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1. Introduction  
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In the course of running my web site, The Legends of Zelda, I found that it would be helpful to have every important quote from the Zelda games written down exactly the way it appears in the game. Why? Well, when you're arguing your point of view about the storyline, it helps to have quotes to back you up. It's not helpful to say, "I think somebody said this," and then base a theory upon it. Also, the ability to copy and paste quotes would make my life, and many other lives, a lot easier. So, the idea for the Zelda Quote FAQs was born.

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2. How to use this FAQ  
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It's quite simple, really. All quotes are written out exactly as they appear on the screen, line breaks and all. The name of the person talking and a short description of the situation appear in all caps above each quote. Two hard returns after a block of text indicates that the next block is on the next screenful of text within the game.

Phrases that appear in parentheses () are not part of the quote. They are either: responses to a question asked of Link, which the user chooses; a message from the game (such as description of a newly-obtained item); a brief description of something that happened during the quote; a description of the formatting of the text - (shouting), for example; or a quote that only appears in the second quest of TWW. Most gameplay instructions are ommitted because they have nothing to do with the story.

The quotes are arranged in chronological order (i.e. the logical flow of the game). Each section of quotes will eventually be divided into several parts: main quotes (the important ones you have to get through to play through the game), miscellaneous quotes (which you find by talking to random people), and Tingle Tuner quotes (these are things Tingle tells you if you're using the Tingle Tuner).

To find a quote by a specific person, use your text viewer's Find function (usually Edit-Find or Control-F). The quotes are listed in chronological order (i.e. the logical flow of the game), so you can also try to find a specific quote by scrolling through the whole FAQ or going to a specific section.

NOTE: If you're not interested in the storyline of the Zelda games, this FAQ isn't for you. You won't find any tips or hints about the gameplay in this FAQ.

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### 3. Version History

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- Version 1.1 - Released 4/6/04

I should have released this loooong ago... But various things got in the way. TSA never got his typed quotes to me, so I unfortunately cannot include them. Iron Knuckle typed up the Nintendo Gallery descriptions, and that's pretty much the only new content. The only other changes are a few fixed typos. This will probably be the final (typed) version, seeing how I will be making a Wind Waker text dump soon.

- Version 1.0 - Released 5/30/03

This first version of the FAQ has all the main, important quotes that you need to see in order to beat the game. This alone is a LOT of quotes. However, the FAQ is still not complete. I do not have very many quotes from people you randomly talk to in the game. These are being typed up by TSA and will hopefully make it into the next version of the FAQ. I have few letters typed up, and no Tingle Tuner quotes. I do, however, have the Fishman quotes typed up, thanks to Gansura.

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### 4. Acknowledgements

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- Gansura ([gansura@yahoo.com](mailto:gansura@yahoo.com))  
Typed up the Fishman quotes.
- Iron Knuckle ([knuckle\\_iron@hotmail.com](mailto:knuckle_iron@hotmail.com))  
Typed up the Nintendo Gallery figurine descriptions.
- Nintendo (<http://www.nintendo.com>)  
For making Zelda. :-)
- Hauppauge WinTV (<http://www.hauppauge.com>)  
The hardware I use to get the TV signal from the GameCube to my computer.
- Dscaler (<http://www.dscaler.com>)  
Good software used to display the GameCube TV signal, which made typing the quotes a lot easier.
- EditPad Pro (<http://www.editpadpro.com>)  
The text editor I used to make this FAQ (and my web site).

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### 5. The Quotes!

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--- 5.0 From the Manual ---

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THE LEGEND CONTINUES (p. 6):

Long ago, there existed a kingdom where a golden power lay hidden. One day, a man of great evil found this power and took it for himself, and with it at his command, he spread darkness across the kingdom. But then...just as all hope had died, a young boy clothed in green appeared as if from nowhere. Wielding a blade

that repelled evil, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend.

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

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

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

OVERHEARD IN WINDFALL CAFE... (p.7):

Even in my wildest dreams, I never could've imagined what happened to us! See, it all started when our leader, Miss Tetra, got kidnapped by a gigantic bird. We chased after that thing like mad, at crazy speeds, and when we finally caught up to it, we gave it a cannon blast like you wouldn't believe! Of course, that was quite a ways south from here, yeah? Somewhere down near Outset Island. So anyway, then that bird drops our precious Miss at the very tip-top of the island. Well, I went ashore in a hurry to look for the Miss, yeah? And you know what? Miss Tetra didn't have a scratch on her!

