoot several arrows at it until it dies and then jump in and run through the fog to the other ledge. Turn around and kill the 2nd Floormaster with the arrows as well. On the southern ledge, look for a wooden peg that you can use your Skull Hammer on to smash it. This opens the seal at the ceiling to let a ray of light to shine in. Go to the statue and push it to the west until it drop into the groove and reflect the light to the west side of this room. Burn the right tapestry on the south wall and then pick up the Joy Pendant with your boomerang before you leave the room to go back to the room with the two large mirrors.

Back in the mirror room, stand in the light and reflect the light onto the statue on the block in the south. Once the statue is disintegrated, push the block to the south and then pick up Medli and throw her onto the higher ledge in front of the locked door. Climb up onto the block and on the ledge and then use the small key to unlock the door to the south.

You will be in the western side of the room where you were in before. Walk around the room and kill the three Red Bubbles. Three Poes will show up as well, but try to lure them into the large beam of light to stun them and then go after them. Once you get rid of all 6 enemies in here, you can disintegrate the two statues to the south but they reveal a Yellow Rupee and a large magic jar behind each one. Conduct the Command Melody to take control of Medli and have her stand in the light beam FACING the light but shine the light with the instrument to the right out of the beam a little bit and then press R to stop controlling her. When you regain control of Link,

have him stand at the opposite side of the room where the last statue is and have him use his Mirror Shield to reflect Medli's light from the large statue that you pushed earlier ONTO the last statue in the room to disintegrate it. The last statue reveals a door behind it, pick up Medli and then go through the new door.

You will be in a splitted hallway room. The walls of the hallway are covered with coffins and if you go too close to one, it will fall over on you and you will receive little damage. If you go to the west, a chest containing a Red Rupee (worth 20 rupees) sits at the end of the west hallway. Take the north hallway (a Staflos is hiding in one of the farthest coffins at the end of the north hallway) and conduct the Earth God's Lyric in front of the tablet at the end of the north hallway. The tablet will crumble, revealing a new door behind it. Pick up Medli and go through the new door.

Go down the long winding stairs until you enter the circled room. To the right is the third Warp Jar with a boulder sitting on top of it. Set a bomb down aside it to blow up the boulder. You can't go through the boss's door without a boss key, so pick up Medli and go left down the stairs and jump and fall down to another set of stairs. Go through the door at the bottom of the stairs.

You will be in the 2nd basement floor of this temple and the largest room in the temple as well. Conduct the Command Melody to take control of Medli and have her fly up to the top of the platform and step on the floor switch up there to make a ray of light to shine in from above. Have Medli jump down to the lower part of the floor and press R to regain control of Link. Have Link jump down to the lower part of the room and push both the statue in the southeast and the southwest corner of the room all the way across until it drops into a groove.

Conduct the Command Melody to take control of Medli and have her stand on the platform (close to the chest) in the eastern part of the room. As Medli, have her reflect the light onto the statue to dissolve to reveal another statue holding a mirror behind it. While still as Medli, have her reflect the light down to the invisible chest close by to make it visible and finally, make her shine the light down at the little platform in the southeast corner of the room. Press the R Button to regain control of Link. Open the visible chest to find a Purple Rupee that is worth 50 rupees and then go to the platform in the room's southeast corner. Take out your Mirror Shield and reflect the light at the 4 yellow insignias on the wall to destroy the 4 pieces of the wall. Pull the new statue behind the wall you just disintegrated and push it to the west until it drops into a groove.

Now, head over to the 1st new mirror statue where you disintegrated the statue as Medli earlier and pull that statue out to the north (or northeast on the map) and then push it to the southeast until it drops into a groove. A cut-scene should appear and you should hear a chime as well. Head over to the western side of the room and stand on the platform where the beam of light is shining across above it. Stand on it and reflect the light onto the invisible chest nearby. Reflect the light again onto the statue behind the chest to disintegrate the statue to reveal another mirror statue behind it. Reflect the light one more time onto the lone yellow insignia on the west wall. Jump off and open the chest to find a Joy Pendant inside and then stand on the lower platform next to the platform and face the four yellow insignias on the wall to the northwest. Conduct the Command Melody to take control of Medli.

As Medli, jump down off the platform and go to the platform where Link was standing on and reflect the light down at Link and then press the R Button

to release control of her. Link should reflect the light onto the 4 yellow insignias on the northwest wall to reveal another mirror statue behind it. Pull the two new mirror statues out and push it until both drop into a groove. A cut scene should appear and you should hear the chime as well. Conduct the Command Melody to take control of Medli again and have her stand on one of the two northern-most platforms and have Medli reflect the light onto one of the eyes on the large face statue in the northern side of the room. Once one half of the face is lighted up, press the R Button to go back as Link. Stand on the other platform and reflect the light into the eye of the other half of the face to light it up and the whole face will be illuminated. A new door will be revealed in the north wall. Before you go through that door, you might want to go through the door in the alcove to the west (that if you dissolve the wall where the lone yellow insignia was).

Take out the Mirror Shield and shine at one coffin to open it, revealing a Stalfos in the coffin. Drop down to the lower ground and defeat the Stalfos with the Bomb. Do the same with the other two Stalfoses in the last two coffins. A chest should appear after you defeat all three, open the chest to find Treasure Chart #20. Go back to the previous room and through the new door to the north.

In the last room of the temple, you must kill a Darknut and two Blue Bubbles to unlock the cage where the chest containing a boss key lie. Use the Deku Leaf to blow away the blue flame around the Blue Bubble to stun it and then strike with your sword at the head to defeat it. You can use the parry attack on the Darknut if you want, it makes things go easier if you do it that way. After you kill all three enemies, open the chest and then nab the Big Key. Return to the spiraling staircase where the Boss's door is.

In the spiraling staircase, have Link climb up the vines by himself to get to 1st floor of the basement. When you reach the other part of the stairs, conduct the Command Melody and have Medli fly herself up to the where Link is and then press R to regain control of Link. Pick up Medli and go to the top of the stairs and fly all the way over to the boss's door while holding Medli above your head and then go through the boss's door with the Big Key.

/_____/ Boss: Jahalla

*Note: Take a picture of Jahalla for the Nintendo Gallery if you want as you won't see him again after you conquer him.

This boss is about the size of 10 Poes combined! It only has two attacks, depends on how far away you are. One is to inhale, when Jahalla does this, run away from him to the opposite side and then he will breath out a large stream of fire. If you are too close to Jahalla, it will turn purple and try to bodyslam on you. If it does bodyslammed you, the way you control Link will be REVERSED for a few seconds.

There are at least 3 lights shining in from above. Stand in one of them and reflect the light onto Jahalla. Jahalla will fall onto his back and be stunned for a while. While he is stunned, run over to him and pick his large body up and throw him into one of the four spiked columns in the corners. This will cause Jahalla split up into 10 Poes. The 10 Poes are exposed enough to get striked down from your sword. Two strikes should kill a Poe. Try to kill most of the Poes before it reforms themselves into Jahalla again. Do the same strategy until the last Poe is defeated.

Don't forget to pick up the Heart Container and your Master Sword will

regain part of it's power. You have another place to go to where your sword can get all of it's power to repel evil back. Medli will stay behind while you go on to find the Wind Temple but there are one thing to do if you want to pick up another piece of heart before you go to your next destination.

Heart Piece #42

This is the treasure you get from Treasure Chart #20 from inside Earth Temple. Go to it's location in the sea outside Bomb Island and fish it out with the grappling hook. Open the chest to find this piece of heart inside.

The other treasure chart contains a Silver Rupee which is worth 200 rupees. You can go and look for that if you want otherwise conduct the Ballad of Gales and warp to Windfall Island and from there sail north one quadrant to arrive at Gale Isle.

/_____/ Gale Isle _____ \

There is only one open side of the island that you can get on but a powerful wind is blowing from inside the cave. Jump off the boat and stand on the edge of the shore and then equip the Iron Boots. With the Iron Boots, you cannot get blown away from the wind. Walk up to the statue in the back of the island and shatter it with your Skull Hammer.

Walk up to the tablet on the wall and then take out your Wind Waker. Learn a new song here called the Wind God's Aria! Follow the directions with a 6/4 rhythm by tilting the yellow C-Stick Up, Up, Down, Right, Left, Right.

After learning the song, you will meet Fado of the Kokiri Tribe. He is the sage of the Wind Temple and he has been attacked by Ganondorf, that is why he appeared as a child instead of an adult or whatever he was suppose to look like. You must look for a person who holds the same instrument the one Fado has in his hand and then teach him the new song you just learned.

Leave the cave that leads to the Wind Temple back outside and jump into the boat. Play the Wind Requiem and set the wind to blow southeast and sail to Forest Haven which is in quadrant F6 or you can play the Ballad of Gales and warp to the dock of Forest Haven.

/_____/ Forest Haven _____ \

You are here to look for Makar because he hold the same instrument as Fado does. It took me a while to look for Makar, he is hiding in one of the two waterfalls before you go up the river. You will see some musical notes flowing out from inside the right waterfall. Take out your Grappling Hook and look up for a pole that you can attach the hook on and then swing into the waterfall.

You will be in a small cave, walk down and climb down the ladder and you will find Makar. He is down here because he is practicing a new song for next year's ceremony. Take out your Wind Waker here and conduct the new song, Wind God's Aria, to Makar. You will find yourself playing the song with Makar and Fado. Makar now learned that he is the sage of the Wind Temple and that you have to return to Gale Isle.

When you are back in Gale Isle, head inside the cave and conduct the Wind God's Aria in front of the tablet with Makar. Playing that song will cause

the tablet to shatter, revealing a hole behind it that leads to your next temple, the Wind Temple.

/ _____ / 3.7 - Wind Temple \ _____ \

Items: Compass, Dungeon Map, Hookshot, Joy Pendant (2), Small Key (2),
Treasure Chart #5, Treasure Chart #35
Enemies: Armos, Darknut, Floormaster, Green ChuChu, Peahat, Red ChuChu,
Stalfos, Wizzrobe
Boss: Wizzrobe (Mini-boss), Molgera

The first room of the temple holds nothing but a light that will take you back outside Gale Isle if you step in it. Pick up Makar and go through the only door in here.

Once in here, drop Makar down near the entrance and then jump down to the lower area of the room. A Wizzrobe will appear, defeat him with two arrows with your Hero's Bow. After you kill the Wizzrobe, conduct the Command Melody to take control of Makar. Makar take in the same role like Medli but Makar doesn't have the ability to carry you while flyiny because he is tiny. Have Makar fly over to the north side and stand on the floor switch on the ledge to the right and stay there on the switch. Doing this will turn the wind off from blowing down the center of the room from the ceiling.

Now that the wind is out of the way, defeat the Stalfos that appeared at the north end with the bomb. Once the Staflos is out of the way, blow up the board that is sitting on top of the Warp Jar nearby with a bomb. Conduct the Command Melody to take control of Makar once again. Have Makar fly down to the lower ground where Link is and run over to the two patches of dirt you see. When Makar is on one of the dirt patches, you'll feel your controller rumbles. Press the A Button to plant a seed there and wait for the tree to sprout, do the same with the other dirt patch you see. A chest will appear after both dirt patches are planet and then open it to find an Orange Rupee inside.

Nearby is a springboard, climb up and stand on the springboard and then equip the Iron Boots to weigh it down. Turn and face south and then take the boots off, you will be sent flying into the air. You want to land on the south ledge where you see another springboard. Stand on that other springboard and make sure you have the Deku Leaf equipped. Put the Iron Boots on again to weigh the springboard down and then take them off to be sent flying once again but press the button wherever you assigned the Deku Leaf to and glide to the northern ledge where you left Makar. Once on the north ledge, pick up Makar and go through the next door.

In the next room, put Makar down and make sure your bow is equipped. Defeat the two little Armoses in here with an arrow at the eye and then go behind them to find a red spot, slash at it with your sword. Take out your Deku Leaf and swing it at the machine in the middle of the room to make the north wall flip up. Run down the room and pass the blade to the other side and then conduct the Command Melody to take control of Makar. As Makar, you can fly or walk over to where Link is and plant a seed in each of the two dirt patches to make two trees to sprout. Press the R Button to regain control of Link and then pick up Makar and go through the door to the north.

The door to the east is barred. Conduct the Command Melody to take control of Makar and have him fly up to the highest platform to the north. You will see a patch of dirt up there, plant a seed and wait for a tree to sprout. Do the

same for the next two dirt patches on the next two ledges higher up. This will cause the door to the east to be unbarred but Makar will be kidnap by the four Floormasters up where he was. You can't do nothing now except for going through the door to the east.

Defeat the two Peahats in here by swinging your Deku Leaf at them to send a wave of wind to knock them out. While they are knocked out, strike at it with your sword to kill them. Makar will call you from the cell to the north but there is nothing you can do now to save him. Go to the east and defeat the two large Armoses by waiting for them to open their mouth to roar and when it does this, throw a bomb in the mouth to destroy it. Go through the door to the east.

Kill the two Peahats in this room and then run pass the blade. On the left side of the ledge is a cracked tile, stand on it and then equip the Iron Boots. Link will jump and smash the cracked tile into the lower area of this room. Watch out for the Floormaster that rules the lower part of the room. You might want to kill the Floormaster first and then use the Deku Leaf to swing it to send a wave of wind at the machine to cause the wall to flip upward to create a platform at the upper part of the room. Stand on the springboard nearby and equip the Iron Boots to weigh it down. Take off the boots to be sent flying through the hole and onto the upper part of the room. Run across the new platform to the other side, watch out for the blade in the east side of the room. There is an alcove in the north, in the alcove is a chest containing a Joy Pendant inside by the way. Ignore the tablet with the Wind God's Aria scripted and go through the door to the south.

Take out your Deku Leaf and glide into the updraft in the first part of this large room to glide over to the ledge with a switch nearby. Step on the switch to make the vertical part of the gate to flip over and act like a platform. Jump onto the platform and kill the Wizzrobe if you want to. You might need a Magic Jar to refill your magic meter, just jump off to the next platform and cut down the grasses. Jump off the ledge and glide again with the Deku Leaf to the southeast where you'll see a chest. Open the chest to find the Dungeon Map! Glide all the way back to the ledge you were on and then jump over to the western ledge. On that ledge, glide into the updraft and make your way through the hole in the next gate and continue gliding into the next updraft until you reach the next platform. From there, glide into the last updraft over to the ledge to the west. Go through the door to the north.

You will be back in the room where you saw Makar behind the cell, but at the south side of the room. To the right of you is the 2nd Warp Jar, set a bomb down near it to destroy the board on top of the jar so that it can be accessible. There is a floor switch nearby, stand on it and then equip the Iron Boots to weigh it down. This will cause the circular section of the floor to open up, revealing a way down to Basement 1. Fall all the way down to the bottom of the floor, but use the Deku Leaf to break your fall before you hit the floor. Go through the door to the south.

Go to the far left cracked tile and use your Iron Boots to smash through the tile to be in the lower part of this room. Kill all 5 Red ChuChus and then head over to the block with a springboard on top. Push that block all the way to the south until you place it on the black tile. Push the other block down south next to the block with the springboard and then climb up on that block and onto the springboard. Equip the Iron Boots to weigh the spring down and then take it off to be released back up to the upper part of the room. Open the chest nearby to find a small key inside. You can get Treasure Chart #35 if you smash through all 4 other cracked tiles and defeat all the enemies. Leave the room by going through the door to the north.

With the small key in your pocket, go to the door in the north and unlock it. Go through the door you just unlocked.

*Note: Don't forget to take a picture of this special Wizzrobe in the next room. It's hard to take a picture of him with all the enemies after you but once you defeat this cloaked Wizzrobe, you won't see him again. Try your best!

The door will be barred down shut behind you, you can't escape. You will fight with a Wizzrobe that has a ability to summon other enemies into the field. You are to focus on the Wizzrobe only, don't worry about the other enemies. Look for the Wizzrobe in the room and once you find him, lock onto him and shoot an arrow at him to inflict damage. This Wizzrobe takes about 8 shot with an arrow for it to be killed and then you can beat whatever other enemies it summoned in the field. A chest should appear after you defeat it, open it to find a Hookshot! The exit is still barred. Look around the room for a hookshot target that you can use your hookshot on. Drag yourself onto the platform and then use the Skull Hammer to smash the peg up there to unbar the door to the south. Jump back down to the lower ground and then go through the door to the south.

You will be back in the first room of Basement Floor 1. Now that you have the Hookshot, use it on the target to drag yourself up on the lowest platform in here and then do the same for the next two platforms. Turn around and look up to find the 4th hookshot and drag yourself up to that platform. From that platform, use the Deku Leaf to glide across the room to the chest at the other side of the room. Open the chest to find the compass for this temple. After obtaining the compass, climb up atop the springboard and equip the Iron Boots to weigh the switch down. Take it off to be sent flying and then use the Deku Leaf to glide to the platform nearby. Use the hookshot to drag yourself up to the next two platforms. Get on the springboard again with the Iron Boots and then glide over to the ledge with the Deku Leaf. Walk across the ledge and use the hookshot on the target in the alcove to the north.

Once you are up on the ledge with a large statue. Equip the Iron Boots on your feet and make sure you are standing behind the statue. Take out your hookshot and then shoot it at the target on the statue's forehead to pull it down and shatter it. You will free Makar by doing this and the chest behind him contains a Joy Pendant. Drop down to the ledge you were on to the west side of the room and use your hookshot on the target to get on the ledge to the west. Conduct the Command Melody and have Makar fly over to the western ledge and then press the R Button to stop controlling him. As Link, pick Makar up and go through the door to the west.

Back in the room where Makar was kidnapped, conduct the Command Melody to take control of Makar and have him plant a seed in the two dirt patches on the first and second platform. After you plant a tree, have him fly up to the 3rd platform and then press R to release him. As Link, use the hookshot on the tree to go from platform to platform until you reach the highest platform and then go through the door to the north.

There are at least 4 Blue Bubbles in this room. You can use your hookshot to drag them to you and doing this will take out the blue flame around the bubble. Play the Command Melody to take control of Makar and have him fly from platform to platform while planting a seed on each platform until you get him on the highest platform in the eastern side of the room. Make sure you have Makar stay far away from the Floormaster and then press the R Button to release control of him. When you regain control as Link, use your hookshot on the tree on the platform until you reach the highest platform where you

left Makar. Pick Makar up and then go through the door to the east.

You will be back in the large circular room but on the 2nd floor of the temple. Conduct the Command Melody to take control of Makar and have him stand on one of the two switches in front of you and then return as Link and have Link stand on the other floor switch to make the floor panel down below to open up and the grate in front of you to flip open. Play as Makar again and fly all the way down to Basement Floor 1 of the temple. In one of the alcove are two dirt patches, plant a seed in each one to grow a tree and a large updraft will begin to blow upward in the middle of the room. Makar should fly all the way back up to 2nd floor of the temple but have him go to the eastern ledge where the chest is and then release control of him. Link should use the Deku Leaf and glide over to where Makar is (don't worry, the updraft will blow you up to gain some height) and then open the chest to find a Joy Pendant inside. Wait for the updraft to start blowing again and then glide to the south side with the Deku Leaf to the southern ledge and then go through the door to the south.

In here, the door will be barred down behind you. Kill all of the little Armoses in here to trigger the wall to raise, revealing a chest behind it. Open the chest to find a small key inside. Leave the room by going through the door you came in from.

Back in the circular room, have Link glide with his Deku Leaf to the 1st floor EAST ledge where the two large Armoses are. Defeat the two large Armoses and then conduct the Command Melody to take control of Makar. Have Makar fly down to 1st floor east ledge where Link is and then go through the door with him.

You will be back in the same room where you saw the stone tablet with an lyric scripted on it. Drop Makar down near the entrance and ignore the Peahats and drop down into one of the two holes to be in the lower part of this room. Watch out for the Floormaster and swing with the Deku Leaf onto the machine to cause the wall to flip horizontally. Head over to the springboard and equip the Iron Boots, take it off to be sent back up to the upper level of this room. Pick up Makar and walk all the way across the room to where the tablet is. Conduct the Wind God's Aria in front of the tablet with Makar and the tablet will shatter, revealing a door to the east. Go through that door with Makar.

The door will be barred down shut behind you, leaving you to fight with three Darknuts! Face one at the time and make sure your sword is out and ready. Focus on one Darknut at a time by pressing and holding down the L Button and when you feel the controller rumble, press A immediately to perform either a parry attack or a jump attack to the head. Don't forget to pick up the 3 Knight's Crest after you beat all three Darknuts before they disappear. After you beat all three Darknuts, a wall to the east will rise, revealing a large chest behind it. Open the chest to find the Big Key! Exit the room back to the previous room.

You want to go back to the main room, the one with the large updraft in the middle, but the wall has been reseted. Use the Deku Leaf on the machine in front of where the tablet used to be to make the wall fall flat. Pick up Makar and carry him across the wall to the door back into the updraft room. While still holding Makar in your hand, wait for the updraft to stop blowing and then FALL all the way down to the area BELOW THE FAN. There is a locked door to the east, unlock it with the small key and then go through it with Makar.

You will fight with two Stalfos and a Wizzrobe. Focus on the two Stalfos

first and then the Wizzrobe. The door to the east is still barred. If you look up, you'll see many platforms around the wall. Use the hookshot on the wall without the head statue and work your way up to the platform with a switch on it. Stand on it and equip the Iron Boots to weigh it down to unbar the door to the east. If you want to get Treasure Chart #5, there are at least 4 head statues in this room. To pull them down, equip the Iron Boots and pull all 4 down to reveal two green Bokoblins. Defeat them and a chest containing Treasure Chart #5 should appear. After all that, go through the door to the east.

Kill the three green Bokoblins and the two large Armoses before you do anything. Once you defeat all of the monsters in this half of the room, call Makar and go to the ledge in front of the 4 jets that are blowing horizontally. Conduct the Command Melody to take control of Makar and have him fly over the jet and land on the ledge at the other side of the jets and plant a seed in the dirt patch to grow a tree. The jets should be deactivated and Link should use the hookshot on the tree to drag himself over the gap to the ledge Makar is on. Kill the Floormaster by shooting 6 arrows at it and then go back and pick up Makar. Ignore the Peahats if you want and go through the door to the southeast.

This room took me a while to figure out. Equip the Iron Boots and push the far left block until it trap BOTH blades against the wall. Push the middle block all the way south into the gap in the floor. Finally, push the third block north and across the 2nd block and trap the blade to either the east or west against the wall. Go all the way back to where you left Makar and pick and carry him all the way across the room to the south.

At the bottom of the stairs is a tablet with the Wind God's Aria scripted on it. Conduct the song with Makar to shatter the tablet. Behind it is the last room and at the end of the room is the boss's door. Set a bomb down next to the 3rd Warp Jar to destroy the board. You may collect a fairy in one of the pots in front of the Boss's door. Go through the boss's door with the boss key to fight with the demon of this temple.

/_____/ Molgera

To start this battle, jump off the ledge and run to the center of the room. A large worm creature will jump out from the sand below and then dive back into the sand.

Stand in the pit where Molgera's tongue is and when you see a yellow arrow pointing down on it's tongue, use the hookshot to pull it to you. Take out your sword and start inflicting damage to it. If you get too close to Molgera's mouth, it will eat you up and spit you right back out, this inflicts some damage to you.

After some strikes to the tongue of the monster, Molgera will cast 4 smaller versions of itself to go after you. To kill them, focus on one of them by using the hookshot and then pull them out. Two strikes from your sword should kill it but you should focus on the boss. Go after Molgera's tongue again and after you damage it enough, he will jump waaaayyyy up in the air and then fly down at you with the mouth open. If you get hit by this, you will receive quite a bit of damage. It takes about 12-15 strikes from your sword on Molgera's tongue for it to die.

