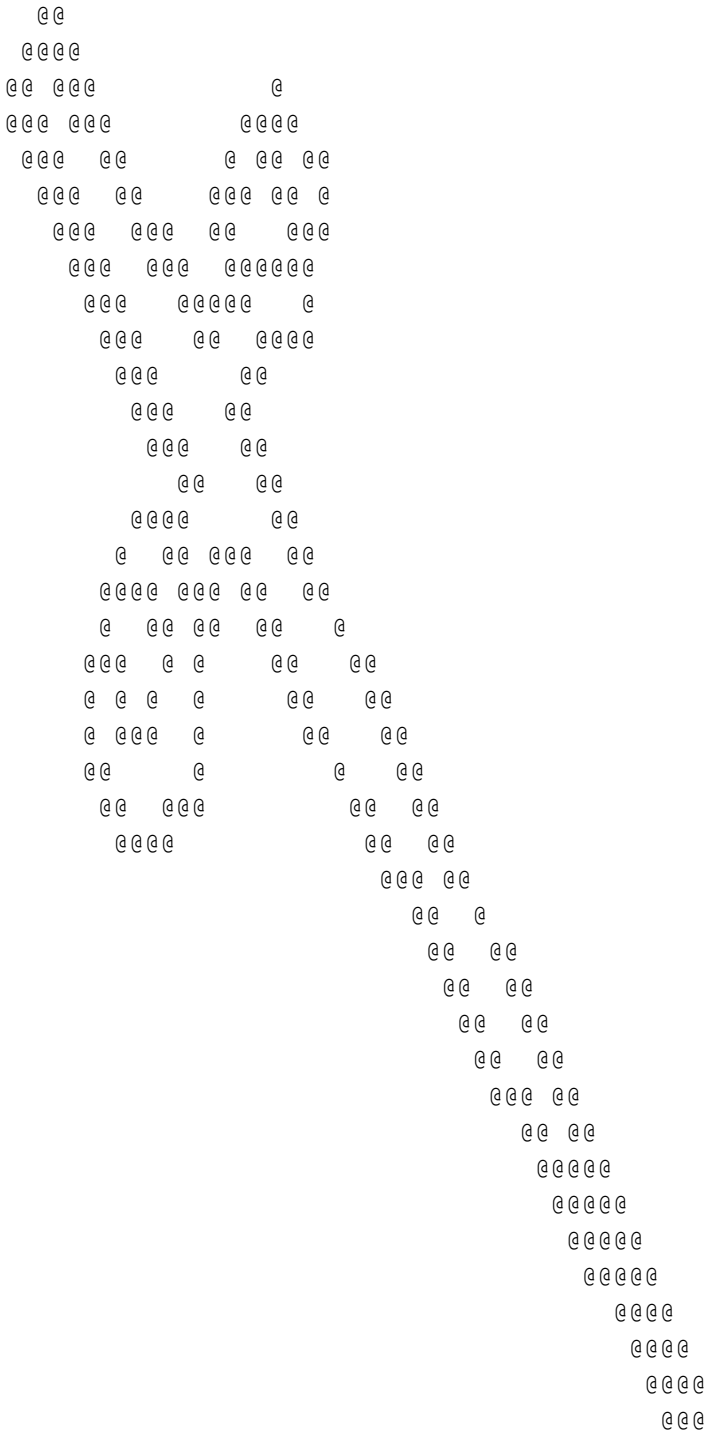


The Legend of Zelda: The Wind Waker

Wind Waker Song FAQ

by MKaykitkats

Updated to v1.00 on May 25, 2010



LEGEND OF ZELDA: THE WIND WAKER
WIND WAKER SONG FAQ

By: MKayKitkats

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ABOUT THIS FAQ:

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This FAQ presents a break down of the Wind Waker songs you learn throughout the game. It will detail where the songs are found, how they are played, what they are used for, and items required to get the songs, if any.

I hope it helps as a quick reference tool for those who may have forgotten the songs or have trouble remembering.

TABLE OF CONTENTS [ToC]

Use Ctrl + F to skip to specific sections, simply search for the letters within the brackets listed below.

