

# The Legend of Zelda: The Wind Waker FAQ

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Legend of Zelda: The Wind Waker FAQ

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- I. Controls

Start Button - View subscreens and inventory

C Stick - Moves camera

Control Pad - View Maps

Control Stick - Moves Link

L Button - L targeting/moves camera directly behind Link

R Button - Crouch/defend/grab

Y Button - Use assigned item

Z Button - Use assigned item

X Button - Use assigned item

A Button - action - open doors/pick up/throw/talk/holster weapon

B Button - Sword swing/hold and release for spin attack

## II. Basic Information

The chief difference between 'Wind Waker' and its N64 predecessors is the fact that the World Map consists primarily of water. You travel across the Great Sea to a variety of islands, preparing for your final confrontation with the evil Ganondorf. Sailing is pretty easy, but it can get tedious, mostly because of the unchanging colors and music. However, it quickly becomes second nature, and I doubt that anyone will be completely annoyed by this new concept.

As the title suggests, wind plays a crucial role in the game's proceedings. A yellow arrow appears behind your boat, indicating the direction in which the wind is blowing. If you get off course, you will move very slowly, but you can generate your own wind power by moving the Control Stick back and forth. Also, if you put your sail down, you can press the R Button to Cruise. The A Button will bring you to a complete stop. You can also get out of the ship by pressing the A Button.

Your main source of reference is the Sea Chart. At first, it won't have that much displayed on it. Near every island, there is a Merman. You can see him jumping around in the water. Approach him, and sprinkle some All Purpose Bait onto the surface of the water, and the Merman will mark the island on your chart.

You can also find Treasure Charts, which point out the exact location of chests buried on the ocean floor. Treasure Charts can be obtained in dungeons, or as rewards for completing mini-games or sidequests. While on your boat, press Up on the Control Pad to view your Sea Chart. The Y Button allows you to compare the Treasure Charts with your Sea Chart. This lets you know how close you are to recovering a sunken chest. If you aren't sure where to look for the treasure in question, just pay attention to the small circles of light on the surface of the Great Sea. Some of them only appear at night. Be sure to take you sail down when you approach on of the circles, because they will vanish when you get too close, and you may go further than you'd like.

### Tingle Tuner

You may have already heard, but 'Wind Waker' can (like Metroid Prime) connect to the Game Boy Advance in what is a rather shameless marketing gimmick. Fortunately, the linkage isn't required, but it does provide for some interesting secrets. Early on, you will be given the Tingle Tuner. Then, as you explore islands and dungeons, you can release Tingle Bombs to reveal hidden holes and chests, among other things. Perhaps the major benefit is that the Tuner gives Link a chance to buy items that he wouldn't normally get until halfway through the game. There are Bombs, Potions, and magical Shields. The Tuner is required for two things: the 5 Tingle

Statues, which depict the mischievous mapmaker in a variety of silly poses, and Knuckle, Tingle's brother, whom you can't find any other way.

#### Wind Waker

Instead of an Ocarina or a Flute, you make music with the title instrument, a baton that is used to conduct the songs of the gods. First, you have to set the rhythm. The basic rhythm is 3/4 time. Press left on the Control Stick to reach 4/4 time, and right for 6/4 time. You can tamper with the volume by sliding the Control Stick Up or Down. Once the rhythm has been established, you have to match the metronome's timing. It appears at the top of the screen. Tilt the C Stick to match the notes of the song. The easiest way to do this is to hold the C Stick in the proper direction while the little red marker passes through the center of the metronome.

#### Link's Actions

Unlike previous installments of the series, Link can only swim for a short period of time before drowning. Pay attention to the spherical timer in the lower right corner of the screen.

If you hold the R Button and tilt the Control Stick, Link will crawl. This is great for getting into tight passageways or sneaking up on things. You can't crawl when holding an item or weapon.

#### Sword Techniques

Vertical Slash - L Button + B Button

Jump Attack - L Button + A Button

Spin Attack - Briefly hold and release the B Button or rotate the Control Stick and press the B Button

Thrust - L Button + Up on Control Stick + B Button

Horizontal Swing - B Button or L Button + Left or Right on Control Stick + B Button

Rolling Attack - Control Stick + A Button

Side Step - L Button + Left or Right on Control Stick + A Button

Back Flip - L Button + Down on Control Stick + A Button

### III. Main Characters

#### Link

A boy whose destiny is to follow in the footsteps of the legendary Hero of Time, who defeated Ganon centuries ago, and brought peace and happiness back to the world. Link isn't aware of this, at first, and starts his journey in an attempt to rescue his sister, Aryll. Along the way, he discovers his potential, and accepts his responsibility. He is recklessly brave, and tends to act before thinking. But such is the gift of youth.

#### Aryll

Link's sister. She thinks the world of her big brother, and spends most of her time up on a watchtower, playing with the seagulls that fly overhead. Her kidnapping facilitates the adventure.

## King of Red Lions

A magical and mysterious talking boat that rescues Link from the Great Sea. It becomes his companion and mentor, helping him traverse the world, and complete his adventure.

## Tetra

A sassy girl who leads a band of pirates. She seems to care only about exotic treasures and monetary rewards, but, during the course of your adventure, her softer side becomes very apparent.

## Medli

A member of the Rito tribe of bird people. She is fiercely devoted to her job as the attendant to Valoo, who rests atop Dragon Roost Island, and is one of the few folks who understands the ancient Hylian language, even though she isn't exactly fluent.

## Sturgeon

A crotchety old scholar who reads constantly, and is always learning new things. He lives on Outset Island, in a small cabin above his brother, Orca, whose relentless physical training leads to a lot of domestic disruptions.

## Orca

Sturgeon's younger brother. He is a crafty and clever swordsman who offers free training to all who wish to pursue it. He isn't a person that you should underestimate in battle.

## Ganondorf

An evil man who was defeated more than a century ago by the Hero of Time. His spirit managed to survive, and now he is wreaking havoc, growing stronger with every passing day. He resides in the Forsaken Fortress, and hopes to acquire the Triforce, so he can destroy Hyrule once and for all.

## Walkthrough

### IV. Outset Island

Items: Hero's Clothes, Telescope, Bait Bag, Hero's Sword, Hero's Shield, Hyoui Pear, All Purpose Bait  
Enemies: Bokoblin (Forest of Fairies)

After the opening sequence (which summarizes the events that have transpired in the previous Zelda games), you get control of Link, who has fallen asleep on the deck of the watchtower high above his small village. He is awakened by Aryll, who reminds him that today is his birthday. He is the same age as the Hero of Time, and there is a tradition to be followed.

Climb down the ladder and follow the dirt path. Cross the bridge to the other side of the island. You can jump across the rocks and gather the Blue and Yellow Rupees. When you reach the large, two-story house, an old man named Sturgeon will call to you. Target him with the L Button, and then climb the ladder to meet with him. He will tell you about all of the knowledge that he has accumulated. The room shakes, and you learn about Orca, who lives downstairs. His daily training sessions knock everything off of Sturgeon's shelves. Maybe that's why he's so cranky. Read the ten flyers on

the wall, and then go back outside, opening the door below you.

Orca is extremely dedicated. Since it's Link's birthday, he teaches him how to perform a rolling attack. Run towards the back wall, and press the A Button to roll into it. When achieved, Orca will offer to let you try out your sword skills. You really don't need this yet, but the opportunity is there if you want it.

Just outside the house, there is a man crouched near the bushes. He tells you about how crawling can allow you to sneak up on things, like the black pig that is trotting around nearby. On the hill behind the brothers' home, there is a woman who has just built an animal pen, and is anxiously waiting for some new pets. She will pay you 20 Rupees for every pig you bring to her. There are three to be found. The black one is easier to catch than the pink ones. You can earn 60 Rupees quite easily by completing this simple task. The house near the mailbox is where Link lives. If you crawl under the porch and through the hole, you can find a chest with an ORANGE RUPEE (100 Rupees).

Inside, climb the ladder to the loft, and speak to Grandma. She wants Link to try on the HERO'S CLOTHES. He reluctantly slips into the green costume, and discovers that it's a perfect fit. She then segues into the story behind the shield that is hanging on the wall. Afterwards, she tells Link to go find his sister.

Aryll hasn't left the watchtower. Talk to her, and she will hand over the TELESCOPE, which lets you view things over incredibly large distances. You should try it out immediately. To do so, press Start to open the inventory screen, and set the TELESCOPE to the X, Y, or Z Buttons. Now that you've equipped it, zoom in on the postman (by using the C Stick) and you'll notice that he casts a sudden glance into the sky. Zoom out to spot a huge bird with a girl clutched in its talons. A pirate ship is firing rocks at the creature, and, after a solid hit to the head, it drops the girl into the forest on top of the island. Aryll is obviously worried about the girl, and implores Link to go rescue her. But first, he needs a sword.

Pay Orca another visit. He wants to make sure that Link is prepared to handle a weapon, and gives him a series of important combat lessons. Follow the onscreen instructions to execute these techniques with ease. If you mess up, Orca will strike Link, knocking him to the floor.

Command #1: Use the Horizontal Slice by pressing the B Button. Press the B Button to attack Orca repeatedly. Land 8 hits to continue.

Command #2: Target Orca with the L Button, and then press the B Button for the Vertical Slice. Hit Orca 8 times.

Command #3: Press the L Button while holding Up on the Control Stick, and then press the B Button to perform a Thrust. Four consecutive hits form a combo attack.

Command #4: Spin attack by holding down the B Button or by rotating the Control Stick and pressing the B Button. You must do this twice to move on.

Command #5: Target Orca with the L Button, and then strafe around him until the sword starts glowing. This signals the Parry attack. Press the A Button when this occurs, and Link will perform an evasive maneuver, which is then followed by an automatic attack. Do this twice to proceed.

Command #6: Target Orca with the L Button and then press the A Button to do a Jump Attack. Repeat this to complete the exercise.

Orca hands over the HERO'S SWORD. Before leaving, inspect the brown belt on the shelf in the back of the dojo. Orca will tell you about KNIGHT'S CRESTS, and if you can bring him 10 of them, he will teach you something special. Go back across the wooden bridge and walk towards the patch of tall grass. The man you see here is having a hell of a time chopping it down. Use your new metal endowment to help him out, and you will be able to retain all of the Rupees you find under the weeds. I got about 10 of them, but the actual amount varies.

Enter the house near the tall grass, and crawl under the bed to grab a GREEN RUPEE, and then continue through the small passage to find a chest with a RED RUPEE. There is a pig behind the house, in case you want to capture it. Follow the dirt path around the house, and up the mountain trail. Cut down the trees and keep going until you reach a rope bridge. It has split in two, so run towards the gap and Link will jump safely to the other side. Walk into the cave and enter the forest.

#### Forest of Fairies

The truth behind this place will be revealed later on. For now, cut a route through the grass. Walk along the ledge on the right, and then drop into the next section. Up ahead is a monster called a Bokoblin. Link has never seen one before. Target it with the L Button, and then slash it four times. If you take damage, you can find Heart refills in the surrounding vegetation. Crawl through the log on the ground to find another RED RUPEE. Climb onto the tree stump and hop to the next ledge.

Ignore the large boulder, and walk up the slanted log to drop over the stone wall. You get to fight 2 more Bokoblins. Lock onto to the closest enemy, and begin attacking it. If they gang up on you, use the Spin attack to nail them both simultaneously, or just run away, and let them approach you from a distance. Once the creatures are gone, the girl you were looking for falls from a tree. Her name is Tetra, and her pirate buddies come to see if she is all right. Before Link can say anything, she runs off, promising to get revenge on the feathered fiend that put her here.

When you exit the woods, Aryll shows up, and isn't around very long before the big bird swoops down and grabs her. No matter how hard he tries, there is nothing that Link can do to rescue his sister. Down at the beach, he begs to go with the pirates, who are initially hesitant about taking along this pint-sized stowaway. Tetra agrees to let him come (after some urging by the postman), but only if he can find a shield. After all, he wouldn't last very long without any defense. Take Link back to his house, and climb to the loft. The shield that was hanging there is gone. Climb back down, and Granny will admit that she knows that Aryll was kidnapped, and that Link must try to save her. She hands over the HERO'S SHIELD.

Corral the piggies if you haven't done so already for some extra spending money, and then go to the docks and swim out to Beedle's Merchant Ship. Pick up the BAIT BAG (20 Rupees), and then buy at least 3 groups of ALL PURPOSE BAIT (10 Rupees each) and at least 4 HYOI PEARS (also 10 Rupees apiece). Beedle will keep track of your purchases, and when you have thirty of them, you can become a member of his Silver Club. Try out your new items by setting a HYOI PEAR to one of the item buttons (X, Y, or Z). Link will set in on his head, and a seagull will fly down to grab it. You are then given control of the seagull. Have it soar over the island, and pick up the hard-to-reach Rupees that are scattered about. A YELLOW RUPEE sits on the cliff alongside the mountain trail. A RED RUPEE is on the roof of the watchtower. A BLUE RUPEE is on the roof of the house near the tall grass. Collect the currency before boarding the pirates' ship.

#### V. Pirate Ship

Items: Spoils Bag

Enemies: None

Link isn't much help to Tetra and her crew. She sends him to Niko, who is waiting below deck. Head through the cabin door and down the stairs. Niko isn't the brightest bulb in the package, and his limited intelligence puts him at the bottom rung of the ladder. That is, until you arrived. He is in charge of administering a test that all new pirates must take. He demonstrates what you have to do: step on the right switch, and then use the ropes to get across the room. However, there is a time limit, which means that error has to be minimal.

You shouldn't have any trouble, unless you misjudge the distance between a rope and a platform. Jumping too early will deposit you in the floor. To reposition yourself while holding onto a rope, press the R Button to stop swinging, and then hold the R Button while you move with the Control Stick. When you pass the trial, Niko will let you open the chest with the SPOILS BAG. This lets you store stuff left behind by fallen opponents. It can hold up to 99 of 8 different items. Once you have it, Tetra announces that you have reached the Forsaken Fortress. If you want more Rupees, you can get some by picking up the barrels and tossing them against the wall. Go back to the top deck when you're done. Climb the ladder to the crow's nest.

The Forsaken Fortress is a very dangerous place. The pirates would be caught if they got any closer, so Tetra decides to catapult Link inside the walls of the compound. He endures a rough landing, and to make matters worse, his sword ends up on a platform high above. Until he gets it back, the shield will be his only means of protection.

#### VI. Forsaken Fortress

Items: Heart Piece

Enemies: Moblin, Bokoblin, Miniblin

From your starting point, head up the first set of stairs and grab one of the barrels. You can use the barrel as a disguise. Just stop walking to hide under it. Climb the second set of stairs, and navigate carefully past the two large searchlights. If they spot you, an alarm will sound, and Link will be thrown in jail. A moving barrel is very suspicious. Gather the Rupees (the red ones in the center are the most difficult), and then ditch the barrel and go through the big wooden doors.

Note: I will assign a letter to each room. This concept is derived from the Bradygames Strategy Guide, and I will give the highest credit to Doug Walsh, the author of that great tome. I simultaneously bless him and curse him for utilizing the most fundamental labeling system imaginable.

In Room A, Link will encounter some pesky rats that will occasionally bump into him and steal some Rupees. They crawl around on the walls and ceilings, and can take you by surprise if you aren't prepared. If you drop some ALL PURPOSE BAIT by the hole the rats came out of, then they will sell you a variety of items. The prices have been slightly elevated, however. Head through the door on the right, and down the unguarded hallway.

In Room B, you will meet some Miniblins. Since you can't fight them, you have to find a way to keep them occupied while you make a break for the next door. Like with the rats, the Miniblins have rapacious appetites, so litter the floor with a handful of ALL PURPOSE BAIT. They will gulp it down quickly, so don't dawdle.

The next hallway has 2 Moblins. Pick up the nearby barrel, and slowly make your way across the chamber. The Moblins won't notice the barrel's displacement, but they will notice if it has legs. So, remain motionless until both Moblins have their backs to you, or until they patrol the far side of the room. This can take several minutes, so just be patient, and don't press your luck. If you are spotted by a Moblin, then it will use its lantern to set the barrel on fire, and Link will be thrown in jail.

In Room C, be cautious of the rats, and step on the switch hidden behind the barrels. This opens a cell with a chest. Inside, you will find your first HEART PIECE. Collect four to earn another Heart Container. Now, you have to get to 2nd floor. To do this quickly, head back out into the previous corridor, and let the Moblins get a good look at you.

The prison cell won't contain you for long. Climb onto the table, and leap to the bookshelf. Pick up the vase and shatter it against the wall to reveal a hidden passage. Crawl through it to the other end. Once you drop to the floor, head down the walkway and open the chest on the wooden balcony. You now have the DUNGEON MAP. Use the rope to swing to the other side, and then exit through the door on the left. If you fall off the rope for some reason, just approach the Moblins again, and let them escort you back to your cell.

You are now on a series of exterior walkways, which you can use to reach the searchlights, which you need to put out of commission. You learn about this from Tetra, who contacts you via the stone pendant in your pocket. Be sure to check it every time the controller rumbles, and the A Button icon lights up.



Run forward and turn to your left, and climb the ladder against the wall to find the first searchlight. A Bokoblin is manning the controls. Target him with the L Button, and then press the R Button to hold up your shield. This will knock the stick out of his hands. There are additional sticks in a vase near the edge of the roof. Pick it up, and whack the Mr. Bokoblin five times to defeat him. Remember that when you have a stick or any other enemy weapon, Link will hold it with two hands, so if you use any other item, or go climb onto something, you will drop the weapon. Also, you can press the A Button to throw the weapon. Go back down the ladder, return to the main walkway, and enter the door on the right.

Back in Room C (where the MAP was), and go through the door on the right to reach the other walkway, and the next pair of Searchlights. Pass under the arch on the left, and climb the ladder. Take out the Bokoblin. Back on the main walkway, head through the door on the left. In Room D, you will find some bunk beds. Open the chest for some extra Rupees, and then go back outside. Don't wander into the center of Room D, because the statue hanging on the wall will fire a laser at Link. Go back to Room C (where the MAP was), and re-enter the door on the left. Cross the walkway and go through the next door. You are on the second level of Room B. Get the COMPASS in the chest behind the barrels, and then swing across to the other side of the room.

Go through the door to find another external walkway. Like before, there's a path on the left that leads to a ladder. Kill the Bokoblin and disable the last Searchlight. Continue going counterclockwise, and pass through Room A. On the next walkway, you will find a crate. Push it over the edge to fill in the gap at the base of the ladder. You can collect any of the Rupees you missed when you first arrived. Press forward to the next door and enter Room E. 2 Moblins are on patrol. Thankfully, you only have to slip past the nearest one. When it turns its back, dash for the stairs, discard the barrel, and enter the double doors at the top of the stairs.

You are back outside. Walk up the spiraling pathway. At the top is another barrel. Use it to sneak past the solitary Moblin guard, and cross the narrow walkway on your left. When you reach the tiny ledge, watch for the A Button icon to say "Sidle", and then press Link's back against the wall and transport him safely to the other side. Another thin ledge lies up ahead, but you don't have to worry about it unless you want the two heart refills. Ascend to the top of the stairs, and get ready to fight a Bokoblin.

Unlike the others, this Bokoblin carries a sword and shield. Speaking of swords, yours is laying nearby. Roll forward to reclaim it, and then dispose of this enemy. 2 or 3 hits should suffice. Aryll is in the next room. Before Link can free her, he is captured by the big bird, and taken to a creepy man dressed in black (and it ain't Johnny Cash). This guy doesn't want to waste his time with a kid, so he commands the bird to toss Link out into the Great Sea. When Link regains consciousness, he finds himself on a boat. However, this is no ordinary boat. This is a talking boat. It introduces itself as the King of Red Lions, and then reveals what it knows about Link, his journey, and the person who lives at the summit of the Forsaken Fortress. The King of Red Lions will become the vessel that shuttles you across the Great Sea, plus it can offer

advice when you get confused about your current objectives. However, before any of this can occur, you have to find a SAIL. Luckily, you are sitting next to a place where you can certainly find one.

## VII. Windfall Island

Items: Sail, Tingle Tuner, Picto Box, Heart Piece x2, Treasure Chart 7, Treasure Chart 23, 100 Rupees, 50 Rupees

Enemies: None

Sidequests/Mini-games: Zee Fleet

Windfall Island is bustling with activity. Walk forward and enter the building on your right. This is the Bomb Shop, and everything is ridiculously overpriced. You couldn't ever afford to buy anything from here. However, if you sneak around to the rear of the shop, and sidle along the ledge, you can climb the ivy on the wall to find a secret entrance to the Bomb Shop. Smash the vases for several Rupees. Back outside; pass under the stone arch near the mailbox to enter the main part of town. The first building on your right is the Potion Store, but you need a bottle to shop there. The next building on the right is a large house with a red door. There isn't much to do inside, but you can upset the rich man upstairs by breaking one of sparkling vases. Be careful, though, because if you break too many, he will ask for compensation.

When you get back outside, follow the dirt path up the steps, and you will eventually see a man who looks like an Eskimo. Despite the sunny weather, he is wearing a heavy blue-and-white coat. His name is Zunari. He has traveled to Windfall from his chilly homeland, but his ship got destroyed somehow, and he offers to sell you his SAIL for 80 Rupees. You should have the money, but if you don't, wander around the village and chop down grass and bushes until you have it. You have what you what's required, but you shouldn't stop exploring just yet. Zunari will set up shop on Windfall Island, and make a comment about the DELIVERY BAG, and how it would help him increase his very sparse inventory.

The wooden stairs on your left lead to the Cafe. Take the stairs behind you, and enter the red brick building on the right. Inside, you will meet Lenzo, a pictographer (or photographer) whose PICTO BOX has been stolen. He claims to have more, but you should find it for him just in case. Exit the studio and go through the stone arch up ahead. Go down the wooden walkway into the grassy area, and turn right to find the Jail. Smash the jars on your left to find a switch. Step on it to open the cell door. Inside, you will meet Tingle, a rascally cartographer and thief. He hands over the TINGLE TUNER and TINGLE'S CHART, and then makes his escape. Pull or push the large crate in his cell to find a hidden passage. As you crawl through it, you have to watch out for wooden boards. The best way to do this is by using a first-person perspective, so your side vision will be greatly improved. The boards lead to dead ends with trap doors. There might be more than one correct path through this maze, but I will list the one that worked best for me, starting at the first intersection.

Turn right

Turn left

Go straight

Turn right  
Turn left  
Turn right  
Turn right

At the end, you will find a chest with the PICTO BOX. Take it to Lenzo, and Link will be given permission to view the old man's private collection in the room upstairs. If you want the DELUXE PICTO BOX (which has colorized film), you will have to become Lenzo's assistant, and to do that, you will need to complete a rather simple series of photographic tasks. You will then have to bring something back from Forest Haven. The DELUXE PICTO BOX will be given to you automatically after you beat the game for the first time. But, trust me when I say that you will want it before then.

Next to the camera shop, you will find the school, and a happy-go-lucky teacher named Mrs. Marie. Talk to her to find out about the trouble she's been having with a gang of boys called the Killer Bees. They hang around outside the school. Try to encourage them to practice better behavior. At first, they won't listen to you, and say some pretty nasty things. However, their leader, Ivan (he's wearing a hat) will challenge you to play a game of hide-and-seek. The kids promise not to cheat; they will remain on the island, and they won't hide in any of the buildings. You might remember the next segment from "Majora's Mask". When you locate one of the children, he will run away, and you have to tag him. If you take control of a seagull (using a HYOI PEAR), you can scour the island and do a thorough sweep from the skies. You should be able to spot all of the kids by doing this. Here are the hiding places.