After Molgera is dead, the sand will dissolve and the platform with the triforme on it appear. A heart container will also be ready for grab, so, don't ignore it. Step into the blue light and a cut-scene will take over.

In the cut-scene you see Makar running over to you and then takes out his instrument and Link will also take out his baton and both will conduct a song. Faod will join in soon after. The next thing you know, your Master Sword has returned to what it once was! You have fully restored the power to repel evil to your Master Sword! Makar will stay behind and you should step into the light to return back outside.

Back outside, you'll see the King of Red Lions talking to the Merman about the Forsaken Fortress. Remember when you got rescued from Ganondorf by some Ritos and Valoo and then Valoo burned the place up? Apparently the fortress has been deserted since then. Link will come over and the King of Red Lions tells you that he's worried about Princess Zelda and urges you to find the Triforce shards but he's always in the rush.

There is no timer or anything to get the Triforce shards. There are eight shards to get and they're in the Great Sea. To find where the shards are, you need a chart of each shard. Think, like treasure chest but they show the location of each shard. I know what you are thinking and I'm getting kind of sea sick too. There is a heart piece to get before you begin your quest for the Triforce Charts.

Heart Piece #43

This is the treasure you get from Treasure Chart #5 that you found in Wind Temple. Go to this location (Thorned Fairy Island) in the Great Sea and use your grappling hook to fish out the chest down below and open the chest to get this heart piece.

Whether you are still on Gale Island or at Thorned Fairy Island getting a piece of heart, let's gather those Triforce Charts and piece them together. Conduct the Ballad of Gales and warp to Greatfish Isle and then play the Wind's Requiem and have the wind blow to the south. Sail south one quadrant to arrive at Islet of Steel, one of the islands in the Great Sea that you very seldom visit.

Triforce Chart #1

At Islet of Steel are four enemy boats. One is circling the structure, two are out patrolling the sea and one is right at the entrance of the structure. Ignore the two in the sea and destroy the one at the entrance and the one going around and then sail inside the structure itself. Here, you'll find it's so peaceful inside than what it was outside. Get off the boat and onto the platform and walk up to the platform with the red and blue insignias on it. Stand on the blue one and play the Wind's Requiem here to make a chest appear. Open the chest to get your first Triforce Chart. I know you will try to open the chart now but it is useless because you can't read the language it's in and you need to get it deciphered.

After you get the first Triforce Chart, leave the structure and the quadrant itself by going east 3 quadrants to arrive at Private Oasis. If you have been following my guide up to this point, you should have the Cabana Deed from Mrs. Marie, the school teacher back on Windfall Island. If not, you have to engage in a hide-and-seek game with the Killer Bees (the four little boys outside the school) and then talk to Mrs. Marie and collect at least 20 Joy Pendants and give it to her for the deed.

Triforce Chart #2

Whether you warped to Tower of the Gods and go south from there or you sailed here from Islet of Steel, jump off the boat and climb up one side of the island and onto the property itself. Go up to the house and try

to open the door to make the grouchy door talk. Funny. Go in your inventory and look in your Delivery Bag for the Cabana Deed and put it to either X, Y or Z button and then use that button to show the deed in front of the door. It'll give you the pass and you should open the door and go inside.

You'll see it's so nice in the house. I'd arrange some furnitures to suit it my way if I could. Anyway, look up and you'll see something that you can hang onto or pull down. Take out the grappling hook and unleash it on and then use your weight to trigger something in the room. The fire in the fireplace will cease, revealing a hole. Let go off the handle and jump down into this hole into the hidden cave below.

In the cave, go down from the entrance and take a right and it'll lead you to a ladder, go down the ladder. At the bottom of the ladder you'll see two tiny holes that you can crawl into, take the one that's far from the ladder. Eventually you'll come up to a fork, take a right and at the next intersection, go straight and you should be crawling into the gray tunnel and a ladder going up should be at the end. At the top of the ladder are two pegs that you should pound both down with the Skull Hammer. Facing the pegs, take the hallway on the left and go down the ladder there and then go into the crawlspace ACROSS from the ladder and go through it until you reach the end and climb up the ladder there. You should be in the area with a lone peg and several rats. Kill the rats with the boomerang if you want but pound the only peg here to open the gate that leads back to the entrance. Jump down the hole that's next to the peg to appear in a dirty room with two Redeads. Eliminate the Redeads and collect whatever they left behind and crawl in the only hole here and climb up the ladder at the end. At the top you'll walk into something familiar, play the Wind's Requiem on the blue insignia and a chest with Triforce Chart #2 should appear. Turn around to find another peg that you can pound into the floor with the Skull Hammer and go through the gate that just opened. Leave the place.

I wonder if Mrs. Marie knew about this hidden cave but it's a good thing she didn't have the Triforce Chart. Head back outside and jump back in the King of Red Lions and play the Wind's Requiem and go east two quadrants to arrive at Bird's Peak Rock, another one of those islands you hardly visit. Make sure you have a Hyoui Pear in your inventory, if not, you can veer to the southeast and stop by Forest Haven and find Beedle's ship and buy one in there.

Triforce Chart #3

At Bird's Peak Rock, sail up to the island with a clearing on it. Get off the boat and take a look at the other island which is rocky. Take out your telescope you got from Aryll and take a look at each peak on the rock. You'll spot at least four Kargarocs, one circling around the tallest peak. Kill the three that are perched on the peaks, ignore the one that is circling unless you are very skilled with the bow, go ahead and kill it. There's at least two more Kargarocs in the back end of the island but you'll have to get on the boat and get those but you should be OK just killing 3 or 4 out of the six Kargarocs.

Run around the island and wait for a seagull call and once you hear it, take out the Hyoui Pear and you'll be in a control of a seagull. Have the seagull fly over to where the Kargarocs are and you'll see a crystal switch in each of the nest. Hit all six of them including the one on the tallest peak to make the gate where Link is to open. Jump into the hole beyond the gate and you'll be in a secret area down below. Play the Wind's Requiem on the blue insignia here to make the chest with the third

Triforce chart in it to appear on the red symbol. Get it and leave the place.

Back outside, conduct the Ballad of Gales and warp to Outset Island and once there, play the Wind's Requiem and sail northwest one quadrant to Diamond Steppe Island. This island has no way to get on before you got the hookshot from Wind Temple. You're not here for a Triforce Chart but a different kind of chart that requires getting it.

Ghost Ship Chart

At Diamond Steppe Island, take out your hookshot and use it on one of the palm trees to pull yourself onto the island. Look around for another palm tree higher up to pull yourself onto the higher platform. Keep doing this until you reach the top and then look for a hole you can drop into. In the cave you'll see a spooky ship and you'll see nothing else but a warp jar in front of you, climb and hop into the jar to be warped somewhere else. You'll see more warp jars but ignore them and go around the hallway but watch out for the Floormaster and kill it. Behind where it was is a warp jar with a board on it. Drop a bomb next to it to blow it up and enter that warp jar to another part of a ship with a chest. Open the chest to get a Joy Pendant if you want otherwise drop down off the ship where the railing ends to be in the lower area with MORE warp jars and two Floormasters. Kill the Floormasters if you want and blow up the board on the warp jar that is UNDER where you jump down from and use that jar to appear somewhere else. There's a lone Floormaster here but another warp jars galore here. Each jar has a board on top of it and the one you want to blow up is the one diagonally across the length of the floor you came here from. Use that jar to warp to the final part of the ship but watch out for the Floormaster here. Open the lone chest to get the Ghost Ship Chart, whew!

Back outside Diamond Steppe Island, open the Ghost Ship Chart and you'll see eight locations and the picture shows the shape of the island. You'll have to look through your sea chart and match the picture because whichever one of the eight locations is lightning up at night is where the Ghost Ship is. Warp or sail (if it's close by) to that island and look for a mysterious group of lights hanging outside the island and if you sail closer you'll spot the ship itself. Simply sail into the ship to be inside the actual ghost ship.

Triforce Chart #4

This is much like being in the enemy submarines out in the Great Sea. It is a simple defeat-all-enemies-and-get-something-good type of battle. In here you'll go up against the enemies you met in recent temples, a couple of Poes, a Redead, a Stalfos and a summoning Wizzrobe (without the red cloak). I would beat the Wizzrobe first so it won't summon any more and it only takes 4 arrows for it to be killed. Use the mirror shield on the lone light shining in from above at the Poes to make them run around in panic. Depends on what the Wizzrobe summoned, the Redead takes a few strikes from the sword and the Stalfos requires a bomb for it to become a pile of bones and go after the head to kill it. A ladder leading to a chest containing Triforce Chart #4 should drop after you defeat all enemies in here.

Link will be warped back outside on the King of Red Lions after defeating the Ghost Ship. Wherever you found the Ghost Ship in the Great Sea, play the Ballad of Gales and warp to Outset Island and from there, sail northwest to Needle Rock Island where you found a piece of heart earlier in the game.

Triforce Chart #5

Outside Needle Rock Island, sail out west/northwest of the island to find

three enemy boats and one of them is gold plated in a shape of a Trojan warrior's helmet. Destroy all three ships which only takes three bombs each and each one will leave behind a chest. The gold plated one left behind a chest in the sea that contains Triforce Chart #5. The other two left behind a orange and a purple rupee.

That wasn't at all hard to get. However Triforce Chart #6 may be and if you have some time to spare, sail or warp back to Outset Island.

Triforce Chart #6

Heart Piece #44

If you have been following this guide up to this point, you should either have the extended magic meter or the hookshot. By having both, you'll have the option to find the next chart in two ways but the hookshot way is much easier than the Deku Leaf way.

On Outset Island, go towards Grandma's House and behind the house you'll see several platforms you can climb up on and a gap to a ledge on the wall of the mountain but look up on the wall of the mountain to find a palm tree on the higher platform up above. Use the hookshot here on that to pull yourself on the area of Outset Island you haven't visited yet. Look around to find a head stone and pick it up and throw it out of the way to reveal a hole.

This is Savage Labyrinth. A chain of levels containing enemies on every level you have to defeat to proceed to the next level. There are 51 levels in total but you only need to get to Level 30 to get Triforce Chart #6. Your reward on the 51st level is the final piece of heart.

Here's a list below on what you will encounter on each level because it's pretty much the same after every visit. On every 10th level there is a platform with a light which takes you back at the start of the cave.

Floor Level	Enemies
Level 1	Swarm of Keeses
Level 2	Six Miniblins
Level 3	Four Bokoblins
Level 4	Six Red ChuChus
Level 5	Four Magtails
Level 6	Four Keeses, Four Miniblins
Level 7	Four Fire Keeses, Two Magtails
Level 8	Two Fire Keeses, Four Bokoblins
Level 9	Two Moblins
Level 10	None, refills and rupees in jars
Level 11	Six Peahats
Level 12	Four Green ChuChus
Level 13	Five Boko Babas
Level 14	Four Bokoblins (with shield)
Level 15	Five Wingless Mothulas
Level 16	Three Boko Babas, Three Peahats
Level 17	Four Green ChuChus, Four Bokoblins (in pots)
Level 18	Two Bokoblins, Three Wingless Mothulas
Level 19	Two Winged Mothulas
Level 20	None, refills and rupees in jars
Level 21	Three Wizzrobes
Level 22	Four Armos
Level 23	Two Armos Knights
Level 24	Six Yellow ChuChus

Level 25	Four Red Bubbles	
Level 26	Two Bokoblins, One Darknut	
Level 27	Three Armos, One Wizzrobe	
Level 28	Two Red Bubbles, Two Armos Knights	
Level 29	Two Darknuts	
Level 30	None, refills and rupees in jars. Play Wind's Requiem	
	on the blue insignia to make a chest with Triforce	
	Chart #5 to appear. To continue in the labyrinth,	
	reflect one of the two lights onto the statue.	
Level 31	Six Redeads	
Level 32	Five Blue Bubbles	
Level 33	Six Dark ChuChus	
Level 34	Five Poes	
Level 35	Three Winged Mothulas	
Level 36	Two Moblins, Three Redeads	
Level 37	Five Dark ChuChus, One Mothula	
Level 38	Two Moblins, Five Poes	
Level 39	Four Blue Bubbles, Two Stalfos	
Level 40	None, refills and rupees in jars	
Level 41	Army of Miniblins	
Level 42	Ten of Red, Green and Yellow ChuChus each	
Level 43	Pound the stake, 5 Wizzrobes appears	
Level 44	Army of Bokoblins	
Level 45	Four Redeads, Two Stalfos	
Level 46	Three Moblins, Two Darknuts	
Level 47	Three Wizzrobes, Two Darknuts	
Level 48	Three Stalfos	
Level 49	Four Darknuts	
Level 50	Heart Piece in chest	

After you got your 6th Triforce Chart and whether you got the piece of heart too or not, let's continue on and get the final last two charts. From Outset Island, play the Wind's Requiem and sail northeast two quadrants to arrive at Stone Watcher Island, one of the few islands with a giant stone head in the Great Sea.

Triforce Chart #7

Climb up the platforms of Stone Watcher Island until you get to the top with the giant rock and lift that rock out of the way now that you got the Power Bracelet. With the rock out of the way you revealed a hole that you can drop down into. You'll appear in a chamber and only one door you can go through. The next room has four doors and another one that is barred shut. You can knock down the pillars in here with the Skull Hammer for refills and rupees if you want.

Behind each door is one of those kill-all-of-the-enemies deal and the torch outside the door will be lit after you defeat the room. Depending on what room you go in you'll face either 4 Armos, 5 Bokoblins, 2 Moblins, or 3 Wizzrobes.

After you beat all enemies in each room, you'll face two Darknuts in the main room where the pillars are. Kill both of them and the barred door will let you pass. Behind the door that was barred is a room with the two floor symbols and the blue one is where you'll play the Wind's Requiem to make a chest containing the seventh chart appear.

Now that you got the 7th chart, let's go and get the final chart and put them all together. From Stone Watcher Island, conduct the Ballad of Gales and warp to Dragon Roost Island and from there, sail northeast one quadrant to

visit Overlook Island.

Triforce Chart #8

Once you arrive at Overlook Island, eliminate the two enemy boats that are circling around the island first off. Next, you'll see palm trees atop the island and on the lone platform too. Head over to that one tall platform and use your hookshot on that tree to pull yourself up there and work your way across the island by using the trees until you get to the last one. There's a hole you can drop into next to the last tree.

This is much like getting Triforce Chart #7, a chamber with rooms and enemies in each room. Defeat each room and the torch outside the room will light up and after the four torches are lit up, you'll fight the enemies in the main room. You'll encounter a group of Armos Knights, Stalfos, a summoning Wizzrobe and five Bokoblins. In the main room you'll face 4 Darknuts. Just be patient in each room and focus on one enemy at a time and you'll do fine.

The barred room will let you in after you kill all four Darknuts and inside you'll have to play the Wind's Requiem on the blue symbol to get the chest with the final chart to reveal itself.

Now that you got all eight Triforce Charts in your hands. Try and open one of them. It said you can't read it and you need it to be deciphered, right? Do you remember way way early in the game the first time you were on Windfall Island and you freed a fairy named Tingle? He told you if you ever need help with maps, he's the guy. Now this will most likely give you an idea to visit his island and you're right, you should. His island is one of the warp points after you play the Ballad of Gales, so, go there.

Tingle Island

Get off the boat and get on Tingle's Island and climb up the ladder and you'll find Tingle with two other... Tingles with him. Talk to the green Tingle and he'll pick up the scent of a map and he will decipher it for you for 398 rupees each. By doing the math, you'll need a total of 3184 rupees to be able to decipher all of the Triforce Charts and you should have the Huge Wallet if you have been following this walkthrough.

After you have deciphered all eight of the Triforce Charts, you can now open each one of them. That's right, it's another trip across the Great Sea and do a little bit of deep sea digging for these Triforce shards. I have included the locations below for each chart:

Chart #	Location
1	Greatfish Isle (B4)
2	Gale Isle (A4)
3	Stone Watcher Island (E3)
4	Outset Island (G2)
5	Cliff Plateau Isles (F7)
6	Southern Triangle Isle (E4)
7	Seven-Star Isles (A6)
8	Two-Eye Reef (G4)

You'll most likely have to defeat whatever enemies you encounter at some islands like the cannon users in Two-Eye Reef, Seahats at Southern Triangle Isle and pirate boats at Stone Watcher Island before you can fish for the chest containing the Triforce Shard.

Once you get the final shard, a minor but major scene will take over showing your inventory window. You'll see your Triforce of Courage fused together and is now brimming. The King of Red Lions will congratulate you and tell you to make way for Hyrule.

/_____/ 3.8 - Ganon's Tower _____ \

After you fused together the Triforce of Courage, conduct the Ballad of Gales and warp to Tower of the Gods and sail into the tower. A cut-scene will take over and the King of Red Lions will ask you to take out the Triforce of Courage and show it to the gods. A bright ring of light will shine from underneath the sea as your triforce will also float into the air. Next thing you know, you have the symbol on the back of your palm! You are now known as Link, Hero of Winds. Awesome! You and the King of Red Lions will automatically sail into the light and be warped to Hyrule.

I hope you saved your game now because Ganon's Tower is pretty... brutal but most last dungeon/battle in any game are tough. Get off the boat and enter the castle itself and inside you'll find the statue has been broken into large pieces and the stairs going to the basement has been revealed. Ganon was here. Go in the basement and see what's going on.

Go down the stairs and you'll find Zelda on where the Master Sword was and as you get closer to her she'll disappear and you will hear Ganon's laugh. It was a trickery and he'll tell you to enjoy your fall into eternal slumber. He'll spawn two Mighty Darknuts for you to be occupied with inside a ring of fire. There are two difference between the Mighty Darknuts and the normal ones you fought before. They have more health power and they have a cape so you can't easily get their armor off. Like the tapestries, capes can be easily burned off but with what? Fire Arrow! Shoot some onto both Mighty Darknuts and things will be much easier from here.

*Note: Make sure you take a picture of this very rare enemy if you want a figurine to be made in the Nintendo Gallery. It's a one-time opportunity.

Once the Mighty Darknuts are defeated and the flame has ceased, you will automatically leave the basement and return to the main hall of the castle. Leave the castle through the other exit (not the way you came in) and you'll be outside. Run across the bridge and you'll most likely run into a barrier. Take out your Master Sword and swing it, a cut scene will take over showing the barrier surrounding the castle will shatter. Continue on the road and you'll run into some Peahats, Red Bubbles, Moblins and a Darknut in that order. At the end you will come up to a broken bridge and this is where you take out the hookshot and latch it onto the target atop the two bridge platforms to get yourself over to the entrance of Ganon's place.

There's nothing to do in the first room of this dungeon, so, go up the small stairs and go through the door. You're in the actual tower now and this lava filled room is like how you got Triforce Chart #7 and #8. This room has four bridges and each one leads to a door and behind the door are mini-dungeon of the dungeons that you've been in before. There's a Dragon Roost Dungeon, a Forbidden Woods, Earth Temple and Wind Temple dungeons. There's one other door and that is barred shut and that is the last door you'll go through after you go through each of the four doors in here.

From the entrance, take first bridge on the left and go through the door that has claws of a dragon around it to enter the Dragon Roost mini-dungeon.

/ _____ / Dragon Roost Barrier

Your goal here is to simply get to the other side of this lava-filled pit with lava geysers. You'll see some poles you can use your grappling hook on but here's an easier way. Have your Deku Leaf equipped and just glide with it to the second hardened platform. Once you land on it, be quick and look up and use your grappling hook again on the pole right above you before the platform melt into the lava. Once you're hooked on the pole, climb up on the rope and onto the pole itself and from atop the pole, jump and glide with the Deku Leaf to get onto the level with two Red Bubbles. Kill them if you want to and then go through the only door up here.

You'll encounter Gohma again but this time in black-and-white. You should remember how to beat Gohma. Simply target Valoo's tail above Gohma with the grappling hook and you will use your weight on it to pull a large piece of stone onto Gohma's head and partially crack his shell. Do this two more time on Valoo's tail to destroy Gohma's shell. Now that Gohma is vulnerable, use the grappling hook on it's eye (L-target it for easier use) to pull it towards you. While Gohma's face is sitting there for a few moment, take out your Master Sword and just slash wildly at it. Repeat this until Gohma is defeated and you'll be warped back in the main chamber.

The one of the panels on the locked door will be lit knowing that you beat one room and three more to go. From the entrance, take the second bridge on the left to enter the Forbidden Woods mini-dungeon, the one door with the vines around it.

/ _____ / Forbidden Woods Barrier

Okay, you'll see tentacles along both walls, some cable cars in the middle and a platform halfway in the middle of the room and immediately to your left is a wind switch. Take out your Deku Leaf here and swing it at the switch to make the suspended gondola come to you. Hop onto the car and turn around facing the entrance and swing your Deku Leaf to send yourself across the cable. You'll see a platform moving vertically, glide to it with the Deku Leaf and wait for the platform to be lowered and you'll see another switch you can send a gust of wind at to bring the other suspended gondola to you. Wait for the platform to bring you back up and glide onto the new car with the Deku Leaf. Like you did on the first car, turn around and swing the leaf to send yourself across the cable to the other side. You'll see two platforms moving vertically, glide with the Deku Leaf and drop on the closest platform and from there hop onto the next platform. When the second platform rises, glide from there to the landing at the end and watch out for the Peahats. Go through the door to face Kalle Demos again.

If you forgot how to beat this botanical giant, take out the boomerang and use it on the vines that is suspending Kalle Demos. Once the last vine is cut down, the bulb itself will crash down to the ground and open itself up and you have to run into the middle of the bulb and strike your sword at whatever that is as many time as you can before the vines come back and take Kalle Demos back up again. Repeat this strategy until Kalle Demos is defeated.

You'll be warped back in the main chamber and the next panel on the final door will be lit up, only two more rooms to go! From the entrance, go across the second bridge on the right and go through the door that has several skulls on the frame.

/ / Earth Temple Barrier

In front of you is a short hall of coffins. Dash and roll through them or you can make one fall one at a time. There's some refills and some enemies in the coffins by the way. Go up the stairs at the end.

Here you will see a floor switch, a hallway and a ray of light. The floor switch is one of those pressure ones. Go down this hallway and make every coffins open and you'll reveal some Dark ChuChus and two Poes. Go back to the ray of light and shine a beam onto one of the Dark ChuChus with your Mirror Shield and it'll petrify it. Pick it up and drop it onto the floor switch but you only have a limited time before the Dark ChuChu return to normal. However, at the beginning of this barrier are several large pots that you can pick up and bring it all the way over here and drop it on the switch and it'll hold it down as long as you like. Just don't smash it! Go up the new stairs at the end.

Here's another corridor of coffins and you can go down it and reveal every one if you want. You'll reveal more Dark ChuChus and at the end of this hallway you'll find a ray of light. You have two options here, petrify one of the Dark ChuChus and carry it up the floor switch and drop on it to hold it down but you'll have to run back and go up the new stairs. Doesn't seem like much time before the Dark ChuChu return to normal. You can do like the first switch and go to the beginning of this barrier and pick up one of the other pots and carry it all the way back here and drop it on the switch. This will trigger a battle with a Stalfos at the end of the hallway. You can either beat it or ignore it and go through the door at the end.

Yup, you'll have to face Jahalla again but he's so easy. He'll huff and puff but you can avoid this by running in the opposite direction of whatever he's doing. Look for some beams of light and simply reflect the light with your Mirror Shield and shine it onto him to stun him. While his fat body is just laying there like a turtle, pick him up and throw him into one of those spiked pillars. Jahalla will split into many Poes and you have to kill as many Poes as you can before they form together and become Jahalla again. Repeat this strategy until the last Poe is killed and you'll be returned back to the main chamber. Only one more door left to go through and it's the door with two fans on it.