When I found her, there was this odd little kid dressed in green there, too... We met this postman on the island, and from what he told us, it was that kid in green who saved Miss Tetra. And apparently the bird that kidnapped Miss Tetra mistook this poor kid's sister for our young Miss, and kidnapped her instead. So this kid tells us pirates he wants a ride from us so he can go save his sister, yeah? Well I was against the idea, of course, but as usual, Miss Tetra's whimsy won out...

So you wanna know how things turned out? Well, it's a long tale...

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--- 5.1 Beginning of Game ---

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INTRO:

This is but one of the legends of which the people speak...

Long ago, there existed a kingdom where a golden power lay hidden.

It was a prosperous land blessed with green forests, tall mountains, and peace.

But one day a man of great evil found the golden power and took it for himself...

With its strength at his command, he

spread darkness across the kingdom.

But then, when all hope had died, and the hour of doom seemed at hand...

...a young boy clothed in green appeared as if from nowhere.

Wielding the blade of evil's bane, he sealed the dark one away and gave the land light.

This boy, who traveled through time to save the land, was known as the Hero of Time.

The boy's tale was passed down through generations until it became legend...

But then...a day came when a fell wind began to blow across the kingdom.

The great evil that all thought had been forever sealed away by the hero...

...once again crept forth from the depths of the earth, eager to resume its dark designs.

The people believed that the Hero of Time would again come to save them.

...But the hero did not appear.

Faced by an onslaught of evil, the people could do nothing but appeal to the gods.

In their last hour, as doom drew nigh, they left their future in the hands of fate.

What became of that kingdom...?  
None remain who know.

The memory of the kingdom vanished, but its legend survived on the wind's breath.

On a certain island, it became customary to garb boys in green when they came of age.

Clothed in the green of fields, they aspired to find heroic blades and cast down evil.

The elders wished only for the youths to know courage like the hero of legend...

ARYLL:

Big brother!

(shouting)

Big brother!!

(found Link)

Big Brother!

(Link gets up)

I knew you'd be here!

Hee hee hee! This is my FAVORITE spot to gaze out at the sea. When I play with the gulls, I call it "Aryll's Lookout."

So, do you remember what day it is today?

...You're still half-asleep, aren't you?

Did you forget?

Big Brother, it's your birthday!

That's why Grandma has been waiting for you to come back to the house! She's been waiting for a while now...

It's a good thing I came to find you!

You should probably go home and see what Grandma wants, don't you think?

GRANDMA:

I've been waiting for you, Link.

(FIRST QUEST:

Link...

Try these on.

Time certainly flies... I can't believe you're already old enough to wear these clothes.

(You got the Hero's Clothes!  
They look like they might be a little warm for this weather...)

Don't look so disappointed, dear one!  
Just try them on.

Today is a day to celebrate! It is the day that you become the same age as the young hero spoken of in all the legends.

You only have to wear them for one day, so don't look so down. Be proud, child!)

(SECOND QUEST:

Here you are, Link.  
Try these on!

These are special clothes...made of a special fabric that only the honest can see!

Time certainly flies... I can't believe you're already old enough to wear these clothes.

(You got the Hero's New Clothes...  
What the...?  
Wow! They're really light...)

What's the matter? Why the long face?  
You CAN see them, can't you? Hm hm hm...

Well, today is the day we commemorate the fact that you've reach the same age as the hero of the legends! You have to be proud about that for at least one day!

Put them on and see if you can't fool anybody in town!)

In the olden days, this was the day boys were finally considered to be men. They were taught the ways of the sword to prepare them for battle with their enemies.

But we don't live in such an age any longer... Our ways are the ways of peace.

Nowadays, I suppose Orca is the only one on the island who still knows anything about swordplay.

Hanging the family shield on the wall as decoration is another tradition that has been carried down from those days.

Does all this make sense to you?

Isn't that nice, Link? They suit you perfectly! A perfect fit!