- 1) Go through the arch to the left of the school, and look behind the tall bush on the left.
- 2) Behind the tombstone where Tott (the guy who likes to dance) is standing.
- 3) Roll into the large tree near the mailbox.
- 4) Behind the Bomb Shop. Walk along the narrow ledge to the other side.

The Killer Bees are now reformed, and they hand over a HEART PIECE. Tell Mrs. Marie about your accomplishment, and she will give you a PURPLE RUPEE. The Killer Bees will also mention that today is Mrs. Marie's birthday, and that she really likes jewelry, especially JOY PENDANTS. There is one stashed away on the tree near the Bomb Shop, but Link should already have one, so you don't really need to bother. Mrs. Marie gives you a reward when you bring her 20 JOY PENDANTS and something better when she gets 40 JOY PENDANTS.

Across from the school, you will find the Zee Fleet, which is a mini-game that works kind of like "Battleship". To win all of the prizes (including the HEART PIECE and both TREASURE CHARTS), you have to beat it in one of two ways. Check the mini-games section for more information. (There are three YELLOW RUPEES behind the fake ship).

Go back to the King of Red Lions, and climb aboard. The Sea Chart will be explained to you. Forsaken Fortress, Outset Island, and Windfall Island are already filled in. Hoist the SAIL, and head east, following the wind. Remember to line up your boat with the yellow arrow. Press the R Button to jump

over barrels and any other obstacles you encounter on the surface of the water. Eventually, you will reach Dragon Roost Island. On your way, you may find a small ship with four guys in diving helmets. They are known as the Salvage Corp., and they will hand over TREASURE CHART 34 if you speak with them.

#### VIII. Dragon Roost Island

Items: Delivery Bag, Wind Waker

Enemies: None

Sidequests/Mini-games: Mail Sorter

Your objective here is to travel to meet with Valoo the great Dragon, who will be able to give you DIN'S PEARL. Before undertaking this endeavor, The King of Red Lions forks over the WIND WAKER. After some song practice, head through the tunnel that's straight ahead (indicated by the sign), and approach the Wind Shrine on the other side. With the TINGLE TUNER, you can uncover a hidden cave by blowing up the large boulder near the tunnel. You work your way through a series of subterranean chambers. In each room, there are doors with torches above them. Defeat the enemies that appear and one of the torches will ignite. When all of the torches are lit up, the gated door unlocks, and you will find a chest with a PURPLE RUPEE. There are more Rupees in the surrounding jars. Enter the door across from the gated door to find the exit.

At the Wind Shrine, you will find a tablet with the WIND'S REQUIEM etched on it. Pull out the WIND WAKER and play the tune by tilting the C Stick in the following directions: up, left, right. You'll meet Zephus, the god of wind, who tells you about his brother Cyclos. Go back to where your boat is, pluck a BOMB FLOWER, and use it to destroy the boulder that is blocking your path. Go up the trail, clearing out any more boulders, and ignoring the broken bridge. Cross the narrow ledge above the bridge, remove the boulder, and then use the crates to reach the mailbox.

Go through the opening, and head up the path until you run into the postman (whose name is Quill) again. He is amazed that you have made it this far, and flies off to spread the news of your arrival. Keep following the path until you reach the post office.

Inside, you will meet the ruler of the Rito tribe. He and his people want to help Link with his dilemma, but they have problems of their own. Rito youths earn their wings by taking a scale from Valoo, who has lately been angry and unpredictable. This has frightened Prince Komali so much that he has all but given up the tradition, content to stay on the ground for the rest of his life. His father suggests that you try talking to him. Perhaps you can give him some courage. Quill hands over the DELIVERY BAG.

Head up to the second floor, and enter the first room on your left to find Medli. She has a letter that needs to be delivered to Komali. Outside Medli's room is a guard who asks for GOLDEN FEATHERS. Bring him 20 of them to receive something special. Your last stop on this floor will be the Mail Desk, where you can play the Mail Sorter mini-game. You earn a certain amount of Rupees for each letter that you successfully sort. The ultimate reward is a HEART PIECE, but you can't get that right now.

Go back downstairs, and enter the hallway that's under the ramp. This leads to Komali's room. He reads his father's letter of encouragement, but pays it no mind. You see that he's clutching DIN'S PEARL. Exit back to the first floor and head down the hallway on the left, past the Rito with the large staff.

#### IX. Dragon Roost Cavern

Items: Bottle, Grappling Hook, Treasure Chart 39, Treasure Chart 11  
Enemies: Orange ChuChu, Bokoblin, Moblin, Kargaroc, Keese, Fire Keese, Magtail

Drop to the lower section and talk to Medli. She tells you that she is Valoo's attendant, and that her mentor was Komali's grandmother. After the conversation, she asks you to help her reach the upper ledge. Pick her up, and walk up the small stone incline behind you. Wait until the wind is blowing towards the ledge, and then throw her. She should make it. If she doesn't, she will be knocked senseless for a few moments, but you can keep trying until you are successful. When you have succeeded, Medli will give you a BOTTLE.

Fill the BOTTLE with some of the water around the base of the boulder. Then, walk back up the small ramp and jump onto the collapsed bridge. Climb to the top. Pour the water on one of the wilted Bomb Flowers, and watch as it sprouts back to life. Pluck it and toss it over the railing to destroy the boulder and unclog the spring. Now, you can swim across to the other side. You'll see two statues. Pick up one of the Bomb Flowers and throw it into the green basket that the first statue (on your right) is holding. It will fall over. Take another Bomb Flower, and jump onto the first statue, and aim for the basket held by the second statue (on your left). Be careful when you are jumping, because you might take an accidental dive into the lava. This might also happen if Link gets caught in the Bomb Flower's blast radius. Once both statues have fallen, they form a bridge to the entrance of Dragon Roost Cavern.

In the entrance chamber, pull the left statue forward. Then, you can pull the center statue to the left. Go through the opening into Room A.

On your left is a Mystical Jar. If you can find the other ones, you can create warp points that can allow you to backtrack through the dungeon conveniently. Defeat the Bokoblins, and use one of their sticks to light the two torches on the left. Open the chest for a SMALL KEY. Use the KEY to unlock the door, and then go through it. Use the TINGLE TUNER to uncover a FAIRY (which you might want to put in your BOTTLE) and some Rupees near the table on the right. Then, slash through the boards and enter Room B.

Walk to the left, past the locked door, and drop off the wooden walkway to the rock landing. Pull the block out of the wall, climb onto it, and then jump to the next wooden walkway. Jump across the small gap to the bridge, and run to the other side, avoiding the Keese. Use the Bomb Flower to destroy the boulder, and then go through the door.

In Room C, pick up one a water jug and throw it into the lava. Use the platform that appears (for 15 seconds!!) to reach the chest with the DUNGEON MAP. Now use one of the jugs near the chest so Link can

reach the other side of the room. Climb the ladder and watch out for the Orange ChuChu. Go through the door at the top.

Room D has two passages that are blocked by thick boards. Approach the one in front of you and a Bokoblin will appear. Kill him and take the sword he was carrying. Use it to break the boards on your left. Then, throw the sword up on the ledge to your left, take care of the ChuChus, and then break through the boards beyond the pair of torches to find a chest with a SMALL KEY. Jump off the ledge, and head through the door on your left.

Welcome back to Room B. Toss a jar at the Bomb Flowers to remove the boulder, and then walk across the wooden planks and open the locked door in the distance.

Room E - ignore the area to your right. You won't be able to get across the lava until you have the GRAPPLING HOOK. Walk forward and kill the ChuChus, and then break the boards on your left and take out the Bokoblin. Use its Boko Stick to burn down the boards in front of you. Step on the button to open the door.

You are now outside. Head across the bridge to your right, and slay the Bokoblin. Climb the ladder, and be sure to avoid the lava that is spewing from the mountain. Kill the Kargaroc (it might drop a GOLDEN FEATHER), and then sidle across the narrow ledge, dodging the lava. Go around the boulder and jump up to grab the wooden ledge. Have Link move to the left while hanging from his hands. When you get to safety, pick up the Bomb Flower and use it to blow up the boulder below. Go through the door to re-enter the dungeon.

Room F has two secret passages. One of them leads to Rupees, and the other leads further into the Cavern.

1st passage (w/ Rupees): pull all the blocks in the bottom row forward. Then, pull the center and right blocks in the middle row forward halfway.

2nd passage: Pull left and center blocks of bottom row forward.

Climb up the blocks and go through the opening to Room G.

In Room G, the King of Red Lions will warn you about the rats you've been seeing. Pull the block out of the wall, and use it to reach the upper ledge. Open the chest on the right for the COMPASS. Break the vase to get a stick, light it, and then toss it across the room to burn down the boards. Open the chest for a SMALL KEY, and then unlock the door to go back outside.

Run up the crumbling staircase, and then turn left to find a Kargaroc sitting in its nest. Defeat it and pick up the SMALL KEY it was protecting. Unlock the next door.

Room H is dark. Grab a stick from the vase, light it, and then proceed down the small corridor to the main part of this room. Fight off the Keese, and open the chest for a JOY PENDANT. Light the torch (use the TINGLE TUNER near the torch to find another hidden FAIRY), and then burn down the boards. Light the two torches beyond the boards to raise the metal bars blocking the door.

Back in Room B, use the Bomb Flower to blow the boulder off the top

of the Mystical Jar, and then cross the bridge to the other side. Use the TINGLE TUNER to detonate a BOMB in the center of this ledge, and a chest will appear. Go through the door after you open it.

Room I has a Bokoblin. Defeat him, and then search the vases on your left to find another one. Once he's dead, take the stick and use it to light the unlit torch. A chest appears. Open it for a TREASURE CHART. Roll into the wall near the door to uncover the final Bokoblin. When he's gone, the doors will be unlocked. Climb the ladder, and then run to your left. Roll into the wall to knock the vase off the shelf, and then break it for a JOY PENDANT. Now, you can go through the door.

Room J has more water jugs and a small platform guarded by a Magtail. Toss a water jug at this creature to make it roll up into a ball. Hack at it with your sword to defeat it, and then take another jug and throw it onto the lava fountain once it's stopped shooting upward. Jump onto the newly formed platform and ride the fountain up to the wooden walkway. Go through the next door.

Room K - you can't cross to the area on your right. Pick up the Bomb Flower near the skulls and destroy both boulders. You'll uncover the last Mystical Jar and another door. Go through it to go outside once again.

Run up the stairs on your right. Don't stop moving because the steps fall from under you. At the top, go through the door, and you will find Medli in a prison cell. Defeat the 2 Bokoblins, and a Moblin will appear. Defeat it (and pick up your first SKULL NECKLACE) to open the cell and free Medli. (in the back of her cell, you can reveal a hidden jar full of Rupees with the TINGLE TUNER) You'll find out why Valoo has been so upset. You'll also receive the GRAPPLING HOOK. Head up the stairs on your left, and follow Medli's instructions to reach the next platform. Continue grappling from beam to beam until you reach some boards. Break through them and fall back down to the foot of the falling staircase. Use the beams on your left to reach a new door.

Room L - Cross the bridge and defeat the Bokoblins. Use the GRAPPLING HOOK (in conjunction with L-targeting) to steal JOY PENDANTS from them. Pick up a stick, and then set the bridge's rope supports on fire. Link will be dropped directly below. Open the chest for a JOY PENDANT, and then go through the door.

Room B - wait for the lava fountain to subside, and then enter the birdcage on the right. Use a Spin attack to cut the ropes, and the cage's bottom will fall into a circle of stones below. Jump through the opening in front of you, and then jump across the two suspended platforms. Climb the ladder and go through the doorway. Use the GRAPPLING HOOK to latch onto the lever hanging from the ceiling. Swing forward to pull the lever, thus lowering the metal bars over the door.

Room M - Swing across to the ledge opposite the entrance and use the TINGLE TUNER to reveal a secret chest. Open it for a TINGLE STATUE. There are only five of these in the entire game, and you can't find them any other way. Latch onto the beam again, but this time, press and hold the R Button and point Link to the left. Swing to the next ledge, and then jump across the suspended platforms. Grapple onto the next beam to reach the door.

Room N - Wait until the Magtail rises up and opens its pincers, and then perform a Jump Attack to make it roll up into a ball. Carry it over to the switch and set it down. When the flames have been lowered, open the chest for the BIG KEY. If you accidentally kill the Magtail, don't worry, another one will crawl out of the lava.

Go back to Room L, and use a water jug and the lava fountain to reach the upper part of the room. Go through the door to go back outside. GRAPPLE across the beams and re-enter Room K. Hop into the Mystical Jar to return to the dungeon's entrance. Go back to Room E and cross the chasm on the right with the GRAPPLING HOOK. Break through the boards and then open the chest for a TREASURE CHART. Warp back to Room K and swing across the lava pool with the GRAPPLING HOOK. Open the chests for a KNIGHT'S CREST and a YELLOW RUPEE. Ignore the Magtails, and break the vases for Hearts, Fairies, and a JOY PENDANT. Use the BOSS KEY to open the door.

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Boss: Gohma

Attacks: Jab (1/4 Heart), Claw Slam (1/2 Heart), Flames (1/2 Heart)

This gigantic insect is responsible for Valoo's discomfort. Dodge its Claw Slams, and use the GRAPPLING HOOK to latch onto Valoo's tail. Swing forward and jump off. Hopefully, you'll land on one of the wooden platforms. Regardless, a large stone slab will fall from the ceiling, and put cracks in Gohma's shell. Do this twice more to destroy the shell completely. If you are on the platforms, then this battle is much easier, because Gohma can't harm you. Once the shell is gone, you can work on the eye. Target Gohma by pressing the L Button, and use it to bring the eye into range. Slash at it repeatedly before Gohma retaliates. Repeat this a second time to finish the Boss for good. Pick up the HEART CONTAINER and step into the swirling wind to exit the Cavern.

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Komali has regained his courage now that everything is back to normal. He gives you DIN'S PEARL, and Valoo mentions "the wind god's wind". Play the WIND'S REQUIEM, and set the wind to blow south, where the next pearl lies. Before leaving, use a HYOI PEAR to take control of a seagull. Use the bird to detonate the Bomb Flowers on the side of the mountain (you can see them from the beach in first-person perspective). The resulting blast will destroy a boulder, causing a chest to fall to the ground. Open it for a SILVER RUPEE (worth 200 Rupees). Don't do this if you have more than 100 Rupees.

Get back in your boat, hoist the sail, and start towards your next destination. Along the way, you will meet a Merman, who reveals some new details about Dragon Roost Island. There are other Mermen out there in the Great Sea, and if you feed them some ALL-PURPOSE BAIT, they will fill in your Sea Chart. If you haven't found the Salvage Corp. yet, then you should bump into them around Eastern Triangle Island (sector F4). In the next sector (F5, Bomb Island), look for a wooden Submarine. Infiltrate it and clear out the Bokoblins. Open the chest that appears to find your second BOTTLE. In Sector F6, you will automatically disembark at Forest Haven.

X. Forest Haven

Items: Deku Leaf, Treasure Chart 3



Enemies: Boko Baba, Octorok

Climb up the ledges past the mailbox. The Bobo Babas will spring up when you get close, so target them, and slash them furiously. They should raise up, exposing their stems. Cut through the stems to decapitate the nefarious plants. They usually drop BOKO BABA SEEDS four of them can be made into an ELIXIR that restores both Health and Magic in the cave behind the Great Deku Tree). Make your way to the waterfall, and then swing to the first platform using the GRAPPLING HOOK. Jump across the other platforms, using your shield (or sword) to deflect the Octorok's projectiles. When you reach the last platform, latch into the overhead beam, and swing towards the puddle in front of the cave entrance. Enter to find the sanctuary where the Great Deku Tree resides.

Make your way upstream to find the Great Deku Tree. The guardian spirit is being attacked by a legion of Red and Green ChuChus. Roll into the base of the tree to knock them off, and then defeat them (picking up the JELLY they drop, as it can be used to make POTIONS back on Windfall Island). The Deku Tree initially addresses you in Hylian, but switches to English when he sees that you don't understand. He calls forth the Koroks, the cute little creatures that live in the forest, and come together every year for a ceremony. However, it can't take place just yet because a Korok named Makar has fallen into the Forbidden Woods. Link must save him. In order to do so, he is given an invaluable item called the DEKU LEAF. However, you must retrieve it from one of the Deku Tree's highest branches.

To reach this altitude, you are going to have to use the Baba Buds, which will spit you into the air after approximately three seconds. Tilt the Control Stick to get into position, making sure that the landing place is centered at the top of the TV screen. This gets a lot easier with practice. After the first four Buds, you will be on a leaf canopy. Use the GRAPPLING HOOK and the overhead beam to reach the next Bud. After the next set of Buds, you will finally be able to nab the DEKU LEAF. A Korok will draw your attention to where he is standing, indicated by a large arrow made out of bushes. This leads to the Forbidden Woods. However, you don't want to go there just yet. Glide to the Baba Bud that's in front of you, and as you launch out of it, glide over to the high ledge. Exit through the cave to a small ledge with an island in the distance. This is the Nintendo Gallery, and it involves the game's most complex and difficult sidequest. Don't worry about getting there just yet, because there's an easier way. Go back inside the Haven, and use the Baba Bud on the ledge. When you are tossed into the air, glide to the branch, and glide to the next ledge. Refill your Magic Meter by chopping down the bushes, and then enter the cave. Here is another small ledge with another small island in the distance. Glide to this island (the wind should already be blowing to the south), and open the chest for a TREASURE CHART. Return to the Deku Tree's chamber (by taking the platforms above the waterfall) and head to the ledge with the grassy arrow on it.

Set the wind to blow to the southwest and glide to the island being circled by the updraft. Now, set the wind to blow northwest, take out the DEKU LEAF, and use the updraft to gain enough altitude to reach the entrance to the Forbidden Woods.

## XI. Forbidden Woods

Items: Boomerang, Treasure Chart 15, Treasure Chart 1

Enemies: Mothula, Boko Baba, Morth, Peahat, Moblin, ChuChu

Head up the path on the right, defeat the Green ChuChus, and then open the chest for the DUNGEON MAP. Now, go through the grass on your left (dodging or killing the ChuChus), and pick up the Boko Nut. Toss it at the vines covering the door. Make sure that you hit the flower, because the outer leaves are completely impenetrable.

Room A - Drop down to the lowest level, and take out the Boko Babas. Use the DEKU LEAF to blow away the piles of leaves to find Rupees (and a Fairy). Take a stick (left behind by the Boko Babas), light it with the torch, and throw it at the vine covering the chest inside the tree trunk. Open the chest to find a KNIGHT'S CREST. Use the Baba Bud on the tree stump to reach the ledge on 2F. You'll have glide to most of the other Buds with the DEKU LEAF while avoiding the large thorny vines protruding from the walls. Destroy the vine on the door with the Bomb Flower. If you have been using the TINGLE TUNER, then use the Baba Bud near the door to reach a tiny ledge on the third floor. You'll find another vine-covered chest. You can remove the vine with a Tingle BOMB and claim the TREASURE CHART inside. Without the TINGLE TUNER, you'll have to come back with the BOOMERANG.

Room B - use the DEKU LEAF to blow the fan on the left. When the gondola appears, jump onto it, face the opposite direction of where you want to go (in this case, you'll want to face south), and then blow gusts of air with the DEKU LEAF to move the gondola across the chasm. Go through the door on the other side.

Room C - Use the GRAPPLING HOOK to steal GOLDEN FEATHERS from the Peahats. Once you've done so, use the DEKU LEAF to hit them with a gust of wind to knock them out of the air. This is the only time they are vulnerable to a sword attack. Clear the area of enemies, and uncover additional treasure by dispersing the leaves. Then, use the Baba Bud to reach the upper part of the room. Blow the fan on your right to call the gondola, and then travel to the other side of the room. Now things get tricky. Pick up the Boko Nut and set it on the gondola. Head back towards the door, and use the Nut to destroy the vines. Make sure that you set the Nut behind you or else it will be blown off the gondola. Also, you have to work quickly, because the Nut hasn't fully matured, and it will rot shortly after being plucked.

Room D - The Boko Nut looks ready for the taking, but it is actually surrounded by a group of impenetrable vines. Use the DEKU LEAF to blow the Nut away from its current location, and then pick it up, and toss it at the vines covering the door.

Room E - Head right and use the GRAPPLING HOOK to latch onto the beam. Take the two moving platforms to the ledge with the locked door. Pick up the Boko Nut, jump onto the hanging tree stump, gather the Rupees, and then leap to the ledge with the pair of torches. Use the Nut to destroy the vines, and then go through the door.

Room F - a new enemy awaits confrontation: the Morth. These annoying little critters can't cause any damage, but they can attach

themselves to Link's body, impeding his movement. If they are clinging to you, use a Spin Attack to knock them off. The chest in the small valley contains a YELLOW RUPEE. You probably don't need this, so leap over it and go through the next door.

Room G - this is a vine maze. Cut down the bushes so that you can remember the right path, and work your way to the left. Pick up the Bomb Flower and use it to destroy the boards. Open the chest for the COMPASS. You'll notice more boards up ahead, but you can't get to them because of the vines. And, you can't carry the Bomb all the way over to the other side before it explodes. So, pick up the Bomb Flower, and set it down as close to the vines as you can. Use the DEKU LEAF to blow it up on the ledge before it detonates. The balst will remove the wooden barrier. Now, navigate the maze so you can reach the right side of the room. Open the chest for a SMALL KEY. Use the Baba Bud and the DEKU LEAF to reach all of the platforms, and break the last jar for a JOY PENDANT. When you're finished, return to Room E.

Room E - Use the SMALL KEY to unlock the door that you bypassed earlier.

Room H - Deal with the Peahats and use the gondola to cross the shallow water.

Room I - Not long after you enter this room, you will be assaulted by a Mothula. Slash at it quickly, and be prepared for the horde of Morths it will release. Once it's defeated, chop down the Boko Babas, and use one of the Buds to reach the tree branches. Use the Bud sitting on top of the column to reach the next set of branches. Take care of the Peahats (and stock up on GOLDEN FEATHERS). Use the GRAPPLING HOOK to latch onto the overhead beam, and then climb onto it. Now, you can grapple to the next beam. Drop to the ledge directly below. Jump to the first moving platform, and then jump to the second moving platform. It will lift you to another ledge. Open the chest for a JOY PENDANT. Go back to the upper set of tree branches and go through the unblocked door.

Room J - There is a Flying Mothula in this room. Use the DEKU LEAF to knock it on its back, and then remove its wings with a sword attack or combo. You'll have to repeat this process several times to remove all four wings. Without the ability to get airborne, this creature behaves like an ordinary Mothula. Defeat it and then open the chest for the BOMMERANG. Assign it to one of the Item Buttons (X, Y, Z), and target the two switches above the door. Once they have both been activated, the door will be unlocked.

Back in Room E, take out the Peahats, and then use the BOOMERANG to target the vines on the other door.

Room K - Use the BOOMERANG to cut down the Boko Nuts that are hanging from the ceiling. This clears a path to the other side of the room. Glide there with the DEKU LEAF. Open the chest for a JOY PENDANT and then go through the door.

Room C - Glide onto the large flower and use the BOOMERANG to sever the vines that connect it to the ceiling. It will crash through the floor into the Basement. Enter the door near the Baba Bud.

Room M - Clear the Morths off of the stepping stones, and then head

right, past the Green ChuChus and the tendrils that drain you of Magic Power. Go through the door.