/ / Wind Temple Barrier

Wow, this looks like an obstacle course. First of all, there's a Wizzrobe in this barrier and it's better if you just take it out first. It'll warp closer to you and when it does, take it out with a fire arrow or two so that way it won't bother you while you try to get across this room.

Equip the Iron Boots and climb onto the springboard and take it off when you are pressed down on the springboard to be sent flying into the air. Once in the air, take out the Deku Leaf and glide around the grating and over the moving blade and if you have enough air, glide in between the two downdrafts. If not, there's another springboard before the moving blade and you can fly from there and go between the drafts and another moving blade. Two Bokoblins awaits you in pots at the end. Kill them and look up for a hookshot target on either wall to pull yourself onto the higher ledge. Go through the door in the end to face Molgera again.

You should remember how to beat Molgera. Simply aim for it's tongue with your hookshot to bring it towards you and slash at it with your Master Sword

as many times as you can before it retracts itself. It'll burrow and shoot up into the air and try to eat you up before it burrows itself again. Watch out for the little worms that it spawned. Continue with the "tongue" strategy until it is defeat and you'll be warp back to the main chamber.

The final panel on the final door will light up and it'll shatter into pieces, revealing a open doorway to the next room. Go up the long stairs and a small army of Miniblins will confront you. Dispose of them and go through the door at the top of the stairs. You'll show up in a room with three doors and the middle one has a skull in the middle. From the entrance, go through the door on the right.

A short scene will take over showing the torches. Notice how each one has different number of lights? The 2 and the 4 lit torches are on the left and the 3 and 1 lit candles are on the right. Go back to the previous room and go through the door across from you.

A scene will take over for a short bit, showing four crystals and they corresponds to the torches in the other room. You have to hit them in order from 1 to 4. Take out your boomerang and you need to place a yellow target on each crystal in that order. Aim at the 2nd crystal from the right first then the first crystal on the left then the far right crystal and finally the second crystal from the left and then release the boomerang. It'll hit in the order you set it up and a portal will appear in the pool in front of you. The King of Red Lions will also show up out of nowhere. He reminds you that if you need anything else to be done (heart pieces, side quests or whatever) jump into the boat and he'll sail into the portal that Ganon used to get to the world above. Return to the room with the four torches.

Back in the room you were in, jump into the pit and you'll appear in a circular room. You won't get anywhere just yet, you'll face Phantom Ganon for the second time! This battle is just like the first battle with him but he gained a couple of new attacks. One is to create a few copies of himself and they'll come to you and attack you. Here, simply roll away from the copies. His other attack is a different kind of energy ball and it split into different kind of balls once he sent it and this isn't the one you want to volley back at him. The normal energy ball is the same one from the first battle, a big white orb, and you have to send it back at him. You'll volley with him here for a bit until he misses a swing and be stunned. He'll fall to the ground and this is your chance to strike at him with your sword. He'll disappear but his sword stays, strange, but look at the sword closely. The hilt of the sword points in the direction of the door you want to go through.

After you go through the door, you'll hear a chime. That's a good thing. Continue the battle with Phantom Ganon and repeat the energy ball strategy and watch where the hilt of the sword fall towards to to show you the next door to take. You'll have to do this three more times and the last door you go through will be barred shut with vines. The room should be foggy-like but you still have to face Phantom Ganon and for the final time. Repeat the volley strategy with Phantom Ganon and strike your sword at him for one last time. A chest should appear in the middle and open it to find a Light Arrow! This is the arrow that Ganon hates in previous Zelda games. This arrow is far more powerful than the fire and ice arrow but it takes up more of your magic. Go through the only door that isn't barred shut to be returned back to the room between the torch room and the crystal room with a symbol in the middle.

You'll face Phantom Ganon again and this guy just doesn't want to go away just yet. Let's just get rid of him. L-target him and take out your bow and

unleash one of your new Light Arrows at him and it'll destroy him just like that. He'll leave behind his sword and you should pick it up and strike at the brick wall. It'll shine brightly from the inside and disappear, revealing a new doorway, walk into it.

Go up the long stairs and you'll run into some enemies at each break on the stairs. You'll face a Moblin then a Darknut and then two Moblins at the last break on the stairs. Two Darknuts awaits you at the very top before the big door. Dispose of these enemies if you want and go through the big door.

You'll walk in a big room and it is somewhat filled with water. Link will walk up to the center and he'll see a curtain and inside the curtain is a bed. In the bed is Princess Zelda! Who is that shadowy figure that's sitting on the bed next to her? That's Ganondorf! He tells you to not to be hasty and he places a hand on her head and say that he can see Zelda's dreams and it's all... oceans, oceans, oceans and nothing else. He also ask if the King of Hyrule sealed away the Gods and then say that they left behind people who would one day awaken Hyrule. Eventually you'll battle a real monster named Puppet Ganon.

/_____/ Boss Battle: Puppet Ganon

After the scene with him and Zelda at Ganon's Tower he'll transform into a towering and ugly figure. This is Puppet Ganon and he won't let you have it easy like in the previous boss battles with the other bosses.

*Note: Snap a picture of this huge creature if you want his figurine in the Nintendo Gallery. He's huge but try to just get his face in the picture and it will most likely get accepted.

Puppet Ganon has three forms and you have to confront each one and I will list them below.

Moblin Form:

In a form of a Moblin, he moves around like a puppet would and like any puppet, he's suspended by strings. Much like the battle with Kalle Demos, take out your boomerang and aim at the strings to cut them down. The only difference is you'll have to hit each string twice because they're stronger than the vines that was suspending Kalle Demos. Once all of the strings has been cut down and Puppet Ganon is on the ground, run around to the back of him to where his tail is. You'll see a blue orb at the end of his tail and this is where you'll shoot a Light Arrow at it to inflict a great deal of damage to him. He'll be stunned for a short moment and quickly reties himself back up. Do the same strategy two more times to defeat the Moblin form.

The Moblin form has only one attack and that is a long distance punch. This is very easy to avoid as it is slow and you can roll away from it. He also spawns some Keeses after you but with your powerful Master Sword, they are a one-hit kill.

After the Moblin form's done you'll see it crashing down to the ground and it looks like you're done. You see Link celebrating like he has done after each boss battle before. Puppet Ganon will revive and morphs into a giant spider!

Spider Form:

This form is very easy as all he does is try to squish you from above like as if you're the spider this time. He'll do this body attack the

entire time and sometime he'll spawn some Keeses after you. Simply roll away when he comes down to you.

Once the spider form comes crashing down to the ground, he'll stay there for a moment before it retracts itself back up. This is where you'll run in circle around the edge of the arena and zoom out using the C-stick button so you can get a better view of where he is in the reflection of the water. The blue orb on his tail is still the sensitive spot and only the light arrow can do any damage to it. You cannot L-target it, so you will have to rely on your skill. Hit the blue orb 3 times finish this arachnid form.

After the spider form, you won't see Link celebrating. The spider will quickly change into... a snake! Reminds me of one of the bosses in A Link to the Past, that one giant worm. Anyway, this is the final form of Puppet Ganon.

Snake Form:

This is a harder battle than the previous two forms of Puppet Ganon. The snake form is a little bit faster and has more attacks. It spawns little Morths instead of Keeses and you can't let them Morths attach themselves onto you or you'll slow down. To shake off the Morths, perform a spin attack (hold down B and then release). Try not to stand in one spot too long either.

As for attacking it, the blue orb have a short rest period once stunned. You would have to be very skilled with the bow to be able to get by this battle. Stun the snake form by either a strike from the Master Sword, a light arrow fired upon it or you can throw a bomb. Once it's stunned, you have a very limited time to find his tail and fire a Light Arrow at it to inflict some damage to it before it moves around again. An easier way to avoid the attack of the snake is to hookshot yourself up to one of the wooden ledges around the wall of the arena but you still have to have skill to be able to hit it's tail. You can stand at the opposite from where the snake form is and aim your bow at it and when you see the head goes by, fire a light arrow and hope for it to hit the tail. Hit the tail 3 times to beat it.

Once Puppet Ganon is gone (and for good this time), Ganondorf will look down at you from above with Princess Zelda in his arm. He'll be impressed with you and wants you to come to him. Get to the middle and jump onto the red rope that Puppet Ganon was on and climb up on the rope (press the R-shoulder button to stop swinging) until you get to the top. Once you're on a platform, get onto the outer ring of platform and look for a spot that you can use your grappling hook on and climb up again. You'll be on another platform but this one has bunch of pots you can break and fill up on anything. There's another bar that you can use your grappling hook on again and climb up to yet another platform up above. This platform has a warp jar and it would be wise if you drop a bomb next to it and blow up the board that's on it. It connects to the warp jar at the very bottom of this arena. It would also be wise if you save at this point in the game after you open the warp jar. If you're ready for the final battle of the game, look around for a blue doorway and walk around the edge of the platform and use the hookshot to pull yourself into the doorway and enter it.

A long scene will take over with Ganondorf talking about his country in a vast desert. He said that the sun and the wind punishing his homeland and at night, a frigid gale take over and he said that the wind represents death. The winds that blew across Hyrule bring something different, nothing like the winds in his homeland and Ganondorf coveted it. He would need the

three crests to complete his wish and by having the power of the Triforce, he can do anything. He already has the Triforce of Wisdom stolen from Princess Zelda who is just laying there in deep sleep or just knocked out. He already has the Triforce of Power and all he needs is the Triforce of Courage, which you have. Next thing you know, he lunged out at you and deliver a few punches and the Master Sword will be knocked out of your hand and land inches from Princess Zelda's head. While Link is laying there, Ganondorf lifts him up with one hand and the three Triforce pieces hovers into the air and form into a Triforce! Ganondorf will call out to the gods and express his wish to expose the sun upon Hyrule and to burn it and give Hyrule to him!

After Ganondorf's little scene there, you'll see an arm with red and white sleeve and a hand already on the Triforce. Someone else is here... who can it be? It's the King of Hyrule! What is he doing up here? He repeat what Ganondorf said, "He who touches it gets his wish granted" or something along that line. The King of Hyrule will yell out his desire and that is hope. He desire hope for the children (Princess Zelda, Link, so on) and wash away the ancient land of Hyrule and let a ray of hope shine on the future of the world. The Triforce responds to the King's desires and will be brimming with brightness and tells Ganondorf to drown with Hyrule. The Triforce pieces ascends into the... sea up above. Ganondorf will let out a laughter and it will be his last. Zelda will... wait, she's awake? Some princess she is. She hands you the Master Sword and she tells you that it's time to leave this place and she's right, it's getting a bit dangerous here with the water pouring in. Ganondorf won't let you go this fast as he engages you for one final battle.

/ / Boss Battle: GANONDORF

Ganondorf wields two swords and he's deadly with it. That's pretty much his attack and all you have to do is have your shield ready and block with it whenever attackhe makes. There's not much you can do if he performs a low kick. Zelda will be around with Link's Hero Bow and his Light Arrows so she'll be like a sidekick to you in this one.

To hurt Ganondorf, if you do a normal attack, he'll block it and attack right back at you. Keep at a safe distance from him and the only kind of attack you can do is a parry attack. Focus on him by holding down the L-shoulder button and watch for the A button to grab your attention (or feel a slight rumble of your controller) and then press it to perform a parry attack. The only time you can do a parry attack on him is on the last move of his attack combo and if you successfully hit him, he'll be stunned for a short while. You can go crazy with your Master Sword here.

Princess Zelda will be running around with your bow and light arrows and try to hit Ganondorf with it. She'll either hit or miss him. If Ganondorf is stunned by one of her light arrows, take your chance her and slash at him with your Master Sword. After being hit the third time with the light arrow, Ganondorf will be peeved and jump over to Princess Zelda and deliver a hard slap.

Without Princess Zelda aiding you, Ganondorf will move around a bit faster and so will his sword combo. Do the same strategy with the parry attack and swing your sword wildly at him. After about 8 or so hits when he's stunned, Princess Zelda will wake up. Now Ganondorf becomes more skilled as he blocks your sword attacks and Zelda's light arrows.

Go up to Princess Zelda and talk to her about her new plan. She'll shoot a light arrow AT you and you have to reflect it off with your Mirror Shield

and it'll hit Ganondorf. How to do this? Focus on Ganondorf by holding down the L-shoulder button and when you see Princess Zelda let one go at you, press and hold down on the R-shoulder button to "defend" and the light arrow will reflect off your shield and onto Ganondorf. Ganondorf will be stunned for a short time. This is when you will deliver the final blow on Ganondorf. While he is stunned, keep him L-targetted and run up to him, he'll regain himself but when you feel your controller rumble or the "A" button grabbing for your attention, press it quickly and Link will do an amazing attack. He rolls around Ganondorf and jump up onto him and drive the Master Sword into Ganondorf's skull.

Ganondorf will be really stunned and he slurs out his final words "The wind... it is blowing..." He will then be petrified with the Master Sword still plunged in his head. Princess Zelda will come to you and the King of Hyrule will also come out. The king says that he is regretting the past and he faced those regrets. In a sense, he was like Ganondorf, always bound to a kingdom. He asks for you and Princess Zelda to live for the future. The king will say his farewell and Princess Zelda interrupts. She suggests that the king join her and Link and find a land that will be the next Hyrule. The king then smile and say that it won't be Hyrule, it will be your land!

Next thing you see Link and Zelda ascends into the world up above. Link will reach his hand out to the King as it will be the last time he see him. Hyrule is now... nothing as it is filled with water.

Next scene you see Link surfacing on the water and Tetra next to him. They will wake up and you'll see Prince Komali and then Tetra's pirate ship. The crew and Link's sister Aryll and the people of Outset Island are waving at you! Back to the real world!

Congratulations on beating The Legend of Zelda: The Wind Waker! Thank you for using my walkthrough in aiding you through this fun and challenging game.

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Enemies
=====
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Boko Baba

|
| Where? -Forest Haven
| -Forbidden Woods
|
| Detail A venus fly trap-like plant.
|
| Kill it Perform a forward thrust with your sword at this plant
| creature to make it stand upright. While it is in the
| upright position, take a slash at its stem to kill it.
|

Bokoblin

|
| Where? -Outset Island -Dragon Roost Cavern
| -Great Sea
| -Forsaken Fortress
|

| Detail Like the Moblins, but weaker. They are probably the
| most common enemy in the game.
|
| Kill it It depends on the color of the Bokoblin. If you are
| confronting a green Bokoblin, that one is equipped
| with a shield and it can use its shield to defend itself.
| The blue Bokoblin are more dumber and most of them
| uses a Deku Stick or a large sword as a weapon. The
| red Bokoblin can be only found on the floating
| platform out in the Great Sea.
|
|_____

ChuChu

|
| Where? -Forsaken Fortress -Dragon Roost Cavern
|
| Detail They look like a dancing blob. This creature looks a lot
| like the Pokemon Wobbuffet!
|
| Kill it It depends on the color of the ChuChu. I feel that the
| red and the green ChuChu are the weakest. One strike
| from your sword at the Red ChuChu will kill it, two
| strikes for the green one.
|
|_____

Kargaroc

|
| Where? -Dragon Roost Cavern
|
| Detail A colorful bird that carries and drops enemies in the
| field with you.
|
| Kill it They only have one attack and that is to swoop down
| at you and hit you with its beak or talons or whatever.
| Two strikes from your sword should kill this bird.
|
|_____

Keese

|
| Where? -Forsaken Fortress
| -Dragon Roost Cavern
|
| Detail A regular sized bat. Some are covered with fire.
|
| Kill it A single strike from your sword kills them. The Fire
| Keese can inflict damage by swooping down into you
| and get in contact with you, setting you on fire.
|
|_____

Magtail

|
| Where? -Dragon Roost Cavern
|
| Detail A centipede-like insect that lives in a fiery place.
|

| Kill it There are two ways to kill this insect. One way is to
| wait for it to get in attack stance (when it leans back
| and opens it's pincers) and press B to do a vertical
| slash. This will cause Magtail to curl up into a ball and
| you can pick it up and carry it around, try using it to
| hold down a floor switch. Another way... an instant kill
| way is to perform a parry attack on it.

Moblin

| -Forsaken Fortress
| -Dragon Roost Cavern
| -Forbidden Woods

| Detail One of the old enemies from almost all Zelda games. They
| look like a pig warrior and they hold a spear in one hand.

| Kill it The Moblin is a little bit tougher in this game than
| in the previous Zelda games. They use the spear to defend
| itself and to attack you with. The only time you can
| strike your sword at it is when they drop its guard.

Morth

| -Forest Haven

| Detail A small black spiky ball with one eye, they come in a
| group.

| Kill it They jump and attach onto your body. The more there are
| attached to your body, the slower you move. There are
| two ways to kill them, one way is to use the boomerang
| at them. The other way, if one or more are attached onto
| your body, perform a spin slash to shake them off and kill
| them.

Mothula

| -Forbidden Woods

| Detail An insect, they can be winged or wingless.

| Kill it Its vulnerable spot is its abdomen (rear end). Wait for
| it to get ready to attack (when the eye turns red) and
| pounce. When it does this, run out of the way and it will
| strike by you. Go around to its rear end and take a slash
| at it with you sword. Two strikes at its rear end will
| kill them.

Octorok

| -Forest Haven

| -Forbidden Woods

| Detail An octopus that hangs out in the river and spits spiked
| ball at you.

| Kill it If you go up close to it, it will hide back in the water.
| Press and hold down on the Right Shoulder Button to take
| out your shield. Deflect the spied ball it spits at you
| back at it to kill them.

Peahat

| Where? -Forbidden Woods

| Detail A propelling plant with one eye.

| Kill it An easy way to kill this creature is with the boomerang.
| Focus on it with the Left Shoulder Button pressed down
| and then throw the boomerang at it to make it drop to the
| ground. While its stunned on the ground, strike your sword
| at it to defeat it.

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Bosses

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Gohma

| Run around the path that surrounds the lava pit and Gohma. What you
| have to do first is to weaken Gohma's shell. To do this, you need to
| use the grappling hook on Valoo tail at the center of the ceiling
| above you. After you use it on Valoo's tail, Valoo felt his tail
| being pulled and wonders what happened down below him. Swing and
| jump off over to the path on the other side. This will cause the
| platform that Valoo is sitting on fall onto Gohma's head and this
| weakens and shatters Gohma's shell. Do this two more time to destroy
| Gohma's shell.

| Once you destroy Gohma's shell, wait for the yellow arrow to appear
| on Gohma's eye and then hold down the L-Button to focus on it. Use
| the grappling hook to pull Gohma's eye towards you. While Gohma is
| just laying there, strike at the eye with your sword repeatedly until
| Gohma regains control of itself. Do the same strategy here until he
| is defeated.

Kalle Demos

| Kalle Demos has two attacks, one is if you get too close to one of
| the tentacles, the tentacle will scrunch back and twirls around in
| the circle for a bit and then slash you. The other attack, Kalle
| Demos sends about six or eight tentacles and follow you around the

room until you stop. When you stop, the tentacles will spring up from underneath you, inflicting some damage to you.

Take out your boomerang and place as many target can you can on the vines. After you cut some vines down, go around to the other side and cut down some more vines. Keep doing this until you make Kalle Demos drop to the ground from the ceiling. Run over and jump into the flower and swing at the Boko Baba as many as you can before it regains control of itself. After you hit the Boko Baba about 10-14 times, it will die.

Gohdan

First off, focus on both hands and shoot an arrow at each one ONLY when the eye in the middle of the palm is revealing itself. The hands will do some pounding and some sweeping attack on you, but it can be easily avoided.

After you shoot about 5 or 6 arrows at each hand, the head will reveal it's two red eyes. An arrow will appear above the red eyes, press down on the Left Shoulder Button to focus on it and shoot an arrow two times at each eye to stun it. Watch out! If you take too long, the eyes will close and the head will breath out a large stream of fire at you. Just run off to the side to avoid it.

Once the head is stunned, run up to it and throw a bomb in its mouth to inflict damage. After this, Gohdan will regain control of itself and do the same pattern all over again. Throw two more bombs in it's mouth to defeat it.

Phantom Ganon

This battle is much like the battle with Phantom Ganon in Legend of Zelda: Ocarina of Time, but without the portraits. If Phantom Ganon is close to you, he will try to make you cry by swinging it's large sword at you. You can easily avoid this by running or rolling away from him.

If Phantom Ganon is far away and hovering in the air, he will send a ball of energy at you to inflict damage. You can deflect the energy back at him if you focus on him by holding down the Left Shoulder Button and then press B to swing your Master Sword. You will volley the energy ball with Phantom Ganon until the energy ball hits him.

If the energy ball hits Phantom Ganon, he will be stunned and fall down to the ground. Go up to him and swing your sword at him at least 4 times before he regains control of himself. Repeat the strategy until he dies.

Helmaroc King

Here at the bottom of the tower is not where you want to fight, instead turn around and go up the long spiraling ramp until you reach the top. DO NOT STOP FOR ANYTHING! If you do, the Helmaroc King will

either ram its beak into you or try to blow you off the path with its wings. Speaking of wings, the Helmaroc King can break down a straight piece of wooden path with a single flap, so move fast around the ramp.

When you reach the top, it will show its ugly face at you. Take out your Skull Hammer and smash its head with it. It will stun the bird and then it will fall back down into the water at the bottom of the tower. Climb up on the ledge until you are on the roof of the tower. The floor will close up but somehow the Helmaroc King regained control of itself and flew through the roof before it closed down.

The Helmaroc King will circle around the top of the tower and while its up there, it may swoop down really fast and uses its claws to inflict damage on you. When it swoops down and stops at its feet, it will perform two attacks and it depends on how close you are to it.

If you are far away from the bird when it stands on its feet, it will use its wings to flap and try to send you flying back into the spikes around the edge of the tower. Face and run towards the bird when it does this to avoid going into the spikes.

You want to be close to the bird. The bird will try to drill its beak down at you. When the bird does this, move out of the way so that the bird's beak will be stuck to the ground. Use the Skull Hammer on its head three times to destroy the mask. After you destroy the mask, hit the head of the bird about 10 times to defeat it.

Jahalla

This boss is about the size of 10 Poes combined! It only has two attacks, depends on how far away you are. One is to inhale, when Jahalla does this, run away from him to the opposite side and then he will breathe out a large stream of fire. If you are too close to Jahalla, it will turn purple and try to bodyslam on you. If it does bodyslammed you, the way you control Link will be REVERSED for a few seconds.

There are at least 3 lights shining in from above. Stand in one of them and reflect the light onto Jahalla. Jahalla will fall onto his back and be stunned for a while. While he is stunned, run over to him and pick his large body up and throw him into one of the four spiked columns in the corners. This will cause Jahalla split up into 10 Poes. The 10 Poes are exposed enough to get struck down from your sword. Two strikes should kill a Poe. Try to kill most of the Poes before it reforms themselves into Jahalla again. Do the same strategy until the last Poe is defeated.

Molgera

To start this battle, jump off the ledge and run to the center of the room. A large worm creature will jump out from the sand below and then dive back into the sand.

Stand in the pit where Molgera's tongue is and when you see a yellow arrow pointing down on it's tongue, use the hookshot to pull it to you. Take out your sword and start inflicting damage to it. If you get too close to Molgera's mouth, it will eat you up and spit you right back out, this inflicts some damage to you.

After some strikes to the tongue of the monster, Molgera will cast 4 smaller versions of itself to go after you. To kill them, focus on one of them by using the hookshot and then pull them out. Two strikes from your sword should kill it but you should focus on the boss. Go after Molger'a tongue again and after you damage it enough, he will jump waaaayyyy up in the air and then fly down at you with the mouth open. If you get hit by this, you will receive some damage as well. It takes about 12-15 strikes from your sword on Molgera's tongue for it to die.