- 1.) Table of Contents [ToC]
- 2.) Controls [CTS]
- 3.) The Songs [SON]
 - a.) Wind's Requiem [001]
 - b.) Ballad of Gales [002]
 - c.) Command Melody [003]
 - d.) Earth God's Lyric [004]
 - e.) Wind God's Aria [005]
 - f.) Song of Passing [006]
- 4.) Closing/Credits/Contact Information [CCC]
- 5.) Version Info [VIN]
- 6.) Authorized Websites [ADS]

CONTROLS [CTS]

The controls are very simple. There are three different "times" you can play the Wind Waker in: 3/4 Time, 4/4 Time, and 6/4 Time.

You can adjust which Time you are playing in by moving the Control Stick [Left Joystick/Grey Joystick on GC Controller]

Holding the Control Stick LEFT: 4/4 Time (4 Time)

Holding the Control Stick RIGHT: 6/4 Time (6 Time)

Not Holding the Control Stick in any direction [NEUTRAL]: 3/4 Time (3 Time)

The Control Stick must be held in the same direction of the Time as you guide with the C-Stick.

C-Stick controls are simple. The C-Stick direction corresponds to the notes for a song:

C-Stick Held RIGHT = Right - >

C-Stick Held UP = Up - ^

C-Stick Held DOWN = Down - v

C-Stick Held LEFT = Left - <

C-Stick NEUTRAL [Not Held in any Direction] = No Direction - O

You have to hold the C-stick in the right direction until the note appears on the screen. The difference in TIME will be that 6/4 time is the fastest, and 3/4 time is the slowest. There is a bar at the top, that goes back and forth, that acts as a metronome to keep a beat.

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THE SONGS [SON]

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The Songs will be listed in the order they are listed in the game, rather than the order they can be found in. The template is:

SONG NAME

Notes: How to play the song

Where: Where is the Song Found

When: When can the song be gotten [Usually follows story events]

What: What can it be used for

Requirements: What do I need to get the song

[001]

WIND'S REQUIEM

Notes:

^ < >

Control Stick = Neutral (3/4 Time/3 Time)

C-Stick = UP LEFT RIGHT

Where: DRAGON ROOST ISLE. Located at B6 on the MAP. Across an open cave to the back of the island, with a crushed stone next to a stone with guiding arrows on it. It is a requirement to come here in the story, so you cannot miss it. It works anywhere outside.

When: When you first arrive to DRAGON ROOST ISLE, you can get it before going into the DUNGEON. If you miss it, you can get it after the DUNGEON. It is a requirement to move on, so it is impossible to miss it.

What: You can change the direction of the wind. This helps to fit your sailing needs, which is the primary function. It can be used for other things, too, such as powering WINDFALL ISLAND's WINDMILL when facing the right direction. Or, if you need to soar a certain place with the DEKU LEAF, you can change the direction as you see fit. This will likely be your primary song.

Requirements: Just the WIND WAKER itself. The song is learned by looking at the instructions left on the stone.

[002]

BALLAD OF GALES

Notes:

v > < ^

Control Stick = Left (4/4 Time/4 Time)

C-Stick = DOWN RIGHT LEFT UP

Where: In the CYCLONES you see around the GREAT SEA. You have to get caught in them, and in the limited amount of time, shoot the figure in the center THREE TIMES, and he will then teach you the song. The CYCLONES appear at several islands, one of them being SHARK ISLAND; located at F3.

When: After the Wind Waker is obtained, however, you will need ARROWS, placing the "When" after the TOWER OF THE GODS.

What: A very useful song when navigating the GREAT SEA, this song allows you to warp to certain locations. It only works when you are aboard your boat, however. The list of places you can warp to are listed below. The song is a requirement to get the Fire and Ice Arrows, which you need eventually to acquire the Power Bracelets and Iron Boots.

-MOTHER & CHILD ISLES* (B2)

-WINDFALL ISLAND (B4)

-TINGLE ISLAND (C3)

-GREATFISH ISLE (D2)

-TOWER FO THE GODS (D5)

-SOUTHERN FAIRY ISLAND (F4)

-FOREST HAVEN (F6)

-OUTSET ISLAND (G2)

* - Enters a FAIRY FOUNTAIN; cannot be used as a sail off point.

Requirements: The Wind Waker, Arrows, and a Cyclone.

[003]

COMMAND MELODY

Notes:

< 0 > 0

Control Stick = Left (4/4 Time/4 Time)

C-Stick = LEFT NEUTRAL RIGHT NEUTRAL

Where: The TOWER OF THE GODS. During the level itself, you will be forced to learn the song, as it is a requirement to beat the level. As such, you cannot miss it. The TOWER OF THE GODS is located at D5.