Room N - Jump onto the flower and leap to the ledge. Open the chest for a YELLOW RUPEE. Get back on the flower, and use the BOOMERANG to detach it from the ceiling. It falls into the water below. The flower forms a rudimentary bridge. Dispose of the Octorok by deflecting its projectile, and then use the Bomb Flower to destroy the boards. Go through the door behind the boards.

Room O - Destroy the Peahats (but not before stealing more GOLDEN FEATHERS), and then jump to the small patch of land to the right of the entrance. Use the TINGLE TUNER to find a TINGLE STATUE. Now, clear the platforms of Morths and Boko Babas, and make your way to the back of the area. On the last platform, you will find a Baba Bud. Launch out of it and glide to the ledge. Use the gondola to reach the ledge with the Bomb Flower. Pick up the Bomb Flower, jump onto the gondola, and toss the Bomb into the hole on top of the tree stump. If done properly, the vines will be destroyed, and you can jump into the hole, and open the chest for a TREASURE CHART. However, this takes some time to perfect, so don't get frustrated if you can't do it immediately. Once you claim the TREASURE CHART, exit through the crawlspace. Return to Room N.

Room N - Cut down the flower again and use it to travel down the watery passage. As with the fans, you have to use the DEKU LEAF to blow gusts of air in the opposite direction of where you want to go. When you reach the far ledge, avoid the tendrils and ChuChus and go through the door.

Room P - run up the path and stand in top of the tree stump. You have to activate all five switches by hitting them in the correct order with the BOOMERANG. Start with the one in the back of the room, and move clockwise from there. Open the chest for the BIG KEY. You'll now have to face a pair of Moblins. Use the GRAPPLING HOOK to steal their SKULL NECKLACES, and then stun them with the BOOMERANG while you slash at them with your sword. Once both Moblins are defeated, return to the top of the tree stump where you hit all the switches and grapple the overhead beam. Swing to the upper door to get back to Room M.

Room M - Return to Room C.

Room C - Blow the fan to create a large updraft around the flower. Jump into the Baba Bud, and glide into the updraft to reach the second floor. Use the BOOMERANG to destroy the vines on the door.

Room Q - 2 Mothulas attack you in this room. Stun them with the BOOMERANG and try to handle them individually. When they are defeated, the doors will be unlocked and a chest will appear. Open the chest for a JOY PENDANT.

Room R - This is the last room before the Boss Chamber. Break open the Boko Nuts to find Rupees, refills, and ChuChus. Use one of the Boko sticks to burn the lid off of the Mystical Jar so that you can warp back to the dungeon entrance, in case you missed the TREASURE CHART in Room A. Once you're prepared, unlock the door with the BIG KEY.

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Boss: Kalle Demos

Attacks: Swallow (1 Heart), Root Slap (1/4 Heart), Root Slash (1/4 Heart)

Kalle Demos looks like a Boko Baba, but is protected by an enormous flower that is connected to the ceiling by vines. Use the BOOMERANG to chop through the vines and send the flower pummeling to the ground. Move in and target the Boss, attack with a combo, and then perform a backflip before the creature has a chance to swallow you. You can only target five vines at once, so you have to throw the BOOMERANG several times to nail them all. The Root Slap and Slash can both be avoided by rolling out of harm's way. The patches of grass around the arena can be cut down for extra Hearts.

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When Makar is free, grab the HEART CONTAINER and step into the swirling wind to warp back to Forest Haven. The Great Deku Tree will hand over FARORE'S PEARL. You can then watch the ceremony. Afterwards, the Koroks will be sent out into the world to plant Deku saplings. This figures into one of the game's sidequests.

Leave Forest Haven and board your boat. If you captured the firefly (check the sidequests section), you can receive the DELUXE PICTO BOX from Lenzo on Windfall Island. Check the mailbox near the King of Red Lions to find a congratulatory letter from the Rito Chieftain. It contains a HEART PIECE.

Your next objective is to find the water spirit, Jabun. He lives at Greatfish Isle, which lies to the northwest. On your way there, stop by Six-Eye Reef (D4) and enter the submarine. Defeat the trio of Moblins and open the chest for another HEART PIECE.

## XII. Finding Jabun

When you reach the location marked on the Sea Chart, you find Greatfish Isle in a major state of disarray. Quill informs you that Jabun has escaped Ganon's carnage, and is hiding out behind a big rock wall on Outset Island, Link's home. He also tells you that Tetra and her pirates are at Windfall Island, and it looks like they are preparing to find Jabun, as well. You know where you have to go, but before leaving, dock at the base of the spiral hill. Walk to the top and make sure that the wind is blowing to the northeast. Then, use the DEKU LEAF to glide towards the ledge on your right. Your Magic Meter has to be full. If successful, you'll find a chest with a HEART PIECE.

Set the wind to blow northeast and push off for Windfall Island.

When you reach the island, you'll see the pirate ship. Check the mailbox for a letter from Orca. It contains a RED RUPEE. The storm has left the lively town completely deserted, so there isn't anybody to talk to. You can enter almost all of the buildings, except for the Bomb Shop. You hear a voice that says it is closed. However, you think differently. Sidle the ledge at the back of the shop and climb the ivy. Enter the crawlspace. The owner has been tied up by the pirates. They are stealing his inventory. Tetra notices that Link is spying, but she doesn't tell her crew. Once Tetra, Gonzo and Mako will discuss the password, which changes every day. Write it down or commit to memory, because you will be needing it soon. Exit the Bomb Shop, and head up the bank on your left. You can jump onto the Pirate Ship near the tombstone.

Approach the cabin door and enter the password. Open the door and go down the stairs. You can also explore Tetra's room for some familiar Legend of Zelda artwork. Niko is waiting below deck, just like before. He has got a new challenge for you. You have to cross the room by swinging from rope to rope. The platforms are gone, so this can be tricky. Just remember to press the R Button and reposition yourself before each jump. Even though there is a time limit, you will be able to finish the course before it runs out. Niko will let you open the chest with the BOMBS. Tetra informs you that you might have a head start, but that her ship can travel a lot faster than your boat. And she is going to leave at dawn. Return to the King of Red Lions (check the mailbox again and read the letter to get BEEDLE'S CHART), and set the wind to blow to the south. Make the fairly long journey to Outset Island.

When you get to Outset Island, you'll realize that Ganon has cast a spell that prohibits the sun from rising. Therefore, you don't have to worry about Tetra and her boys getting to Jabun first. The King of Red Lions suggests that you visit your grandmother. Before doing so, go back to the Forest of Fairies. Climb the hill behind the house with the tall grass. At the top, you'll notice that the bridge is gone. Climb onto one of the wooden supports, set the wind to blow west, and then glide across to the Forest entrance. Remember the large boulder? Use a BOMB to destroy it, and then drop into the hole. Walk up to the fountain to meet the Great Fairy. She gives you a RUPEE BAG UPGRADE. Link can now carry up to 1000 Rupees. Fill up your BOTTLES with a couple of the smaller FAIRIES, and then go talk to Grandma. Outside Link's House, check the mailbox to find another letter inviting you to come to Beedle's Special Shop Ship near Rock Spire Island. After reading it, you will get a GREEN RUPEE.

Grandma isn't feeling well. Release a FAIRY to make her feel better, and she will give you some ELIXIR SOUP. It will replenish Health and Magic, plus, it will increase your attack power until you get hit once. There are only two servings, so make sure that you use them wisely. If you run out, just return to Outset Island and talk to Grandma to receive another batch.

Visit Beedle and restock your BAIT BAG if necessary. Then, circle around the island until you find a whirlpool on the surface of the water. Sail into it and equip the BOMBS to an Item Button. This allows you to use the Bomb Cannon. Blow away the chunks of stone covering the cave, and you will automatically go inside. Jabun only speaks Hylian, so you won't know what he's saying until the second Playthrough. He will give Link NAYRU'S PEARL.

Back outside, The King of Red Lions will mark the locations of the islands where you must set the PEARLS. They are the Northern, Southern and Eastern Triangle Islands.

Southern Triangle Island is surrounded by Seahats. Use the BOOMERANG to defeat them.

When all three PEARLS have been placed, a huge Triforce insignia appears, and the Tower of the Gods rises from beneath the Great Sea.

Items: Hero's Bow, Treasure Chart 6, Treasure Chart 30

Enemies: Armos, Armos Knight, Wizzrobe, ChuChu, Darknut, Kargaroc, Keese, Red Bubble

The water levels will fluctuate throughout this dungeon. You can get around by boat, but there is no wind, so you will either have to cruise (by pressing the R Button when you SAIL is lowered), or with the SAIL, you can move the Control Stick back and forth to create your own wind power.

Room A - this is the entrance chamber. Use the Bomb Cannon to destroy the fractured walls on your left. Go to the back-right corner. Climb onto the pedestal when the water level rises, and then jump onto the landing with the green and gold tiles. Pick up one of the Armos statues and set it down on the glowing tile near the door. Now that the bars are gone, enter the next room.

Room B - Stun the Yellow ChuChu with the BOOMERANG to remove its electrical shield, and then defeat it with a sword slash. When the water drains from the pool, jump in and grab a box. Set the box on the tile, and a bridge will appear. Climb the ladder to exit the pool. When the water rises, the box will be lifted from its position, and the bridge will vanish. However, the box will fall back into place when the water lowers, so just wait for that to happen. Then, cross the bridge and pick up the statue. Carry it out of the room.

Room A - Set the statue in the indentation near the green and gold tiles to your left. A beam of light shines towards the ceiling, and a large gate lowers. Jump into the water and swim to the door directly across from you.

Room C - Kill the Yellow ChuChu and then wait for the water to rise. Climb onto the ledge on your right, and place a BOMB in front of the fractured wall. When the dust settles, open the chest for the DUNGEON MAP. More ChuChus will appear. Push one of the crates near the segment of fractured wall in the back-left corner. Pull out a BOMB and toss it at the wall right before it detonates. Jump into the alcove and break the jar on the left for a JOY PENDANT.

Room A - Go through the passage on your right. Place both Armos Statues on the glowing tiles to open the door.

Room D - this is one of the trickiest (and most frustrating) rooms in the dungeon. You have a jar full of sticks, a large pool with six crates, and two unlit torches on the other side of the pool. It's obvious what you have to do, but it ain't easy. Use the crates to make a bridge. You'll have to space them out in order to jump across them without falling into the water. There isn't any pattern to this. It's just a matter of good judgment. Do a trial run before grabbing a stick. When you're successful, light the torches and open the chest for a SMALL KEY. It is possible to accomplish this task with only four of the crates.

Room A - Use the King of Red Lions to get to the left side of the room, where you destroyed the walls. Climb over the one in the back-left corner and go through the unlocked door.

Room E - Use the DEKU LEAF to blow air at the Red Bubble, turning it into a helpless skull. Kill it and then open the chest for the

COMPASS. There is another chest in this room, but you can't get it until later.

Room A - Wait for the water to lower, and then go down the stairs on your right. Use the SMALL KEY to unlock the door.

Room F - Defeat the 4 Yellow ChuChus to make a magical staircase appear. Pick up the statue and carry it out of the room.

Room A - Run up the stairs on your right and place the statue in the indentation. The waterfall in the middle of the room will recede, revealing the tunnel it was hiding. Get a stick from the vase on your left, ignite it, and then run back down the stairs (when the water has lowered, of course) and light the pair of torches near the door that leads to Room F. A chest will appear. Open it for a JOY PENDANT. Now, you can enter the newly accessible tunnel.

Room G - There is Beamos in the center of this room. It is constantly looking for intruders, so slipping by it unnoticed is nearly impossible. However, you can easily outrun its laser. Take out the Rats with the BOOMERANG, and then place the Armos Statues on two of the three glowing tiles. Then, have Link stand on the last one to activate the platforms. Use them to reach the top of the room, and go through the door. If you jump to the solitary platform across from the door and use the TINGLE TUNER, you will find the third TINGLE STATUE.

Room H - This room has four doors. However, only one is unlocked at this time. Go through the door with the glowing symbol on it.

Room I - Kill the ChuChu and jump onto the platform. Ride it to the other side, defeat the ChuChus, and go through the door.

Room J - Walk up the stairs and onto the platform in the center. Jump off its northern side and approach the monument in the back of the room. Press the R Button to call down the statue. Let it follow over the curvy, narrow walkway. When you reach the end, pick up the statue, jump across the small gap, and go through the door.

Room I - Jump onto the platform and ride it to the other side. Go through the door. If the ChuChus are bothering you, set the statue down and take care of them before continuing.

Room H - the statue leaps out of your hands and climbs onto a pedestal. A tablet appears in the shrine in the center of the room. Walk up to it and pull out the WIND WAKER to learn the COMMAND MELODY (left, neutral, left, neutral). Go through the door with the glowing symbol to enter the western wing.

Room K - Defeat the Red Bubbles, and then use the GRAPPLING HOOK to cross the chasm. Go through the door on the other side.

Room L - Latch onto the beam with the GRAPPLING HOOK and swing (or glide) to the monument. Call down the statue. Have Link stand on the glowing tile, and play the COMMAND MELODY to take control of the statue. Navigate the statue across the magical bridge. Press the R Button to regain control of Link and swing (or glide) back across the chasm. Pick up the statue and go through the door.

Room K - Set the statue on the glowing tile. The King of Red Lions will contact you with some information on these statues. Latch onto



the beam and reposition yourself to face the unbarred door on the right. Swing to it and enter the next room. You can also glide.

Room M - You'll fight a Darknut. Lock onto it, and then strafe until the A Button flashes. Press A at this time to perform the Parry attack. With any luck, you will sever the straps on the Darknut's armor. Use Parry once more to remove the helm. Steal a KNIGHT'S CREST with the GRAPPLING HOOK, and then finish off the fiend. The best way to do this is by first stunning it with the BOOMERANG and then slashing at it with your sword. Combos are very effective. When the Darknut is defeated, open the chest for the HERO'S BOW.

Room K - Use the BOW to shoot the eye on the wall in front of you. Also be sure to take down the Red Bubbles. Swing or glide to where you left the statue pick it up and use the two moving platforms to cross the chasm.

Room H - The statue gets on its pedestal and another door opens.

Go back to Room E (where you got the COMPASS) and shoot the eye on the wall to make a chest appear. Open the chest for a TREASURE CHART. Then, go back to Room I, and shoot the eye there. This causes another platform to appear. Use it to reach a door.

Room N - this is like an arena. Throw BOMBS into the mouths of the Armos Knights (which open after they leap three times). Once both are destroyed, get the JOY PENDANT in the chest and go back to Room H. Go through the door with the glowing symbol.

Room O - Take out the Keese if they get in your way. Approach the edge of the pool and toss a BOMB at the fractured wall on the left. Jump down into the alcove that's revealed and go through the door.

Room P - Play the WIND'S REQUIEM while standing on the blue wind mark. A chest appears. Defeat the two Armos Knights, and then open the chest for a TREASURE CHART.

Room O - Swim across to the opposite door.

Room Q - There are lots of platforms here. Use the DEKU LEAF to help you navigate them carefully. Take out the Red Bubbles with the BOW. Be sure to watch Link's shadow while you glide so that you can land safely. There are two platforms with eyes on them. Use the BOW to activate these platforms. Open the first chest for a SMALL KEY. On the second eye platform, you can hit the eye switch above the entrance. This reveals a chest with a JOY PENDANT.

Room O - Climb the ladder to get out of the water. Take two of the four Armos Statues and throw them onto one of the scales hanging over the water. This will balance Link's weight. Hop across and unlock the door.

Room R - Climb into the small pillar in the center of the room, and use the DEKU LEAF to glide over the barrier. Call down the statue and play the COMMAND MELODY. The statue can pass harmlessly through the barrier. Have it stand on the glowing tile to lower the barrier. Have Link pick up the statue and exit the room.

Room O - Take out the Wizzrobe with the BOW. Jump into the water

and climb the ladder. Throw three Armos Statues onto a scale. This allows you to carry the statue across the pond.

Room H - A large beam of light appears in the shrine. Step into it to reach the third floor.

Room S - Take the pair of Armos Statues and set them on two of the glowing tiles. Let Link stand on the last one to lower the barrier. Open the chest for the BIG KEY. The Armos Statues will spring to life. Target one of them and fire an arrow at the opening on its front. While it's paralyzed, slash the red gem on its back to defeat it. When both statues are gone, the door opens. You can use the BOOMERANG to gather the items in the jars around the base of each Beamos. One of the jars has a JOY PENDANT.

You are now outside. Use the BOW to destroy the Blue Beamos and the Kargarocs. At the top of the stairs, you'll find the Boss door.

=====  
Boss: Gohdan

Attacks: Fireballs (1/2 Heart), Electricity (1/4 Heart), Hand Clap/Hand Pound (1 Heart)

Gohdan consists of a giant head and two hands. The first thing you should do is target the nearest hand and fire an arrow at the eyeball in its palm. Once a hand has been hit twice, it flips over, and stays out of the fight momentarily. Once both hands have been flipped over, the head will open its eyes. Target one of the eyes and shoot it with an arrow. Once both eyes have been hit, the head will fall to the ground with its mouth open. Throw a BOMB into the mouth to cause damage. The head will spit fireballs at you, which can be avoided quite easily by rolling. The hands will sweep over the arena occasionally, in an attempt to knock you into the electrified floor. Gohdan's attack speed will increase as the battle goes on. Once you toss three BOMBS into his mouth, you win. If you run out of ARROWS (which is highly possible), Gohdan will drop 10 of them from his nose.

=====  
Collect the HEART CONTAINER and step into the beam of light. Latch into the handle with the GRAPPLING BEAM and swing forward to ring the gigantic bell. A pathway opens on the surface of the Great Sea. The King of Red Lions will automatically descend beneath the waves.

#### XIV. Hyrule Castle

Items: Master Sword

Enemies: Moblin, Darknut

At first, Hyrule Castle is drearily monochromatic. Inside, you will find Moblins and Darknuts that have been frozen place, as if in the middle of a great battle. One particular object dominates the room: a statue of the Hero of Time, holding his sword triumphantly overhead. Beyond this statue are three large triangular blocks. The King of Red Lions will contact you with some clues to this baffling puzzle.

You can't pick up the blocks, so you will have to rotate them into position. Experimentation is really your only option. You'll get

the hang of this eventually. Once the blocks have been placed in their proper locations, a Triforce mark starts glowing, and the Hero of Time statue slides back, revealing some stairs. Head down the stairs to enter the Basement. A beam of light is illuminating the Master Sword. The King of Red Lions tells you that the Sword is the only weapon that can defeat Ganon. Once you remove the Master Sword from its pedestal, color sweeps through the Castle, and the Moblins and Darknuts are revived. Return to the upper floor to engage in an epic struggle.

Initially, this next segment may seem damn near impossible. It will be if you try to take on four of five enemies at once. The key to victory is to wipe out the Moblins first, because they are far less threatening than the Darknuts. Remember that Moblins wear SKULL NECKLACES. You can add around 7 or 8 to your collection. Stun the Moblins with the BOOMERANG, and then strike them with your sword. Once the Moblins are gone, you can then work on the Darknuts. Remember that they carry KNIGHT'S CRESTS. Use Parry to get rid of their armor and helms, stun them with the BOOMERANG, and then finish them off with a flurry of sword slashes. The BOW can be used to cause damage from a distance. By the way, you can't steal from the Darknuts unless their helmets have been removed.

When all opponents have been defeated, the barrier blocking the door will be lifted. Head back outside and get on your boat. Cruise into the yellow light and return to the Great Sea. Link realizes that she should try to confront Ganon, so set a course for the Forsaken Fortress. But first, head to Eastern Fairy Island (by sailing north to Sector E3) and use a BOMB to destroy the boulder blocking the shell. The Great Fairy will upgrade your BOMB BAG, allowing you to carry up to 60 BOMBS at once. Now, head northwest to Forsaken Fortress.

Note: If you haven't done so already, go to Windfall Island and speak with Tott, the guy who's dancing by the tombstone. Pull out the WIND WAKER and he will teach you the SONG OF PASSING (right, left, down). Also, if you can find one of the big cyclones, you can get the BALLAD OF GALES. When Cyclos appears (on his pink cloud), shoot him with three ARROWS and he will teach it to you (down, right, left, up). There is usually a big cyclone somewhere near Northern Triangle Island. You'll encounter several during your adventure.

#### XV. Forsaken Fortress Revisited

Items: Skull Hammer

Enemies: Bokoblin, Floor Master, Moblin, Miniblin

When you reach the Forsaken Fortress, look for a large wooden door. It is on the southern side of the fortress. Use the Bomb Cannon to destroy it, and then sail inside.

The King of Red Lions assures Link that he can save Aryll with the help of the Master Sword. You start in the same place you did last time. Go up the stairs on the right and run into the courtyard. You don't have to hide under a barrel.

=====

Boss: Phantom Ganon

Attacks: Energy Blast (1/2 Heart), Sword Strike (2 Hearts)

This is almost identical to the battle you had in Ocarina of Time. Phantom Ganon will teleport around the area. He hovers in the air and hurls energy blasts at you. The easiest way to win this fight is to hit the blasts back at Phantom Ganon. Eventually, you'll nail him, and he will fall to the ground. Rush in with a combo to cause damage. Three combos will defeat him. If you choose to dodge the energy blasts, then the Phantom will come after you with its Sword. Use a Parry attack or a regular thrust to stun the specter, and then unleash a combo.

=====  
Open the chest to get the SKULL HAMMER. Use it to pound the thorny pegs on your left, and then go up the stairs. Continue up the path to the ladder. Defeat the Bokoblin to disable the Searchlight. Climb back down and go through the door on your left.

Kill the Bokoblin and then glide to the other side of the room. Pound the thorny pegs and enter the next door. Head through the arch on your left and take out the next Searchlight. Keep moving counterclockwise until you reach the last Searchlight.

While still on the second floor, return to Room E (where the big wooden boat is) and go through the door at the top of stairs. Head up the next set of steps, follow the path, sidle the two ledges, and then pound the peg in front of the door that leads to Aryll's cell.

Tetra shows up and has two of her men open the cell door. Aryll and the other two girls are set free. However, the reunion is short-lived. Tetra promises to take Aryll back to Outset Island while Link deals with the feathered fiend that started all of this trouble.

Once Tetra leaves, the enormous bird swoops in from the hole in the ceiling. Also, the room will begin to fill up with water. Link begins an arduous and exciting journey up the spiraling walkway towards the roof. The bird will use its beak to destroy the path behind you, so keep running and don't slow down for anything. Just avoid the Bokoblins that appear. If Link does take a tumble into the drink, all is not lost. Use the GRAPPLING HOOK to latch onto the beams sticking out from the walls, and use them to reach the top of the room. The bird is waiting for you at the end of the walkway. Bash its beak with the SKULL HAMMER to send it reeling into the waters below. However, it resurfaces when you step out onto the roof.

=====  
Boss: Monstrous Helmaroc King  
Attacks: Beak Strike (1/2 Heart), Claw Swipe (1/2 Heart), Spikes (1/4 Heart)

When the bird tries to ram you with its beak, dodge the attack, and watch as the beak gets stuck in the ground. Pound the head with the SKULL HAMMER. The bird rears back in pain. Three more strikes with the HAMMER will remove the metallic faceplate, revealing the extremely sensitive crest. Once the crest is exposed, wait for the beak to get lodged again, and then strike the crest with your sword. When the Helmaroc King flies high into the air, you can't L-target him. He likes to swoop down and hit you with his talons. This attack can be difficult to avoid, because you might not be able to see the Bird until it nearly on top of you. Just stand still, and with any luck, the talons will go by you without causing damage.