Items

Bait Bag

Where? You can purchase this item at Beedle's Shop. Look for a slow moving boat or a barge on your way to Dragon Roost Island.

What is it? You can store baits like All-Purpose Bait or Hyoui Pear in the bag. All-Purpose bait is used to attract animals (and some enemies for laughs) and you can use the same bait up to 3 times. Hyoui Pear is used for seagulls and you can control one if you hear one while on an island. Seagulls are only used for getting switches that are impossible to get.

Bombs

Where? Visit the Pirate Ship at Windfall Island in one point in the game. You need to pay a visit at the Bomb Shop and then take part in another rope challenge game with one of the pirates and you will get the bombs.

Any use? One of the oldest and one of the most common and useful items in any Legend of Zelda game. Bombs are used to blow up big boulders, cracked walls, doorways that are boarded and even enemies! You can either throw or drop the bomb but just don't hold it in your hands for too long! Take note that you can upgrade up to 60 or 99 bombs bag.

You can also set up a cannon once you get this item. Equip the item while on the boat and somehow you pull out a cannon, sweet! It works the same way but it explodes once it hits the target.

Boomerang

|
| Where? Find this item in Forbidden Woods, you would have to
| go through about 60% of the dungeon before you can get
| it.
|
| Useful? This boomerang gets a major improvement from the boomerang
| in any other Zelda games. You can hit up to 5 items at
| one time if you run the red cursor over the items you want
| to collect by holding down the button where you assigned
| the boomerang to.

Bottle

|
| Where? You can collect up to 4 bottles but getting them won't
| be easy. I have included how to get each of the 4 bottles
| in the walkthrough but I'll list them again here.
|
| Bottle #1 - Search for a submarine with rats and
| Bokoblins. Kill all of the enemies to
| make a chest appear.
|
| Bottle #2 - Bring 500 rupees and purchase one from
| Beedle's Super Shop.
|
| Bottle #3 - Free the girls from Forsaken Fortress. Find
| one of them on Windfall Island and catch her
| opening a safe. Pick the first option every
| time and she'll give you a bottle.
|
| Bottle #4 - Help Medli get to Dragon Roost Cavern.
|
| Any use? Of course! You can store anything in here that can save
| you in your game through hard dungeons or exploring the
| cruel lands of the Great Sea. You can put in potion,
| Grandma's Elixir Soup, Forest Water, a Fairy and even a
| firefly!

Compass

|
| Where? You can find one in each dungeon. They lets you know
| where you are and which way you are facing on the map.
| It also shows a treasure chest and the skull (boss's room)
| on the map.

Deku Leaf

|
| Where? Kill the ChuChus that plagues the Great Deku Tree and
| after all have been killed, the Great Deku Tree will
| spawn this leaf on one of his branches. You will have to
| get there via Baba Buds.
|
| Any use? This game relies on wind and you use the leaf as a glider
| to get to places. You can also create a gust of wind by
| swinging the leaf to stun enemies.

Delivery Bag

|
| Where? Found in Dragon Roost Island, a Rito named Quill will
| give it to you after talking with him.
|
| Any use? Only to store letters and that's about it. Some letters
| that you deliver will get you something good in the end.
|

Dungeon Map

|
| Where? You can find one in each dungeon. They are just map of
| a dungeon you are currently in.
|

Grappling Hook

|
| Where? Medli gives you this item when you rescue her in
| (or outside) the Dragon Roost Cavern.
|
| Useful? Yes. You can swing over a big gap by using the hook
| if there is a pole or something above that you can
| attach it with. You can stop swinging by pressing down
| on the right shoulder button and hold it down. While
| it's stopped, you can adjust your height by climbing up
| or down on it and you can also turn left or right.
|

Hero's Bow

|
| Where? You find this very useful item in the Tower of the Gods.
| As usual, you find this item towards the end of the
| dungeon.
|
| This is another one of the most common and used weapons
| in the Legend of Zelda series. You can shoot arrows to
| kill enemies and trigger something like a door to open
| or to reveal a chest.
|
| The kind of arrows you can carry and use are regular,
| Fire, Ice and Light. You automatically get the regular
| arrows when you first get your bow. For the fire and
| ice arrows, you'll have to visit a fairy fountain. You
| use the arrow on the opposite element, fire to melt ice
| and ice to freeze fire. Also, don't forget that they
| take up a little bit of your magic. As for Light Arrows,
| you get it very late in the game and is by far the most
| strongest and powerful of any arrow and takes up some of
| the magic.
|

Hero's Shield

|
| Where? This item can be seen on the wall on 2nd floor of your
| house, but you can't get it right away. You'll have to

save Tetra in the forest and then Tetra said she won't let you proceed any further in the game without something to defend yourself with. Head back to Grandma's house and she will give you the Hero's Shield.

Hero's Sword

| Where? Orca gives you this sword on your first visit with him on Outset Island. You have to complete the Sword Training lessons first before you can take this blade anywhere with you.

Hookshot

| Where? Find this long reach item in the Wind Temple where you meet a Wizzrobe that summons enemies into the field.

| This hook gets you over gaps in dungeons that you cannot reach the other side with a jump. You must also find a target that you can latch the hook onto so you can get your way across. It also has a use to kill an enemy if you aim at it to get them out of the way but that's what your sword is for!

Iron Boots

| Where? You get this heavy boots in the frigid ring of ice. You will need fire arrow to be able to get on the island safely and you have a limited set of time to get through the mini-dungeon before you can get this footwear.

| Useful? Only against strong winds once equipped and you can't get blown away. It doesn't have any other purpose besides that and it slows you down.

Magic Armor

| Where? You have to complete a trade to boost Zunari's Shop on Windfall Island to get this magic item from him.

| When used, a barrier will be created around Link, giving him invincibility. Take note that this is a magic item and the longer you use it, the more magic you drain.

Picto Box

| Where? After when Tingle leaves the jail cell in Windfall Island, head inside his cell and then roll into the crate to break it to reveal a tunnel behind it. Crouch and crawl into a tunnel maze. You have to find your way to the end of the tunnel. Avoid taking the path that has a wooden board or you'll fall through the board and you'll have to start all over again. When you finally reach the end of the tunnel

maze, open the chest to find a Picto Box inside.

Deluxe Picto Box You can either get this colored Picto Box during your first play through or on the second quest. Look in the Nintendo Gallery section to gain information on how to get this Deluxe Picto Box in your first play through. It involves during a few tasks and a Forest Firefly to get it.

Pirate's Charm

Where? You don't find this item anywhere, but Tetra stuffed this item in your pocket before her and the pirates catapulted you into the Forsaken Fortress.

What is it? You can communicate with Tetra with this charm. There are certain spots in the game where you'll feel your controller rumbles or the "A Button" icon at the top turns into a "spiky" green icon. Press A when she call you, she can give you a useful information if you are stuck at one point and you don't know what to do.

Sail

Where? You can't get around the Great Sea without this item. Well, you can but it would take forever to cruise from one island to next. You get this sail from Zunari on Windfall Island but you have to pay 80 rupees for it.

With the sail in your hands, you can now travel faster across the sea. You should know to sail in the direction the wind is blowing and not against it.

Small Key

Where? You can find anywhere from 1 to 10 small keys in a dungeon. They are used to unlocks door that can be only unlocked with the small key. You can't unlock the boss's door with this type of key.

Spoils Bag

Where? You can win this item if you can pass the rope-swinging test in Tetra's ship.

What is it? This bag allows Link to hold the item that that enemy dropped after he kill it as a "prize". You can sell the items to anybody for something in return like a Heart Piece.

The items you can store in this bag are: Joy Pendant, Boko Baba Seed, Skull Necklace,

Telescope

|
 | Where? One of your first items you get on Outlet Island. After
 | you first meet Grandma, head back to the watchtower and
 | talk to Aryll again. She gives you her telescope as a
 | present, but you get to keep it for a day. Actually you
 | get to keep the telescope the whole game.
 |
 | You probably won't use this as much but you can use
 | this tool to look around you in first-person mode off
 | on any island or wherever you are. You can also zoom in
 | and out like you would with one.
 |
 |_____

Tingle Tuner

|
 | Where? Go to Windfall Island. To find Tingle, before you go
 | through the archway, turn left and up the grassy hill. Run
 | pass the wooden board and look on the side of a building to
 | find a door. Go through the door and you'll find Tingle
 | inside a cell. One corner has a floor switch behind the
 | pots, step on it to free Tingle. Tingle will give you an
 | item called Tingle Tuner and he will give you a chart to
 | his island, Tingle's Chart!
 |
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 Side Quests
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 / _____ / 7.1 - Heart Piece Locations \ _____ \

A piece of heart, get 4 pieces of heart to get one heart container added to your Heart Meter.

I will try to list the Heart Pieces location in the order of the walkthrough. You will always get a full heart container after a boss battle and such, but it's better to get more life. I have posted heart locations in the walkthrough of this FAQ but this is a separate section for easier access and reading.

#1	Forsaken Fortress	None	
	You might want to get caught by a guard to get this piece of Heart. Crawl through the hole and go to the room where you found the dungeon map. Drop down to the 1st floor and go over to one corner of the room that has about 8 barrels. Behind all those barrel is a switch, step on it to open the door to the jail cell nearby. Head on in the cell and then open the chest to find your first Heart Piece.		

#2	Windfall Island	Hide-And-Seek	
----	-----------------	---------------	--

Find a gang of kids (they're called the Killer Bees) in the town near the school and you'll participate in a game of hide-and-seeK with them. Once they've run away to hide, you can begin your search for them. One is behind the Bomb Shop on the southwest part of the island (sidle behind the shop to find him), one is hiding in the tree near the entrance of the town with the red postbox (roll into the tree to bump him out). The third kid is on the cliff with the gravestone behind the house where you got the Picto Box, find him behind the gravestone. For the 4th and final kid, take the wooden ramp next to the Picto Box house and drop down onto the wooden ledge around the building until you get to the end of the ledge, look behind the bush to find him. Chase down the kid and "tag" them by simply bumping into them and once you've tagged all of them, Ivan, the leader, will reward you a heart piece! Piece of cake!

#3	Windfall Island	Battleship Game	
----	-----------------	-----------------	--

Go to the building with the windmill sitting on top of it and enter it. Talk to the guy behind the counter and pay him 10 rupees to be participated in a battle ship game. If you win the first game, you will be rewarded a heart piece.

#4	Pawprint Isle	Hidden Cave	
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Sail up to the island itself and get off the boat and onto the largest island of the group of islands here. On this island should be two little rocks and one big one with a blue marking around it. Look around the big one for a little crawlspace that you can crouch and crawl into (cut the grasses around it to get a better view). Inside the rock is a hole, jump in it and you'll be in another place inside the island. Go forward and veer to the right and open the chest here to get Heart Piece #4.

#5	Dragon Roost Island	Mail Delivery Game	
----	---------------------	--------------------	--

Go to the top floor of the aerie and locate the letter delivering station. Talk to the Rito here to partake in a time-limited mini game. You have to throw at least 25 letters into the box but each letter you throw into the box has a sign to each box you have to throw into. If you win it the first time, a new helper will come in. Re-enter the aerie to talk to this new helper and he'll want to see you break that 25 letters mark again. Do so and he'll give you Note To Mom letter that you have to drop it off at any red postbox you see on an island. The next time you see the postbox on another island and you see it shaking, answer it to get a Piece of Heart!

#6	Windfall Island	Town Flowers	
----	-----------------	--------------	--

Talk to Zunari after you obtained the Delivery Bag and he'll talk

| about his business and then about his rare product, Town Flowers. |
| Buy 14 of these and plant them on the pedestals around the town. |
| Two are right here at Zunari's shop, three to the left of Zunari's |
| Shop by the guy sitting on the bench. Two on the wooden ledge to the |
| right of Zunari (near the guy sitting on the steps), one is near |
| the Chu Jelly Shop and the last six are on the big archway (go |
| through one of the archways near the school to get there easily). |
| After planting all 14, talk to the guy sitting on the bench twice |
| and he will give you a heart piece for helping out. |

#7 | Windfall Island | Deluxe Picto Box |

| You'll need a Deluxe Picto Box and you also need to learn the Song |
| of Passing to get this easy piece of heart. Look for a woman in |
| orange by the school and talk to her and take a picture of her full |
| body. Look for a guy running around the town and he's got on a green |
| vest and a hat, show him the picture of the woman you just took and |
| he will glee about her and build up his courage to ask her out. Play |
| the Song of Passing until 3 days gone by and go to the inn by |
| Zunari's Shop to find the new couple. Talk to either one and you |
| will be rewarded a piece of heart. |

#8 | Windfall Island | Auction House |

| Play the Song of Passing and you have to be on Windfall Island at |
| night. Enter the Auction House (next to the Chu Jelly Shop) and talk |
| to Zunari inside to start the auction. This piece of heart is one |
| of the items included in the auction and to win it, you have to |
| stun the other bidders by filling up your bid bar by repeatedly |
| pressing "A" and bid for 20 rupees higher than the original bid to |
| stun the other bidders for a short while. I don't have to explain |
| any further but you should get the hang of how the auction works. |

#9 | Forest Haven | Treasure Chart #31 |

| You get this Treasure Chart from the gloomy looking man that sits |
| on the stairs near the Auction House and you get this chart by |
| taking a picture of the full moon and show it to him. To make the |
| night come, learn the Song of Passing on Windfall Island and take |
| the picture of the moon when its full with your Deluxe Picto Box. |
| Play the song again and show it to him in the daytime. This Heart |
| Piece is off in the water to the southeast of Forest Haven. |

#10 | Forest Haven | Beat Forbidden Woods |

| Defeat the dungeon and the boss of the Forbidden Woods and outside |
| Forest Haven is a red postbox. If it is wiggling, check it to get a |
| letter from the Rito Chieftan and he'll give you an item, your 10th |
| Heart Piece! |

#11	Outset Island	Orca Mini Game
This is a mildly difficult piece of heart get but the rule is very		
simple. Go to where Orca is on Outset Island after Forbidden		
Woods and talk to him to take part in his mini-game. The rule is		
to him him at least 100, 300 or 500 times and he'll reward you		
with something. The hard part is you have to not let him hit you		
three times or game's over. You are not limited to a time or		
anything and you can pause while playing this to give your hands a		
rest because 500 for a piece of heart can be tiring (at least my		
fingers were) but it's really simple. Try and do some parry attacks		
because it can add some extra hits to your total. For 100 and 300		
hits, you get a big rupee.		
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#12	Needle Rock Island	Hyoui Pear, Seagull
Go to the part of the island where you see a treasure chest that is		
engulfed by a ring of fire. You'll see several seagulls cawing and		
flying around you. This is when you use a Hyoui Pear to take control		
of a seagull. As a seagull, look for a tall pillar in the middle of		
the island and you'll have to fly up using the A button. Watch out		
for the Kagarocs when you reach the top. You'll see a crystal		
switch that you need to fly to and "tag" it to cease the flame		
around the chest down below. Open it to get this piece of heart!		
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#13	Greatfish Isle	Deku Leaf
In the southeast area of Greatfish Isle is a rock that you can walk		
around spirally and there should be one of the Koroks up here but		
ignore him for now. Look to the northwest where the other islands are		
and look through the telescope on the biggest island to find a small		
ledge with some green on it around the wall of the rock. That's where		
you are going and you need to set the wind to blow to the northwest		
and fly there with your Deku Leaf. In this tiny alcove is a chest and		
inside is a piece of heart!		
-----	-----	-----

#14	Rock Spire Isle	Sink the Warships
Somewhere near Rock Spire Isle are two warships that fires bombs at		
you when you sail nearby. Each takes 3 bombs for it to sink, so sink		
them and one of them will leave behind a chest with a heart piece		
inside. You have to use the grappling hook to fetch it. If you can't		
find it, cruise away from the area a bit and turn around and look for		
a beam of light from underwater. The other beam contains a orange		
rupee from the ther warship.		
-----	-----	-----

#15	Star Island	Defeat all enemies
Bomb one of the boulders on the southern part of the island to reveal		
a hole that you can drop down into. In here you'll be in a room with		
a few Magtails. L-target them and press A to perform a jump slash		
when the Magtail is ready to pounce on you to stun it. It will curl up		
-----	-----	-----

| into a ball, this is your moment to slash at it a few times to kill
| it. Do the same with the other Magtails. Next, two Bokoblins will
| show up and they are easy, kill them both and two more Bokoblins but
| they're armed. Even armed, they're still easy, dispose of them and
| then the final two enemies will show up and they are the Moblins and
| parry attacks works well on them. After the Moblins are killed, a
| chest will appear and inside is a piece of heart.

#16 | Spectacle Island | Win Cannon Game |

| Arrive on the island in the daytime and go up to one side of the
| island and up the ladder and you'll find the same guy that runs the
| Battleship Game back on Windfall Island. His game is different
| because you're limited to 10 cannons and you have to blow up 5
| barrels in the sea with a cannon. Use the analog stick to control the
| cannon left and right and change the angle of the cannon by pressing
| up and down on it. Win the game to get a easy piece of heart!

#17 | Tingle Island | Big Octo |

| Find the Big Octo in the northern part of Tingle Island. To make it
| come out, look for a flock of seagulls and sail towards it and the
| battle with the mutant squid will begin as you are stuck in the
| whirlpool going counterclockwise around it. Use your cannon or
| boomerang at the eyes of the Big Octo and you have to destroy every
| one of them for it to die. If you succeed, it will leave behind a
| chest with a piece of heart in it and you have to use your grappling
| hook to fish it out from in the water.

#18 | Six-Eye Reef | Enemy Submarine |

| South of the Six-Eye Reef is a crow's nest and near it is a enemy
| submarine that you can enter. Inside is one of those deals where you
| have to kill all of the enemies in here and you get something good in
| return. There are 3 Moblins here, one will come after each kill and
| there are also Morths and ChuChu in the barrels. One of them may hide
| a yellow ChuChu that is electrified, use your boomerang on it to stun
| it and then kill it. A ladder will drop and you can now go climb up
| on it and open the chest in the room to get a piece of heart.

#19 | Stone Watcher Island | Crow's Nest east of island |

| At Stone Watcher Island is a crow's nest directly east of the island,
| climb the ladder to reach the top and kill the two Bokoblins at the
| top here. Open the chest here to get a rupee if you want but to get
| the heart piece is tricky. Zoom out and look around the bottom of the
| platform of the crow's nest you are standing on and you'll see
| cannons all around the platform. Place a bomb on the platform on top
| of each cannon and blow each up until the last cannon is gone. After
| you've done all that, a chest will appear and inside is this piece of
| heart you were searching for.

#20	Headstone Island	Hyoï Pear, top of the island
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On Headstone Island, you'll see a flock of seagulls around and this is when you use a Hyoï Pear. If you succeed, you'll take control of a seagull and you will want to fly up to the top of the rock on the island and you'll see a piece of heart in plain sight. Fly towards it and then press the R shoulder button to return as yourself.

#21	Angular Island	Block Puzzle
-----	----------------	--------------

Get on the structure on one side of the island and look around it for a block that you can grab and pull but just pull it one step back so you can climb onto it. The next off-colored block you see you should push off down below and pull it so it's under the next ledge. Climb up onto it and on the ledge and look for blocks that are stacked on top of each other. Pull the bottom one far back until the block on top drops down. Climb up on it and up the next ledge and you'll see a treasure chest up here, open it to get this heart piece.

#22	Five-Star Isles	Enemy Submarine
-----	-----------------	-----------------

South of Five-Star Isles is one of those enemy submarines where you defeat all of the enemies in the submarine and something good will appear in the end. This is one of those easier submarines in the Great Sea. Kill the four Bokoblins (all wielding a weapon) and a ladder will drop down, giving you access to the small room up above. You can kill the Keese if you want but I know they're a nuisance. Climb up the new ladder and enter the room and a treasure chest containing this heart piece will appear.

#23	Bomb Island	Puzzle Solving
-----	-------------	----------------

On Bomb Island is a big boulder that you can easily destroy with one bomb to reveal a hole, jump in it. You'll be in a fiery room with a switch in front of you but it's one of those switches that needs to be pressured to keep a door open. Kill one of the Magtails here and it'll curl up into a ball, pick it up and drop it onto the switch to keep the door unbarred, go through the door. In this room, you'll see two platforms engulfed by flame and you'll see another skinny path with a floor switch at the end, step on that switch to make the flames disappear. Go up to the higher larger platform and you'll see four small flame engulfed platforms, one of them has a chest and the others has a switch. You need to stun the Magtail and throw them and hope they roll far enough to hit all of the switches to cease the flame around the chest and inside is a piece of heart.

#24	Flight Control Platform	Flying Contest
-----	-------------------------	----------------

Board onto the Flight Control Platform and talk to the Rito standing in front of the ladder and he'll talk to you into this contest and

| you only have to pay 10 rupees. At the top, you'll talk to another
| Rito and he'll give you a brief instruction on what to do to beat
| this. Off in the distance is a banner and that's your goal. You got a
| Deku Leaf in handy and don't forget to set the wind to blow to the
| northwest so you'll have an advantage. You will also see some
| updrafts moving back and forth around the goal line and you can use
| them to boost your distance. Good Luck! You'll get a piece of heart
| in reward if you succeed this.

#25 | Seven-Star Isles | Big Octo

| Around in the southwestern corner of Seven-Star Isles quadrant is
| home to one of the Big Octos. Sail to where you see a flock of
| seagulls and eventually you'll confront the Big Octo. Have your
| boomerang ready and just unleash it on the eyes of this giant squid
| until you hit the last eye and it'll disappear and leave behind a
| treasure. Go to where it vanished and use the grappling hook to fish
| out the chest and get the piece of heart inside it.

#26 | Crescent Moon Island | Treasure Chart #11

| After you get Treasure Chart #11, open the chart and go to this
| location in the Great Sea (Crescent Moon Island) and use your
| grappling hook to fetch a chest that contains this piece of heart.

#27 | Three-Eye Reef | Treasure Chart #38

| After you get Treasure Chart #38, open the chart and go to this
| location in the Great Sea (Three-Eye Reef) and use your grappling
| hook to fetch a chest that contains this piece of heart.

#28 | Five-Star Isles | Treasure Chart #33

| After you get Treasure Chart #33, open the chart and go to this
| location in the Great Sea (Five-Star Isles) and use your grappling
| hook to fetch a chest that contains this piece of heart.

#29 | Angular Isles | Treasure Chart #15

| After you get Treasure Chart #15, open the chart and go to this
| location in the Great Sea (Angular Isles) and use your grappling
| hook to fetch a chest that contains this piece of heart.

#30 | Rock Spire Isle | Beedle's Super Shop

| If you get a letter confirmation that Beedle opened up his new
| Super Shop at Rock Spire Isle, you can get there and purchase one of
| the three rare items and one of them is a piece of heart and it's

| worth 1000 rupees at the most and you have to have the big wallet
| upgrade to be able to carry that many rupees.

#31 | Southern Fairy Island | Treasure Chart #4 |

| After you get Treasure Chart #4, open the chart and go to this
| location in the Great Sea (Southern Fairy Island) and use your
| grappling hook to fetch a chest that contains this piece of heart.

#32 | Dragon Roost Island | 20 Gold Feathers |

| A Rito on Dragon Roost Island that is standing by the chieftan's
| room wants 20 Gold Feathers and in return he'll give you something
| good. You can get 20 Gold Feathers by stealing them off Peahats in
| Forbidden Woods (and outside too) by L-targetting them and using the
| grappling hook on them.