Well, tonight I'm going to invite the whole town over for your birthday party, so I'd better start getting ready, shouldn't I?

Your grandma is going to make your favorite soup for you tonight! Mmmm!

I just know you're looking forward to it!

Now, go get your sister, Aryll.

ARYLL:

Ah! 'Hoy, Big Brother!

Did Grandma make that outfit for you?

You always wear the same outfit...  
I think you need a new look...

I guess they're pretty neat, though!

So, anyway, Link...

Can you close your eyes and hold out  
your hand? Just for a second!

I'm going to give you my most treasured  
belonging...but just for one day!

HAPPY BIRTHDAY!!

(You got the Telescope!  
This is your sister's most precious  
belonging. Treasure it dearly!)

So? Well?! Do you like it?

I'm letting you borrow this special gift  
just because you're my big brother!  
Aren't you luck?! Hee hee hee!

Ooh, why don't you try it out! Right now!  
Try looking over at our house from here!

(look at postman, who suddenly goes frantic)

AAAAAHH!! Link!  
The sky! Look up in the sky!

(Helmaroc King gets hit, drops Tetra into forest)

Link, this is so terrible! That girl  
fell into the forest! She needs help!

...But it's too dangerous for you to go in  
there without something you can use to  
defend yourself with!

ORCA:

Oh! What is the matter, Link?  
You have an urgent look about you...  
Has something happened?

Whatever it is, from the look on your face  
I suspect it is no laughing matter...

What say you, Link?

Ah. Have you come for some serious  
instruction in the way of the sword?

(go through training)



And yet...I sense a certain anxiousness  
in the sword you hold...an eagerness that  
goes far beyond the mere desire to be  
wielded on the fields of battle...

I do not know what has happened...

But I have faith in you. Somehow, I doubt  
you will misuse that sword...

You may have it, Link. I give it  
freely. Take the blade with you...

(You accepted the Hero's Sword!  
Use it wisely and carefully... You  
don't want to let down the kind old  
man who has entrusted it to you!)

Since the olden days, this sword has been  
used to fend off evil...

Its blade is infused with the desire to  
become strong and righteous.

Be strong, Link.

SIGN BY BRIDGE:

Fairy Fountain Site Ahead  
Increase your fortune!

SIGN BY FAIRY FOUNTAIN:

Fairy Fountain Site

This spot marks the remains of an ancient  
fairy fountain. The legendary hero was said  
to come here after battle so the fairies  
could ease his weariness.

It was also said that whoever met with the  
Great Fairy who lived here was blessed  
with great fortune, so it came to be known  
as the Fountain of the Fortune Goddess.

TETRA, WAKING UP AND FALLING DOWN FROM TREE:

Ooowwwcchh!

Wow. What's with that get-up?  
Well, whatever. So, where am I...?

Oh, that's right! That giant bird came and...

PIRATE:

Miss!

Miss Tetra!

Oh! Oh thank... Thank goodness!  
You're safe!

When I saw you get dropped on this summit,  
I thought for sure you'd...

TETRA:

Summit?

So that bird dropped me on the top of  
a mountain?

Well, wasn't that nice of it!

Well, don't just stand there!

Let's go!  
Time to repay our debt to that bird in full!

PIRATE:

But, Miss... What about this boy?

TETRA:

Don't worry about him. Come on!

ARYLL:

'Hoy, Big Brother!

(Helmaroc King snatches her)

Brother!!!

TETRA, CATCHING LINK:

Uhhn! Stupid kid!  
Get ahold of yourself! She's gone.  
There's nothing you can do.

TETRA, BY SHIP:

What?!?  
You want to come with us on our ship?

Do you understand what you're asking?  
We're pirates! You know... PIRATES!  
The terror of the seas!

What do we get out of bringing some  
helpless little kid along with us?  
I'll tell you what we get...a headache.

I know how you must feel, with your  
sister having been kidnapped and all...

But that doesn't really have anything to  
do with us, now does it?

RITO:

And how do you figure that...?

PIRATE:

Whoa, whoa, whoa there! Just who are  
you?! Where do you get off butting in on  
someone else's conversation?!