Lastly, the bird will flap its wings, creating a strong wind current. When this happens, you can either run against the current until it ceases, or let Link be blown into the spikes surrounding the arena. You can also line Link with the vertical spikes blocking the bridge that leads to the highest section of the Fortress. This way, he won't take damage.

=====  
Collect the HEART CONTAINER and run up the path that was blocked by the vertical spikes, and go through the door to find Ganon's hideout. Several plot details are revealed here, so I won't divulge them. You regain control of Link at Hyrule Castle.

Tetra is with you, so be sure to take her picture for the Nintendo Gallery. Lead her into the Basement where you go the Master Sword. You'll meet the King of Hyrule, whose identity surprises Link. More of the story unfolds. When you get back above the waves, you'll be aware of your current objectives. You have to visit the Earth and Wind Temples so that the sages can pray to the gods to restore power to the Master Sword. Secondly, you have to reassemble the Triforce of Courage.

Though the next section relates to the Earth Temple, I suggest taking the time to complete some sidequests, gathering HEART PIECES and TREASURE CHARTS. You can even fill out the rest of your Sea Chart, if you so desire. Use the various chapters at the end of this guide if you need assistance. When ready, you can head to the Earth Temple.

## XVI. Earth Temple

Items: Mirror Shield, Treasure Chart 20, Treasure Chart 12  
Enemies: Blue Bubble, ChuChu, Darknut, Keese, Kargaroc, Floor Master, Moblin, Magtail, Red Bubble, Poe, Stalfos, ReDead

Play the BALLAD OF GALES and warp to Mother & Child Isles (Sector B2). You'll automatically be transported into the grotto of the larger island, where you'll meet the Fairy Queen. She gives you the FIRE & ICE ARROWS. Play the BALLAD OF GALES a second time and warp to Dragon Roost Island. From there, head south to Fire Mountain. Shoot an ICE ARROW through the lava spewing up from the top of the volcano. You have five minutes to claim the treasure inside Fire Mountain. Climbing up the spiraling cliffs and drop through the hole at the summit. Take care of the Kargaroc as quickly as possible, because it will become a nuisance as you try to sidle the ledge near the end of the path.

Inside Fire Mountain, use the BOOMERANG or the BOW to kill the Fire Keese, and then jump on the platforms to reach the other side of the cave. Draw the Magtails away from the lava, and defeat them to make a chest appear. Open the chest for the POWER BRACELETS. They will be equipped automatically. Pick up the gigantic stone on your right, and step into the beam of light to exit this place.

Play the BALLAD OF GALES to warp to Outset Island, and then head east to find Headstone Island (it is one of the two locations marked on the Sea Chart). Dock at the beach, and then pick up the large rock and throw it against the wall to destroy it. A cave is revealed. Inside, you will find an enormous stone tablet with

musical directions etched into it. Pull out the WIND WAKER and learn the EARTH GOD'S LYRIC. You will be visited by Laruto, a Zora who served as the Earth Sage before her soul was stolen by Ganon. She tells you that you must play the EARTH GOD'S LYRIC to open the eyes of the new sage, who will be carrying a harp like the one she has. Go back to Dragon Roost Island. (Before leaving, stand on the beach and use a HYOI PEAR to take control of a seagull. Have it fly to the highest spot on the island to find a HEART PIECE. There are also some Rupees that the seagull can collect as well.)

When you get back to Dragon Roost Island, check the mailbox to receive two letters. You pay a C.O.D. charge of 201 Rupees for the first letter, which is from Tingle. He gives you the IN-CREDIBLE CHART. It points out the locations of all the TRIFORCE CHARTS. Next is a letter from Aryll. It contains a RED RUPEE. Head into the mail center. Go to the second floor and out the door near the mail desk. Outside, turn to your right and use the GRAPPLING HOOK to latch onto the beam. Swing across to the other side, and climb the ladder to find Medli. Talk to her, and then take out the WIND WAKER. Play the EARTH GOD'S LYRIC and she will realize her destiny. She urges you to take her to the Earth Temple, and to do so before Komali finds out the truth about her. When you get to Headstone Island, the King of Red Lions will explain how Medli and Link must work together in order to survive the Earth Temple.

Head into the cave and play the EARTH GOD'S LYRIC. Medli will follow along, and the large stone slab will break apart. Go through the door to enter the Temple.

In the first chamber, Pick up Medli and jump off the edge of the platform you're standing on. She will carry you to the door. Pick her up and go through the door.

Room A - Link must take out the Moblins patrolling this room. Once they've been defeated, carry Medli up the stairs on the left. When you reach the top, carry her off the edge, and she will transport both of you to the first switch. Have Link stand on it and play the COMMAND MELODY. Make Medli fly by pressing the A Button. Take her to the second switch. When both switches have been depressed, the door will be opened. Have Medli drop off the pillar onto the floor, and then press the R Button to regain control of Link. Carry Medli into the next room.

Room B - Kill all of the ChuChus except for the Dark ones. Play the COMMAND MELODY and take Medli into the beam of sunlight. Press A and she can reflect the sunlight with her harp. Reflect the light onto the Dark ChuChus to turn them to stone. Then, concentrate the light on the shimmering chest. Finally, use the sunlight to dissolve the statues along the wall. This reveals a Magic Refill. Switch back to Link. Pick up the solidified ChuChus and throw them to break them. Both doors are opened. Collect the DUNGEON MAP from the chest. Burn the lid off the Mystical Jar with a FIRE ARROW, and carry Medli into the next room.

Room C - The blue cloud in this room will curse Link, prohibiting him from using ANY of his items or weapons. Play the COMMAND MELODY and let Medli stand in the beam of sunlight on the right. Focus the sunlight towards the wooden peg to disperse the cloud. Switch back to Link and have him pound the peg with the SKULL HAMMER. This opens the door on the right. Carry Medli into the next room.

Room D - Use the BOW to take down the Red Bubbles that rise from the coffins. Head to the back of the room, and climb the ladder on the left. Pull the block into the groove to reveal a beam of sunlight. Play the COMMAND MELODY, and have Medli reflect the sunlight onto the shimmering chest. Open the chest for a SMALL KEY. Two Floor Masters will appear. Pick up Medli and run back to Room C.

Room C - Straight ahead of you is the locked door that leads to Room E.

Room E - Kill the Green and Orange ChuChus. Then, use a FIRE ARROW to burn the tattered banner hanging on the wall. Take Medli into the beam of sunlight and turn the Dark ChuChus to stone. Place them on the pair of switches to lower a staircase. Take Medli and run up the stairs. Push the block to the lower floor. The door opens. Carry Medli into the next room.

Room F - Push the first block onto your left into its indentation. A panel in the ceiling slides open, revealing a beam of sunlight. Take control of Medli and have her use the sunlight to destroy the sand statue on top of the block to the right. Then, focus light on the yellow symbols (on the wall) to reveal another block and a Mystical Jar. Push the remaining blocks into place to open the door and reveal the chest with the COMPASS. Throw Medli onto the upper ledge, and carry her into the next room. You'll find FAIRIES by breaking the vase near the door.

Room G - Leave Medli at the base of the stairs. Let Link take out the Moblins, and then climb the ladder on the right. Take control of Medli and fly her to the ledge where Link is standing. Use the sunlight to destroy the sand statues, and then reflect the light onto the Poes until they assume a physical form. Link can defeat the Poes very easily. Once they're gone, a staircase appears. Open the chest behind the statues for a JOY PENDANT. Leave Medli behind for the time being. Run up the steps and go through the door on the left.

Room H - Jump off to the lower section of this room. There is a ring of caskets. Starting with the first one on your left and moving clockwise, you'll find 3 ReDeads, a YELLOW RUPEE, and a SMALL KEY. When the zombies have been defeated, the ladder will become accessible. Head back to Room G.

Room G - Unlock the door on your left.

Room I - In this room, you'll encounter your first Stalfos. Use a BOMB to blow it apart, and then target the Head. Strike the head with the BOOMERANG to make it stop moving, and then crush it with sword strikes. Once you defeat the first Stalfos, two more will appear. When they're gone, go up the steps and open the chest for the MIRROR SHIELD. Step into the sunlight and reflect it onto the sun symbol above the door. Head back to Room G.

Room G - Put Medli back in the sunlight. Have her shine it towards where the statues were earlier. From there, Link can reflect the light to the yellow symbol on the wall. This reveals a secret passage. Run down the passage. Use the sunlight to destroy the statue. Have Link stand where the statue was, and then have Medli shine the sunlight onto him. Link can reflect the light onto the

yellow wall symbol to find a little chamber with lots of Rupees. Collect them and carry Medli through the door at the end of the passage.

You are back in Room C. Jump off the ledge with Medli in tow to reach the ground level. Play the COMMAND MELODY and put Medli in either beam of sunlight. Have her shine the light into the eye of the sun statue. Then, have Link do the same thing to the other eye. This causes the blue cloud to dissipate permanently, revealing the door to the Basement. However, you should first take Medli back to Room D.

Room D - Set Medli on the switch in the back of the room. Head through the door and shine the light onto the yellow wall symbols. Open the chest for a JOY PENDANT. Now you can go to the Basement.

In the Basement, head down the winding staircase and take out the Blue Bubbles hovering over the bridge. If they touch Link, he'll be cursed. Carry Medli across the bridge and play the EARTH GOD'S LYRIC. The stone tablet breaks, and the next door is revealed. The hanging platforms on the right will lead to a ledge where the next TINGLE STATUE can be found. Carry Medli to the next room.

Room J - Leave Medli by the door and take out the pair of ReDeads. Have Link reflect the sunlight onto the mirrors to destroy the large statues, and then have him reflect it onto the small statue to destroy it. Grab Medli and go through the door on the right.

Room K - This room is full of cursed gas. Leap into the cloudy area, and run forward, dodging the Floor Masters. Open the chest for a SMALL KEY. The gas will disappear. Defeat all of the Floor Masters and another chest will appear. Open it for a TREASURE CHART. Go back to Room J and go through the door on the opposite side.

Room L - Drop Medli and run through the gas. Pull the mirror into the indentation and then pound the peg with the SKULL HAMMER. This sends light into the room beyond the fence. Dash back through the gas, and carry Medli back into Room J.

Room J - Toss Medli to the ledge with the locked door. Push the block forward until it touches the wall, and then climb onto the ledge.

Room M - The large beam of sunlight serves many purposes. First, use it to defeat the Poes. Take out the Red Bubbles, and then use it to destroy the statues. Have Link obliterate the pair of statues against the wall to reveal alcoves with a YELLOW RUPEE and a Magic Refill. Have Medli step into the light beam, and have her reflect the light slightly to the right of the fence. From here, Link should be able to reflect the light onto the statue across from the fence. Carry Medli into the next room.

Room N - This hallway is lined with sarcophagi. Head forward, and turn right to find a chest with a RED RUPEE. Double back to the room's entrance, and head down the hallway on the right. Play the EARTH GOD'S LYRIC to break the stone tablet, revealing the final part of this dungeon. Be sure to destroy the Keese, ReDeads, and the Stalfos in this hallway, while collecting any Hearts, Rupees, and Refills that appear.



Descend the staircase. On your left, use a BOMB to blow up the boulder, unplugging the Mystical Jar. Continue to the bottom and go through the door.

Room O - Medli and Link will have master the art of cooperation in order to solve the mystery of this confusing room. Below is a step by step description.

1. Fly Medli onto the center platform. Step on the switch to make a beam of sunlight appear.
2. Have Link push the two mirrors closest to the ladder down their tracks until they slide into place. One of them will be sitting in the sunlight that Medli revealed.
3. Stand on the pedestal on the right side of the room, and reflect sunlight onto the large statue on your left. Pull and push the mirror that's revealed until it falls into place.
4. This next part is tricky. Have Medli stand on the right pedestal, and reflect light towards the entrance. Have Link climb the ladder, and then bounce the light off of his shield onto the 4 golden wall symbols on the left. Pull the mirror from the alcove and slide it into position.
5. Near the pedestal that Medli is standing on is another wall with 4 golden symbols. Let Link stand on the small platform near this wall, and use Medli's sunlight to reveal another mirror. Slide it into position. The shimmering chests contain a PURPLE RUPEE and a JOY PENDANT.
6. The sunlight has now been directed to the left side of the room. A statue is automatically destroyed. Pull the mirror out of the alcove and slide it into position. Now all of the mirrors are positioned properly. Also, if you stand on the pedestal, you can discover another alcove by focusing light onto the yellow wall symbol. Go through the door at the end of the short corridor. Use the sunlight to open the coffins. Jump down and pull out the block so you can get back to the top level. Defeat the three Stalfos in this room to find a chest with a TREASURE CHART.
7. Have Link and Medli stand on the pedestals near the large sun face. Shine light into both of its eyes to open the last chamber.

Room P - Approach the Darknut, and two Blue Bubbles will appear. You have to take them out first. Once you do, you can give the Darknut your undivided attention. Open the chest for the BOSS KEY.

Room N - Medli will be waiting for you by the entrance. Carry her through the door.

Run up the stairs until you reach the dead end. Link has to climb the ivy covered wall. Medli has to fly. Once they've been reunited, pick Medli up and have her carry you to the Boss Door. Break the jars for replenishment, and then enter the Boss chamber.

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Boss: Jalhalla

Attacks: Blown into Spikes (1/4 Heart), Lantern (1 Heart), Flame Breath (1 1/2 Hearts), Flop (no damage but cursed)

Jalhalla is initially transparent. Focus sunlight on him for a few moments, though, and he will assume a physical form. Pick him up and toss him into one of the purple spike columns. He will pop like a balloon. You now have to destroy the Poes. Stun them with the

BOOMERANG before striking. Jalhalla will be defeated when all the Poes are gone.

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Pick up the HEART CONTAINER and then watch as Medli takes over her role as the Earth Sage. The Master Sword regains some of its power, but it won't be at full strength until you complete the Wind Temple.

## XVII. The Wind Temple

Items: Hookshot, Treasure Chart 5, Treasure Chart 35  
Enemies: Armos, Armos Knight, Wizzrobe, Peahat, Stalfos, ChuChu, Darknut, Blue Bubble, Keese, Floor Master, Bokoblin

Link cannot enter the Temple until he finds something that allows him to withstand the harsh winds that protect the Temple entrance on Gale Isle. You had a similar dilemma at the Earth Temple. However, instead of Fire Mountain, you will be going to its polar opposite, Ice Ring Isle, in sector E6, just west of Forest Haven. When you get there, you will find the island surrounded by an impenetrable blizzard. Sail in as close as you can, and then pull out your BOW. There is a large head statue in the middle of the island, and it is breathing a constant stream of frosty mist. Shoot a FIRE ARROW at the statue to dissipate the snow flurries, and then head towards the cave inside the statue's mouth. You have five minutes to find the treasure hidden within. As soon as you step onto the island, move left and look for the chest covered in ice. Melt the ice with a FIRE ARROW to get a TREASURE CHART. Then, Link has to climb up a series of slippery ledges. Maneuver slowly and carefully towards the pool around the base of the statue. Jump on the platforms to reach the cave. The DEKU LEAF can be a great help, if the wind is blowing in the right direction.

Take out the Keese with ARROWS or the BOOMERANG, and then take the narrow path to the right to reach the chest with the IRON BOOTS. In the corner, you will find a jar trapped under a thick sheet of ice. Melt it with a FIRE ARROW and break the jar to find three fairies. Once you have the IRON BOOTS, equip them, and then head straight, towards the powerful gust of wind, which guards a secret hole. Down here, you will have to use FIRE ARROWS to free the enemies that are imprisoned under the ice, and the defeat them. When they are all gone, a chest with an ORANGE RUPEE will appear.

Exit the cave and return to the boat. Warp to Windfall Island, and then head due north to Gale Isle.

Don the IRON BOOTS and walk through the winds to the statue. Destroy the statue with the SKULL HAMMER and enter the cave. Approach the large tablet and pull out the WIND WAKER to learn the WIND GOD'S ARIA (up, up, down, right, left, right). You will meet Fado, a member of the Kokiri tribe. He carries a violin, so that means that the new sage must also carry a violin. Does anyone come to mind? Use the BALLAD OF GALES to warp to Forest Haven.

Climb the ledges behind the mailbox and approach the waterfall on your left. You'll see music notes. With the GRAPPLING HOOK, latch onto the branch above you, and seeing into the hidden cave behind the waterfall. Makar is already practicing for next year's festival. Talk to him, and

then take out the WIND WAKER. He asks you to conduct him. Play the WIND GOD'S ARIA, escort Makar back to Gale Isle, have him follow you up the beach into the cave, and then play the ARIA again to gain access to the Wind Temple.

Pick up Makar and carry him into Room A. Drop into the grass below, set Makar down, and then dispatch the Wizzrobe with a well-placed FIRE ARROW. Play the COMMAND MELODY to control Makar, and move the little fellow onto the two dirt patches. Press A when it glows to plant a tree. This is Makar's major ability, and it will be invaluable as you work your way through the Temple. A chest with an ORANGE RUPEE will appear after both trees have been planted. Fly Makar onto the ledge at the back of this room, and have him stand on the switch. Now, you can regain control of Link. Defeat the Stalfos (past the trees) and burn the lid off the Mystical Jar (with a FIRE ARROW) to the left. Climb onto the big metal spring and equip the IRON BOOTS. You'll push the spring into the ground. Face the entrance, and take off the BOOTS to be thrown up on the ledge. Another spring is located here. This time, when Link is tossed into the air, use the DEKU LEAF to glide over to where Makar is. Pick him up and enter the next room.

Room B is dominated by a wall that can be raised or lowered by using the DEKU LEAF to blow air at the fan. Set Makar down and use the BOW to take out the Armos statues that come to life. Once they're gone, use the DEKU LEAF to make the wall swing up towards the ceiling, and then transport Makar past the sliding blade. Use the COMMAND MELODY and have Makar plant trees in the dirt patches. This raises the portcullis over the door.

In Room C, drop Makar and jump down into the grassy section below. Use the TINGLE TUNER to find a TINGLE STATUE in the center of this area. Watch out for the tentacles in the bushes, because if they grab you, they will drain your Magic Meter. Slicing them up isn't that effective, because they grow back almost instantly. Climb the ivy to get back to Makar, and play the COMMAND MELODY to take control of him. Make him fly to each of the cliff platforms and plant seeds in the dirt patches. When the final tree has sprouted, the door opens, but four Floor Masters appear and kidnap Makar. Link can't do anything to rescue his partner at the moment, so just head through the newly unlocked door on your right.

Room D is the dungeon's central chamber. Makar is stuck behind the enormous statue on the left, but you can't get to him at the moment. Use the GRAPPLING HOOK to steal GOLDEN FEATHERS from the Peahats (if necessary), and then strike them with the Boomerang to knock them down, and finish them off with your sword. Head to the only visible door, and dodge the pair of Armos Knights.

In Room E, slay the Peahats, run past the sliding blade, and drop into the hole on your right. Take out the Floor Master, and then use the DEKU LEAF to blow the fan and raise the wall. Use the spring to get back to the top half of the room, and then cross to the other side. Eliminate the Peahats, and then blow the fan (very close to the sliding blade) to uncover an alcove on the left. Open the chest for a JOY PENDANT and then exit through the door on the right.

Room F is really nothing more than a big canyon. You will consume a lot of magic power in this room, so come prepared (GREEN POTIONS are great to have here). Hack down the bushes near the entrance for some Magic Refills if you need them. Pull out the DEKU LEAF and use the

updraft to reach the ledge on your left. Step on the switch to move the gate into a different position, and then glide over to it. A Wizzrobe will appear on one of the four ledges beyond the gate. Dodge its fireball attack, and wait for it to get within targeting range. Then, you can take it out with the BOW. You can vanquish the Wizzrobe from a distance, but you might waste an unhealthy number of arrows doing so. Glide over to each of the ledges, and when you reach the second one on the left, glide through the opening in the fence and open the chest for the DUNGEON MAP. Glide back into the main part of the room, and hit the updraft to glide through the next fence opening. Keep using the updrafts to pass through the rest of the fences. In the last part of this room, you will find a group of Peahats and a Wizzrobe. Deal with the Peahats first, because they are an immediate threat. The Wizzrobe can be defeated from a distance like before, but it is easier to glide over the ledge it's on and confront it directly. Break the skulls and cut the bushes to replenish your magic and arrow supply, and then pass through the door on the right.

You are back in Room D, only higher up. Remove the lid from the Mystical Jar on the right, and then stand on the metal button and equip the IRON BOOTS. The Basement is revealed. Fall to the lowest floor and go through the unlocked door.

Room G has a series of cracked tiles. Stand on the center tile and put on the IRON BOOTS to drop to the room below. Kill the Floor Masters, and then pull the box with the spring on it to the tile with the symbol on it. The spring should now be aligned with the hole in the ceiling. Use the other box to reach the spring, and you will be tossed back into the upper room. Open the chest for a SMALL KEY and the spikes will disappear. Smash through the other cracked tiles to fight some new enemies. Once all of the tiles and enemies have been cleared, a chest will appear. Open it for a TREASURE CHART.

Return to the main Basement chamber and open the locked door.

Sub-boss: Lord Wizzrobe

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This magician is far more powerful than any of the others you have previously fought. It summons creatures for assistance (Darknut, Wizzrobe, Moblin, and Keese). Take out these inferior enemies quickly, and then shift your focus to Lord Wizzrobe. He likes to hang around on the upper ledges, so make sure that you L-target him before releasing a FIRE ARROW. Three FIRE ARROWS will end the battle.

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Open the chest for the HOOKSHOT, which serves as an upgrade for the GRAPPLING HOOK. It has a longer reach, and can let you move to higher places much more quickly. Look for bull's eye target on the wall to know when to use the HOOKSHOT. Also, if paired with the IRON BOOTS, the HOOKSHOT develops a second function.

Use the HOOKSHOT to pull Link to the ledge with the wooden button. Pound it with the SKULL HAMMER to open the door. Back in the Basement, HOOKSHOT up the ledges until you get to the fourth one. Glide across to the platform on the far side, and open the chest for the COMPASS. Break the jars for extra arrows and Magic Refills, and then use the spring to get to another ledge. HOOKSHOT up the next set of ledges to get back to the first floor of Room D.

Pull yourself to the ledge with Makar's cell. Put on the IRON BOOTS, take out the HOOKSHOT, and aim for the bull's eye on the statue. It

will fall over. Enter the cell and open the chest for a JOY PENDANT. Pick up Makar and head back down to the Basement. Play the COMMAND MELODY and take Makar to the dirt patches. The trees will activate a huge fan. Have Makar fly back to the first floor, to the area on the left of his cell. Then, get control of Link, and use the DEKU LEAF and the massive updraft to rejoin Makar. Go through the door to re-enter Room C. Take out the Wizzrobe, and the Fire Keese if he releases any. Use the HOOKSHOT to latch onto the trees that Makar planted earlier. When Link reaches the door at the top, switch to Makar and have him fly up there. Pick him up and carry him into the next room.

In Room H, set Makar down and use the DEKU LEAF to destroy all of the Blue Bubbles (if you need to get their attention, hit them with an arrow). Then, play the COMMAND MELODY and take Makar to each cliff, planting seeds in the dirt patches. The last patch is guarded by a Floor Master, so be careful. Have Link HOOKSHOT up to Makar, pick him up, and go through the next door.

This is the second floor of Room D. Place Makar on one of the switches, and have Link stand on the other. This causes some panels above the Basement fan to slide open, moving a gate, and granting access to the final sections of the Temple. Leave Makar where he is, and use the DEKU LEAF to reach the area between the two windmills. Go through the door.