#33 | Windfall Island | Complete Trade System |

| Start by buying a Town Flower from Zunari's Shop and then leave the
| island and sail southwest to Greatfish Isle and on the western side
| of the island is a merchant. Talk to him and he'll mention your
| delivery bag and ask you to show him something interesting. Present
| the Town Flower in front of him and he'll accept it and give you a
| Sea Flower for 20 rupees. Show him the same Sea Flower he just gave
| you and he'll take it and give you an Exotic Flower for 25 rupees.
| Set the wind to blow to the east and sail eastward onto Bomb Island.
| Walking around on Bomb Island is another merchant like the one back
| on Greatfish Isle and show him the Exotic Flower and trade it for
| Sickle Moon Flag for 40 rupees. Trade him back the Sickle Moon Flag
| for a Fountain Idol for 65 rupees. Play the Wind's Requiem and sail
| northwest all the way to Mother & Child Isles and find a merchant on
| a little island and trade him the Fountain Idol for a Big Sale Flag
| for 35 rupees. After you're done here, sail south 2 quadrants back to
| Greatfish Isle and find that merchant again and trade him the Big
| Sale Flag for the Hero's Flag for 75 rupees. Trade the same merchant
| back the Hero's Flag for the Postman's Statue for 100 rupees. Sail
| back up north back to Mother & Child Isles and trade the merchant
| there the Postman's Statue for the Shop Guru Statue for a whopping
| 200 rupees. Finally, head back to Greatfish Isle to complete this
| trade system by giving the Shop Guru Statue to the merchant there and
| he'll give you a nice piece of heart for it.

#34 | Outset Island | Super Pig, All-Purpose Bait |

| Remember earlier in the game you had to collect some pigs for a lady
| up on the top of the hill on Outset Island? Go to that house again to
| find a super pig! Without the Power Bracelets, you wouldn't be able
| to lift this creature. Lift it up and carry it down the hill and take
| a right and go across the bridge and to the right right after the
| bridge are two dark patches, put down the super pig there. Throw some
| all-purpose bait here and it'll start to dig up a storm and few items

| will pop up. One of the items is a piece of heart!

#35 | Windmill Island | Fire Arrow |

| At night on Windfall Island, enter the Battleship Game shop and go
| through the back door and run up the wooden walkway by a man in
| orange shirt and hop into one of the windmill's carts. When you get
| to the highest point of the wheel, look towards the windmill itself
| and look for a spinning gold thing which is actually something that
| emits light. Shoot a fire arrow into it and the windmill becomes a
| lighthouse! You'll also notice a chest appear on a small island off
| Windmill Island. Go back to the guy in orange shirt you ran by a
| minute ago and talk to him and he'll give you a piece of heart for
| lighting up the windmill and making the island look more lively!

#36 | Windmill Island | Fire Arrow, Deku Leaf |

| After getting Heart Piece #34 and lighting up the windmill, you'll
| see a treasure chest sitting on a small lone island off Windmill
| Island. Play the Wind's Requiem and set the wind to blow to the south
| and make your way for the Bomb Shop. Jump off the ledge from the Bomb
| Shop and take out your Deku Leaf and fly to the little island and
| open the chest there to get this heart piece.

#37 | Windmill Island | Maggie's Letter, Moe's Letter |

| In the Auction House on the second floor at night, run by the old man
| you see and find a little girl named Maggie in the back. Talk to her
| and she'll talk about a Moblin named Moe that she liked. She wants
| you to do her a favor a deliver a letter for her, agree to do so.
| Head back outside and find the red postbox near the entrance of the
| town and put Maggie's Letter in it and have it sent for 5 rupees.
| Return to Maggie in the Auction House but you'll only run into
| Maggie's father and the postman arguing. The postman will leave to
| cool down his feathers somewhere. Head back outside and go to the bar
| (next to Zunari's shop) and find the postman there and talk to him.
| He'll ask if you would deliver Moe's Letter to Maggie since the old
| man won't let him by. Agree to do this deed and go back to the
| Auction House and find Maggie and hand her Moe's Letter and she'll
| reward you a piece of heart for this.

#38 | Pawprint Island | Treasure Chart #30 |

| After you get Treasure Chart #30, open the chart and go to this
| location in the Great Sea (Pawprint Island) and use your grappling
| hook to fetch a chest that contains this piece of heart.

#39 | Diamond Steppe Island | Treasure Chart #23 |

| After you get Treasure Chart #23, open the chart and go to this

| location in the Great Sea (Diamond Steppe Island) and use your
| grappling hook to fetch a chest that contains this piece of heart.

#40 | Rock Spire Isle | Treasure Chart #2 |

| This chest is in the sea outside of Rock Spire Isle. The treasure
| chart is obtained from the old man that you gave the 20 Skull
| Necklaces to back on Windfall Island (Treasure Chart #2). Fish this
| chest out from in the sea with the grappling hook to get this piece
| of heart.

#41 | Forest Haven | 8 Island Koroks, Forest Water |

| In Forest Haven, talk to the Great Deku Tree and ask him about the
| Island Koroks. He will mark their location on the map and then after
| that, jump back down and have one of your empty bottles available and
| scoop up some of the Forest Water. The freshness of the water only
| lasts for 20 minutes and there are 8 locations out in the Great Sea
| where each Korok are and you have to water the withered tree that
| they planted on each of those island.

| Start by going east one quadrant to Cliff Plateau Isles and don't
| forget to set the wind in that direction as well. When you arrive
| there, jump off the boat and jump the platforms and into the hole. Go
| through the mini-course here and kill one of the Baba Buds and it
| will leave behind a plant that you can jump into and it'll spit you
| out. Use the Deku Leaf to fly to the other side and step into the
| light to be warped back outside. Here's the first of the Korok, spill
| some of that fresh forest water on the withered tree and it'll look
| healthy once again. Jump back in the boat and warp to Southern Fairy
| Island and once you are there, sail west one quadrant to arrive at
| Shark Island and find another Korok there on the north end of the
| island.

| From Shark Island, warp to Greatfish Isle and look for that one
| platform that has a path that spirals around it and you'll find the
| third Korok at the top of the platform. After this, play the Wind's
| Requiem and go southwest and sail there to arrive at Needle Rock Isle
| and find the fourth Korok on the southern part of the island. Once
| done here, conduct the Ballad of Gales and warp to Tingle Island and
| play the wind song and sail northwest to Mother & Child Isles (don't
| warp to the island itself, you'll be INSIDE the island if you do) and
| find the 5th Korok on the little island there.

| The sixth Korok isn't far. Sail north one quadrant from Mother &
| Child Isles to reach Star Island and this Korok is in the middle of
| the island. You should have under 10 minutes left here by now and
| only two more to go. From Star Island, warp to Tower of the Gods and
| go north one quadrant to reach Eastern Fairy Island and find the 7th
| Korok on the tiny island and water the withered tree here. From here,
| turn back south pass Tower of the Gods and arrive at Private Oasis.
| Find the eighth and last Korok around the poolside and pour some of
| the fresh water on the tree there. It will glow and immediately
| become into a tree and pop out a piece of heart!

#42	Bomb Island	Treasure Chart #20
<p>This is the treasure you get from Treasure Chart #20 from inside Earth Temple. Go to it's location in the sea outside Bomb Island and fish it out with the grappling hook. Open the chest to find this piece of heart inside.</p>		

#43	Thorned Fairy Island	Treasure Chart #5
<p>This is the treasure you get from Treasure Chart #5 that you found in Wind Temple. Go to this location (Thorned Fairy Island) in the Great Sea and use your grappling hook to fish out the chest down below and open the chest to get this heart piece.</p>		

#44	Outset Island	Savage Labyrinth
<p>On Outset Island, go towards Grandma's House and behind the house you'll see several platforms you can climb up on and a gap to a ledge on the wall of the mountain but look up on the wall of the mountain to find a palm tree on the higher platform up above. Use the hookshot here on that to pull yourself up there. Look around to find a head stone and pick it up and throw it out of the way to reveal a hole.</p> <p>This is Savage Labyrinth. A chain of levels containing enemies on every level you have to defeat to proceed to the next level. There are 51 levels in total. Your reward on the 51st level is the final piece of heart.</p>		

/ 7.2 - Treasure Charts \

This section is only for the treasure charts that you find throughout the game. To view these chart, press the UP on the D-Pad while out in the Great Sea to bring up the sea chart. Press the Y button to show the charts. You can toggle between the two columns by using the left and right shoulder button. The left screen shows the map of the sea and you can use the controller stick to going through the islands.

The right screen is your chart inventory. All of the charts that you find will be shown here. To open it, make sure you're on the right screen and you can scroll through the charts by tilting the controller stick left/right and press A to open it if you haven't done so. After you have opened a chart, it will show a map and a red "X" marked near a location. Use the left screen to see which island matches the one on the chart. If you have blank spaces on the left screen, that's because you haven't charted those islands. There's a fish that dives around the island and you have to sail up to where he is and drop some All-Purpose Bait into the water for him to draw the area that he's in on your sea chart.

That's pretty much all you need to know. Below are the treasure charts in their numerical order and the location where you'll find it. The second column shows what treasure you will find in the chest and the location of the chest. The body of each treasure chest information is an explanation of

how to get to it.

#1	Forbidden Woods	Silver Rupee, Private Oasis (E5)
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To get Treasure Chart #1, go to the room with the Morths on all 3 platforms in the Basement Floor 1. Go across the water to the northwest and then go through the door. In the room with the hanging flower platform, cut down the vines again to send the platform down into the water below and then jump down onto the platform. The hole to the north is blocked by some boards. On the southern ledge is a bomb, jump over to that ledge and pick up the bomb and then jump back on the flower platform and throw the bomb on the northern ledge to destroy the boards. Once the boards are destroyed, go through the hole into the next room.

Make your way from platform to platform to the northwest platform while killing off Peahats, Morths and Boko Babas. The last Boko Baba on the platform in the northwest corner leaves behind a Baba Bud after you kill it. Jump into the Baba Bud and when you are sent into the air, take out the Deku Leaf and glide over to the ledge nearby. There is a machine on the platform in the eastern side of the room, take out the leaf and swing it to send a wave of wind towards the machine to reel in the gondola. Hop onto the gondola and swing with your Deku Leaf to the north to send yourself over to the south ledge. On the southern ledge is a bomb, pick up the bomb and you have to hop back onto the gondola and throw the bomb on top of the tree stump below the gondola. If you succeed, jump onto the tree trunk and slide in the hole. Open the chest to get Treasure Chart #1. To leave, just crawl through the tunnel behind the chest.

#2	Windfall Island	Piece of Heart, Rock Spire Isle (B3)
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Go to the second floor of the Auction House (take the stairs that leads to the windmill but take the other stairs to enter a hallway and go through the red door at the end) and an old man will stop you and thought you were that Rito postman. After the conversation, show him your Skull Necklace collection from your inventory and he'll mention that by selling these he'll be filthy rich and he'll want about 20 of these necklaces. Agree to give it to him and he'll give you this chart in return. Oh and you can only do this at night.

#3	Forest Haven	Silver Rupee, Eastern Fairy Island (E3)
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At Forest Haven, go up the island by defeating the Boko Babas until you get to the stream. Look up to find a grapple hook spot and swing to the tiny platform. You'll find another grapple hook and latch onto that pole and press the right shoulder button to stop swinging and climb up on it and stand on the pole. Take out your Wind Waker and conduct the Wind's Requiem and have the wind blow to the southeast. From here, jump and glide with your Deku Leaf to the island with a bunch of trees on it (not the Nintendo Gallery Island) and open the chest there to find this chart.

#4 | Rock Spire Isle | Piece of Heart, Southern Fairy Island (D6) |
| _____ | _____ |
| At some point in the game Beedle will send you a letter announcing |
| that he opened up his Super Shop. This is the shop where he carries |
| rare items such as a piece of heart, a bottle and this chart. Go and |
| find Beedle's Super Shop in the vicinity of Rock Spire Isle and enter |
| it. Buy this costly chart that is worth 900 rupees and it's all |
| yours. |
| _____ | _____ |

#5 | Wind Temple | Piece of Heart, Thorned Fairy Island (G4) |
| _____ | _____ |
| There is a tall room in the Wind Temple with ledges that you can |
| latch and get onto with your hookshot. There are also several head |
| stone statues on some ledges. To destroy these stones, equip the Iron |
| Boots and then use the hookshot on the stone to pull it out of the |
| way. The chest containing this chart will only appear after you kill |
| enemies within the room and there's several Bokoblins behind these |
| stones. |
| _____ | _____ |

#6 | Tower of the Gods | Silver Rupee, Six-Eye Reef (D4) |
| _____ | _____ |
| In the room where you found the compass of this dungeon, there's a |
| eye switch that you can unleash an arrow at to open a secret room. |
| In this room is a chest and this chart can be found in it. |
| _____ | _____ |

#7 | Windfall Island | Silver Rupee, Star Island (B2) |
| _____ | _____ |
| To get this easy chart, head to the higher ground of the island where |
| the school and the Killer Bees are. Around there is a shop and if you |
| talk to the owner inside, he'll ask if you want to participate in a |
| game of battleship for 10 rupees each. Whether you win the game or |
| break the record first, you'll win one of the treasure charts, the |
| other chart is #23. |
| _____ | _____ |

#8 | Horseshoe Island | Silver Rupee, Western Fairy Island (A3) |
| _____ | _____ |
| After you get Treasure Chart #28, go back around the island again and |
| drop into the hole behind the man with the kaleidoscope to be in a |
| room with two wingless Mothulas and a winged Mothulas. Kill the three |
| and a chest containing this chart will appear after. |
| _____ | _____ |

#9 | Crescent Moon Island | Silver Rupee, Horseshoe Island (A7) |
| _____ | _____ |
| North from Crescent Moon Island is a enemy submarine that you can |
| enter and inside is a swarm of Miniblins. I've lost count of how many |
| but a certain number of these Miniblins you kill will light up one of |
| the torches in the submarine and there's four of them. These |
| Miniblins are two-hit kills and you should be done quickly. A ladder |
| will appear giving you access to the other room and there's a chest |
| _____ | _____ |

| waiting in there and this chart is inside the chest.

#10 | Crescent Moon Island | Silver Rupee, Tingle Island (C3)

| There is a lone chest on the island waiting to be opened. This chart
| can be found inside.

#11 | Dragon Roost Cavern | Piece of Heart, Crescent Moon Island (E1)

| Go to the room with the three Bokoblins and where two of them are
| hiding in the pots (Dragon Roost Cavern isn't that big of a dungeon
| to explore and find this room) and remember you had to roll into the
| wall to make the shelf with more pots on it to drop? That's the room.
| One of the Bokoblin is wielding a stick to attack you, attack it to
| stun it and make it drop its stick. You should pick up the stick and
| run it through the lit torch and use the fire on the stick to light
| up the other torch that's unlit in this room to make a chest appear.
| Open the chest to get this chart.

#12 | Earth Temple | Silver Rupee, Five-Eye Reef (B6)

| This is the chart you get in the big mirror puzzle solving room with
| Medli where you have to pull some mirror statues and reflect sunlight
| onto the yellow symbols. One of the yellow symbols reveal a hidden
| hallway once reflected upon on with the sunlight. Go through the
| hallway and into a room, here you'll have beat a few Stalfos to make
| the chest containing this chart to appear.

#13 | Two-Eye Reef | Secret Cave Chart, Overlook Island (G1)

| At Two-Eye Reef, sail to the inner part of the reef and take out your
| cannon and blow up every enemy boats and wall cannons you can see
| here. A chest will appear on one of the two platforms in the reef
| after you destroy all of the enemies in here. You'll have to walk up
| on the perimeter of the reef and get to the side closest to the chest
| and you'll have to play the wind song and take out your Deku Leaf and
| fly to get over onto that platform with the chest on it. Open the
| chest to find this chart.

#14 | Headstone Island | Silver Rupee, Tower of the Gods (E4)

| Northwest of the island is an enemy submarine that you can enter and
| it is another one of those deals where you kill all of the enemies
| in the room and you get something good in the end. In this submarine,
| you'll see rats running around and bomb flowers across the floor and
| the rats will pick them up and throw them at you. It would be wise to
| not to use your sword here as you may hit a bomb by accident and blow
| it up and hurt yourself. Take out your boomerang and target as many
| rats as you can until you kill the last one. A chest in the room
| across from where you entered containing this chest will appear.

#15	Forbidden Woods	Piece of Heart, Angular Isles (E7)
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You can get Treasure Chart #15. In the first room of the Forbidden Woods, go through the door to the north into the next room. Jump and glide from Baba Bud to Baba Bud until you reach 3rd floor. Jump over the first tentacle using the Baba Bud. There is an alcove here with a plant sitting on the chest. Kill the plant with your boomerang and then open the chest to find Treasure Chart #15.

#16	Seven-Star Isles	Silver Rupee, Shark Island (C6)
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Find the three platforms outside Seven-Star Isles and climb up one of them. Defeat any enemies up here and to kill the Wizzrobe in a quick way, you'll need a bow and have them targeted and just release the arrow at them. Kill all Wizzrobes to make 3 chests appear, one on each platform. One of them hides this chart.

#17	Spectacle Island	Silver Rupee, Ice Ring Isle (E6)
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Arrive on the island in the daytime and go up to one side of the island and up the ladder and you'll find the same guy that runs the Battleship Game back on Windfall Island. His game is different because you're limited to 10 cannons and you have to blow up 5 barrels in the sea with a cannon. Use the analog stick to control the cannon left and right and change the angle of the cannon by pressing up and down on it. Win the game the 2nd time after winning the piece of heart to get this chart.

#18	Windfall Island	1 Rupee, Windfall Island (D2)
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Head to Windfall Island at night (or play the Song of Passing to make it come). Go to the Auction House and talk to Zunari inside about the auction and you would like to participate. You can win one of the two Treasure Charts here. To bid, tap the "A" button to fill up your bidding meter and you'll be prompted how much you want to bid once it is full. Wait until the bidding is almost over and bid 20 rupees higher than the original bid to stun the other bidders to win the item.

#19	Four-Eye Reef	Island Hearts Chart (Flight Control Platform)
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Sail to the interior of Four-Eye Reef and destroy the two enemy boats and several wall cannons here with your cannon and bombs. A treasure chest will appear on one of the platforms inside the reef and you'll have to get off the boat and walk the perimeter of the reef and find the highest point of the wall. Set the wind in the direction where the chest is and fly over there with your Deku Leaf and then open the chest to get this treasure chart.

#20	Earth Temple	Piece of Heart, Bomb Island (F5)
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One room in Earth Temple is a foggy room and all across the floor you'll find nothing other than Floormasters. You have to kill each and every Floormasters in here for this chest containing this chart to appear. This is also the room where you get one of the small keys.

#21	Cyclops Reef	Light Ring Chart, Cyclops Reef (C4)
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In Cyclops Reef is a lone enemy boat and wall cannons on the wall of the one platform in the middle of the reef and along the interior wall of the reef. Destroy everything that's shooting at you to make a chest appear on the platform in the middle. You'll have to get off the boat and go up on the perimeter of the reef and find the highest point of the wall and then set the wind in the direction of the platform with the chest on it and fly over there with the Deku Leaf. The chest contains this chart.

#22	Northern Fairy Island	Silver Rupee, Spectacle Island (C2)
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Look for a submarine and several rafts in the quadrant of Northern Fairy Island and enter the submarine. Inside, jump in to the lower part of the submarine to be in the midst of Moblins but these creatures are dumb enough to hurt one another. Just run around in a big circle while avoiding them and one of them will deliver a big swing and knock the other Moblins out. Keep doing this or you can do it the hard way, kill them yourself one by one. After that's done, climb up the ladder here and now you have to use the lanterns to get across to get to the room in the other side. Open the chest in there to get this chart.

#23	Windfall Island	Piece of Heart, Diamond Steppe Island (A6)
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To get this easy chart, head to the higher ground of the island where the school and the Killer Bees are. Around there is a shop and if you talk to the owner inside, he'll ask if you want to participate in a game of battleship for 10 rupees each. Whether you win the game or break the record first, you'll win one of the treasure charts, the other chart is #7.

#24	Windfall Island	Silver Rupee, Northern Fairy Island (C1)
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From where you got Treasure Chart #29, you'll see a little hole that you can crouch and crawl into. It's a long crawlspace but you'll eventually get out and you'll find yourself inside where Lenzo is. Jump from where you are and onto the stairs, look through the railing to see Lenzo standing with a lady, take a picture of them two with your Deluxe Picto Box. Try and leave the shop and Lenzo will be startled and so will the woman. Leave the shop and find the two gossiping ladies near Zunari's Shop and show the picture to them and

| they'll reward you with this chart.

#25 | Cliff Plateau Isles | Silver Rupee, Forsaken Fortress (A1)

| Drop down into the hole on Cliff Plateau Isles and you'll appear in
| a dungeon-like room. First, use the tree stumps to work your way
| around to one side of the room and when you get there, you'll face
| several Boko Babas and then you'll eventually find your way to where
| those tentacles that springs up from the ground back in Forbidden
| Woods. Work your way around them while killing off the Boko Babas
| until one turns into a purple plant that you can jump into and it
| spits you into the air. Land on on top of either platforms and use
| your Deku Leaf to fly over to the boarded up room (don't worry,
| there's enough room for you to stand in front of it) and then drop a
| bomb here and then drop off to the ground blow. Let the bomb do the
| work and then work your way back up and go into the room you used the
| bomb on. Walk into the ray of light and you'll find yourself back
| outside on the other island you couldn't reach to. There's a chest up
| here, open it to get this chart.

#26 | Six-Eye Reef | Octo Chart, Northern Triangle Isle (D3)

| Sail to the interior of Six-Eye Reef and you'll find that this is not
| a comfortable place. There are 6 platforms which makes traveling
| around the interior of the reef less easier and there are two enemy
| boats and who knows how many wall cannons. Destroy everything that's
| shooting at you with your cannon and bombs and a treasure chest will
| appear on one of the platforms. Jump off the boat and walk around the
| wall of the reef and find the highest and closest point of the wall
| to the chest. Play the Wind's Requiem and fly with the Deku Leaf in
| the direction of where the chest is that contains this chart.

#27 | Private Oasis | Silver Rupee, Star Belt Archipelago (G3)

| The cabana on the oasis belongs to Mrs. Marie back on Windfall
| Island. Go up to it and go around the porch to the back side of the
| house. The ledge looks close enough for you to jump to but not quite.
| Play the wind song and have the wind blow to the east and then use
| your Deku Leaf to jump off the railing and fly onto that ledge. Go up
| the cliff and open the chest on the edge to get this chart.

#28 | Horseshoe Island | Silver Rupee, Needle Rock Island (A7)

| Get off the boat and climb onto one side of the Horseshoe Island and
| you'll see three Deku Nuts here but as you proceed further up and
| around the island, you'll find out that some tentacles will spring up
| and block you from going any further. You're in for a little putt-putt
| golf here except you'll be using the Deku Leaf to "drive" the deku nut
| instead of something blunt. You can throw one of the nuts into the
| first hole with the flag through the tentacles but the next two holes
| requires a little skill with the Deku Leaf. The last hole may take a
| few tries. Once you've gotten a nut in each hole, a chest will reveal

| on a lone platform in the middle of the island and you will most
| likely have to set the wind to the east and then use the leaf to fly
| over there. Open the chest to get this chart.

#29 | Windfall Island | Silver Rupee, Mother & Child Isles (B2)

| There is a lone windmill on this island and it's not spinning right
| now. First off, take out your Wind Waker and play the Wind's Requiem
| and have the wind blow to the north. After that's done, head to the
| top of the island with the school and the game shop, go around to the
| left of the game shop (on the grassy ledge) and you'll find a ladder
| back here. Climb up on the long ladder to the top of the windmill and
| you will see a switch here, step on it. A cut scene will take over for
| a few seconds showing the windmill slowly getting in action. Climb
| back down the ladder and head inside the Battleship Game shop and go
| up to the stairs and through to door up there. You'll be back outside,
| go around the walkway and hop on one of the carts on the blades of the
| windmill and ride it. Face to where you see Lenzo's Picto Shop, can
| you see the porch and a door on the 2nd floor? That's where you are
| going. Jump off the cart and go through the door on the porch and
| inside you'll see pots and 2 chests, open the left chest to get this
| chart.