When: During the TOWER OF THE GODS level, after collecting the three ORBS and entering the tower.

What: The song is used in Dungeons to control both people and inanimate objects. You take direct control of the character, while Link continues to conduct in the background. They can move, and some have special abilities (Medley can fly, Makar can likewise). They are supposed to be used in cooperation to solve puzzles and eventually beat levels. It

has little use outside of the levels themselves.

Requirements: Completion of the three ORBS to raise the TOWER OF THE GODS.

[004]

EARTH GOD'S LYRIC

Notes:

v v 0 > < 0

Control Stick = Right (6/4 Time/6 Time)

C-Stick = DOWN DOWN NEUTRAL RIGHT LEFT NEUTRAL

Where: On HEADSTONE ISLAND, located at G3. After the Stone is removed using the Power Bracelets acquired from FIRE MOUNTAIN (C6), enter the cave and learn the song.

When: When aiming to restore the Master Sword's power, meaning post-Forsaken Fortress's revisit. You will need to have cleared the FIRE MOUNTAIN (C6) and have gotten the Power Bracelets.

What: The song is mostly story related. It is needed to get into the EARTH TEMPLE. It needs to be played with Medley in order to open the slabs that block the pathway. Throughout the level, all the slabs that are in the way are played with her to eventually get through. Playing this song in front of Medley on DRAGON ROOST ISLE (B6) "awakens" her.

Requirements: Power Bracelets, Wind Waker

[005]

WIND GOD'S ARIA

^ ^ v > < >

Control Stick = Right (6/4 Time/6 Time)

C-Stick = UP UP DOWN RIGHT LEFT RIGHT

Where: GALE ISLE (A4), in a cave behind a windy stone. After the Stone is cleared using the Iron Boots and Skull Hammer, then the cave can be entered, it is on a slab, much like the EARTH GOD's LYRIC.

When: When aiming to restore the Master Sword's power, meaning post-Forsaken Fortress's revisit. You will need to have cleared ICE RING ISLE (F5) to get the Iron Boots.

What: The song is mostly story related. It is needed to get into the WIND Temple. It needs to be played with Makar in order to open the slabs that block the pathway. Throughout the level, all the slabs that are in the way are played with him to eventually get through. Playing this song in front of Makar on FOREST HAVEN (F6) "awakens" him.

Requirements: Iron Boots, Wind Waker, Skull Hammer

[006]

SONG OF PASSING

> < v

Control Stick = Neutral (3/4 Time/3 Time)

C-Stick = RIGHT LEFT DOWN

Where: WINDFALL ISLAND (B4), near the grave stone. You will notice a curiously dressed man named Tott dancing in front of the stone, trying to recall a song. You need to present the Wind Waker to him in order to learn the song. The grave stone is located outside of the jail cell Tingle is being held inside.

When: Anytime after you acquire the Wind Waker, and not during the great storm section (that is, when the Pirates are at Windfall island.)

What: The song is mostly for personal benefit and convenience, and is not a story requirement. It shifts day to night and night to day. This enables certain Day/Night events to take place. Or, if you just want to travel by day, or by night, you can alter it at your own will rather than waiting for the time to pass. For some things, like Day/Night missions on Windfall, or hunting the Ghost ship, it can be useful for.

Requirements: Wind Waker

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CLOSING/CREDITS/CONTACT INFORMATION [CCC]

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Next to Majora's Mask, this is my favorite Zelda game. As such, I felt I should find something to contribute, and saw no one had done a simple Song FAQ.

If you find any mistakes, be it story related, name related, or even a simple typo, please send me an email with the corrections. If you have anything to add, please, email me and I'll likely put it on and credit you!

With that,

Thanks for reading, cheers!

-MKay

CREDITS:

Thanks to NINTENDO for the awesome game!

Thanks to gameFAQs for just being there!

Thanks to you, the reader, for reading these! All FAQ writers know that hard work that is not read may not feel like it was time well spent!

CONTACT:

Email me at: mkaykitkats@live.com

I read all emails, and respond if necessary. :)

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VERSION INFO [VIN]

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Version 1.00 [5/25/2010]: The FAQ as you see it.

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AUTHORIZED WEBSITES [ADS]

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If you find this FAQ on any sites OTHER than the ones listed below, please contact me IMMEDIATELY.

www.gamefaqs.com [Original submission]

www.neoseeker.com

www.supercheats.com

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