Room I has six Armos statues. Defeat them with the BOW, and then open the chest for a SMALL KEY.

Back in Room D, glide over to the area on the right, between the windmill and Makar. Open the chest for a JOY PENDANT, and then glide back to the first floor to the area with the Mystical Jar. Fly Makar to where Link is, and go through the door, back into Room F. As soon as you enter, look on the wall to the right to find a statue with a bull's eye target. Use the HOOKSHOT-IRON BOOTS combination to find a JOY PENDANT. Drop to the grassy area, and run under the fences. Climb the ivy (Makar will have to fly) to the entrance of the room, and then go through the door.

Back in Room E, play the WIND GOD'S ARIA in front of the tablet to reach the arena that was hidden behind it. Inside, Link will have to fight three Darknuts. The one in black armor is the toughest, so try to defeat the other two before tackling it. Target the Darknut that is closest to you, and then strafe around until the A Button flashes. Use the Parry attack to knock off the armor and the helm. Then, you can stun a Darknut with your Boomerang, and finish it off with a couple of well-placed combos. When the helm is gone, Darknuts are susceptible to the temporary confusion of the Boomerang, and they are also vulnerable to FIRE ARROWS. However, you shouldn't try this approach unless you have a full Magic Meter and a GREEN POTION. After you've won, open the chest for the BOSS KEY, and then go back to Room F. Makar can easily return to Room D, but Link has to glide through the fences again.

In Room D, drop to the basement, and wait for the updraft to disappear. Fall to the area under the fan, and use the SMALL KEY to open the door.

Room J has two Stalfos and a Wizzrobe. Take out the skeletons first. You can use BOMBS, or you can dismantle them with several continuous strikes of the Master Sword. You still have to destroy the heads to be completely victorious. Now, focus on the Wizzrobe. Once it is

defeated, use the HOOKSHOT to reach the metal button on the uppermost ledge. Weigh it down with the IRON BOOTS to raise the bars over the door. Now, start pulling the statues off the wall to find a Bokoblin (there might be two). When it's dead, a chest appears. Open it for a TREASURE CHART. Pick up Makar and go through the opposite door.

Room K features several Bokoblins and two Armos Knights. Take them out, and then have Makar fly over the wind barrier to the dirt patch. Link can then use the tree to HOOKSHOT across the gap. Kill the Floor Master and the Peahats, and take Makar through the next door.

Room L has a nasty puzzle. There are three crates, three sliding blades, and two fans. Here's the solution.

Push the left crate forward and trap the first blade.  
Push the center crate into the path of the second blade.  
Push the right crate into the ditch to form a bridge.  
Push the left crate across the ditch to block the third blade.

Pick up Makar and head past the blades and the wind currents (with the IRON BOOTS) and through the door on the opposite side of the room. Go down the stairs and play the WIND GOD'S ARIA to remove the tablet. Uncork the Mystical Jar with a FIRE ARROW, and then open the door with the BOSS KEY.

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Boss: Molgera

This gigantic sandworm is the only thing standing between you and the completion of this dastardly Temple. Molgera's only weak point is its tongue, which it uses to capture its prey. When Molgera rises to the surface, press L to target the tongue, and use the HOOKSHOT to pull it towards you. Attack it as much as possible before it withdraws back into the mouth. Molgera will release a swarm of baby worms, but they are more of a nuisance than a threat. However, their presence is effective, because targeting the tongue is nearly impossible with all of the mini-Molgeras running around. You can either destroy them or ignore them, depending on your gameplay style. If you choose the first option, target one of the smaller worms and use the HOOKSHOT to pull them out of the sand. Defeat them with a few strikes of the Master Sword. The second option is more practical, even though you will probably have to fire the HOOKSHOT at the tongue manually rather than with the accuracy of L-targeting. You will lose 2 Hearts if you get hit by Molgera's Dive, or if the creature swallows you and spits you back out. FAIRIES are very important; as is the ELIXIR SOUP you got from Grandma, if you still have it. The Boss is defeated after you perform 4 combos on the tongue. Get the HEART CONTANER and step into the light to exit the Temple. Your Master Sword has regained its power.

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## XIX. Triforce Shards

Ganon has fled the Forsaken Fortress, and the King of Red Lions is worried about Princess Zelda. In order to return to Hyrule Castle, you have to reassemble the Triforce of Courage. Its 8 Shards are scattered across the Great Sea. To find them, you have to use the TRIFORCE CHARTS, which must be deciphered by Tingle for a whopping price of 398 Rupees per CHART. Thus, you need approximately 3500

Rupees to complete this objective. It would be extremely advantageous to explore every individual sector of the Great Sea. Use the Island Guide to see what treasures you can find. Below, I will list the islands you have to visit in order to locate the TRIFORCE CHARTS.

#### Islet of Steel

Sector: B5 (letter refers to column, number refers to row)

Head due south from Greatfish Isle

Use the Bomb Cannon to wipe out the gunboats surrounding the Islet, and then eliminate the pair of turrets that are guarding the entrance. Inside the fort, swim to the stairs, and then stand on the blue symbol and play the WIND'S REQUIEM. The chest with TRIFORCE CHART 1 appears. Break the jars for Hearts, Rupees, and Bombs, and then exit.

Have the CHART deciphered by Tingle, and go to Greatfish Isle to pick up the SHARD.

#### Private Oasis

Sector: E5

Head due south from the Tower of the Gods

The Oasis is off-limits to anyone who doesn't have a CABANA DEED. Thankfully, Mrs. Marie will give hers to you when she gets 20 JOY PENDANTS. Present the DEED to the butler and you can enter this reclusive resort. Use the GRAPPLING HOOK to latch onto the lever hanging from the ceiling. Swing back and forth to pull the lever and open up a secret hole in the fireplace. Fall through it to proceed.

You'll be in a sewer-like passageway. Ignore the rats and follow the path. Drop down the hole and go through the crawlspace on the right.

Turn left

Turn right

Turn left

Turn right

This leads to a room full of jars. Break all of them to find lots of Rupees. Enter the crawlspace again.

Turn left

Turn left

This leads to the second ladder. Climb it to find two wooden pegs. Pound them with the SKULL HAMMER to raise the pair of gates. Go through the opening on the left, and descend the third ladder. Avoid or kill the thieving rats, and then enter the crawlspace on the left.

Turn left

Turn left

Open the chest for an ORANGE RUPEE, and then enter the other crawlspace, across from the ladder.

Turn left

Turn right

Turn right

Climb the fourth ladder. Jump into the hole near the wooden peg. Defeat the 2 ReDeads, break the jars, and enter the final crawlspace.

Climb the ladder at the end, play the WIND'S SREQUIEM while standing on the blue symbol, and open the chest for TRIFORCE CHART 2. Pound the wooden peg, go through the gate, and pound the other peg to find your way back to the cabana. Before leaving, you can check out the picture puzzles.

Get the CHART deciphered by Tingle and go to Gale Isle to pick up the SHARD.

Bird's Peak Rock

Sector: G5

Head east from Private Oasis or northeast from Forest Haven

There are two islands here. The smaller one has a mailbox and a Secret Cavern, which is blocked by heavy iron bars. To remove the bars, you have to activate the six switches sitting on the stone pillars of Bird's Peak Rock. Use a HYOI PEAR to take control of a seagull, and navigate your feathered comrade to the switches. However, there is a nest on each of the pillars, and the nests are being guarded by Kangarocs. These are very territorial creatures, and they will chase after anything that gets close to their nests. So, before using the HYOI PEAR, pull out your BOW and try to eliminate as many Kangarocs as you can. You'll be shooting from quite a distance, so aim carefully and don't waste too many arrows. Go for the lower four switches first, and then get the fifth one in the back. The tallest spire should be your last target. If the seagull gets hits by a Kangaroc, you'll have to use another HYOI PEAR. If you run out, you'll have to buy some more from one of Beedle's Shop Ships. This, of course, is very inconvenient. When the gate rises, fall through the hole, and play the WIND'S REQUIEM while standing on the blue symbol. Open the chest for TRIFORCE CHART 3. Break the jars for a Magic Refill and some Rupees, and then exit.

Get the CHART deciphered by Tingle and go to Stone Watcher Island (Sector C5) to pick up the SHARD.

Diamond Steppe Island

Sector: A6

Head northwest from Outset Island

Use the trees to HOOKSHOT to the top of the island, and then drop through the hole to explore a ship graveyard. This is a confusing maze of Mystical Jars. To make matters worse, there are Floor Masters everywhere. Dodge them, or use the BOW to take them out.

Hop into the first Jar that you see. You'll appear beside the next one you need to take. Burn the lid off and jump inside. Ignore the Jar next to the one from which you emerge. Instead, walk forward, past the Floor Masters, to the pair of Mystical Jars in the back. Enter the one on the right. Same scenario as last time. Head to the pair of Jars in the back, beyond the Floor Master, and take the one on the left. In the next room, avoid the Floor Master and open the chest for the GHOST SHIP CHART. Exit the maze and return to the King of Red Lions.

Play the SONG OF PASSING to make it night if it isn't already. Open up the GHOST SHIP CHART, and then check the SEA CHART to see which island the supernatural vessel is sailing around. When you pinpoint its location, sail into it and prepare for a fight.

Use FIRE ARROWS to take out the Wizzrobe, then stand in the light and



reflect it onto the Poes, and finish them off with the Master Sword when they turn solid. Finally, defeat the ReDead and a ladder will fall into place. Climb it and enter the small room with the chest. Break the six jars here for approximately 200 Rupees, and then collect TRIFORCE CHART 4. You will automatically be transported back to your boat.

Get the CHART deciphered by Tingle and go to Outset Island to pick up the SHARD.

Needle Rock Island

Sector: A5

North from Diamond Steppe Island or southwest from Greatfish Isle

West of Needle Rock Island are three gunboats. One of them is gold. Sink it with the Bomb Cannon and then pull the chest out of the water with the GRAPPLING HOOK (indicated by the ring of light on the surface of the water). Open the chest for TRIFORCE CHART 5.

Get the CHART deciphered by Tingle and go to Cliff Plateau Isles (Sector G6) to pick up the SHARD.

Outset Island

Sector: B7

Warp there with BALLAD OF GALES

If you have 10 KNIGHT'S CRESTS, hand them over to Orca to learn the HURRICANE SPIN. This attack is terrific against large numbers of opponents in areas where maneuverability is cut short. However, after you use, Link will be dizzy for a brief period of time. This leaves him open for retaliation. Go up the eastern hill, near the broken bridge that leads to the Forest Fairies. There is a man standing near the edge of the cliff, holding a telescope. In the distance, you can see a large face statue. Play the WIND'S REQUIEM, set the wind to go west, and then use the DEKU LEAF to glide over to the statue. Unless you doubled your Magic Meter, it will be nearly depleted by the time you land. Pick up the big rock and drop through the hole it was hiding.

Welcome to the Savage Labyrinth. This is a dungeon with 51 Floors and tons of enemies. You'll have several opportunities to escape, but working your way back through can be very frustrating. Come prepared with at least two FAIRIES, a BLUE POTION, and a complete stock of ARROWS and BOMBS.

Note: The Savage Labyrinth provides you with the chance to make a major dent in the Nintendo Gallery sidequest, because it forces you to face off with almost every type of non-Boss and non-aquatic foe in the game. Of course, since you can only carry 3 pictures at a time, you'll have to make many trips back and forth, but there is a big payoff for those with the patience to undertake this task.

Floor 1: Entrance

Floor 2: Keese x10

Floor 3: Miniblin x6

Floor 4: Bokoblin x4 (with Boko Sticks)

Floor 5: Red ChuChu x6

Floor 6: Magtail x4

Floor 7: Keese x4, Miniblin x4

Floor 8: Fire Keese x4, Magtail x2

Floor 9: Bokoblin x4 (with torches), Fire Keese x2

Floor 10: Moblin x2

Floor 11: Exit Portal, Jars (Hearts & Rupees)

Floor 12: Peahat x6

Floor 13: Green ChuChu x4

Floor 14: Boko Baba x5

Floor 15: Bokoblin x4 (torches & shields)

Floor 16: Mothula x5

Floor 17: Boko Baba x3, Peahat x3

Floor 18: Green ChuChu x4, Bokoblin x4 (with swords) (hidden in jars)

Floor 19: Mothula x3, Bokoblin x2 (with swords and shields)

Floor 20: Flying Mothula x2

Floor 21: Exit Portal, Jars (Hearts & Rupees)

Floor 22: Wizzrobe x3

Floor 23: Armos Statue x4

Floor 24: Armos Knight x2

Floor 25: Yellow ChuChu x6 (hidden in jars)

Floor 26: Red Bubble x4

Floor 27: Darknut x1, Bokoblin x2 (with swords & shields)

Floor 28: Armos Statue x3, Wizzrobe x1

Floor 29: Armos Knight x2, Red Bubble x2

Floor 30: Darknut x2

Floor 31: Jars (Hearts & Rupees), chest with TRIFORCE CHART 6

You got what you came here for, but there is another prize to find.  
Use the beam of light to destroy the sand statue, and continue through  
the next series of chambers.

Floor 32: ReDead x6, beam of light

Floor 33: Blue Bubble x5

Floor 34: Dark ChuChu x5, beam of light

Floor 35: Poe x5, beam of light

Floor 36: Flying Mothula x3

Floor 37: ReDead x3, Moblin x2, beam of light

Floor 38: Dark ChuChu x5, Flying Mothula x1, beam of light

Floor 39: Poe x5 (with lanterns), Moblin x2 (with lanterns)

Floor 40: Blue Bubble x4, Stalfos x2, beam of light

Floor 41: Jars (Rupees), Exit Portal

Floor 42: Miniblin x25

Floor 43: Green ChuChu x10, Yellow ChuChu x10, Red ChuChu x10 (in a circle, so the Hurricane Spin is extremely effective, but only after you eliminate the Yellow ChuChus, because they emit electricity. The best strategy is to use the BOW and fire arrows with L-targeting.)

Floor 44: Wizzrobe x5

Floor 45: Bokoblin x15 (This room is almost entirely pitch black, so stay near one of the torches, and let the Bokoblins come to you. Slash like mad or use the HURRICANE SPIN to clear them out in groups of three or four. )

Floor 46: ReDead x4, Stalfos x2

Floor 47: Moblin x3, Darknut x2 (Use the BOOMERANG to stun the Moblins, and try to get rid of them first.)

Floor 48: Wizzrobe x3, Darknut x2 (Use ARROWS to take out the Wizzrobes before engaging the Darknuts.)

Floor 49: Stalfos x3 (There are lots of Bomb Flowers here. Use them rather than the ones in your inventory. )

Floor 50: Darknut x4, fire-breathing statues on the wall

Floor 51: HEART PIECE, Exit Portal

Get the CHART deciphered by Tingle and go to Southern Triangle Island (D5) and pick up the SHARD.

Stone Watcher Island

Sector: C5

Head southeast from Greatfish Isle

Lift the enormous stone head (with the POWER BRACELETS) and toss it out of your way. Fall through the hole underneath. Enter each of the four rooms and defeat the enemies that appear: 4 Armos Statues, 2 Moblins, 3 Wizzrobes, and 4 Bokoblins \*with Boko Sticks & swords). Once you have done this, return to the center room and wipe out the 2 Darknuts. Enter the barred door, play WIND'S REQUIEM on the blue symbol, and open

the chest for TRIFORCE CHART 7. Break the two vases for Rupees, then exit back to the world above.

Get the CHART deciphered by Tingle and go to Seven-Star Isles (F1) to pick up the SHARD.

Overlook Island

Sector: G1

Head northeast from Dragon Roost Island

Use the HOOKSHOT to latch onto the tree strategically positioned on the solitary mound of rock. Work your way up the cliffs to the Secret Cave. Again, you have to enter the four rooms and defeat the enemies: Stalfos, Wizzrobes, Stalfos, and Bokoblins. Return to the central chamber and battle the four Darknuts. Remember that once you knock off the helms, you can stun the Darknuts with the BOOMERANG, or damage them with FIRE ARROWS. When you've won, go through the barred door and play the WIND'S REQUIEM on the blue symbol. Open the chest for TRIFORCE CHART 8.

Get the CHART deciphered by Tingle and go to Two-Eye Reef (D7) to pick up the SHARD.

The Triforce of Courage has been successfully reassembled. Congratulations!!! Now, you can enter Hyrule Castle and confront Ganon. But first, you should try to complete all of the remaining sidequests.

Warp to the Tower of the Gods, and approach the entrance. Link will show the TRIFORCE of COURAGE to the gods, and they will open the path to Hyrule Castle. The King of Red Lions declares Link as the Hero of Winds. Inside the Castle, head to the basement where you got the Master Sword. You see Zelda, but she disappears. Then, you are taunted by the voice of Ganon, who has come here once his power was restored. He sends a pair of Darknuts after you. Use FIRE ARROWS to burn the capes on their backs, and then take out in the usual manner. Collect the spoils, and then exit through the door at the far end of the upper hall (Link will go there automatically). Walk forward across the bridge, and destroy the invisible barrier with a swipe of the Master Sword. Follow the dirt path, dodge what enemies you can, and use the HOOKSHOT to cross the gap in the trail. Enter the cave on the other side.

Ganon's Tower

Head to the center platform and cross the rope bridge on your left. Slay the Bokoblin and enter the door.

In Room A, use the BOW to take out the skulls that are lined up on the overhead beams. A couple of the skulls are actually Red Bubbles, and they will spring when you get close. With that threat out of the way, grapple onto the nearest beam. Press the R Button to stop swinging, and then climb up and grab the beam. Link will pull himself up. Jump off and glide to the floating platform in the distance. Grapple onto the next beam. Get on top of this beam and glide to the ledge on the back. There are two Red Bubbles here, but you should be able to get through the door before they attack you. In the next chamber, you'll have a monochromatic Boss fight with Gohma. Nothing has changed since Dragon Roost Cavern. (During these particular sequences, you will only have the items you had the first time you fought the Boss).

Afterwards, you'll be back in the center chamber. Cross the second bridge on your left.

Room B looks like the Forbidden Woods. Blow the fan with the DEKU LEAF to reel in the gondola. Jump onto the gondola and blow the fan to move it across the chasm. When the gondola comes to a stop, jump to the platform on the right, and when it lowers, blow the fan on the left. This will bring in the second gondola. Glide to it when the platform slides into its upper position. When this gondola comes to a stop, glide to the platform on the right, and then jump to the one on the left. Glide to the ledge in the back of this area. Kill the Peahats, and then enter the Boss door. Defeat Kalle Demos and return to the central chamber.

Cross the second bridge on your right. Room C is a long hallway with coffins on both sides. Approach the coffins, and the lids will fall off, revealing either a refill of some sort, an enemy, or nothing.

Right side

1st casket: nothing  
2nd casket: nothing  
3rd casket: Fairy  
4th casket: ReDead  
5th casket: nothing  
6th casket: Red Bubble

Left side

1st casket: ReDead  
2nd casket: Magic Refill  
3rd casket: Red Bubble  
4th casket: Arrows  
5th casket: bombs  
6th casket: nothing

Run up the stairs at the end of the hallway. You'll notice a switch and a beam of sunlight. Another long hallway lined with sarcophagi lies ahead. In one of the coffins, you will find a Dark ChuChu. Use the sunlight to turn it to stone, and then set it down on the button to make the third set of stairs appear.

2nd hallway, right side  
(This hallway also has 2 Poes)

1st casket: nothing  
2nd casket: Dark ChuChu  
3rd Casket: Magic Refill  
4th Casket: nothing  
5th casket: nothing  
6th casket: Fairy

2nd hallway, left side

1st casket: Magic Refill  
2nd casket: Dark ChuChu  
3rd casket: Magic Refill  
4th casket: Dark ChuChu  
5th casket: nothing  
6th casket: nothing

The third hallway has another switch that must be held down, but the beam of light is at the end of hallway. Use the MIRROR SHILED to reflect it down the hallway, and try to hit the ChuChu that is closest to the switch. Once the ChuChu has been set into place, roll back towards the last set of stairs. Watch out for the Stalfos!!! Enter the Boss door to fight Jalhalla from the Earth Temple. Defeat him to warp back to the central chamber. (You can take out large groups of Poes with the HURRICANE SPIN).

3rd hallway, right side

1st casket: nothing  
2nd casket: Bombs  
3rd casket: Dark ChuChu  
4th casket: Arrows  
5th casket: Magic Refill  
6th casket: Dark ChuChu

3rd hallway, left side

1st casket: Dark ChuChu  
2nd casket: nothing  
3rd casket: Dark ChuChu  
4th casket: Magic Refill  
5th casket: nothing  
6th casket: Dark ChuChu

Cross the first bridge on your right. Room D resembles the Wind Temple. Walk forward and climb up onto the metal spring. Use FIRE ARROWS to take out the Wizzrobe, and then put on the IRON BOOTS. This compresses the spring. Take them off and when you are hurled into the air, glide over the ditch and the spikes with the DEKU LEAF. Use the metal spring behind the tower to give you enough altitude to pass through the downdrafts up ahead. Land near the vases, and kill the Bokoblins. Use the HOOKSHOT to latch onto the target and then enter the Boss door to fight Molgera.

Back in the central chamber, the door with the four symbols will now be unlocked. Enter and head up the stairs, ignoring the Miniblins. Go through the door at the top of the stairs.

You are now on the second floor. Enter the door on the right and notice the pattern of the candelabras. Now, exit this room. Back in the circular chamber, go through the door on the left. Use the BOOMERANG to hit the switches in accordance with the candelabras. I believe the correct order is listed below. If not, then please e-mail me. I am not sure if it the same from game to game.

Switch #1: back-right  
Switch#2: front-left  
Switch #3: front-right  
Switch #4: back-left

This opens a portal that transports you back to the Great Sea, near Forsaken Fortress. Do what you need to do, and then return to Ganon's Castle.

Go back to the room with the candelabras and drop into the seemingly bottomless hole. You are now confronted by one of the game's trickiest

puzzles. You have to navigate a series of identical rooms, each one guarded by a Phantom Ganon. This is the same deity you fought at the Forsaken Fortress, but the Master Sword is now so powerful that you can destroy this thing with a single blow. However, it stays in midair throughout much of the battle, so you have to volley its energy blasts back and forth until you get a successful hit, and the specter falls to the ground. Or, when it makes clones of itself, wait for them to disappear, and the real Phantom will lurk around for a few moments. One sword strike will send it to its knees, another will eliminate it. There are eight Phantom Ganons in all. Every time you defeat one, its sword will topple over. The hilt will point out the correct door to go through. Make sure that you pay attention to this. If not, you will end up traveling in a circle, and you won't make any progress (unless you extremely lucky). When the last Phantom has fallen, a chest will materialize in the center of the room. Open it for the LIGHT ARROWS. Go through the next door, and you will find yourself back in a familiar place. Use a LIGHT ARROW to kill the Phantom Ganon that appears, and then use its discarded sword to break down the brick wall.

Head up the stairs and take out the Moblins and Darknuts with the LIGHT ARROWS. Go through the double doors at the top to meet with Ganon.

=====  
Boss: Puppet Ganon

#### Phase I: The Marionette

As you would expect, this Boss is suspended from the ceiling by strings. Use the BOOMERANG to sever them (only the blue ones, because the red one can't be damaged). Each string has to be struck twice in order to become disconnected. There will be a steady supply of Keese, so kill them in order to keep your health and magic replenished. To defeat the Marionette, you need to shoot three LIGHT ARROWS at the crystal on its tail. This isn't difficult, as long as you remember to remove the string that is attached to the tail. With each successful hit, the Marionette will be lifted up, and then set back down, all strings reassembled. It doesn't have any attacks to speak of, except for the spin thing it does after at least four of the blue cords have been cut. You should be all right if you stay out of the center of the room.