#30 | Tower of the Gods | Piece of Heart, Pawprint Island (E2)

| In Tower of the Gods, go to the room where a large scale is where you
| use the statues to weigh one scale down to get yourself onto another
| ledge. There's a bombable wall to reveal a hidden room with a chest
| that contains this chart in it.

#31 | Windfall Island | Piece of Heart, Forest Haven (F6)

| Another easily obtained chart here. Play the Song of Passing if
| you've learned it and take a picture of the full moon and try to
| squeeze the whole thing in the frame. After that, play the Song of
| Passing again and talk to the guy sitting on the stairs near the Chu
| Jelly Shop and he'll tell you to beat it. Talk to him again and he
| wants you to take something that's round and bright or something like
| that. Show him the picture of the full moon and he'll lighten up a
| bit and give you this chart.

#32 | Three-Eye Reef | Sea Hearts Chart, Boating Course (F7)

| Sail into Three-Eye Eye to find one enemy boat (not counting the one
| outside the perimeter) and several wall cannons around the platforms.
| Destroy all of them with your cannon with bombs and a chest will
| appear on one of the three platforms in the middle of the reef.
| You'll have to get off the boat and walk around the perimeter of the
| island and find the highest spot of the perimeter and then play with
| the wind direction a bit and then fly onto that platform with the
| Deku Leaf. The chest contains this treasure chart.

#33 | Windfall Island | Piece of Heart, Five-Star Isles (G7) |
| _____ | _____ |
| This is one of the easiest charts to get and you need the Deluxe Picto |
| Box to achieve this. All you have to do is take a picture of the lady |
| standing outside the Chu Jelly Shop and show it to her and she'll give |
| the chart just like that, that's it. It's possible you have to do this |
| *after* you picked up Treasure Chart #24 from taking a picture of |
| Lenzo and this lady together in Lenzo's Picto Shop. |
| _____ |

#34 | Treasure Hunters | Silver Rupee, Eastern Triangle Island (F4) |
| _____ | _____ |
| Look for a wooden submarine out in the Great Sea going east before |
| you hit Dragon Roost Island. This wooden submarine has 4 scuba |
| drivers sitting on top. Stop by and talk to them and the leader |
| will give you Treasure Chart #34. |
| |
| On your way to the 2nd Pearl, stop by Eastern Triangle Island in |
| quadrant F4 and pick up the treasure chest by using the grappling |
| hook attached to the boat. Inside the chest is a Silver Rupee! |
| _____ |

#35 | Wind Temple | Silver Rupee, Islet of Steel (B5) |
| _____ | _____ |
| One room in Wind Temple has five weak tiles that you can crash |
| through just by equipping the Iron Boots. Each tile you break through |
| you will have to fight off enemies and get back to the top of the |
| room and break through another one until you get all five tiles. A |
| chest should appear within the room and inside the chest is this |
| chart. |
| _____ |

#36 | Ice Ring Isle | Silver Rupee, Bird's Peak Rock (G5) |
| _____ | _____ |
| Look around the shore of Ice Ring Isle for a block of ice and inside |
| the ice is a chest. If you got the fire and ice magic from the Great |
| Fairy at Mother & Child Isles, equip the bow with the fire arrow and |
| simply shoot an arrow at the block of ice to melt it away. Open the |
| chest to find this chart. |
| _____ |

#37 | Rock Spire Isle | Silver Rupee, Fire Mountain (F3) |
| _____ | _____ |
| Go up onto the island on the eastern side and stand on the ledge |
| facing the boulder. Take out your bomb and wait for it about to |
| explode and throw it at the boulder. If you succeed and the bomb goes |
| off and destroys the boulder, jump onto the new platform. There's two |
| more boulders to rid of and jump onto the last platform and jump down |
| into the hole there. Inside here you'll appear in a dark room, look |
| for a pot with a few Deku Sticks inside. Grab a stick and light it on |
| fire by running it through one of the torches and head over to where |
| the two unlit torches are and light them. Next thing you see is a |
| swarm of Keeses. Kill all of them and a chest containing this chart |
| will appear. |
| _____ |

#38 | Windfall Island | Piece of Heart, Three-Eye Reef (A4) |
|
| Head to Windfall Island at night (or play the Song of Passing to make |
| it come). Go to the Auction House and talk to Zunari inside about the |
| auction and you would like to participate. You can win one of the two |
| Treasure Charts here. To bid, tap the "A" button to fill up your |
| bidding meter and you'll be prompted how much you want to bid once it |
| is full. Wait until the bidding is almost over and bid 20 rupees |
| higher than the original bid to stun the other bidders to win the |
| item. |

#39 | Dragon Roost Cavern | Silver Rupee, Dragon Roost Island (F2) |
|
| Find this Treasure Chart in Dragon Roost Cavern. After you obtain the |
| Grappling Hook from Medli, go down to the 1st floor of the cavern and |
| then go southwest into the hallway, use the hookshot on the pole to |
| swing yourself over to the boarded up alcove. Break the boards down |
| with your sword to reveal a chest behind it, open the chest to find |
| Treasure Chart #39. |
|
| This will probably be your first treasure you pick up from in the |
| sea. Take a good look at the map on Treasure Chart #39 and this |
| treasure is actually located in the sea off the eastern side of |
| Dragon Roost Island. |

#40 | Southern Fairy Island | Silver Rupee, Headstone Island (C7) |
|
| Southeast of Southern Fairy Island are three crow's nest and only two |
| of them has accessible ladders to get up to the top. Go up each one |
| and kill all the Bokoblins at the top and then zoom out and you'll |
| see four cannons under the platform around the crow's nest. You need |
| to place a bomb above each one and destroy each one and do the same |
| for the other platform with a ladder to the top. Two treasure chests |
| will appear on the third crow's nest, the one with the ladder and to |
| reach there, use the Deku Leaf to fly over there. Open up one of the |
| chests to get this chart. |

#41 | Five-Eye Reef | Great Fairy Chart, Four-Eye Reef (A2) |
|
| In Five-Eye Reef are only wall cannons and to make the chest appear, |
| you have to load up your cannon and destroy every wall cannons you |
| can spot within the interior of the reef. There is no enemy boat. A |
| chest will appear on the middle platform and you'll have to play with |
| the Wind's Requiem a bit and fly with the Deku Leaf to the closest |
| platform and then onto the platform in the middle with the chest that |
| contains this chart. |

While travelling across the Great Sea, you will most likely sail into one of these Big Octos. Basically they are giant squids and there are six of them in the Great Sea. To spot them, go to the location I have marked in the grid below and you can either stand on the island in that quadrant or in the boat and take out your telescope. Look for a flock of seagulls or listen for their call. Sail to that spot and a whirlpool should start forming and the Big Octo should surface from under the sea.

To defeat one of these giants, you'll need a boomerang. The target is the eyes of the squid and that's it. The boomerang can take up to 5 targets at a time and you should be quick and take out the eyes of the squid. If you are too slow, it'll suck you up and then spit you out somewhere in the Great Sea.

Below is the grid of the Great Sea and the locations of the six Big Octos.

	A	B	C	D	E	F	G
1	[]	[]	[]	[]	[]	[x]	[]
	[]	[]	[]	[]	[]	[]	[]
2	[]	[]	[]	[]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
3	[]	[]	[x]	[]	[]	[x]	[]
	[]	[]	[]	[]	[]	[]	[]
4	[]	[]	[]	[]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
5	[]	[]	[]	[]	[x]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
6	[x]	[]	[]	[]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
7	[]	[]	[]	[x]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]

Location: A6, Seven-Star Isles

-Number of Eyes: 12

-Reward: Piece of Heart

Location: C3, Tingle Island

-Number of Eyes: 12

-Reward: Piece of Heart

Location: F3, Fire Mountain

-Number of Eyes: 8

-Reward: 100 Rupees

Location: E5, Private Oasis

-Number of Eyes: 8

-Reward: 100 Rupees

Location: F1, Diamond Steppe Island

-Number of Eyes: 8

-Reward: 100 Rupees

Location: D7, Two-Eye Reef

-Number of Eyes: 4

-Reward: Double Magic Meter (Trapped Great Fairy)

/ _____ / 7.4 - Great Fairy \ _____ \

During your quest in the game you will come across a tiny island with a large

seashell-like structure in the middle. Most of the time these structures are blocked off by something, a board or a peg to pound to the ground to be able to reveal a hole that you can drop into and enter it.

You're in one of the Fairy Fountains. Go up to the fountain and a Great Fairy will emerge from the fountain and grant you an upgrade to aid you in your quest. After a talk with the Great Fairy, you can snatch up one of the little fairies in the fountain and store it in a jar for later use when you're battling a dungeon boss or low on health.

Below is a map of the locations of where the Great Fairies are and the upgrade that you receive from each one.

*Note - You will get a bomb or an arrow upgrade and it doesn't matter which location gives you the first upgrade or second. You still have to visit the other location that gives you the maximum upgrade.

You can carry from 30 Bombs and upgrade to 60 and the maximum you can carry is 99. The same goes for the arrows.

	A	B	C	D	E	F	G
1	[]	[]	[x]	[]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
2	[]	[x]	[]	[]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
3	[x]	[]	[]	[]	[x]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
4	[]	[]	[]	[]	[]	[]	[x]
	[]	[]	[]	[]	[]	[]	[]
5	[]	[]	[]	[]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
6	[]	[]	[]	[x]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]
7	[]	[x]	[]	[x]	[]	[]	[]
	[]	[]	[]	[]	[]	[]	[]

Location: C1, Northern Fairy Island

-Upgrade: Wallet (Rupees)

--

Location: B2, Mother & Child Isles

-Upgrade: Fire/Ice Arrows

*Note: To get to this Fairy Fountain, you'll need to get the bow and arrows from the Tower of the Gods and sail to this location and find a huge cyclone. Sail into this cyclone to make Cyclos appear and you need to shoot him with the arrows three times and he'll teach you a song. Play this song and select this location on the warp map and you'll appear inside Mother & Child Isles.

--

Location: A3, Western Fairy Island

-Upgrade: Arrows

--

Location: E3, Eastern Fairy Island

-Upgrade: Bombs

--

Location: G4, Thorned Fairy Island

-Upgrade: Arrows

--

Location: D6, Southern Fairy Island

-Upgrade: Bombs

--

Location: B7, Outset Island

-Upgrade: Wallet (Rupees)

*Note: When you get the Bombs, return to Outset Island and into the forest where you first met and rescued Tetra. Look for a boulder in the wood and set a bomb next to it to reveal a hole you can enter.

--

Location: D7, Two-Eye Reef

-Upgrade: Double Magic Meter

*Note: There is a Big Octo in this location and you need to kill it by taking out all of the eyes with your boomerang. A Great Fairy will be freed once the Big Octo dies.

/ _____ / 7.5 - Nintendo Gallery \ _____ \

This side quest is the longest side quest in the game. The gallery is located underground in the island off Forest Haven and inside is a sculptor named Carlov. If you show him a color picture of a person or a thing, he'll make a figurine of it for you, cool, right? The catch is there's 134 figurines total in game, I know, but you got all the time the world to catch 'em all! However, there are *some* you have to catch at a certain time in the game or else you won't see them again and your gallery won't be complete.

In order to get open this gallery, you'll need a a device to take a picture, right? You'll get it early in the game on Windfall Island, you have to rescue Tingle out of the jail and go in the cell where he was and push the crate aside and you'll find a hole you can crawl into. Somewhere in there is a room with a chest and inside is a Picto Box.

When you get to Forest Haven, use the Baba Bud to jump from one to another until you get to the leafy platform where you found the Deku Leaf. From the Deku Leaf, run across the length of the platform to where you see the Baba Bud you haven't be in yet and let it spit you in the air and you'll see a platform you can use the Deku Leaf to glide to (use the leaf at the highest point in the air and you'll make it there). There should be a Baba Bub on this ledge and a opening leading outside, go outside. Play the Wind's Requiem with your baton and make the wind blow north this time. You'll see an island with several trees and a lone man on it and that's where you are gliding to with the Deku Leaf. Once on the island, you'll hear a seagull and this is when you use the Hyoui Pear. Assign the pear to either X, Y, or Z and then use it. Link will call the seagull and then next thing you know you will be controlling the seagull. Fly to the side of the Forest Haven to where the switch is the guy on the island was talking about and simply "tag" it to open the actual gallery

underground on the island.

The Picto Box you have is rubbish and in order for the sculptor in the Nintendo Gallery to make you a figurine, you need a Deluxe Picto Box. Go back to Forest Haven where the Great Deku Tree is and you see some of those forest fireflies flying around (they are a little brighter than the ones you see everywhere in here), try and catch one in one of the empty bottles you got. Head back to Windfall Island and enter the Picto Box shop (in the area with the school and the battleship game shop) and talk to the bearded man there. Go upstairs and browse the gallery and he will come up and talk to you again. Head back downstairs and he will come back downstairs eventually and then talk to him at the counter and he'll ask if you want to become his assistant. Agree to do so and he'll send you on doing 3 tasks before you become a master. After you've completed three tasks and showed them to the bearded man, take out the bottle with the firefly in it and he will upgrade your black and white Picto Box into a color Deluxe Picto Box! I will list the three tasks below:

Task #1

Lenzo mentioned a picture of a love letter in action and there's a guy in town that walks in clockwise direction around town and he has on a red overall and a mustache. He stops when you are near him and you must be on Windfall Island in the daytime to do this. Go to where the red postbox is at the entrance of the town and wait for him to come under the archway. He stops if you are too close to him, so, go and stand by the bush (and hope that old man doesn't pester you and if he does, decline whatever he ask for now) and watch that man (his name is Garrickson by the way) walk over towards the postbox. Take out your Picto Box here and try to get all of his body in the photo from head to feet and snap the picture as soon as he take the letter out and deliver it in the box. Head back to Lenzo in the Picto Shop and show it to him. He'll give you an approval and give you your next task.

Task #2

The second task Lenzo gives you may sounds much more difficult. He wants you to capture a person in fear or show an act of cowardice and of course, a head-to-toe picture of this person. This guy isn't far from the Picto Shop. Head over to where Zunari is (the hooded guy you bought the sail from) and enter the inn next to him. Go up the stairs and you'll see a lady, look across her to see the coward himself. To spook him, roll into the table or fencing to make a noise and he'll hover in fear. When he is in this position, this is your cue to take a snap. Return to Lenzo and he'll accept it depending on how good of a picture it is.

Task #3

Talk to Lenzo again for one final task and he mentioned two strangers that only take a glance at each other but can't express themselves of their love for each other. Head outside and look around the town for a man just walking (not the man from task #1 but this other man has on a green jacket and a hat) and wait for him to walk to the Battleship Game/School area because there's a woman in orange here that he keeps glancing at and you have to take a snap at the moment they look at each others. Return to Lenzo and show him the photo and he'll let you go.

After you have completed the three tasks and upgraded your Picto Box to Deluxe Picto Box, head back to the sculptor outside Forest Haven and take a picture of him or the person standing by the stall and show it to him. He will be delighted and he'll get to sculpting right away and he'll also let you on in the club! Sweet! Now you can explore and have fun with the figurine gallery. I'll list all of the 134 figurines you can get below starting with the one-time opportunities (or best chance of finding them) first (following

the walkthrough and the *)

*FOREST HAVEN (before the 2nd dungeon, Farore's Pearl)

Take the pictures of the Koroks here. There are three on the ground level (one of them is flying around), one is outside the potion shop and one is inside the potion shop. There is one on one of the leafy platforms on the way up via the Baba Buds. Another Korok is on the platform with grasses in form of an arrow and go through that exit and you'll find another Korok here on the platform before the Forbidden Woods. On the way to the Forbidden Woods is another Korok on the lone platform with a twister around it. There are 9 in total before they all disappear after you beat Forbidden Woods (let's not forget Makar who you can meet after you beat Forbidden Woods).

*TAKE A PICTURE OF THE DUNGEON'S MINI-BOSSSES and BOSSES

You will go through a dungeon at least one time and all of them will have the final and big boss waiting for you at the end. Some of the dungeons will have you confront an enemy that acts more than a normal enemy that you encounter.

Bosses:

- Gohma (Ganon's Tower)
- Kalle Demos (Forbidden Woods)
- Gohdan (Tower of the Gods)
- Helmaroc King (Forsaken Fortress)
- Jalhalla (Earth Temple)
- Molgera (Wind Temple)

Mini-Bosses:

- Phantom Ganon (FF, Ganon's Tower)
- Wizzrobe (Wind Temple)
- Mighty Darknut (Hyrule Castle)
- Puppet Ganon (Ganon's Tower)

*SOME IMPORTANT CHARACTERS WILL DISAPPEAR

Characters that you meet in the game will play an important role in your quest like Tetra or Medli that you will only see a few times in your journey before they depart for a bigger role. Be sure to capture a shot of these people when you have the chance or you won't see them ever again.

I'll list the figurines in alphabetical order and how to get them and if you see an asterisk after the name (*), it means it's either a one-time or a rare opportunity but I have already listed them earlier in this section.

Name:	Abe
Birthplace:	Outset Island
Greatest Treasure:	His family
Info:	Abe is a family man who takes good care of his wife and two kids. In his younger days, his dashing looks and baritone voice made him quite the ladies' man. Then one day, he was taken instantly smitten by a woman named Rose. Even though he was consistently rebuffed, he persisted and finally convinced Rose to marry him.
Where:	Find him outside his house at night. His house is the one up the hill behind Orca's and Sturgeon's house.

Name:	Aldo
Birthplace:	Forest Haven

One of the Korok Forest Spirits

Info:

After the annual ceremony in the Forest Haven, Aldo flies off to a distant part of the world to sow tree seeds and raise new patches of Forest. He is responsible for the forest on an island one square east of the Forest Haven.

Where:

Either find him in Forest Haven before you enter Forbidden Woods or on Cliff Plateau Isles after you beat the dungeon.

Name: Ankle
Birthplace: Unknown
Fav. Proverb: "One may as well hang for a stolen sheep as for a stolen lamb."

Info:

Since being taught how to decipher maps by his older brother Tingle, Ankle has been supporting his good-for-nothing twin brother Knuckle. The only time he feels he can truly be himself is when he's tending to the Tingle Island flower garden.

Where:

Find him on Tingle Island wearing the purple uniform.

Name: Anton
Birthplace: Windfall Island
Fav. Activity: Kickboxing

Info:

The reason his second favorite hobby is taking walks is because it keeps his legs in shape. He's had his eye on a certain young lady lately.

Where:

He is found walking around the town of Windfall Island wearing a hat. You also have to take a picture of him for one of Lenzo's challenges.

Name: Armos
Habitat: Tower of the Gods
Vulnerability: Arrows

Info:

These small statues shift into auto-pilot and attack prey. Shoot them in the eyes with an arrow to silence them, then destroy them by hacking their crystal backs.

Where:

I never tried this but try to stun one by shooting an arrow at it and take a snap of it when it's stunned. I was quick enough to take one while they're moving and far away to begin with.

| Name: Armos Knight |
| Habitat: Tower of the Gods |
| Vulnerability: Bombs |
| |
| Info: |
| These auto-homing statues were created to deter intruders. To |
| destroy them, you must toss bombs into their gaping mouths. |
| |
| Where: |
| They are found in Tower of the Gods and Wind Temple and of |
| course the Savage Labyrinth. I don't think you need them to be |
| alerted and hopping around in order to take a photo of them. |

| Name: Aryll |
| Birthplace: Outset Island |
| Personality: Kind and true to her family |
| |
| Info: |
| Link's energetic younger sister is adored by all who meet her. |
| Her current goal is to learn how to fetch water so she can |
| help out her grandmother. Her most treasured belonging is a |
| telescope bearing a drawing of a seagull. |
| |
| Where: |
| Her figurine comes free with Grandma's figurine. |

| Name: Baito |
| Birthplace: Unknown |
| Personality: Earnest |
| |
| Info: |
| Baito is very earnest when it comes to mastering a job. He |
| often misses his mother and gets homesick, which can be quite |
| hard on him. He wants to be like you. |
| |
| Where: |
| He's the man that takes over the letter-sorting mini-game |
| after you win the game the first time. |

| Name: Basht & Bisht |
| Birthplace: Dragon Roost Island |
| Occupation: Island Police |
| |
| Info: |
| Being extremely honest and sincere Ritos, they were chosen to |
| be the island's Police Force. When you talk to them they speak |
| frankly about events on the island. |
| |
| Where: |
| These two guards the exit of Dragon Roost Island to the |
| cavern and you only need to take a picture of one of them. |

Name: Beedle
Birthplace: Unknown

Info:
A businessman by nature, Beedle's sales pitch is unmatched. He hopes to open a chain of trading posts where people can buy, sell, or trade anything.

Where:
He has several locations out in the Great Sea and he's always in his boat shop. One of his spots is right here at Forest Haven.

Name: Big Octo
Habitat: Great Sea
Effective Weapon: Projectiles

Info:
There are said to be six of these legendary giant squid in different reaches of the Great Sea. When ships pass by, they creature tremendous currents to try and sink them. The only way to escape is to shoot all of their weak spots - their eyes with projectiles before being sucked in.

Where:
Like the info said, there's six locations and I have listed them in this FAQ. Try to get one before you kill all six of them because they won't return after you kill them.

Name: Boko Baba
Habitat: Forbidden Woods
Spoils: Baba Seeds

Info:
These creatures that mimic Baba buds attempt to swallow anything that comes near. Defeat them by stunning them with a jump attack and then cutting their stems.

Where:
Can be immediately found on your way to the interior of Forest Haven, a short trip from the Nintendo Gallery.