RITO:

Please! All I mean to say is that if you  
big, bad pirates hadn't come to this quiet  
little island...

That poor girl wouldn't have been snatched  
away by that bird.

TETRA:

And just what do you mean by that?

RITO:

Just be quiet for a moment, and I'll tell you!

Now, as my work entails delivering letters,  
I spend much of my time traveling amongst  
the many different islands. As a result,  
I hear many things...

Haven't any of you heard word that young  
girls have been getting kidnapped lately  
from all regions of the Great Sea?

No matter. Whether you've heard it or not,  
that seems to be the case. Young girls with  
long ears like yours have been getting  
kidnapped, never to be seen again.

And unless my eyes fail me, the young girl  
who was just kidnapped from this island  
also has long ears, does she not? Much

like YOU do, Miss Fearsome Pirate.

My point is that the bird mistook that poor girl for you, and that's why it grabbed her!

TETRA:

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RITO:

And correct me if I'm wrong, but I believe it was young Link here who saved you from the monsters in the forest, wasn't it?

TETRA:

...Is this true?

RITO:

Oh! And while I'm at it...

I may as well tell you that the bird that kidnapped both you and Link's sister has made its foul nest to the north, on the heights of the Forsaken Fortress.

TETRA:

The Forsaken Fortress?!

Isn't that the place where...

RITO:

So, what are you going to do?

Under the circumstances, I don't think it would be unreasonable for you to give Link a little help, now, would it?

TETRA:

Hmph... I don't need you to tell me that!

Even if I were to consider it...  
Lately, I've heard nothing but evil rumors about this Forsaken Fortress...

You can't possibly mean to go there with nothing but that cheap little sword!

That's not brave! It's stupid!

I mean, come on! Even a simple little island like this has to have something you could use as a shield. You know, something to protect yourself with? Anything?

Tell you what. If you come back with something like that, we'll let you stow away on our ship.

Oh, and one more thing: once we leave, you won't be coming back here for a while, so you'd better go say good-bye to your family while you have the chance.

I don't want you getting all weepy-eyed and homesick on me!

GRANDMA:

What is it, Link? Please...  
Tell Grandma what's troubling you.

And where's Aryll...? Is she still playing outside with the gulls?

(Link finds the shield missing)

Link...

Is this what you're looking for?

...Take it with you.

(You got the Hero's Shield!  
This is the legendary shield said to have been used by the hero himself!)

I guess it is true... Aryll really has been kidnapped... Hasn't she?

What kind of monster could take such a sweet, young child?

TETRA:

Wow, that's a decrepit old shield...  
Are you sure you can still use that thing?  
Are you going to get splinters and cry?

Well, whatever...  
If you're ready, then let's go!

Are you ready?

VILLAGERS:

Good luck Link!  
Good luck finding Aryll!  
Take care of yourself!

TETRA:

Ugh... How much longer is this going to go on, do you think? Do you have an estimate?

Are you sure you shouldn't just quit right now? Seriously, think about it.

I can tell you're just going to get more sentimental from here on out.

There's still time, you know...  
Are you sure we shouldn't just turn around and take you back to your island?

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--- 5.2 On the Pirate's Ship ---  
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NIKO:

Oh! Well now! Ahoy there, swabbie!  
As of today... EH-HEH-AHEM!  
I am your superior... Niko! Now, I promise I'll go easy on you, so you do as I say, OK?

Right! Now, first off you have to take the test all new pirates have to take. It's a bit of a doozy, so get ready!

You watch everything I'm about to show you real careful-like so you can cram it into your no-doubt mushy swabbie brain!

First off, you gotta press this switch.  
This is the only easy part.

(steps on switch)

Now, check it out! After the platforms rise up from the floor, you gotta jump on them!

(jumps to first platform)

OK, so I was able to jump to this first one myself...but that next one is too far, right?

That's when you gotta do THIS!

(swing on rope)

So, do you think you get how to do it?

You have to swing from platform to platform and try to get to the entrance of that room over there!

Here's the problem, though, swabbie! The platforms only stay raised for a little while, so if you don't get there by the time they drop, you have to start over!

It will probably take you at least one year before you're good enough to make it all the way here. One rough year. One tough year, full of bumps and bruises.