#### Phase II: The Spider

The Spider spins around near the ceiling before being dropped to the floor. Watch its reflection in the water, and position yourself so that you are near the crystal when the Spider falls. Fire a LIGHT ARROW to cause damage. Do this three times to move on to the final stage of the fight.

#### Phase III: The Snake

The red string is now used to guide the Snake around the room in a very reckless fashion. It never stops moving, and L-targeting is almost impossible. You can stun the Snake briefly by hitting it in the head with the Master Sword, but this is incredibly risky. Just stand near the wall and fire LIGHT ARROWS when the crystal comes into view. Expect to deplete your Magic Meter many times. POTIONS work great here, but if you don't have any, there are plenty of Morths to hack up for Magic and health refills.

=====

Ganon emerges after the battle. Your victory has proven to him that Link is indeed a hero. He retreats to the roof with an unconscious Zelda in tow. Climb the red rope to the large chandelier. Use the beams and the GRAPPLING HOOK to reach the third floor, and break the jars along the way for valuable health and magic refills. Burn the lid off the Mystical Jar and HOOKSHOT to the door that leads out onto the roof.

=====  
Boss: Ganondorf

Attacks: Sword Slash (1 Heart)

Princess Zelda will take the BOW and fire LIGHT ARROWS at Ganondorf. When he gets struck by one, he will be stunned. Move in and nail him with a combo. Ganondorf is a fast and clever opponent. You won't land any strikes if you stand face-to-face with Ganon. Rely on the Parry attack, and follow it up with repeated slashes to Ganon's backside. This is an excellent way to keep him distracted while Zelda shoots LIGHT ARROWS. After three hits from the LIGHT ARROWS, Ganon will knock Zelda unconscious. Link has to fend for himself. Continue using the Parry attack, and deflect Ganon's sword slashes with the shield as best you can. With the third Parry attack, Zelda recovers. Realizing that he is once again outnumbered, Ganon will become almost impossible to hit. Zelda comes up with a strategy: she fires the LIGHT ARROWS at Link, and he must deflect them with his shield so that they will hit Ganon. When you succeed in doing this, perform a Parry attack to place the Master Sword firmly in Ganon's forehead.

=====  
You have completed The Legend of Zelda: The Wind Waker. Watch the ending and save in an empty file to start the second Playthrough.

## XX. 2nd Playthrough Extras

1. Link will wear his blue pajamas throughout the entire game. Grandma will never give him the HERO'S CLOTHES.
2. Aryll will wear a purple dress with a skull on it.
3. You will automatically begin with the DELUXE PICTO BOX.
4. All of the figurines you acquired for the Nintendo Gallery will be carried over. Also, you can purchase some pictographs from Lenzo.
5. All of the Hylian dialogue will be translated into English. Now, you can understand what Valoo, Jabun, and the Great Deku Tree were saying.

## XXI. Lenzo's Apprentice

Location: Windfall Island

Reward: Joy Pendant, Deluxe Picto Box

Once you have the PICTO BOX, go back to Lenzo's studio and look at his private collection upstairs. Afterwards, talk to him, and he will give you the opportunity to become his assistant. There is one requirement. Lenzo wants to evaluate your pictography skills. There are three assignments.



### 1. The Love Letter

Go to the docks and stand by the man near the end of the pier. Pull out the camera and zoom in on the mailbox. It may take several minutes, but eventually, a guy in red overalls will stop by the mailbox and deposit a letter. To meet Lenzo's approval, you have to catch him just as he drops the letter into the box.

### 2. The Coward at the Cafe

The Cafe, if you remember, is up the stairs next to Zanuri's Shop. Inside, you will see a man standing in the back, near a table. Pick up one of the jars and toss it at him, and then take a full body photo to capture his funny reaction.

### 3. The Secret Couple

Pull out the camera and stand by the arch near the school. Take a picture of the red-headed man talking to the woman in the orange dress. Make sure that the kids don't get in the way.

When all three pictures have been taken successfully, Lenzo will give you a JOY PENDANT. Now comes the final element of this quest. To colorize the film in the PICTO BOX, Lenzo needs you to bring him one of the glowing fireflies from Forest Haven. There are several to choose from, but you'll need the brightest one. It is usually separated from the other fireflies. Try looking for it in a bush or a corner.

## XXII. The Trading Game

Location: Windfall Island, Bomb Island, Greatfish Isle, Mother & Child Isles

Reward: Magic Armor, Heart Piece

Once you have the DELIVERY BAG, return to Windfall Island and speak with Zunari. It may take a couple of tries, but he will eventually notice that you have it. He will then explain the Merchant's Oath to you, and asks you to spread to other merchants who travel around to various locations in the Great Sea.

Note: The trading process is made much simpler by the Ballad of the Gales. Don't use it to get to the Mother & Child Isles, however, because you will be dropped inside of the larger island, and you won't be able to get out unless you play the song a second time and warp to a different location. Warp to Windfall and head west to reach Mother & Child Isles without much effort.

Note: Sometimes, you don't have to exchange the items at the indicated destination. Merchants will usually offer to trade the item that they just gave you for the next one in the sequence.

The TOWN FLOWER can be exchanged for the SEA FLOWER at Greatfish Isle for a fee of 20 Rupees.

The SEA FLOWER can be exchanged for the EXOTIC FLOWER at Greatfish Isle for a fee of 25 Rupees.

Return to Windfall after you have the EXOTIC FLOWER, and Zunari will give you the MAGIC ARMOR.

The EXOTIC FLOWER can be exchanged for the PINWHEEL at Mother & Child Isles for a fee of 55 Rupees.

The PINWHEEL can be exchanged for the SICKLE MOON FLAG at Bomb Island for a fee of 40 Rupees.

The SICKLE MOON FLAG can be exchanged for the FOUNTAIN IDOL at Greatfish Isle for a fee of 65 Rupees.

The FOUNTAIN IDOL can be exchanged for the BIG SALE FLAG at Mother & Child Isles for a fee of 35 Rupees.

The BIG SALE FLAG can be exchanged for the HERO'S FLAG at Bomb Island for a fee of 75 Rupees.

The HERO'S FLAG can be exchanged for the POSTMAN STATUE at Greatfish Isle for a fee of 100 Rupees.

The POSTMAN STATUE can be exchanged for the SHOP GURU STATUE at Mother & Child Isles for a fee of 200 Rupees.

Deliver the SHOP GURU STATUE to the merchant on Greatfish Isle to receive a HEART PIECE.

All of the items that you trade successfully will be on sale by Zunari back on Windfall Island. Look in the Shops section for a complete listing. These items serve no integral purpose, but they can be used to decorate the Private Oasis and Windfall Island.

#### XXIII. Pictograph Sidequests (with DELUXE PICTO BOX)

##### The Lunar Riddle

Location: Windfall Island

Reward: Treasure Chart 31

On the steps outside the mansion with the fancy red door, there is a man who repeatedly claims that you don't understand how he feels. Talk to him three or four times and he will change his mind. He asks you to show him a picture of something "perfectly round and pale." Of course, he is talking about the moon. At some point during your adventure, snap the moon when it's full, and then return to Windfall (at daytime) and present your results to the downtrodden fellow. His spirits will be lifted, and he'll reward you with TREASURE CHART 31.

##### You're So Vain

Location: Windfall Island

Reward: Treasure Chart 33

Outside the Potion Shop, there's a woman who is wearing an apron. Talk to her, and she will more or less admit that she likes to look at pictures of herself. Oblige her vanity by stepping back and getting a full body photo. Hand it over to her and get TREASURE CHART 33. You might as well take another for the Nintendo Gallery.

## Link the Matchmaker

Location: Windfall Island

Reward: Heart Piece

Across from the school is a lady in an orange dress. Talk to her and she will tell you about the advice she got from Lenzo. If she gives a picture of herself to the guy she has a crush on, romance will surely develop. Get a full body photo, and then find the man (with orange hair) who takes his daily stroll around town. Hand him the photo, and he will become very excited. He gets courageous, and proclaims that he will finally ask the woman of his dreams out on a date. Play the SONG OF PASSING two times to fast-forward to the next day, and check at the Cafe to see if the two lovebirds are there. Talk to both of them to receive a HEART PIECE. Sometimes, it might take two days for the couple to meet at the Cafe.

## Lenzo's Secret

Location: Windfall Island

Reward: Treasure Chart 24

Across from Zunari's Shop, you'll find a pair of gossiping ladies. Their central point of discussion is Lenzo's alleged female companion. They might reward somebody who could verify the rumor. Enter the Zee Fleet building, go up the stairs, and exit back outside. Leap onto the awning near the Ferris wheel, and use the DEKU LEAF to glide over to the ledge above the entrance to Lenzo's studio. Go through the door, open the treasure chests, and then crawl through the small passage. Sure enough, Lenzo is carrying on a conversation with a mysterious woman. Take a picture of them together, and return it to the gossipers. They will identify the woman as a former beauty queen, and discover that she and Lenzo share a passion for pictographs. Now that they know the truth, they will thank Link by giving him TREASURE CHART 24.

## XXIV. Volunteer Association

Location: Windfall Island

Reward: Heart Piece

Once you either begin or complete The Trading Game sidequest, Zunari will place brown pedestals all over Windfall Island. He will also sell TOWN FLOWERS for 10 Rupees apiece. The Joyous Volunteer Association is headed by Mrs. Marie. Talk to her for a free membership. Then, you can start placing TOWN FLOWERS in the pedestals.

Potion Shop: 2 pedestals

Between Potion Shop and Mansion: 1 pedestal

Mansion (lower floor): 6 pedestals (2 on stage)

Mansion (upper floor): 5 pedestals

Wooden Deck, on right path after mansion: 2 pedestals

In front of Zanuri's Shop: 2 pedestals

Around Sam's bench: 3 pedestals

Lenzo's Studio: 2 pedestals

School: 4 pedestals

Zee Fleet Building: 4 pedestals

Through arch left of school: 6 pedestals

You don't have to fill up all the pedestals. There are, I believe, 37 of them. Plant TOWN FLOWERS in at least 28-30 pedestals and talk to Sam, the guy sitting on the bench near Zanuri's Shop, to receive the HEART PIECE.

#### XXV. Maggie and Mila

Location: Windfall Island  
Reward: Heart Piece, Bottle

After your second trip through the Forsaken Fortress, you will rescue Aryll and two other girls, Maggie and Mila. Back on Windfall Island, they switch social stature. Maggie and her father become wealthy, while Mila and her dad live in poverty.

Head to the upper floor of the Mansion. Maggie's father hates postmen. Maggie is standing near the window, and gives you a nicer reception than her old man. She tells you that she fell in love with a Moblin named Moe while she was in Forsaken Fortress. She has written several love letters, but has not gotten a response. She hands over her newest letter, and asks you to deliver it for her. Place it in the mailbox, and play the SONG OF PASSING to fast-forward to the next day. Return to the Mansion to find Maggie's father arguing with Quill. The Rito becomes frustrated, and says he is going someplace to "cool his feathers". Head to the Cafe and speak with Quill. He gives you a letter from Moe. Deliver it to Maggie and receive a HEART PIECE.

At night, you'll find Mila between the Potion Shop and the Mansion. Talk to her, and she will tell you to go away. Run up the stairs towards Zanuri's Shop, and Mila will run off. Follow her. Keep your distance, because she stops momentarily to check to see if anyone is spying on her. Eventually, she will head back to Zanuri's Shop, and attempt to break into his safe. Catch her in the act, and announce that you are an "ally of justice". Agree to hear her story, but refuse to let her go on the grounds of being honest. She promises to change her ways, and hands over a BOTTLE in gratitude.

#### XXVI. Orca Trials

Location: Outset Island  
Reward: Rupees, Heart Piece

Return to Outset Island at any point during your adventure, and talk to Orca to enter a series of trials. You have to hit Orca a certain number of times before he hits you three times. This can be extremely easy or pretty difficult, depending on your approach. Don't ever underestimate the old geezer, because he can often take you by surprise. Thrusts are the best way to go. Use about five or six of them, and then back until he takes his shot. Combos are a good way to rack up the hits, as well. Always try to stay in the center of the room, and use Parry attacks whenever possible.

50 Blows	Purple Rupee	Upgraded to rank of Knight
100 Blows	Orange Rupee	Upgraded to rank of Swordsman
500 Blows	Heart Piece	No rank upgrade

1000 Blows      Silver Rupee      Upgraded to rank of Master

## XXVII. Wilted Deku Trees

Location: Forest Haven, The Great Sea

Reward: Heart Piece

You don't want to try this sidequest until you learn the BALLAD OF GALES. Go to Forest Haven and talk to the Great Deku Tree. Have him tell you about the Koroks and the Forest Water, which is what you wade through to reach the Deku Tree. Put some in an EMPTY BOTTLE. It will retain its magical properties for 20 minutes, but that is more than enough time to complete this sidequest.

1. Sail east from Forest Haven to reach Cliff Plateau Isles. Use the Secret Cave to reach the upper ledge where the sapling is.
2. Warp to Southern Fairy Island and sail west to Shark Island.
3. Warp to Greatfish Isle and water the tree on top of the spiraling hill.
4. Sail southwest from Greatfish Isle to Needle Rock Isle.
5. Warp to the Tower of Gods and sail south to the Private Oasis.
6. Warp to the Tower of Gods again and sail north to Eastern Fairy Island.
7. Warp to Tingle Island and sail northwest to Mother & Child Isles.
8. Sail north from Mother & Child Isles to Star Island.

Once all the trees have been watered, you will get a HEART PIECE.

## XXVIII. Mini-Games

### 1. Zee Fleet

Location: Windfall Island

Price: 10 Rupees

Reward: Heart Piece, Treasure Chart 7, Treasure Chart 23, Orange Rupee, Purple Rupee

The Zee Fleet mini-game is played a lot like Battleship. You are supplied with 24 Bombs. There are three squids to destroy. Each squid is a different size. One requires four hits, one requires three hits, and the smallest one requires two hits. Their locations are completely random. Pick a square on the grid and press the A button to fire. If you miss, you'll hear "Sploosh", and an "X" will appear in the square. If you do get a successful hit, you'll hear "kaboom", and a yellow symbol will appear in the square. At first, space out your guesses, so you can cover a larger area. The squid groups may be positioned vertically or horizontally, but never diagonally. To get one of the prizes, you have to beat the high score, which is initially set at 20 Bombs.

### 2. Mail Sorter

Location: Dragon Roost Island

Reward: Heart Piece, Rupees

Approach the counter on the second floor of the mail center and talk to the postal worker. He is looking for part-time help, and recruits you for the position. Your first assignment is to sort 10 letters in 30 seconds. This is incredibly easy. When finished, you'll get 1 Rupee for every two letters that you sorted correctly.

Your next task is 20 letters in 30 seconds. This is a little more difficult, but not by much. You'll receive 1 Rupee per letter. Now comes the hard part: at least 25 letters in 30 seconds!!! This requires superlative hand-eye coordination. It took me nearly an hour to do this. However, the more you fail, the better your chances improve, because you'll usually get five or more letters that are exactly the same. If you complete this segment, you'll receive three Rupees per letter.

Your 25-letter achievement will go down as legend. When you come back later, you'll find a new employee named Baito, who asks you to repeat your historic task. Do so, and he gives you a letter that you need to mail to his mother. Once you deposit it in the mailbox, play the SONG OF PASSING to fast-forward to the next day, and check the mailbox to find a letter from Baito's mother. You'll get the HEART PIECE.

### 3. Pig-Sitting

Location: Windfall Island

Price: 3 Skull Necklaces

Reward: Purple Rupee

There is a pirate on the dirt path near the Bomb Shop. If you give him three SKULL NECKLACES, he will let you earn some money by finding his three pigs and bringing them to him.

Pig #1: Grass near beach

Pig #2: grass near beach, but closer to Bomb Shop

Pig #3: grassy slope leading to jail cell

### 4. Auction

Location: Windfall Island

Reward: Heart Piece, Treasure Chart 38, Treasure Chart 18, Joy

Pendant

At night, Zanuri holds an auction in the Mansion. The event is open to the public. Zanuri will try to trick into saying that you don't need an explanation of the rules. If you aren't sure what to do, answer that you are "not fine with that", and he will explain how the auction works.

The crowd has one minute to place its bids. To give Link a chance to bid, you have to press the A Button repeatedly. You can offer any amount of Rupees, as long as you go higher than the current bid, and you don't wager more Rupees than you have.

The best way to win the auction items is to wait until Zanuri announces that there are 10 seconds left. Fill up the gauge about three-quarters of the way, and then finish filling it up after the 5-second announcement. Bid at least 20 Rupees more than the current price. The crowd will be stunned, and you can walk away with the prize.

Treasure Chart 38

Opening Bid: 60 Rupees

Estimated Winning Bid: 180 Rupees

Heart Piece

Opening Bid: 80 Rupees  
Estimated Winning Bid: 225 Rupees

Joy Pendant  
Opening Bid: 40 Rupees  
Estimated Winning Bid: 120 Rupees

Treasure Chart 18  
Opening Bid: 60 Rupees  
Estimated Winning Bid: 180 Rupees

#### 5. Barrel Shoot

Location: Spectacle Island  
Price: 50 Rupees  
Reward: Treasure Chart 17, Heart Piece, Orange Rupee

You have 10 chances to sink five barrels that are sitting in the water. Use the Control Stick to move the cannon around, and press the A Button to fire a cannonball.

Obviously, in order to hit a barrel, you must be lined up with it. However, the more important factor here is trajectory. Use the angle gauge in the lower right-hand corner to experiment with various distances. Most of the barrels fall within the 25-42 degree range. It just takes practice. Make sure you have at least 500 Rupees. This gives you a lot of chances, and you'll probably have money to spare. Sink all the barrels to receive a HEART PIECE. Sink all the barrels in less than 10 shots to get a TREASURE CHART. Sink the barrels a second time to get the other TREASURE CHART.

#### 6. Merman Target Practice

Location: Great Sea  
Reward: Rupees

Once a Merman has filled an island in on your Sea Chart, you can feed him some more ALL-PURPOSE BAIT, and he will give you the opportunity to shoot him with the BOW. You have 10 arrows and no time limit. Wait for the Merman to leap out of the water, and then watch his shadow to see where he'll fall. Nail him just before he hits the water. You get 10 Rupees for each successful hit.

#### 7. Picture Puzzles

Location: Private Oasis  
Reward: Lots of Rupees

When you give Mrs. Marie 20 JOY PENDANTS, she will hand over the CABANA DEED. Use this to enter the cabana at the Private Oasis. You'll have to come here to find a TRIFORCE CHART, but you can also come here to solve the picture puzzles hanging on the walls. You have to use the Control Stick to move the pieces of the puzzle into place. There are 16 puzzles, and I have only completed 5 of them. You get 50 Rupees per puzzle. There is no time limit, so you can work on them as long as you want.

#### XXIX. Island Guide

Note: If you look at the Sea Chart, you will distinctly see a series of columns and rows. I assign a letter to each column, and a number to each row. That is how I will list the location of each island in this section.

#### Forsaken Fortress

Sector: A1

Treasure: Use TREASURE CHART 25 to find a SILVER RUPEE.

=====

#### Four-Eye Reef

Sector: A2

Treasure: Use TREASURE CHART 41 to find the GREAT FAIRY CHART.

Destroy the gunboats and turrets to reveal a chest with TREASURE CHART 19.

=====

#### Western Fairy Island

Sector: A3

Treasure: Use TREASURE CHART 8 to find a SILVER RUPEE.

Use the SKULL HAMMER to pound the peg in front of the seashell.

Enter the shell and talk to the Great Fairy to get an ARROW upgrade.

=====

#### Three-Eye Reef

Sector: A4

Treasure: Use TREASURE CHART 38 to find a HEART PIECE.

Destroy the gunboats and turrets to reveal a chest with TREASURE CHART 32.

=====

#### Needle Rock Isle

Sector: A5

Treasure: Use TREASURE CHART 28 to find a SILVER RUPEE.

Use a FIRE ARROW to melt the ice covering the secret cave. Drop into the hole to find a Ship Graveyard. There are six well-hidden torches scattered throughout this area. Light them all to find a chest with an ORANGE RUPEE. Here are the torch locations.

1. near the signpost
2. bow of the ship on the right
3. Stand on mound near the exit, and shoot a FIRE ARROW through the opening in the railing straight ahead.
4. Left part of ship in distance
5. on the left, high up on the ship
6. back-left corner, in crow's nest

There is another chest on this island, as well. Take out the Kargarocs flying around the large stone tower, and then use a HYOI PEAR to take control of a seagull. Have the seagull activate the switch on top of the tower. This lowers the ring of fire around the chest. Open it for a HEART PIECE.

=====

#### Diamond Steppe Island

Sector: A6

Treasure: Use TREASURE CHART 23 to find a HEART PIECE.

Big Octo: 8 eyes, ORANGE RUPEE

You'll need to navigate the Mystical Jar maze to find the GHOST SHIP CHART. This is discussed in the walkthrough, because you need to



find the Ghost Ship to pick up one of the TRIFORCE CHARTS.

=====  
Horseshoe Island

Sector: A7

Treasure: Use TREASURE CHART 9 to find a SILVER RUPEE.

Thick vines block the path around Horseshoe Island. To get rid of them, you must use the DEKU LEAF to blow the Boko Nuts into the holes beyond the vines. It's a lot like bowling. Each hole is marked by a flag. Once the last hole has been filled, a chest will appear. Glide over and open it for TREASURE CHART 28. Fall into the hole near Old Man Ho Ho (the guy with the Telescope). Kill the Mothulas with FIRE ARROWS and open the chest that appears to claim TREASURE CHART 8.

=====  
Star Island

Sector: B1

Treasure: Use TREASURE CHART 7 to find a SILVER RUPEE.

Wilted Deku Tree

Use a Bomb to destroy the boulder in the southwestern corner. Drop into the hole, and fight off the Magtails, Bokoblins, and Moblins. Open the chest that appears after the battle for a HEART PIECE.

=====  
Mother & Child Isles

Sector: B2

Treasure: Use TREASURE CHART 29 to find a SILVER RUPEE

Wilted Deku Tree

Traveling Merchant

The FIRE & ICE ARROWS are obtained here. Check the walkthrough for all the details.

=====  
Rock Spire Island

Sector: B3

Treasure: Use TREASURE CHART 2 to find a HEART PIECE.

Beedle's Special Shop Ship can be found sailing around this island.

Platforms: ORANGE RUPEE

Run up the slope to the ledges above the water, and use BOMBS to clear the boulders off of the pedestals. This unblocks the path to the Secret Cave. Drop into the hole. Use a stick to light the torches in this room, and then take out the Keese with the BOOMERANG. Open the chest that appears to claim TREASURE CHART 37.

=====  
Greatfish Isle

Sector: B4

Treasure: Use TRIFORCE CHART 1 to find a TRIFORCE SHARD.

Beedle Shop Ship

Wilted Deku Tree

Traveling Merchant

=====  
Islet of Steel

Sector: B5

Treasure: Use TREASURE CHART 35 to find a SILVER RUPEE.

=====  
Five-Eye Reef

Sector: B6

Treasure: Use TREASURE CHART 12 to find a SILVER RUPEE

Destroy the gunboats and turrets to reveal a chest with TREASURE  
CHART 41.

=====

Outset Island

Sector: B7

Treasure: Use TRIFORCE CHART 4 to find a TRIFORCE SHARD.