Name: Bokoblin
Habitat: Forsaken Fortress
Spoils: Joy Pendant

Info:
These little imps wield sharp machetes and Boko Sticks when attacking. If they have no weapon, they'll attempt to fight hand-to-hand.

| Where:
| The most common enemy you'll come across in the world of Wind
| Waker. It shouldn't be difficult for you to find one.

| Name: Candy The Sailor
| Birthplace: Windfall Island
| Good at Cooking: Grapes

| Info:
| At first glance, Candy looks a little intimidating, but he's
| actually extremely kind and quite knowledgable. He's always
| happy to share his knowledge. He's energetic and sort of a
| scamp for a 17-year old.

| Where:
| He is the guy standing on the dock of the island.

| Name: Carlov, the Sculptor
| Birthplace: Unknown
| Occupation: Nintendo Gallery Master

| Info:
| With unmatched talent, he is the world's greatest sculptor.
| It's said that the reason he won't let anyone watch him sculpt
| is because he does so in his underwear. Lately, his club has
| been losing membership because he hasn't done anything "cool"
| with it, but as long as (you) hangs around, everything will be
| alright.

| Where:
| He's right here in the Nintendo Gallery. He won't go nowhere.

| Name: Bomb Master, Cannon
| Birthplace: Windfall Island
| Mood: Shifts violently

| Info:
| Cannon is the world's only maker of bombs. He considers
| himself a magician with gunpowder and other explosives. His
| hairstyle is as unique as his talent.

| Where:
| None other than in the Bomb Shop on Windfall Island.

| Name: ChuChu
| Habitat: Varied
| Spoils: Chu Jelly

| Info:
| These are ChuChus of many different colors, all with distinct
| characteristics. In general, they are most susceptible to
| projectile weapons.

| Where:
| Like the Bokolins, they're common but they come in different
| color. The owner of the Chu Jelly Shop on Windfall Island said
| he goes to Pawprint Island to get his Chu Jelly and that island
| is home to the ChuChus.

| Name: Crab
| Birthplace: Unknown
| Talent: Crab-Walking

| Info:
| These creatures are crabs, plain and simple.

| Where:
| Most islands in the Great Sea are home to these crustaceans.
| Take a photo of them but don't get too close or they'll burrow
| into the sand.

| Name: Dampa The Sailor
| Birthplace: Windfall Island
| Fav. Animal: Pigs

| Info:
| Dampa recently got some pet pigs, and now they're all he can
| think about. He really confirms the old adage about pets and
| their owners.

| Where:
| This guy can be found by or in front of the Bomb Shop.

| Name: Darknut (with shield)
| Habitat: Earth Temple
| Spoils: Knight's Crest

| Info:
| These knights are well protected by their round bucklers and
| mighty armor. If you use a parry attack to jump up and knock
| off their helmets, it'll spell their doom.

| Where:
| Not just Earth Temple but Savage Labyrinth is also home to
| these Darknuts. You also get to meet a load of them prior to
| getting the Master Sword in a large room.

| Name: Darknut (without shield)
| Habitat: Tower of the Gods
| Spoils: Knight's Crest

| Info:
| These mighty knights are protected by heavy-duty armor. Rather
| than attacking from the front, it might be best to slip

| around behind them and cut their armor off. |
| |
| Where: |
| The first Darknut you meet in the game is this kind. You will |
| also find more in Savage Labyrinth. They're a little faster |
| than Stalfos but you should have time to take a good photo. |
| |

| Name: David Jr. |
| Birthplace: Windfall Island |
| Occupation: Treasure Hunter |
| |
| Info: |
| Seventeen-year-old David Jr. set out to sea with dreams of |
| finding the treasure of the Ghost Ship that his now-deceased |
| father once saw. He gets seasick quite easily and was in just |
| such a state when he awoke in a daze on Tingle Island. Ankle |
| told him that "Self comes before wealth," and he's been |
| working in the tower ever since. He really hates the uniform. |
| |
| Where: |
| Find him in white uniform turning the wheel on Tingle Island. |
| |

| Name: Deku Tree |
| Birthplace: Forest Haven |
| |
| Info: |
| The Deku Tree is an Earth Spirit and a guardian of the Forest. |
| He has lived for many long years so his wisdom is vast. |
| However, since his roots run deep into the Earth he cannot |
| move. As a result, he is often afflicted by parasitic enemies. |
| |
| Where: |
| Stand on the lily pad in front of him and try to squeeze his |
| face in the picture, don't worry about the rest of the tree. |
| |

| Name: The Potion Master, Doc Bandam |
| Birthplace: Windfall Island |
| Fav. Food: Chu Jelly |
| |
| Info: |
| Doc Bandam spends his days researching Chuchus in his potion |
| shop. He visits Pawprint Island now and then to collect the |
| Chu Jelly he uses to make his potions. He considers himself a |
| potion artist, and like an artist, he's quite whimsical. |
| |
| Where: |
| Can be easily found in the Potion Shop on Windfall Island. |
| |

| Name: Drona |
| Birthplace: Forest Haven |
| One of the Korok Forest Spirits |
| |

| Info: |
| After the annual ceremony in the Forest Haven, Drona flies off |
| to a distant part of the world to sow tree seeds and raise new |
| patches of forest. He is responsible for the forest on an |
| island one square west and one square north of the Forest |
| Haven. |

| Where: |
| Either find this Korok in Forest Haven before you enter the |
| Forbidden Woods or find him on Private Oasis after you beat |
| the dungeon. |

| Name: Elma |
| Birthplace: Forest Haven |
| One of the Korok Forest Spirits |

| Info: |
| After the annual ceremony in the Forest Haven, Elma flies off |
| to a distant part of the world to sow tree seeds and raise new |
| patches of Forest. He is responsible for the Forest on an |
| island five squares west and one square north of the Forest |
| Haven. |

| Where: |
| Either find him in Forest Haven before you beat Forbidden |
| Woods or on Needle Rock Island after the dungeon. |

| Name: Fado |
| Birthplace: Kokiri Forest |
| Personality: Somewhat Saucy |

| Info: |
| Long, long ago the Kokiri Sage, Fado, offered up his prayers |
| in the Wind Temple so that the Master Sword would continue to |
| house the power to repel evil. |

| Where: |
| After learning the Wind's God Aria, purchase this 'Legendary' |
| pictograph from Lenzo on a right crescent moon night. |

| Name: Fairy |
| Birthplace: Unknown |
| First Impression: Good |

| Info: |
| Fairies are the most reliable of creatures. When their |
| master's life energy has been depleted, they immediately come |
| to his or her aid. They can be carried in bottles. |

| Where: |
| At any fairy fountain and you have a short amount of time to |
| take a picture of them before they disappear. |

| Name: Fishman |
| Birthplace: The Great Sea |
| Personality: Honorable, Dutiful, and Surely |
| |
| Info: |
| Apparently, these fish were aided long ago by the King of Red |
| Lions, which is why they are there now willing to offer (you) |
| valuable information. Unfortunately, much of their information |
| is off the mark. For many long years they have suffered from |
| stiff necks, but none of them know how to cure it. |
| |
| Where: |
| Kind of a hard picture to get. Try not to get in the vicinity |
| of where he is and take a snapof him when he's jumping out in |
| the air from under water. Use the zoom feature to get some |
| closure. |

| Name: Floor Master |
| Habitat: Forsaken Fortress |
| Personality: Surprisingly Lonely |
| |
| Info: |
| These creatures use their long hands to grab their victims |
| which they then yank into another room. They occasionally grab |
| nearby vases and throw them. |
| |
| Where: |
| This is a hard enemy to take a photo of. Some floor masters' |
| hand don't appear when you get too close to them and some do. |
| Be careful not to get grabbed by one of them and they are not |
| just found in Forsaken Fortress but in Earth Temple and as |
| well as Savage Labyrinth. |

| Name: Ganondorf |
| Base of Operations: Ganon's Castle |
| Effective Weapons: Light Arrow, Master Sword |
| |
| Info: |
| The possessor of the Triforce of Power, Ganondorf controls |
| many fell beasts. It is useless for you to try to face him |
| alone. He must look for an ally who can aid him in battle. |
| |
| Where: |
| After you beat the Forsaken Fortress the second time, go to |
| Lenzo on Windfall Island and purchase a "Legendary" photo from |
| him on a full moon night. |

| Name: Garrickson |
| Birthplace: Windfall Island |
| Personality: Passionate |
| |
| Info: |
| He is constantly thinking of someone on a faraway island. He's |

| apparently a very passionate man, and he has a very hip sense
| of fashion.

| Where:

| Find him walking around the town and he's in a red overall.

| Name: Gillian

| Birthplace: Windfall Island

| Workplace: The Cafe Bar

| Info:

| Gillian manages the cafe in place of her now-ill father. It
| seems she once had a boyfriend, but that info is TOP SECRET!

| Where:

| Like Gossack, found in the bar.

| Name: Gohdan, The Great Arbiter

| Habitat: Tower of the Gods

| Effective Weapon: Arrows

| Info:

| This monstrous machine was created by the gods as a trial for
| the great hero. You can drop it to the ground only by piercing
| its hands and face with arrows. Once it has fallen, you can
| defeat it by immediately tossing a bomb inside it. Oddly
| enough, arrows occasionally drop from its nostrils.

| Where:

| Take a quick snapshot of this boss before you kill it. It will
| not come back again after you've killed it.

| Name: Gohma

| Habitat: Dragon Roost Island

| Effective Weapon: Grappling Hook

| Info:

| This gigantic shelled insect inhabits areas of lava and magma.
| The only way to penetrate its hard bio-armor would be to drop
| an entire sheet of bedrock on it.

| Where:

| There are two ways, take one at Ganon's Castle when you go
| through the bosses in black-and-white period or play the
| second quest.

| Name: Gonzo

| Personality: Short Tempered

| Favorite Thing: Miss Tetra

| Info:

| Leader of Tetra's family of pirates, Gonzo seems to be quite

| strong... but he cries at the drop of a hat. |
| |
| Where: |
| Comes free with the figurine of Tetra. |
|_____|

| Name: Gossack |
| Birthplace: Windfall Island |
| Personality: Not Brave |
| |
| Info: |
| There isn't much to say about Gossack. |
| |
| Where: |
| Find him in the bar and he's one of the tasks you snap a photo |
| of for Lenzo. |
|_____|

| Name: Grandma |
| Birthplace: Outset Island |
| Personality: Worrywart |
| |
| Info: |
| This kind old woman works hard to raise her two grandchildren. |
| She's a very talented cook - her special Elixir Soup is sure |
| to raise anyone's spirits. She also can be somewhat |
| mischievous and enjoys playing the occasional prank on you. |
| |
| Where: |
| Where else? In your home, of course. |
|_____|

| Name: Great Fairy |
| Birthplace: Angular Isles |
| Talent: Powering Up |
| |
| Info: |
| The seven great fairies who are destined to aid the Great Hero |
| by increasing his powers are hiding in seven different reaches |
| of te Great Sea. |
| |
| Where: |
| Purchase this "Legendary" photograph from Lenzo on a left |
| gibbous moon night. |
|_____|

| Name: Gummy the Sailor |
| Birthplace: Windfall Island |
| Fav. Spice: Pepper |
| |
| Info: |
| No one knows where he gets his spending money from, but this |
| nifty sailor spends night after night unwinding at the auction. |
| |
| Where: |
| Spot a ladder by the school and climb up on it. He's right |
|_____|

| there on the walkway. |

| Name: Gyorg |
| Habitat: The Great Sea |
| Weakness: Projectiles |

| Info: |
| These so-called ocean killing machines are plentiful in the |
| Great Sea. You should attack them with arrows or bombs before |
| they're able to knock you into the sea. |

| Where: |
| These are the sharks that likes to follow you in the Great Sea |
| and try to ram you. All you need is a picture of their fin, so |
| let them circle around you but not too long before they knock |
| you off the boat. |

| Name: The Monsterous Helmaroc King |
| Habitat: Forsaken Fortress |
| Master: Ganondorf |

| Info: |
| The Helmaroc King is a mighty bird that has been fitted with a |
| mighty steel mask. Once the mask has been split with a hammer, |
| its tender beak will be revealed. |

| Where: |
| Snap a photo as soon as you engage in a battle with this |
| gigantic bird. You will have a tough time trying to take one |
| at the top of the tower during the battle. |

| Name: Hollo |
| Birthplace: Forest Haven |
| One of the Korok Forest Spirits |

| Info: |
| Even after the Korok ceremony, Hollo remains in the Forest |
| Haven researching potion-making. He'll make a potion that |
| replenishes both life energy and magic power for you if you |
| bring him Boko Baba seeds. Onjalla! Nanjalla! CHO-WAY! |

| Where: |
| He seems to be always found in the potion shop of Forest Haven |
| mixing up potions for you to buy. |

| Name: Hoskit |
| Birthplace: Dragon Roost Island |

| Info: |
| His biggest worry is getting a present for his girlfriend. |
| He looks quite easy-going, but he's always thinking of his |
| girlfriend. He value shis friends tremendously. |

| Where:

| He's the Rito that asks for 20 Gold Feathers for his lady.

| Name: Ilari

| Birthplace: Dragon Roost Island

| Occupation: Windfall Island Postman

| Info:

| Ilari is quite kind as long as he's composed, but when things don't go well, he quickly grows impatient and can get rough with his speech. He's apparently has a hard time remembering people's faces...

| Where:

| He's the one you caught having a confrontation with the rich guy on Windfall Island. Find him in the cafe soon after the argument and take a photo of him there.

| Name: Irch

| Birthplace: Forest Haven

| One of the Korok Forest Spirits

| Info:

| After the annual ceremony in the Forest Haven, Irch flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He is responsible for the forest on an island three squares west of the Forest Haven.

| Where:

| Find Irch in Forest Haven before you enter Forbidden Woods or on Shark Island after you beat Forbidden Woods.

| Name: Jabun

| Birthplace: Greatfish Isle

| Water Spirit

| Info:

| Jabun can only speak Hylian, so hardly anyone understands a word he says.

| Where:

| After meeting Jabun, buy this "Legendary" pictograph from Lenzo on a left half moon night.

| Name: Jalhalla, Protector of the Seal

| Habitat: Earth Temple

| Underlings: Poes

| Info:

| This gigantic ghost rules over all poes. After reflecting light onto it with the Mirror Shield, you can lift it and

| throw it around. |

| Where: |

| You get to meet this chubby ghost in Earth Temple or later in |
| Ganon's Tower. Since it moves the slowest of all bosses, you |
| shouldn't have difficulty taking a picture of it. |

| Name: Joel |

| Birthplace: Outset Island |

| Main Interest: Sticks |

| Info: |

| Joel's dream is to grow up as soon as he can so he can jump |
| across boulders just like (you). Both he and his younger |
| brother, Zill, distinctly resemble their father. |

| Where: |

| He can be found at his home at night. His house is by the path |
| on the way up to Forest of Fairy where you met Tetra. |

| Name: Windfall's Gang of Boys, The Killer Bees |

| Birthplace: Windfall Island |

| Main Objective: Raising trouble |

| Info: |

| This small gang of four calls itself the Killer Bees. Starting |
| from the left, the members are: The leader, Ivan: A very |
| talented and reliable leader. Leave all tree climbing to him. |
| Jin, The Fox: Ivan's quick witted advisor. His wry insults can |
| be hard to take. Jan, the blue-hair: Uses his innocent looks |
| to advert trouble. He's the Killer Bees' thug. The Pig Nose: |
| Jun-Roberto: Secretly aims to be the next gang leader. He was |
| raised in a bourgeois family and has developed into a terrible |
| little tyrant. When these four are together they fear |
| absolutely nothing. |

| Where: |

| Take a picture of any one of them and you'll get the four kids |
| together in one figurine. |

| Name: Kalle Demos |

| Habitat: Forbidden Woods |

| Fav. Thing: Makar |

| Info: |

| This plant-monster is a gigantic parasite that lives in the |
| depths of the Forbidden Woods. Only by cutting loose all of |
| it's disgusting tentacles with the boomerang will its tender |
| core be revealed. |

| Where: |

| You can either get a picture of it at Forbidden Woods or later |
| in Ganon's Tower. I took a picture of it when it was suspended |
| in the air by it's vines and Carlov accepted it. |

| Name: Kamo |
| Birthplace: Windfall Island |
| Years w/o a Girlfriend: 18 |
| |
| Info: |
| Ever the romantic, Kamo loves to gaze at the night sky. He and |
| his dear friend Linda were once classmates at Mrs. Marie's |
| school. |
| |
| Where: |
| He's the gloomy guy sitting on the stairs in the town staring |
| at the sun or on the walkway (via ladder by the school) at |
| night. |

| Name: Kane the Sailor |
| Birthplace: Windfall Island |
| Fav. Occupation: Artist |
| |
| Info: |
| Long ago, Kane longed to be an artist or sculptor, but |
| circumstances in his home life were soon to become a sailor. |
| He's critical of all artistic expression, though. |
| |
| Where: |
| Find him at the entrance of the town next to the red postbox. |

| Name: Kargaroc |
| Habitat: Dragon Roost Island |
| Spoils: Golden Feathers |
| |
| Info: |
| These fierce and dangerous opponents often carry Bokoblins and |
| Moblins into battle. You can use your grappling hook to steal |
| their golden feathers. |
| |
| Where: |
| They're hard to find but you first meet one on Dragon Roost |
| Island. You'll find some outside the cavern where you do a |
| little grappling hook practice. |

| Name: Keese and Fire Keese |
| Habitat: Dragon Roost Island |
| Least Fav. Thing: Projectiles |
| |
| Info: |
| These bats fly around dark places and attack anything that |
| moves. Great care should be taken around Fire Keeses that |
| appear during volcanic activity. |
| |
| Where: |
| Whenever there is darkness, Keeses are bound to be nearby. As |

| like other enemies, Keeses and Fire Keese can be found in the
| Savage Labyrinth.

| Name: King of Hyrule

| Info:

| The king of Hyrule was nable to protect his kingdom of evil
| and left its fate up to the Gods. The king of Red Lions is
| merely his disguise. His full name is one that is truly fit
| for royalty: Daphnes Nohansen Hyrule.

| Where:

| Purchase this "Legendary" photograph from Lenzo on a right
| gibbous moon night.

| Name: Koboli

| Birthplace: Windfall Island

| Occupation: Mail Sorter

| Info:

| Koboli is the third generation in a family of postmen, but
| rumor that an ancestor of his in ago gone by was also a
| postman...

| Where:

| He's the older looking Rito at the mail service counter.

| Name: Kogoli

| Birthplace: Dragon Roost Island

| Info:

| He always seems to be worrying about the state of the island
| but no one has seen him working to improve it.

| Where:

| Before you play the Earth God's Lyric to Medli, find Kogoli
| either on the ground floor or outside on the flight platforms
| outside Dragon Roost Island.

| Name: Komali

| Birthplace: Dragon Roost Island

| Personality: Momma's Boy

| Info:

| Komali has had very little confidence in himself and thus
| closed himself off from the world outside his tribe's airie.
| With a little help from you, though, he has regained his
| confidence and has at last begun to show signs of being a
| confident and mature Rito adult.

| Where:

| You can snap a photo of Komali on the path leading up to the

| main room of Dragon Roost Island after you beat Earth Temple. |

| Name: Kreeb |
| Birthplace: Windfall Island |
| Least Fav. Proverb "Only smoke and fools love high places." |

| Info: |
| This young guy's trademark is his yellow hat. He seems to have |
| a unusual interest in the town's ferris wheel and light house. |

| Where: |
| Go through the back door of the Battleship Game shop and go up |
| the ramps back there and he's back there somewhere. |

| Name: Laruto |
| Birthplace: Zora's Domain |

| Info: |
| Long, long ago, the Zora sage, Laruto, offered up her prayers |
| in the Earth Temple so that the Master Sword would continue to |
| house the power to repel evil. |

| Where: |
| Buy this "Legendary" pictograph from Lenzo on Windfall Island |
| on a right half-moon night. Take note it's available AFTER you |
| learn the Earth God's Lyric. |

| Name: The Pictographer, Lenzo |
| Birthplace: Unknown |
| Personality: Hard to grasp |

| Info: |
| Lenzo is a famed pictographer known to all. His mysterious |
| personality is quite popular with the ladies in town. |

| Where: |
| He has his own pictograph shop on Windfall Island. |

| Name: Linda |
| Birthplace: Windfall Island |
| Best Friend: Sue-Belle |

| Info: |
| Lately, her childhood friend, the delicate Kamo has become |
| smitten with her, but she's apparently completely oblivious to |
| his feelings. |

| Where: |
| She's the woman in orange dress hanging around the school and |
| the Battleship Game houses. |

| Name: Linder |
| Birthplace: Forest Haven |
| One of the Korok Forest Spirits |
| |
| Info: |
| After the annual ceremony in the Forest Haven, Linder flies |
| off to a distant part of the world to sow tree seeds and raise |
| new patches of Forest. He is responsible for the forest on an |
| island four squares west and two squares north of the Forest |
| Haven. |
| |
| Where: |
| Either find him in Forest Haven before you beat Forbidden |
| Woods or find him on Greatfish Isle after the dungeon. |

| Name: Loot the Sailor |
| Birthplace: Windfall Island |
| His only fear: The Mermen |
| |
| Info: |
| Loot spends his days working far from home at the boating |
| course. He take shis earnings straight to the cafe bar on |
| Windfall Island to enjoy a relaxing beverage. |
| |
| Where: |
| He's the only person at Boating Course, one square south of |
| Forest Haven. |

| Name: Maggie |
| Birthplace: Windfall Island |
| Fav. Thing: Love and romance |
| |
| Info: |
| Maggie was dirt poor before kidnapped and held captive in the |
| Forsaken Fortress. She's quiet with all boys... but she |
| prefers "wild" boys over all others. Lately she has taken to |
| writing poems and will soon be publishing one entitled "A |
| Woman's Heart is Blue." |
| |
| Where: |
| After rescuing Aryll at Forsaken Fortress, find Maggie on the |
| second floor of the Auction House. |

| Name: Maggie's Father |
| Birthplace: Windfall Island |
| Personality: Not Particularly Good |
| |
| Info: |
| Surprisingly, Maggie's father is quite confident that he is |
| the epitome of fashion. It would probably be more accurate to |
| say that the clothes he wears are "distinct." He seems to |
| especially like vintage clothes and jewelry. |

| Where:
| Find him grovelling near the entrance of the town begging for
| your help or after you rescue Aryll, find him on the 2nd floor
| of the Auction House when he's more richer.

| Name: Magtail
| Habitat: Dragon Roost Island
| Weakness: Water

| Info:
| These creatures are covered in a hard exoskeleton that not
| even the searing heat of lava can penetrate. Their eyes are
| their only weakness. Magtails can be picked up and carried
| around when they're rolled into a defensive position.

| Where:
| Found wherever lava flows and in Savage Labyrinth.

| Name: Makar
| Birthplace: Forest Haven
| Personality: Frivolous

| Info:
| Makar is in charge of the musical performance at the ceremony
| held every year by the Koroks in the Forest Haven. The
| instrument he plays appears to be a cello, but it is actually
| a violin.

| Where:
| After Forbidden Woods, find him under the waterfall outside
| Forest Haven.

| Name: Mako
| Personality: At first glance, quiet
| Least Fav. Thing: Having his glasses touched by strangers.

| Info:
| Mako is called the brains of the ship and the king of
| invention. He may look like a weakling, but his glasses give
| him keen eyesight, and he's unstoppable when mad. Not many
| know this, but he keeps a knife hidden in that thick book of
| his.

| Where:
| Comes free with the figurine of Tetra.

| Name: Manny
| Birthplace: Windfall Island
| Favorite Things: Figurines

| Info:
| He used to always sit at home and rarely go outside, but his

| passion for the Nintendo Gallery kept him moving and he
| finally earned membership in.
|
| Where:
| Find Manny outside the entrance to Nintendo Gallery or he can
| be inside the gallery in one of the rooms.
|

| Name: The joyful teacher, Mrs. Marie
| Birthplace: Windfall Island
| This Year's Lucky Number: 20
|
| Info:
| This year marks the twentieth year this splendid individual
| has worked as Windfall's school teacher. Her hobby is
| collecting Joy Pendants. Her goal in life is to raise unique
| and creative students. The most unique thing she's ever created
| is her own hairstyle.
|
| Where:
| She can always be found in school on Windfall Island.
|

| Name: Medli
| Birthplace: Dragon Roost Island
| Personality: Serious and sincere
|
| Info:
| Medli is Valoo's attendant, and as such puts incredible effort
| into everything she does. Even so, there are times when she
| seems to be spinning her wheels. Her greatest treasure is the
| harp that she carries on her back.
|
| Where:
| Find her on the cliff of Dragon Roost Island before you play
| the Earth God's Lyric to her and take her to Earth Temple.
|

| Name: Mesa
| Birthplace: Outset Island
| Personality: Slacker
|
| Info:
| Mesa performs his chores at very much his own pace. His
| vegetable patch is always full of weeds and he spends most of
| the year trying to clear it out. He's surprisingly timid and
| often can't fall asleep at night. He's currently looking for
| a wife.
|
| Where:
| You can only find him outside his house at his patch during
| the day.
|

| Name: Mighty Darknut
| Habitat: Hyrule Castle
|

| Spoils: Knight's Crest |
| |
| Info: |
| These are Darknut captains. Some wear capes that must be |
| burned or cut off before their armor straps can be cut. |
| |
| Where: |
| These type of Darknuts are rare and you only get to meet them |
| two times in the game. One is at Hyrule Castle and another |
| time is prior the battle with Puppet Ganon. Try to roll by it |
| and to the other side of the room from where it is and quickly |
| turn around and take a shot of it. |
|_____|

| Name: Mila |
| Birthplace: Windfall Island |
| Personality: Harsh |
| |
| Info: |
| This poor girl was filthy rich until she got rescued from the |
| prison in the Forsaken Fortress. Now that her family has |
| fallen on hard times, she works for the shop on Windfall |
| Island to help ease their hardship. |
| |
| Where: |
| After rescuing Aryll at Forsaken Fortress, return to Windfall |
| Island at night and find her creeping around. In the day, she |
| can be found by Zunari's stand. |
|_____|

| Name: Mila's Father |
| Birthplace: Windfall Island |
| Fav. Thing: Money |
| |
| Info: |
| His hobby was once collecting expensive vases, but |
| unfortunately, they were the kind of vase one wants to break |
| as soon as one catches sight of them. Those who did and were |
| forced to compensate him for his loss were said to regret |
| afterward. |
| |
| Where: |
| Find him before you rescue the girls from the Forsaken |
| Fortress. He's on the second floor of the Auction House at |
| night on Windfall Island. |
|_____|

| Name: Minenco |
| Birthplace: Windfall Island |
| Fav. Thing: Pictography |
| |
| Info: |
| This former beauty became famous after being dubbed Miss |
| Windfall Island about... forty years ago. There isn't a |
| younger woman who could take that title away. |
| |
| Where: |
|_____|

| She's the woman standing outside the Potion Shop. |

| Name: Miniblin |
| Habitat: Forsaken Fortress |
| Talent: Herd Movements |

| Info: |
| These little beasts are quick and agile. They scurry along |
| walls and gather in great numbers. You should deal with them |
| individually so they don't surround you. |

| Where: |
| Like rats, they are too quick to take a photo of and they |
| follow you around. I really don't have an advice but to be |
| quick when you spot one and try not to alert them. I believe |
| you can find some on some platforms near a enemy submarine out |
| in the Great Sea. |

| Name: Missy |
| Birthplace: Windfall Island |
| Her son: Dampa the Sailor |

| Info: |
| She's just an ordinary elderly woman. |

| Where: |
| She's on the little dock behind Zunari's shop down the little |
| path. It's better if you take the boat around back there to |
| get a decent shot. |

| Name: Moblin |
| Habitat: Forsaken Fortress |
| Spoils: Skull Necklaces |

| Info: |
| These mighty enemies swing their long spears with the greatest |
| of ease. They've knocked you around with that attack countless |
| times. |

| Where: |
| You first meet them in Forsaken Fortress and soon after they |
| will become a fairly common enemies to you. Try to take one of |
| them afar without alerting them. |

| Name: Molgera |
| Habitat: Wind Temple |
| Effective Weapon: Hookshot |

| Info: |
| This evil guardian burrows deep into the seed. Use the |
| hookshot to draw out its tender tongue, then slash at it with |
| your blade. |

|
| Where:
| You can catch Molgera at Earth Temple or later in Ganon's
| Tower. Either way, snap a picture of it when it created a
| funnel that slowly sink you towards it.
|

| Name: Morth
| Habitat: Forbidden Woods
| Least Fav. Thing: Deku Leaf
|
| Info:
| These creatures attack in groups and cling to the bodies of
| their prey. A spin attack is the best way to shake them off.
| They're light and vulnerable to Deku Leaf blasts.
|
| Where:
| Commonly found in Forbidden Woods and try to take one of them
| from afar and zoom in. Don't get too close or they'll come
| after you and cling onto you.
|

| Name: Mothula
| Habitat: Forbidden Woods
| Effective Weapons: Deku Leaf, Projectiles
|
| Info:
| This gigantic moth scatters its scales through the air. Even
| using projectiles to clip its wings won't assure safety - it
| can still run around swiftly and release larvae.
|
| Where:
| It appears that it does not matter if you snap one without the
| wings or with. There are two locations I know of where you'll
| run into them are Forbidden Woods and Savage Labyrinths.
|

| Name: Namali
| Birthplace: Dragon Roost Island
| Personality: Worrysome
|
| Info:
| Namali doesn't really have any distinct characteristics per se.
|
| Where:
| This Rito is the one that walks around Dragon Roost Island.
|

| Name: Niko
| Personality: Merry
| Least Fav. Thing: Gonzo's underwear
|
| Info:
| Niko is the bottom rung on the pirate ladder, so he's
| responsible for all the odd jobs on the shop. He's quite
| childish and rarely thinks of the consequences of his actions.
|

| Even so, he shows signs of having what it takes to move up the |
| pirate ladder. |

| Where: |
| Comes free with the figurine of Tetra. |

| Name: Nudge |
| Personality: Who knows? |
| Talent: Sewing |

| Info: |
| Nudge seems to understand Tetra best of all the pirates and |
| often counsels her in decision making. He is actually stronger |
| than Gonzo. |

| Where: |
| Comes free with Tetra figurine. |

| Name: Oaken |
| Birthplace: Forest Haven |
| One of the Korok Forest Spirits |

| Info: |
| After the annual ceremony in the Forest Haven, Oaken flies off |
| to a distant part of the world to sow tree seeds and raise new |
| patches of forest. He is responsible for the forest on an |
| island four squares west and five squares north of the Forest |
| Haven. |

| Where: |
| Find him in Forest Haven before you beat the Forbidden Woods |
| or on Star Island after the dungeon. |

| Name: Obli |
| Birthplace: Windfall Island |
| Hobby: Dressing Up |

| Info: |
| Obli has such an unhealthy obsession with the Ritos that he's |
| begun dressing as a Rito and running the famed Bird-Man |
| Contest. He's the older of the laudable brothers who host the |
| contest. |

| Where: |
| He is the other fake Rito on Flight Control Platform after you |
| pay the first fake Rito to get in the contest. |

| Name: Octorok |
| Habitat: The Forest Haven, Great Sea |
| Winner of the Perfect Attendance Award |

| Info: |

| When approached, these creatures tend to hide in the water. |
| They can easily be defeated by reflecting the rocks they shoot |
| with a sword or shield. |

| Where: |

| Commonly found in the Great Sea but you can get an easier shot |
| of them not far from the Nintendo Gallery. There are some on |
| the way to the Deku Tree in Forest Haven. |

| Name: Old Man Ho Ho |

| Birthplace: Unknown |

| Fav. Thing: Telescopes |

| Info: |

| Old Man Ho Ho found his first telescope after retiring from |
| his job and has been travelling in search of new sights ever |
| since. A new discovery always awaits at the far end of his |
| telescope. |

| Where: |

| He is found at several locations in the Great Sea and he's in |
| a white coat looking out at the sea with his telescope. |

| Name: Olivio |

| Birthplace: Forest Haven |

| One of the Korok Forest Spirits |

| Info: |

| After the annual ceremony in the Forest Haven, Olivio flies |
| off to a distant part of the world to sow tree seeds and raise |
| new patches of forest. He's responsible for the forest on a |
| island one square west and three squares north of the Forest. |

| Where: |

| You can get a picture of him before you beat Forbidden Woods |
| or after you beat the Forbidden Woods, find him on Eastern |
| Fairy Island. |

| Name: Orca |

| Birthplace: Outset Island |

| Talent: Swordplay |

| Info: |

| In his younger days, Orca had hoped to be a swordsman but he |
| suffered a serious injury that ended his dream. He soon |
| returned to Outset and became a fisherman. On a ledge on one |
| wall of his house is a memento from his days of training with |
| a blade. Orca is a lifelong bachelor. |

| Where: |

| He on the bottom floor of the two-storied house and you also |
| get your first sword from him. |

| Name: Pashli |
| Birthplace: Dragon Roost Island |
| Personality: Gentle |
| |
| Info: |
| For reasons unknown, Pashli's always busy. |
| |
| Where: |
| He's only of the other Rito that walks around in the main room |
| of Dragon Roost Island. |

| Name: Peahat |
| Habitat: Forbidden Woods |
| Talent: Rotating |
| |
| Info: |
| These strange creatures use their propeller-like wings to |
| float in mid-air. They can be easily knocked out of the sky |
| with either projectiles or a Deku Leaf. |
| |
| Where: |
| Not only you can find them in Forbidden Woods but they're in |
| Wind Temple and Savage Labyrinth too. Try to take one of them |
| after you've knocked them down with the Deku Leaf. |

| Name: Poe |
| Habitat: Earth Temple |
| Best Attack: Possession |
| |
| Info: |
| These ghostly creatures have no physical form, so physical |
| attacks pass right through them. Shining light on them with |
| the Mirror Shield makes them solid. |
| |
| Where: |
| There are two places where you can find them, Earth Temple and |
| Savage Labyrinth. The best way to take a photo of one of them |
| is to shine a ray of light onto them from afar to turn them |
| in solid form and then take a photo of it. |

| Name: Pompie and Vera |
| Birthplace: Windfall Island |
| Hobby: Gossiping |
| |
| Info: |
| Pompie and Vera are the town's most talkative pair of ladies, |
| and they are always spreading idle gossip. Lately they have |
| been obsessed with Lenzo. |
| |
| Where: |
| You can find these two across from Zunari's stand on Windfall |
| Island and you don't have to squeeze both in the picture, one |
| of them will do. |

| Name: Potava and Joanna |
| Birthplace: Windfall Island |
| Nickname: The Little Tipsters |
| |
| Info: |
| These two girls are talented at hitting on island rumors, |
| seemingly without any tips or advice from others. Children can |
| be really frightening sometimes. |
| |
| Where: |
| Either found in school or at the field of Windfall Island. |

| Name: Princess Zelda |
| |
| Info: |
| Princess Zelda is the legitimate heir to the Hyrulian Royal |
| Family. She is actually the pirate Tetra. |
| |
| Where: |
| Comes free when you purchase a "Legendary" photo of King of |
| Hyrule from Lenzo on a right gibbous moon night. |

| Name: Puppet Ganon |
| Habitat: Ganon's Castle |
| Effective Weapon: Light Arrows |
| |
| Info: |
| This is a gigantic marionette created by Ganon himself. It |
| transforms into three different shapes, but all are vulnerable |
| to rays of light. Rather than shooting randomly at it, try to |
| deduce when it can be easily targeted and then take advantage |
| of your chance. |
| |
| Where: |
| Try to squeeze its face and upper body into the frame of the |
| picture. The first form is the best picture to take while the |
| second and third forms are a lot harder to take a good shot |
| of. |

| Name: Quill the Postman |
| Birthplace: Dragon Roost Island |
| Personality: Dutiful, passionate |
| |
| Info: |
| Quill has courage if nothing else he is admired by his fellow |
| Rito and the chieftan places great trust in him. |
| |
| Where: |
| He comes free when you take a photo of the chieftan. |

| Name: Rat
| Habitat: Forsaken Fortress
| Favorite Food: All-Purpose Bait
|
| Info:
| These creature attack spontaneously and attempt to steal
| rupees. The ones that carry bombs around are apparently known
| as bombchus.
|
| Where:
| Go to Forsaken Fortress and take a photo of one there. They're
| hard to take one of so you'll have to be quick. Since their
| favorite food is the all-purpose bait, I never tried baiting
| them to see if they'll stop moving around so much but try it.

| Name: Red Bubble and Blue Bubble
| Habitat: Tower of the Gods
| Stronger Form: Blue Bubble
|
| Info:
| The cursed blue flames of the Blue Bubble steal away the power
| from all of your attacks. Bubbles can be easily blown away by
| the Deku Leaf.
|
| Where:
| Take a picture of one color and the other Bubble comes free.
| Find them in the Tower of the Gods, Earth Temple or in Savage
| Labyrinth.

| Name: Redead
| Habitat: Earth Temple
| Least Fav. Thing: Mirror Shield
|
| Info:
| These undead creatures live only in the darkest depths of the
| Earth. Their icy fold gazes paralyze their victims with fear.
| Try to attack them from behind.
|
| Where:
| Like the Stalfos, they move very slow and you shouldn't have
| any difficulty take a photo of one.

| Name: The Rito Chieftan
| Birthplace: Dragon Roost Island
| Head of the Rito Tribe
|
| Info:
| The chieftan is a very gifted leader who is adored by his
| people. Due to his position, he must be strict with his
| relations, but as with any father, he worries about his son.
|
| Where:
| Find him in Medli's room after you first meet her.

| Name: Rose
| Birthplace: Outset Island
| Fav. Thing: Animals
|
| Info:
| The mother of Joel and Zill, Rose is a woman of refreshingly
| simple tastes... but she's a demanding mother. She has the bad
| habit of trying to laugh her way out of lies.
|
| Where:
| She can be found in her house in both day and night on Outset
| Island.

| Name: Rown
| Birthplace: Forest Haven
| One of the Korok Forest Spirits
|
| Info:
| After the annual ceremony in the Forest Haven, Rown flies off
| to a distant part of the world to sow tree seeds and raise new
| patches of forest. He is responsible for the forest on an
| island four squares west and four squares north of the Forest
| Haven.
|
| Where:
| Find him in Forest Haven before you beat Forbidden Woods or on
| an island outside Mother & Child Isles after you beat the
| dungeon.

| Name: Salvage Corp.
| Birthplace: Angular Isles
| Talent: Searching for sunken treasure.
|
| Info:
| These young men found friendship through their common interest
| in searching for sunken treasure. Soon afterward, they formed
| the Salvage Corp. With their first haul of treasure, all they
| could afford to buy was their diving suits. Now they dream of
| finding that one huge haul that will make them all rich. They
| are currently searching for the legendary treasure sunken
| beneath the sea.
|
| Where:
| I only know of one location where you can find them and that
| is at Pawprint Island. I never see them anywhere else.

| Name: Salvatore
| Birthplace: Windfall Island
| Talent: Drawing pictures
|
| Info:

| Long ago, Salvatore hoped to be a famous painter, but that
| dream didn't last long. He eventually returned to his hometown
| and came up with his current business plan. It's been a huge
| success, allowing him to purchase his own island, where he has
| opened up a second store in what he hopes will become a huge
| chain. He's now busy trying to think up that one idea that
| will spark his next big endeavor.

| Where:

| Either find him on Windfall Island where you play a game of
| "battleship" with him or on Spectacle Island.

| Name: Sam
| Birthplace: Windfall Island
| Fav. Spot: The Sea View Beach

| Info:

| He thinks that a little composure is of the utmost importance
| in life. Sam's a card-carrying member of the Joyous Volunteer
| Association.

| Where:

| He's on the bench near Zunari's stand looking out to the sea.

| Name: Seagull
| Birthplace: Unknown
| Talent: Flying

| Info:

| Seagulls soar freely over the great sea. They love Hyoui Pears
| above all other foods and eating them simply steals their
| hearts.

| Where:

| Found at some island including Forest Haven where Nintendo
| Gallery is. Just try and get their body in the picture and see
| if the sculptor will accept it or not.

| Name: Seahat
| Habitat: The Great Sea
| Weakness: Projectiles

| Info:

| These tremendous flying fish can be found only in the Great
| Sea. They tend to ram ships to knock their prey into the sea,
| so it is best to attack them from a distance.

| Where:

| You see them only in the Great Sea at several islands. I would
| not recommend taking a photo of one from the boat but do it on
| the island they are closest to and take one from there.

| Name: Senza |
| Personality: Mild-mannered |
| Talent: Ummmmm... talking, maybe? |
| |
| Info: |
| Senza is in charge of keeping the pirate ship in order. He is |
| a mild mannered speaker, but his persuasive skills are said to |
| be unmatched. |
| |
| Where: |
| Comes free with the figurine of Tetra. |
|_____|

| Name: Skett & Akoot |
| Birthplace: Dragon Roost Island |
| Occupation: Chieftan's Guards |
| |
| Info: |
| Skett and Akoot are said to be the number-one and number-two |
| Ritos when it comes to talent and strength, which is why they |
| are the chieftans guards. The reason that they get along so |
| well is that they are childhood friends. Their style of speech |
| can be considered somewhat inadequate and antiquated. |
| |
| Where: |
| They're near the chieftan somewhere in Dragon Roost Island and |
| you only need a picture of one of them. |
|_____|

| Name: Stalfos |
| Habitat: Earth Temple |
| Weakness: Its head |
| |
| Info: |
| These skeleton warriors attack by violently swinging their |
| gigantic maces around. Even if they're shattered to pieces, |
| they'll reform unless their heads are destroyed. |
| |
| Where: |
| Not only they can be found in Earth Temple they can also be |
| found in few levels of Savage Labyrinth. They move slow, so |
| you should have time to take a good shot of one. |
|_____|

| Name: Sturgeon |
| Birthplace: Outset Island |
| Personality: Extremely Serious |
| |
| Info: |
| Known as Outset's lining encyclopedia Sturgeon is quite wise, |
| boasting an abnormally high IQ. He has extremely sensitive |
| nerves - quite the opposite of his younger brother, Orca, who |
| lives downstairs. Surprisingly, Sturgeon was an accomplished |
| swordsman in his youth. |
| |
| Where: |
| In the second floor of the house where you meet Orca. |
|_____|

| Name: Sue-Belle |
| Birthplace: Windfall Island |
| Personality: Serious |
| |
| Info: |
| Sue-Belle was born and raised on Windfall Island but she |
| became concerned for the health of her grandfather, Sturgeon, |
| so she decided to move to live with him on Outset Island. |
| Morning, noon, and night, she fills vases with wather and |
| carries them on her head from the well to their house. |
| Strangely enough, she actually enjoys the task. |
| |
| Where: |
| Like what the info said, she's the woman carrying a jug of |
| water on her head around Outset Island during the day. |

| Name: Tetra |
| Personality: Elusive |
| Tetra seems bossy and strong willed, but she |
| is actually quite kind. |
| |
| Info: |
| Orphaned at a young age, Tera followed in her mother's |
| footsteps, becoming a pirate and watching after her mother's |
| gang of lovable swabbies. Tera and her crew are in search of a |
| legendary treasure hidden beneath the waves of the great sea. |
| |
| Where: |
| You can either get a picture of her walking with you into |
| Hyrule Castle after you rescued the girls or on the second |
| quest on Outset Island before you board the ship. |

| Name: Tingle |
| Birthplace: Unknown |
| Fav. things: Fairies, deciphering maps |
| |
| Info: |
| It's been several years since Tingle first became enchanted |
| ith deciphering maps in the hopes it would help him find |
| fairies and he's lost many things during that time. He's |
| raising funds to begin his search for fairies, hoping to |
| embark sometime in his thirties, while the lust of life is |
| still upon him. At the age of 35, the pressure's on! |
| |
| Where: |
| Easily found on Tingle Island and he's wearing green uniform. |

| Name: Tott |
| Birthplace: Windfall Island |
| Talent: Dancing |
| |

| Info: |
| This young fellow dreams of becoming a professional dancer. He |
| dances before a strange stone monument day and night. The |
| smooth dancer may still be practicing but he's also recruiting |
| for a partner. |
| |
| Where: |
| Like in the info, he's dancing before a stone on the cliff of |
| Windfall Island near where you released Tingle. |
| |

| Name: Traveling Merchants |
| Birthplace: Unknown |
| Favorite Food: Rocks |
| |
| Info: |
| These businessmen are travelling the world in search of curios |
| and oddities, each with the hope of someday opening his own |
| shop. Nobody knows where these wandering merchants have come |
| from or where they're headed. |
| |
| Where: |
| You can find one of them at any of these islands: Greatfish |
| Isle, Mother & Child Isles and Bomb Island. |
| |

| Name: Valoo |
| Birthplace: Dragon Roost Island |
| Sky Spirit |
| |
| Info: |
| Valoo has lived in Dragon Roost Island since long ago. He has |
| a habit of speaking Hylia, which only his attendant, Medli, |
| grasps. |
| |
| Where: |
| Take your boat to the sea just outside Dragon Roost Island and |
| look up towards the top of the island for Valoo. All you need |
| is to take a picture of his silhouette and take a few if you |
| want because the sculptor is picky about this. |
| |

| Name: Wild Pig |
| Birthplace: Unknown |
| Talent: Digging Holes |
| |
| Info: |
| Wild Pigs are found primarily in the fields of Outset Island. |
| They love All-Purpose Bait above all other foods, and when |
| they eat it they can't help but tear into the earth. |
| |
| Where: |
| They're quite some of them on Outset Island. The super pig |
| at Abe's house you see at some point in the game counts too. |
| |

| Name: Willi |
| Birthplace: Windfall Island |
| Hobby: Dressing Up |
| |
| Info: |
| Willi used to be a very average carpenter on Windfall. He so |
| longed to soar the skies that he began dressing as a Rito. |
| He's the younger of a laudable pair of siblings. |
| |
| Where: |
| You meet him on Flight Control Platform and he's the one that |
| you pay to get into the flight game. |
| |

| Name: Wizzrobe |
| Habitat: Tower of the Gods |
| Magic: Summons |
| |
| Info: |
| These mighty mages are adept at wielding flame and summoning |
| other creatures to their aid. The only way to defeat them is |
| to try to predict their movements and attack them during the |
| brief moments that they assume physical form. |
| |
| Where: |
| You can either find this foe in the Wind Temple or in the |
| Savage Labyrinth. There are other locations but the two I |
| mentioned are where you'll face them more often. |
| |

| Name: Wizzrobe (mini-boss) |
| Habitat: Wind Temple |
| Magic: Summon |
| |
| Info: |
| These high-leveled mages use the magic of summoning to aid |
| them in battle. They are the only Wizzrobes that can summon |
| other Wizzrobes, which makes them formidable. |
| |
| Where: |
| This Wizzrobe is different from the normal ones because this |
| Wizzrobe has a crown and wears a cloak and obviously has the |
| power to summon normal Wizzrobes. You only get to meet it one |
| time in the Wind Temple. |
| |

| Name: Zephus and Cyclos |
| Birthplace: Dragon Roost Island |
| Sibling Deities who control the wind |
| |
| Info: |
| Zephus and Cyclos are two light-hearted deities who teach you |
| the Wind's Requiem and the Ballad of Gales. |
| |
| Where: |
| Zephus comes free when you take a picture of Cyclos before you |
| learn the Ballad of Gales. Sail into the typhoon near Mother & |

| Child Isles and take a picture of Cyclos before you "kill" him |
| and you don't have to get his face. |

| Name: Zill |
| Birthplace: Outset Island |
| Talent: Sniffing |

| Info: |
| Zill is a hyper-inquisitive young boy who speaks his thoughts |
| as soon as they come to mind. He can often strike a nerve |
| without realizing it. He lives to intimidate his older brother |
| Joel. And strangely enough, it seems that he actually lets his |
| nose run on purpose. |

| Where: |
| He's the booger kid that tried to run into you on Outset |
| Island early in the game. |

| Name: Zuko |
| Personality: Taciturn |
| Talent: Spying |

| Info: |
| Zuko is in charge of keeping watch. His sharp eyes can read |
| signs a mile off, but no one really understands what he says, |
| so they rarely know what he's seen. |

| Where: |
| Comes free with Tetra figurine. |

| Name: The shop guru, Zunari |
| Birthplace: A C-C-Cold Island |
| Pet Phrase: "Dear me!" |

| Info: |
| Even on the hottest day of summer, Zunari can be found in his |
| shop, wearing the beloved hood that his mother made for him. |
| He keeps a great treasure in his safe there. On a side note, |
| he turns forty this year, and is now recruiting for a wife. |

| Where: |
| Take one at his stand or a full body of him at the Auction |
| House at night on Windfall Island. |

=====
Credits
=====

Andrew - for telling me that you can collect up to 200 rupees on Outset
Island before you go aboard on ship with Tetra and the Pirates to
Forsaken Fortress.

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