Beedle Shop Ship

=====

Northern Fairy Island

Sector: C1

Treasure: Use TREASURE CHART 24 to find a SILVER RUPEE

Submarine: TREASURE CHART 22

The Great Fairy gives you a RUPEE BAG upgrade.

=====

Spectacle Island

Sector: C2

Treasure: Use TREASURE CHART 22 to find a SILVER RUPEE

Beedle Shop Ship

Barrel Shoot mini-game

=====

Tingle Island

Sector: C3

Treasure: Use TREASURE CHART 10 to find a SILVER RUPEE

Big Octo: 12 eyes, HEART PIECE

Sell TINGLE STATUES for 50 Rupees apiece. Receive 500 Rupees if you  
collect all five TINGLE STATUES. Tingle will decipher TRIFORCE  
CHARTS for 398 Rupees apiece.

=====

Cyclops Reef

Sector: C4

Treasure: Use TREASURE CHART 21 to find the LIGHT RING CHART

Destroy the gunboats and turrets to reveal a chest with TREASURE  
CHART 21.

=====

Stone Watcher Island

Sector: C5

Treasure: Use TRIFORCE CHART 3 to find a TRIFORCE SHARD.

Platform: HEART PIECE (destroy all turrets)

=====

Shark Island

Sector: C6

Treasure: Use TREASURE CHART 16 to find a SILVER RUPEE

Wilted Deku Tree

Beedle Shop Ship

There are four switches that must be triggered in a particular  
order. Pound the wooden peg with the SKULL HAMMER, and then step on  
the switch on the ledge. Hit the next switch to turn it yellow, and  
then run to the other end of the island and stand on the metal  
button and equip the IRON BOOTS to push it down. If the sequence is  
done correctly, an updraft will appear, and the flames around the  
Secret Cave will be lowered.

Drop into the hole to enter the game's most fast-paced battle.  
You'll be confronted by legions of Darknuts, Bokoblins, Miniblins  
Moblins, and Wizzrobes. Once all the enemies are defeated, open the  
chest that appears for a SILVER RUPEE.

=====  
Headstone Island  
Sector: C7  
Treasure: Use TREASURE CHART 40 to find a SILVER RUPEE.  
Submarine: TREASURE CHART 14  
=====

Gale Isle  
Sector: D1  
Treasure: Use TRIFORCE CHART 2 to find a TRIFORCE SHARD.  
=====

Windfall Island  
Sector: D2  
Treasure: Use TREASURE CHART 18 to find a GREEN RUPEE.  
Beedle Shop Ship  
=====

Northern Triangle Island  
Sector: D3  
Treasure: Use TREASURE CHART 26 to find the OCTO CHART.  
=====

Six-Eye Reef  
Sector: D4  
Treasure: Use TREASURE CHART 6 to find a SILVER RUPEE  
Submarine: HEART PIECE  
=====

Destroy the gunboats and turrets to reveal a chest with TREASURE  
CHART 26.  
=====

Southern Triangle Island  
Sector: D5  
Treasure: Use TRIFORCE CHART 6 to find a TRIFORCE SHARD.  
Beedle Shop Ship  
=====

Southern Fairy Island  
Sector: D6  
Treasure: Use TREASURE CHART 4 to find a HEART PIECE.  
Platforms: TREASURE CHART 40  
=====

Two-Eye Reef  
Sector: D7  
Treasure: Use TRIFORCE CHART 8 to find a TRIFORCE SHARD  
Big Octo: 4 eyes, Great Fairy (doubles Magic Meter)  
=====

Destroy gunboats and turrets to reveal a chest with TREASURE CHART  
13.  
=====

Crescent Moon Island  
Sector: E1  
Treasure: Use TREASURE CHART to find a HEART PIECE  
Submarine: TREASURE CHART 9  
=====

The chest sitting on the island contains TREASURE CHART 10.  
=====

Pawprint Isle  
Sector: E2  
Treasure: Use TREASURE CHART 30 to find a HEART PIECE.  
Beedle Shop Ship  
=====

Crawl through the hole in the base of the dome structure in the  
middle of the island. Fall through the hole into the Secret Cave.  
Blow up the boulders and open all of the chests. One of them

contains the HEART PIECE.

Outside the dome, use the HOOKSHOT to latch onto the oddly shaped tree. Drop into the Secret Cave and defeat the Wizzrobes to reveal a chest with a SILVER RUPEE.

=====  
Eastern Fairy Island

Sector: E3

Treasure: Use TREASURE CHART 3 to find a SILVER RUPEE

Wilted Deku Tree

Blow up the boulder in front of the seashell and drop through the hole to meet with the Great Fairy. You'll get a BOMB upgrade.

=====  
Tower of the Gods

Sector: E4

Treasure: Use TREASURE CHART 14 to find a SILVER RUPEE

Beedle Shop Ship

=====  
Private Oasis

Sector: E5

Treasure: Use TREASURE CHART 1 to find a SILVER RUPEE

Wilted Deku Tree

Big Octo: 8 eyes, ORANGE RUPEE

Stand on the railing on the deck of the cabana and use the HOOKSHOT to latch onto the tree on top of the cliff. Open the chest to find TREASURE CHART 27.

=====  
Ice Ring Isle

Sector: E6

Treasure: Use TREASURE CHART 17 to find a SILVER RUPEE.

=====  
Angular Isles

Sector: E7

Treasure: Use TREASURE CHART 15 to find a HEART PIECE.

Head to the larger island and slide the blocks with the symbols around until you can reach the top of the island. Open the chest for the HEART PIECE.

=====  
Seven Star Isles

Sector: F1

Treasure: Use TRIFORCE CHART 7 to find a TRIFORCE SHARD

Big Octo: 12 eyes, HEART PIECE

Platform: TREASURE CHART 16

=====  
Dragon Roost Island

Sector: F2

Treasure: Use TREASURE CHART 39 to find a SILVER RUPEE

Beedle Shop Ship

Go outside on the second floor and approach the left landing platform. Use the DEKU LEAF to fly to the rock spires, and you eventually reach the hidden cave. Open the chest for an ORANGE RUPEE.

=====  
Fire Mountain

Sector: F3

Treasure: Use TREASURE CHART 37 to find a SILVER RUPEE

Big Octo: 8 eyes, ORANGE RUPEE

=====  
Eastern Triangle Island

Sector: F4

Treasure: Use TREASURE CHART 34 to find a SILVER RUPEE

Beedle Shop Ship

=====  
Bomb Island

Sector: F5

Treasure: Use TREASURE CHART 20 to find a HEART PIECE.

Submarine: BOTTLE

Traveling Merchant

Destroy the boulder on top of the island and drop into the hole. You'll have to use the Magtails to depress some switches. Use a Jump attack to make them roll into a ball, and then you can pick them up. In the first room, you just have to drop a Magtail on the switch. In the second room, you have to throw the Magtails into the indentations beyond the torches. There are more details about this in the Islands Guide. With both switches depressed, you can open the chest surrounded by fire. Inside, you'll find a HEART PIECE.

=====  
Forest Haven

Sector: F6

Treasure: Use TREASURE CHART 31 to find a HEART PIECE

Beedle Shop Ship

=====  
Boating Course

Sector: F7

Treasure: Use TREASURE CHART 32 to find the SEA HEARTS CHART.

On the smaller island, you can find a Secret Cave. Inside, distract the Miniblinks with ALL-PURPOSE BAIT and flip the three switches with the BOOMERANG. Open the chest that appears for the SUBMARINE CHART.

=====  
Overlook Island

Sector: G1

Treasure: Use TREASURE CHART 13 to find the SECRET CAVE CHART.

=====  
Flight Control Platform

Sector: G2

Treasure: Use TREASURE CHART 19 to find the ISLAND HEARTS CHART.

Submarine: PLATFORM CHART

Win the Bird-Man Contest by reaching the finish line before you run out of Magic power. Make sure that your Magic Meter has been doubled by the Great Fairy that was trapped by the Big Octo near Two-Eye Reef. Hit only the second and third updrafts, and make sure the wind is blowing to the northwest.

=====  
Star Belt Archipelago

Sector: G3

Treasure: Use TREASURE CHART 27 to find a SILVER RUPEE

=====  
Thorned Fairy Island

Sector: G4

Treasure: Use TREASURE CHART 5 to find a HEART PIECE.

Pound the pegs with the SKULL HAMMER to remove the vines blocking the seashell. The Great Fairy allows you to carry more ARROWS.

=====  
Bird's Peak Rock

Sector: G5

Treasure: Use TREASURE CHART 36 to find a SILVER RUPEE.  
=====

Cliff Plateau Isles

Sector: G6

Treasure: Use TRIFORCE CHART 5 to find a TRIFORCE SHARD.

Wilted Deku Tree

Jump across the small islands to reach the Secret Cave. Inside, leap across the floating tree stumps to get to the grassy ledge. Kill the Boko Babas, and use the torches to find the right path through the thick, thorny vines. Use the Baba Bud to reach the tree trunk in the back of the chamber. From here, you can hop down and open the chest for a JOY PENDANT. Get back on top of the tree trunk and destroy the boards with a FIRE ARROW. Once the boards are gone, glide to the ledge they were covering and exit the cave. Open the chest to find TREASURE CHART 25.  
=====

Five-Star Isles

Sector: G7

Treasure: Use TREASURE CHART 33 to find a HEART PIECE

Submarine: HEART PIECE  
=====

XXX. Heart Pieces

(locations are listed by their horizontal position on the Sea Chart.)

Forsaken Fortress

=====  
In Room C, step on the switch behind the barrels to enter the jail cell and open the chest. (Check the walkthrough)  
=====

Star Island

=====  
Use a Bomb to destroy the boulder in the southwestern corner. Drop into the hole, and fight off the Magtails, Bokoblins, and Moblins. Open the chest that appears after the battle.  
=====

Crescent Moon Island

=====  
Use Treasure Chart 11, and pull the chest out of the water with the GRAPPLING HOOK.  
=====

Seven-Star Isles

=====  
Defeat the Big Octo and pull the chest out of the water with the GRAPPLING HOOK.  
=====

Spectacle Island  
=====

Play the Cannon mini-game and destroy all of the barrels in at least 10 shots.

=====  
Windfall Island  
=====

1) Find and tag all of the schoolchildren in a game of hide-and-seek. This can be done on your first trip to Windfall Island.

2).  
First prize in the Zee Fleet mini-game. This can be done on your first trip to Windfall Island.

3). Talk to the woman in the orange dress across from the school, and then take her picture. Show it to the guy with orange hair who likes to walk around town. Play the SONG OF PASSING to fast-forward a day or two, and go to the Cafe. They should be out on their first date. Talk to both of them to get your reward.

4). Go to the mansion (with the fancy red door) at night and participate in the auction. You can win the HEART PIECE with an approximate bid of 230 Rupees. To make this easier, wait until the last five seconds, and then bid 20 Rupees higher than the current price. This will stun the crowd, and you can claim your prize.

5). Buy Town Flowers from Zanuri, and place them in the metal pedestals scattered around the island. Once most of the pedestals have been filled up, talk to the guy sitting on the bench, near the cliff, facing the sea.

6). Go up the stairs near the Zee Fleet mini-game, and exit through the door to get back outside. Talk to the guy with the yellow hat to learn that the windmill is actually a Ferris wheel. Play the WIND'S REQUIEM, and have the wind blow to the north. Then, find the ladder on the side of the windmill and step on the switch at the top. Now, at night, jump into one of the gondolas, and shoot a FIRE ARROW through the center of the rotating Lighthouse beacon. When the light is restored, talk to the guy with the yellow hat a second time to receive the HEART PIECE.

7). Do everything described above, and a chest will appear on a small island behind the Bomb Shop. Set the wind to blow in the right direction, and use the DEKU LEAF to glide to the chest. (If the tide is high enough, you might not need the DEKU LEAF.)

8). Requirement: Delivery Bag  
Go up the stairs near the Zee Fleet building and enter the mansion (with the fancy red door). Talk to Maggie's father, and then talk to Maggie. Take her LETTER and drop it off in the mailbox near the docks. Return the next day and her father will be arguing with Quill, the flying postman. Once Quill leaves, find him in the Cafe, and he will hand over a LETTER for Maggie. Deliver this to her and she will give you the HEART PIECE as a token of gratitude.

=====  
Pawprint Isle  
=====

1). Use Treasure Chart 30, and pull the chest out of the water with the GRAPPLING HOOK.

2). Crawl through the hole in the base of the dome structure in the middle of the island. Fall through the hole into the Secret Cave. Blow up the boulders and open all of the chests. One of them contains the HEART PIECE.

=====  
Greatfish Isle  
=====

Head up the spiral hilltop and set the wind to blow to the northwest. Make sure your Magic Meter is completely filled up, and then glide to the ledge jutting out from the large mound of rock on the right. Open the chest in the small cavern to find the HEART PIECE.

=====  
Dragon Roost Island  
=====

1). Play the Mail Sorter mini-game and deposit 25 letters in 30 seconds. Return later and repeat the feat for the part-time worker. Send the letter to his mother, and then use the SONG OF PASSING to fast-forward to the next day. Check the mailbox and read the letter that the boy's mother has sent to you. It contains a HEART PIECE.

2). Give 20 GOLDEN FEATHERS to the guard outside Medli's room. He will reward you with an ORANGE RUPEE, but, more importantly, his girlfriend will send Link a letter that contains the HEART PIECE.

=====  
Flight Control Platform  
=====

Win the Bird-Man Contest by reaching the finish line before the other competitors. Use only the second and third updrafts, and make sure that the wind is blowing to the northwest.

=====  
Rock Spire Island  
=====

1). Use Treasure Chart 2 and pull the chest out of the water with the GRAPPLING HOOK.

2.) Buy the HEART PIECE from Beedle's Special Shop Ship for 950 Rupees.

3). Destroy the gunboats sailing near Rock Spire Island. One of them is gold, which you have to sink to get a TRIFORCE CHART. However, the other two will yield an ORANGE RUPEE and a HEART PIECE.

=====  
Tingle Island  
=====

Defeat the Big Octo and then pull the chest out of the water with the GRAPPLING HOOK.

=====  
Six- Eye Reef  
=====

Enter the submarine and defeat the 3 Moblins.



Three-Eye Reef

=====  
Use Treasure Chart 27 and pull the chest out of the water with the GRAPPLING HOOK.  
=====

Thorned Fairy Island

=====  
Use TREASURE CHART 5 and pull the chest out of the water with the GRAPPLING HOOK.  
=====

Needle Rock Isle

=====  
Take out the Kangarocs circling the tall stone spire, and then use a HYOI PEAR to control a seagull. Have the seagull hit the switch on top of the rock tower to lower the flames surrounding the chest. Open the chest for the HEART PIECE.  
=====

Stone Watcher Island

=====  
Use the Bomb Cannon on your boat to take out the gun turrets on the platform. The HEART PIECE is inside the chest that appears.  
=====

Bomb Island

- =====  
1). Use TREASURE CHART 20 and pull the chest out of the water with the GRAPPLING HOOK.  
  
2). Destroy the boulder on top of the island and drop into the hole. You'll have to use the Magtails to depress some switches. Use a Jump attack to make them roll into a ball, and then you can pick them up. In the first room, you just have to drop a Magtail on the switch. In the second room, you have to throw the Magtails into the indentations beyond the torches. There are more details about this in the Islands Guide. With both switches depressed, you can open the chest surrounded by fire.  
=====

Diamond Steppe Island

=====  
Use TREASURE CHART 23 and pull the chest out of the water with the GRAPPLING HOOK.  
=====

Southern Fairy Island

=====  
Use TREASURE CHART 4 and pull the chest out of the water with the GRAPPLING HOOK.  
=====

Forest Haven

- =====  
1). Read the letter from Komali's father after defeating Kalle Demos.  
  
2). Use TREASURE CHART 31 and pull the chest out of the water with the GRAPPLING HOOK.  
=====

=====  
Outset Island  
=====

1). Once you have a sword, talk to Orca and hit him 500 times before he hits you three times. This will probably be one of the first HEART PIECES that you'll collect.

2). Catch the black pig and put it in the woman's pen on the hill behind Orca's house. Come back later (once you have the POWER BRACELETS) and check on the pig. It has become enormous. Pick it up and carry it to the black patch of dirt across the wooden bridge, near the tall grass. Spread some ALL-PURPOSE BAIT on the ground and the pig will dig up the HEART PIECE.

3). Fight your way to the 51st floor of the Savage Labyrinth and open the chest to claim the HEART PIECE.  
=====

Angular Isles  
=====

1). Use TREASURE CHART 15 and pull the chest out of the water with the GRAPPLING HOOK.

2). Head to the larger island and slide the blocks with the symbols around until you can reach the top of the island. Open the chest for the HEART PIECE.  
=====

Five-Star Isles  
=====

1). Use TREASURE CHART 33 and pull the chest out of the water with the GRAPPLING HOOK.

2.) Infiltrate the Submarine and defeat the enemies inside. Climb the ladder and open the chest for the HEART PIECE.  
=====

Headstone Island  
=====

Use a HYOI PEAR to take control of a seagull, and have the bird nab the HEART PIECE from the rock at the very top of the island.  
=====

The Great Sea  
=====

1). After you've cleared the Forbidden Woods, the Koroks are sent into the world to plant Deku tree saplings on several of the islands in the Great Sea. During your travels, you'll notice that they aren't growing very well. Once you have an EMPTY BOTTLE and the BALLAD OF GALES, return to Forest Haven and talk to the Great Deku Tree. He will give you some FOREST WATER. You have twenty minutes to visit eight islands and revive the Deku saplings with the magical drink. Once you succeed, you'll be rewarded with a HEART PIECE. This sidequest has its own section, so check it for more information.

2). Give the traveling merchant on Greatfish Isle the Shop Guru Statue.

=====  
XXXI. Fairy Locations

Northern Fairy Island

Sector: C1

Reward: Rupee Bag Upgrade (to 5000)

Western Fairy Island

Sector: A3

Reward: Arrow Upgrade (to 60)

You need the SKULL HAMMER to pound the wooden peg. This lowers the flames surrounding the shell.

Mother & Child Isles

Sector: B2

Reward: Fire and Ice Arrows

You need to use the BALLAD OF GALES to warp to this island in order to meet with the fairy.

Eastern Fairy Island

Sector: E3

Reward: Bomb Upgrade (to 60)

Use a BOMB to blow up the boulder in front of the shell

Southern Fairy Island

Sector: D6

Reward: Bomb Upgrade (to 99)

You need FIRE ARROWS to destroy the boards covering the shell entrance

Thorned Fairy Island

Sector: G4

Reward: Arrow Upgrade (to 99)

You need the SKULL HAMMER to the pound the wooden pegs.

Outset Island

Sector: B7

Reward: Rupee Bag Upgrade (to 1000)

Use the DEKU LEAF to reach the Forest of Fairies, and then use a BOMB to remove the boulder.

Two-Eye Reef

Sector: D7

Reward: Doubled Magic Meter

Defeat the Big Octo to release the fairy.

=====  
XXXII. Songs

Wind's Requiem

Notes: Up, left, right

Location learned: Dragon Roost Island, at Wind Shrine

Use: changes direction of wind

Song of Passing

Notes: right, left, down

Location learned: Windfall Island, from Tott, the dancing man by the tombstone

Use: Changes day to night and vice versa

Command Melody

Notes: left, neutral, right, neutral (neutral means that you don't tilt the C-stick)

Location learned: Tower of the Gods

Use: take control of other characters

Ballad of Gales

Notes: down, left, right, up

Location learned: from Cyclos, after shooting him with Arrows

Use: creates warp points across the Great Sea

Earth God's Lyric

Notes: down, down, neutral, right, left, neutral

Location learned: Headstone Island

Use: awakens Earth Sage, allows you to enter Earth Temple

Wind God's Aria

Notes: up, up, down, right, left, right

Location learned: Gale Isle

Use: awakens Wind Sage, allows you to enter Wind Temple

=====

### XXXIII. Charts Index

1). Forbidden Woods

Leads to: SILVER RUPEE (E5)

2). Give Maggie's father 20 SKULL NECKLACES

Leads to: HEART PIECE (B3)

3). Glide from the highest ledge above the Great Deku Tree to the island beside Forest Haven (not the Nintendo Gallery)

Leads to: SILVER RUPEE (E3)

4). Buy from Beedle's Special Shop Ship at rock Spire Island for 900 Rupees.

Leads to: HEART PIECE (D6)

5). Wind Temple

Leads to: HEART PIECE (G4)

6). Tower of the Gods

Leads to: SILVER RUPEE (D4)

7). Win from Zee Fleet mini-game

Leads to: SILVER RUPEE (B1)

8). Defeat enemies in Secret Cave on Horseshoe Island

Leads to: SILVER RUPEE (A3)

9). In Submarine near Crescent Moon Island

Leads to: SILVER RUPEE (A7)

10). Treasure Chest on Crescent Moon Island

Leads to: SILVER RUPEE (C3)

11). Dragon Roost Cavern

Leads to: HEART PIECE (E1)

12). Earth Temple

Leads to: SILVER RUPEE (B6)

13). Destroy all turrets and gunboats at Two-Eye Reef

Leads to: SECRET CAVE CHART (G1)

14). Defeat the rats in the submarine near Headstone Island

Leads to: SILVER RUPEE (E4)

15). Forbidden Woods

Leads to: HEART PIECE (E7)

16). Clear platforms near Seven-Star Isles

Leads to: SILVER RUPEE (C6)

17). Win Cannon Game at Spectacle Island

Leads to: SILVER RUPEE (E6)

18). Win at auction on Windfall Island

Leads to: GREEN RUPEE (D2)

19). Destroy all turrets and gunboats at Four-Eye Reef

Leads to: ISLAND HEARTS CHART (G2)

20). Earth Temple

Leads to: HEART PIECE (F5)

21). Destroy all turrets and gunboats at Cyclops Reef

Leads to: LIGHT RING CHART (C4)

22). Submarine near Northern Fairy Island

Leads to: SILVER RUPEE (C2)

23). Win from Zee Fleet mini-game

Leads to: HEART PIECE (C6)

24). Show the gossiping women on Windfall Island a photo of Lenzo and his mysterious lady friend.

Leads to: SILVER RUPEE (C1)

25). Use Secret Cave on Cliff Plateau Isles, and take the underground passage to reach the other side of the island, with the high cliffs.

Leads to: SILVER RUPEE (A1)

26). Destroy all turrets and gunboats at Six-Eye Reef

Leads to: OCTO CHART (D3)

27). Use HOOKSHOT to get to the top of the waterfall at Private Oasis

Leads to: SILVER RUPEE (G3)

28). Blow all Boko Nuts into the holes on Horseshoe Island

Leads to: SILVER RUPEE (A5)

29). Inside secret room in Lenzo's studio. Get there by gliding from the awning near the Ferris wheel to the balcony.

Leads to: SILVER RUPEE (B2)

30). Tower of the Gods

Leads to: HEART PIECE (E2)

31). Show the man on the steps outside the mansion on Windfall Island a picture of the full moon.

Leads to: HEART PIECE (F6)

32). Destroy all turrets and gunboats at Three-Eye Reef

Leads to: SEA HEARTS CHART (F7)

33). Show the woman outside the Potion Shop on Windfall Island a picture of herself.

Leads to: HEART PIECE (G7)

34). Get from divers on salvage ship

Leads to: SILVER RUPEE (F4)

35). Wind Temple

Leads to: SILVER RUPEE (B5)

36.) Frozen chest on Ice Ring Isle

Leads to: SILVER RUPEE (G5)

37). Defeat enemies in Secret Cave on Rock Spire Island

Leads to: SILVER RUPEE (F3)

38). Auction on Windfall Island

Leads to: HEART PIECE (A4)

39). Dragon Roost Cavern

Leads to: SILVER RUPEE (F2)

40). Clear platforms near Southern Fairy Island

Leads to: SILVER RUPEE (C7)

41). Destroy all turrets at Five-Eye Reef

Leads to: GREAT FAIRY CHART (A2)

Tingle Chart

Where to find: free Tingle from his cell on Windfall Island

Use: reveals location of Tingle Island

Beedle's Chart

Where to find: Check the mailbox for a letter after obtaining the BOMBS by passing Niko's second trial.

Use: shows location of every Beedle's Shop Ship

Platform Chart

Where to find: Defeat enemies in submarine near Flight Control

Platform

Use: Reveals location of every platform

IN-credible Chart

Where to find: Check mailbox after completing Hyrule Castle and learning about Princess Zelda and the King. Requires a C.O.D. of 201 Rupees.

Use: Reveals location of Triforce Charts

#### Light Ring Chart

Where to find: Use TREASURE CHART 21 to locate the chest near Cyclops Reef

Use: reveals location of light rings that appear on surface of water

#### Ghost Ship Chart

Where to find: Complete Mystical Jar maze on Diamond Steppe Island

Use: Reveals location of Ghost Ship

#### Sea Hearts Chart

Where to find: Use TREASURE CHART 32 to locate the chest near the Boating Course.

Use: Shows where all sunken chests with HEART PIECES can be found. There are 11 of them.

#### Secret Cave Chart

Where to find: Use TREASURE CHART 13 to locate the chest near Overlook Island.

Use: Reveals all Secret Cave locations

#### Submarine Chart

Where to find: Drop into Secret Cave at the Boating Course and hit all the switches. Open the chest appears.

Use: Reveals locations of all submarines

#### Island Hearts Chart

Where to find: Use TREASURE CHART 19 to find the chest near the Flight Control Platform

Use: Shows all islands where HEART PIECES can be found, and the total number of PIECES for that island.

#### Octo Chart

Where to find: use TREASURE CHART 26 to locate the chest near Northern Triangle Island

Use: Reveals locations of the six Big Octos, as well as the number of eyes each one has.

#### Great Fairy Chart

Where to find: Use TREASURE CHART 41 and locate the chest near Four-Eye Reef

Use: reveals location of the 8 Great Fairies

=====  
XXXIV. Nintendo Gallery (figurines list only, everything else is described in the walkthrough)  
=====

Forest Haven (14)

Makar - get his picture while he's with you in the Wind Temple

Fado - buy from Lenzo during the 2nd play-through

Great Deku Tree - 1st trip to Forest Haven

Elma - Forest Haven, before Forbidden Woods, or near wilted Deku

tree

Hollo - Forest Haven - he makes the BLUE POTION

Olivio - Forest Haven, before Forbidden Woods, or near wilted Deku tree

Drona - Forest Haven, before Forbidden Woods, or near wilted Deku tree

Rown - Forest Haven, before Forbidden Woods, or near wilted Deku tree

Irch - Forest Haven, before Forbidden Woods, or near wilted Deku tree

Linder - Forest Haven, before Forbidden Woods, or near wilted Deku tree

Aldo - Forest Haven, before Forbidden Woods, or near wilted Deku tree

Oakin - Forest Haven, before Forbidden Woods, or near wilted Deku tree

Carlov the Sculptor - Nintendo Gallery

Manny - Nintendo Gallery

=====  
Dragon Roost Island (18)

Medli - take her picture while she's with you in the Earth Temple

Laruto - buy from Lenzo during 2nd play-through

Komali - in his room - or after Medli goes to the Earth Temple

Rito Chieftain - in room behind Hoskit

Kogoli - must take his picture before Medli realizes she is the Earth Sage

Pashli - always busy

Skeet & Akoot - Chieftain's bodyguards - behind Chieftain - just have to snap one of them

Koboli - behind mail counter

Baito - behind mail counter

Hoskit - guard who asks for GOLDEN FEATHERS

Quill the Postman - Windfall Island Cafe (during Maggie sidequest)

Valoo - great Dragon on top of Dragon Roost Island



Zephus & Cyclos - snap Cyclos before getting the BALLAD OF GALES,  
and you will get Zephus automatically

Ilari - walks around with red envelope

Namali - walks around with red envelope

Basht & Bisht - Island police - standing outside door that leads to  
Dragon Roost Cavern - ledge outside Chieftain's room - just have to  
snap one of them

Obli - host of Bird-Man Contest on Flight Control Platform

Willi - Obli's brother - Flight Control Platform

=====  
Common Enemies (19)

Floor Master - Forsaken Fortress, Wind Temple

Magtail - Dragon Roost Cavern

Keese & Fire Keese - Dragon Roost Cavern, Savage Labyrinth

Bokoblin - Forsaken Fortress, virtually everywhere else

Red Bubble & Blue Bubble - Tower of the Gods, Savage Labyrinth, Wind  
Temple

Rat - Forsaken Fortress

Boko Baba - Forbidden Woods, Forest Haven (outside)

Miniblin - Forsaken Fortress, Savage Labyrinth

ChuChu - many colors - doesn't matter what one you take a picture of

Peahat - Forbidden Woods, Wind Temple, Savage Labyrinth

Gyorg - Great Sea

Octorok - Great Sea, Forest Haven (outside)

Seahat - Great Sea

Armos - Tower of the Gods, Savage Labyrinth

Kargaroc - Dragon roost Island, Bird Peak's Rock

Armos Knight - Tower of the Gods, Savage Labyrinth

Morth - Forbidden Woods, other Temples, Savage Labyrinth

Poe - Earth Temple (Boss fight with Jalhalla is your best chance)

ReDead - Earth Temple, Savage Labyrinth

=====  
Ganon's Army (18)

Darknut - Tower of the Gods, Hyrule Castle, Savage Labyrinth

Gohdan - Tower of the Gods - Boss

Darknut - Tower of the Gods - carry shields

Wizzrobe - Tower of the Gods

Mighty Darknut - Hyrule Castle - some of them have capes

Moblin - Forsaken Fortress, Hyrule Castle, Savage Labyrinth

Phantom Ganon - Forsaken Fortress - buy from Lenzo during 2nd play-through, or take during final battle

Lord Wizzrobe - Wind Temple - Sub-Boss

Stalfos - Earth Temple, Savage Labyrinth

Jalhalla - Earth Temple Boss

Ganondorf - Ganon's Castle - take during final battle

The Monstrous Helmaroc King - Forsaken Fortress - Boss

Mothula - Forbidden Woods, Savage Labyrinth

Puppet Ganon - Ganon's Castle - take during battle (marionette phase)

Molgera - Wind Temple Boss

Kalle Demos - Forbidden Woods Boss

Gohma - Dragon Roost Cavern Boss

Big Octo - Great Sea

=====

Outset Island (14)

Crab - on beach

Mesa - Patch of tall grass

Jabun - buy from Lenzo during 2nd play-through

Orca - Lower section of two-story house

Sturgeon - upper section of two-story house

Sue Belle - woman with vase on her head

Seagull - flying in the sky over the Watchtower

Aryll - get by taking picture of Grandma

Grandma - house near mailbox

Wild Pig - either black or pink

Rose - in pen on hill behind two-story house

Abe - tells you about black pig at the beginning of the game

Joel - on wooden bridge

Zill - kid with stuff hanging out of his nose

=====  
Windfall Island (27)

Minenco - Lenzo's lady friend

Anton - takes daily strolls around town - has orange hair

Missy - elderly woman - at auction

Kreeb - operates Ferris wheel - wears a yellow hat

Garrickson - red coveralls - he's the one who places the love letter  
in the mailbox when you have to take the picture for Lenzo

Pompie & Vera - gossiping ladies

Zunari - shop guru

Tott - likes to dance - standing near a tombstone

Lenzo - in his studio

The Killer Bees - four boys outside of school

Mrs. Marie - schoolteacher - she collects JOY PENDANTS

Potova & Joanna - girls who like to spread rumors

Maggie - upper floor of mansion, near window

Maggie's Father - upper floor of mansion

Mila - thief - in daytime, she is standing near Zunari's Shop

Mila's Father - standing under tree near docks & mailbox

Gummy - at auction

Kane - near mailbox

Dampa - near Bomb Shop (guy with the pigs)

Candy - at the edge of the dock

Linda - lady in the orange dress across from the school

Sam - guy who sits on bench

Gillian - Cafe manager

Gossack - scared guy in Cafe (you took his picture for Lenzo)

Bomb Master Cannon - owner of Bomb Shop

Doc Bandam - Potion Shop owner

Kamo - guy on steps in front of mansion

=====

The Great Sea (24)

Fairy - any of the Great Fairy chambers or dungeons

Great Fairy - Buy from Lenzo during 2nd play-through

Queen of Fairies - buy from Lenzo during 2nd play-through

Traveling Merchants - snap them during the Trading Game sidequest

Old Man Ho Ho - guy with Telescope, found on several islands

Mako - obtained automatically after taking Tetra's picture

Niko - obtained automatically after taking Tetra's picture

Zuko - obtained automatically after taking Tetra's picture

Nudge - obtained automatically after taking Tetra's picture

Senza - obtained automatically after taking Tetra's picture

Gonzo - obtained automatically after taking Tetra's picture

Tetra - take her picture in the Tower of the Gods before she awakens as Princess Zelda

Merman - near every island in the Great Sea

King of Hyrule - buy from Lenzo during 2nd play-through

Link & the King of Red Lions - obtained after collecting every other figurine in the Nintendo Gallery (except Knuckle)

Princess Zelda - take her picture during the final battle, save the game, and then restart. You can travel to the Nintendo Gallery and drop it off before continuing.

Salvage Corp - found in the Great Sea at various locations, always near an island

Salvatore - operator of the Zee Fleet and Cannon mini-games

Loot the Sailor - operator of Boating Course

Beedle - any of the Shop Ships (except the special one)

Tingle - Tingle Island

Ankle - Tingle Island

David, Jr. - Tingle Island

Knuckle - find him on Outset Island using the TINGLE TUNER, pass his challenge, and then return to Tingle Island and take a picture of him (he is in the flowers). If you get the Link & King of Red Lions figurine before this one, then you won't ever be able to get it.

=====  
XXXV. Bestiary (enemies, not Bosses)

Armos

Special types: none

Spoils: none

Armos statues come to life when you approach them. As they leap toward you, fire an ARROW through its front opening (its eye, in other words), and then attack the red gem on its back while it's paralyzed.

Armos Knight

Special types: none

Spoils: none

They will leap at you three times, and then open their mouths.

Throw a BOMB into their mouths at this moment to defeat them.

Big Octo

Special types: 4-Eye, 8-Eye, 12-Eye

Spoils: Heart Pieces or Rupees

Gigantic creatures that live under the water. They won't appear until your boat is directly overhead. Use the BOMERANG to destroy their eyes, and they will leave behind valuable prizes.

Blue Bubbles

Special types: none

Spoils: none

Skulls protected by mystical energy. Link will be cursed if he touches them. Use the DEKU LEAF to dissipate the fog, and then attack the skull as it lies helplessly on the ground.

Boko Baba

Special types: none

Spoils: Baba Seeds

They look like Baba Buds from a distance, but as you draw closer, they will spring into action, lunging forward and biting with their powerful jaws. You can defeat them in several ways, but the BOOMERANG is most efficient.

Bokoblin

Special types: armed with torches, swords, and shields

Spoils: Joy Pendant

The game's most common enemy. They can be defeated easily with numerous sword slashes.

ChuChu

Special types: Green, Red, Blue, Yellow, and Dark

Spoils: ChuChu Jelly

Gelatinous creatures that crawl on the ground in the form of a puddle. Green and Red ones can be easily dispatched with Link's sword. Blue and Yellow ones are electrified, and must be knocked out with the BOOMERANG before being attacked. The Dark ones are very rare; they will turn to stone if hit by sunlight. Pick them up and shatter them on the ground to defeat them.

#### Darknut

Special types: can carry shields or wear capes

Spoils: Knight's Crest

The armored brutes in Ganon's army. Strafe around them until you can unleash a Parry attack. This should remove their armor and helm. Then, you can stun them with the BOOMERANG, and hit them with sword combos. The toughest ones wear capes, which must be burned off with a FIRE ARROW before the armor straps are exposed.

#### Floor Master

Special Types: None

Spoils: None

Floor Masters are incredibly fast. Strike them from a distance with the BOW. If you want to use the sword, be sure to stun them with the BOOMERANG before attacking. If they grab Link, he will be transported to another part of the dungeon. While this may sometimes be only a minor setback, on other occasions, it can be extremely frustrating. Floor Masters also have the ability to toss jars, skulls, and other objects within their reach.

#### Gyorg

Special types: none

Spoils: none

Named after a Boss from Majora's Mask, these aquatic predators will swim right at Link, hoping to collide with his boat, throwing him into the water. They frequently travel in groups. You can jump over them like any other obstacle, but it is easier just to target them with the L Button and use the BOOMERANG or BOW to damage the dorsal fin.

#### Kargaroc

Special types: none

Spoils: Golden Feather

These feathered fiends don't pose much of a threat once you have access to long-range weapons, like the BOW or BOOMERANG. They will try to dive bomb you, but you should be able to take them out before they make contact. They are extremely pesky when you have to control a seagull.

#### Keese

Special types: Fire Keese

Spoils: none

Small bats that always attack in large numbers. The BOOMERANG is the most effective to deal with them (because you can take out five at once), but a continuous series of sword slashes works well at close range.

### Magtail

Special types: none

Spoils: none

Worm-like creatures that live in lava. They have a hard external coating that makes them resistant to high temperatures, and protects them from attack. The only way to defeat them is by performing a well-timed slash on their solitary blue eye. This causes them to roll into a ball, which can be used to weigh down switches and serve other functions as needed.

### Miniblin

Special types: none

Spoils: none

The foot soldiers of Ganon's army. They usually attack in monstrous swarms, which can be dispatched very easily with the HURRICANE SPIN. However, the best course of action is just to scatter some ALL-PURPOSE BAIT on the ground and slip by while they're gobbling it up.

### Moblin

Special Types: some carry lanterns

Spoils: Skull Necklace

These porcine foes mostly serve as Ganon's security force. The spears they carry have a long reach, and they can take quite a beating. Use the BOOMERANG to stun them before attacking.

### Mothula

Special Types: Winged, Morth

Spoils: None

These insects are first encountered in the Forbidden Woods. They are incredibly fast, which makes them deadly in areas where movement is restricted. FIRE ARROWS can destroy them instantly, as can a single blow from the Master Sword (except in the case of Winged Mothula). They often release Morths, which can no damage, but they can attach themselves to Link, slowing him down considerably. If Morths are clinging to you, use a Spin attack to quickly escape from their grasp.

### Octorok

Special Types: River, Ocean

Spoils: None

These eight-armed opponents are more of a nuisance than a threat. They will emerge from their aquatic habitats long enough to spit rocks at you. The rocks can be deflected with the shield, or hit back with the sword. Either way, you must hit an Octorok with its own projectile to defeat it. The Ocean Octoroks are a lot bigger than the River variety.

### Peahat

Special Types: none

Spoils: Golden Feather

Flying monsters that are found most commonly in Forest Haven, and

are first encountered in the Forbidden Woods. Unless you have the BOW, you must knock the Peahats out of the air (with either the BOOMERANG or DEKU LEAF) before you can strike them with your sword.

Poe

Special Types: various colors, some carry lanterns  
Spoils: none

Poes are ghosts that must be turned solid before they can be defeated. They are vulnerable to sunlight. Concentrate sunlight on them until they become clearly visible. Then, finish them off with a few strikes of your sword.

ReDead

Special Types: none  
Spoils: none

Boy, can these things be annoying. When they scream, Link will be paralyzed for several seconds. During this time, a ReDead can literally squeeze the life out of him. Like with Poes, use sunlight to stun them, and then slash them with your sword. They are very slow, so avoiding them isn't that difficult.

Seahat

Special Types: none  
Spoils: none

Much larger than the Peahats, Seahats live in the Great Sea. They are always seen in clusters, usually around a specific island. You'll probably meet them for the first time near Southern Triangle Island. Use the BOOMERANG to take them out. If you don't have the BOOMERANG, then just try to avoid them.

Stalfos

Special Types: none  
Spoils: none

Quite possibly the strongest enemy on the game, and also one of the slowest. These skeletons carry enormous axes, which they will swing if you get close. Use a BOMB to blow them apart. The Body will reform as long as the Head is still active, so quickly strike the head with the BOOMERANG and then crush it with a series of sword attacks.

Wizzrobe

Special Types: High Level Wizzrobe  
Spoils: None

Magicians who teleport from place to place, using a variety of attacks. If they get close enough, you can dispatch them with the sword, but usually, they keep their distance. The BOW is the most effective way of dealing with Wizzrobes, especially if you have the FIRE ARROWS.



## XXXVI. Big Octos

- 1). Two-Eye Reef (Sector D7) 4 Eyeballs  
Reward: Great Fairy (doubled Magic Meter)
- 2). Diamond Steppe Island (Sector A6) 8 Eyeballs  
Reward: Orange Rupee
- 3). Private Oasis (Sector E5) 8 Eyeballs  
Reward: Orange Rupee
- 4). Fire Mountain (Sector F3) 8 Eyeballs  
Reward: Orange Rupee
- 5). Tingle Island (Sector C3) 12 Eyeballs  
Reward: Heart Piece
- 6). Seven-Star Isles (Sector F1) 12 Eyeballs  
Reward: Heart Piece

To find the Big Octos, go to the square that they are located in (the OCTO CHART is highly recommended), and look for a flock of at least six seagulls. CRUISE towards the birds, and have the BOOMERANG at the ready. The Big Octo will emerge from the center of a large whirlpool. To make this task even easier, find a platform and use the TELESCOPE to spot the seagulls. The PLATFORM CHART will help you in this area.

## XXXVII. Items

### Bait Bag

Location: Buy from Beedle Shop Ship

Use: Carries All-Purpose Bait and Hyoi Pears

### Boko Baba Seeds

Location: defeat Boko Babas

Use: Ingredient in Blue Potion at Forest Haven

### Bombs

Location: Tetra's Pirate Ship (in chest)

Use: blows stuff up, allows use of Bomb Cannon on King of Red Lions

### Boomerang

Location: Forbidden Woods

Use: Retrieve spoils, attack, flip switches

### Bottle

Location: Beedle Special Shop Ship, Mila Sidequest, Given by Medli before Dragon Roost Cavern, Submarine near Bomb Island

Use: Stores things

### ChuChu Jelly

Location: spoil from ChuChus

Use: makes potion

### Deku Leaf

Location: Forest Haven (after Forbidden Woods)

Use: Gliding, blows gusts of wind

Delivery Bag

Location: Dragon Roost Island

Use: Stores special items

Golden Feather

Location: spoil from Peahats and Kargarocs

Use: Give to Hoskit on Dragon Roost Island

Grappling Hook

Location: Dragon Roost Cavern

Use: Climbing, swinging, stealing spoils from enemies

Hero's Bow

Location: Earth Temple

Use: shoots arrows

Hero's Charm

Location: Windfall Island (give 40 Joy Pendants to Mrs. Marie)

Use: Shows enemies' health

Hero's Shield

Location: Outset Island (from Grandma)

Use: Defense

Hero's Sword

Location: Outset Island (from Orca)

Use: attack

Hookshot

Location: Wind Temple

Use: Climbing, pulls object to Link

Iron Boots

Location: Ice Ring Isle

Use: Walking through strong winds, depresses metal switches and springs

Knight's Crest

Location: spoil from Darknut

Use: give to Orca on Outset Island

Magic Armor

Location: Windfall Island (from Zanuri during Trading Game sidequest)

Use: Defense against enemy attack (consumes magic)

Master Shield

Location: Earth Temple

Use: Defense, reflects sunlight

Master Sword

Location: Hyrule Castle

Use: attack

Picto Box

Location: Windfall Island (in Tingle's cell)

Use: Taking pictures

Power Bracelets  
Location: Fire Mountain  
Use: lift heavy objects

Sail  
Location: Windfall Island  
Use: Sailing

Skull Hammer  
Location: Forsaken Fortress (2nd visit)  
Use: Pounds stuff

Spoils Bag  
Location: Pirate Ship  
Use: Stores spoils

Telescope  
Location: Outset Island (from Aryll)  
Use: Viewing distant objects

Tingle Tuner  
Location: Windfall Island (free Tingle from his cell)  
Use: Call Tingle for assistance

Wind Waker  
Location: Dragon Roost Island  
Use: conducts songs

XXXVIII.           Shops

Beedle Shop Ship

=====

All-Purpose Bait  
Quantity: 3  
Price: 10 Rupees

Arrows  
Quantity: 30  
Price: 30 Rupees

Bait Bag  
Quantity: 1  
Price: 20 Rupees

Bombs  
Quantity: 30  
Price: 30 Rupees

Hyoï Pear  
Quantity: 1  
Price: 10 Rupees

Red Potion  
Quantity: 1  
Price: 60 Rupees

Silver Membership - 30 purchases - Complimentary ID  
Gold Membership - 60 purchases - Fill-up Coupon  
Neither certificate will be accepted at the Special Shop Ship

=====

Beedle Special Shop Ship

=====

Bottle

Quantity: 1

Price: 500 Rupees

Heart Piece

Quantity: 1

Price: 950 Rupees

Treasure Chart 4

Quantity: 1

Price: 900 Rupees

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Potion Shop

=====

Red Potion

Jellies needed: 4

Price: 20 Rupees

Effect: restores health

Green Potion

Jellies needed: 4

Price: 10 Rupees

Effect: restores magic

Blue Potion

Jellies needed: 15

Price: 60 Rupees

Effect: restores health and magic

=====

Tingle Items

=====

Seagull Pen

Price: 0 Rupees

Effect: mark things in Sea Chart

Tingle Watch

Price: 0 Rupees

Effect: Tells time

Tingle Bomb

Price: 10 Rupees

Effect: blows things up (reveals chests with TINGLE STATUES)

Red Ting

Price: 10 Rupees

Effect: Refills health when you become exhausted

Green Ting

Price: 20 Rupees

Effect: replenishes magic power

Tingle Balloon

Price: 30 Rupees

Effect: allows Link to float in the air

Tingle Shield

Price: 40 Rupees

Effect: defends against enemy attacks for 10 seconds

Blue Ting

Price: 40 Rupees

Effect: replenishes magic, boost strength

Kooloo-limpah

Price: 60 Rupees

Effect: varies

Tingle Statue passwords

Dragon - Outset Island

Forbidden - Similar Place

Goddess - Hidden Jar

Earth - Leaf Flight

Wind - Western Edge

=====

#### XXXIX. Version History

Version 1 (4/8/03) Completed walkthrough up to Wind Temple.  
Compiled information on Hearts and sidequests.

Version 1.5 (4/15/03) Completed walkthrough. Found all Treasure  
Charts and added Bestiary and Items section.

Version 2 (4/25/03) All sections complete.

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#### XL. Copyright

This guide can be posted on any site, as long as my permission is  
properly obtained. Copyright info is pretty much cliché, so I won't  
go into that many details.

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#### XLI. Credits and Thanks

Doug Walsh - Whose excellent guide for Bradygames helped in almost  
every conceivable way, especially in terms of layout.

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Jerry Pollack - A close friend of mine who has a knack for finding  
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Teddy - my adorable Pomeranian, who seems to bring me good luck. I  
always play games better when he's around.

=====



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