Of course, if you manage to do it faster, I'll reward you!

Now, give it a try! This ought to be good for a chuckle or two!

(do the obstacle course)

Whaaaaat!?? You did it already???

.....

I... I... I'm proud to have you as... As my... As my underling!

(to himself)

I... I wonder if it's OK to just give that to him...

...I don't see why not... I doubt I'll get busted...

(to Link)

All right, swabbie! I'll tell you what! You can have the treasure in that chest over there! It's your reward from the great and generous Niko!

Hurry and take it before someone comes!

(You got the Spoils Bag!  
You can keep the items you get from enemies in this handy pouch.)

TETRA:

Hey! Link! We've reached the Forsaken Fortress! Hurry and get up here!

(go outside)

Hey! Link!  
Here I am! Up here!

(climb)

What were you doing with Niko?

Don't tell me you were playing some stupid game for treasure...were you?

...Well, whatever!  
There's something you need to see!  
Have a look over there...

That's the cursed isle known as the Forsaken Fortress.

There are all sorts of strange rumors about this place. What I do know is that long ago, it used to be the hideout of a no-good group of pirates we used to compete with...

But they were just small-time. Now, the place looks like it's pretty dangerous.

Ah! I knew it! Look!  
Over there! By that window!

Have you ever seen so many seagulls flock like that before?

...I'll bet you anything that's the place where they've got your sister locked up!

...But it looks like the whole place is under really tight guard.

This won't work... We'd be spotted before we go anywhere near landing there.

Hmmm... What do we do now?

(Link in barrel!)

Look, don't struggle. If you really want to get into a dangerous place like that, this is the only way to do it. Trust me.

We pirates do this all the time. Don't worry about it! It'll be a piece of cake!

Is everybody ready!?

Never you fear, kid. We're pros. We're going to launch you good!

3  
2  
1

(launch! smack! sword falls)

(through stone)  
Your sword landed all the way up there?



Shoot! I'm sorry! I apologize! I guess my aim was off by a little bit.

Heh heh... The look on your face... Priceless!

Heh heh... I slipped this stone into your pocket just before we fired you over there. It's no ordinary stone, either.

I can see what you're doing through this stone, and obviously you can hear me through it.

Hey, but listen carefully! I need this back after you save your sister, so don't go losing it, you understand?!

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-- 5.3 Forsaken Fortress ---  
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TETRA, THROUGH THE STONE:

Listen up, Link...  
There's a monster running the searchlight up there!

If you can slay the monster, then just maybe it'll shut the searchlight down.

Oh...but you're unarmed, aren't you?  
All you have is a shield...

If I were you, I'd try to use my shield to deflect the monster's blows and see if I could make it drop its weapon. If you did that, you could pick up its weapon.

...But that's just me. What'll you do?

TETRA, THROUGH THE STONE:

Ah-hah! I've got it, Link!

In order to reach the top of the tower where your sister's being held, you'll have to find the room right below the tower. The path to the tower begins in the rear of that room!

You got that?

(You got back the Hero's Sword you dropped! Now you're in business!  
Take care not to drop it again!)

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KING OF RED LIONS:

Link... Link...

Wake up, Link!

Pull yourself together, Link!

Well? Have you come to your senses yet?

You are surprisingly dull-witted...

Did I startle you?

I suppose that is only natural. As wide as the world is, I am the only boat upon it who can speak the words of men.

I am the King of Red Lions.  
Do not fear... I am not your enemy.

Link...

I have been watching you since you went to the Forsaken Fortress to rescue your sister.

I understand how your desire to protect your sister could give you the courage to fearlessly stand up to anything...

But such a bold attempt was foolhardy!

I suppose you saw him... The shadow that commands that monstrous bird...

His name is...Ganon...

...He who obtained the power of the gods, attempted to cover the land in darkness, and was ultimately sealed away by the very power he hoped to command.

He is the very same Ganon...  
The emperor of the dark realm the ancient legends speak of...

I do not know why the seal of the gods has failed, but now that Ganon has returned, the world is once again being threatened by his evil magic.

Tell me, Link...  
Do you still wish to save your sister from him?

(Link nods)

And will you do anything to save her?

(Link nods twice)

...I see.

In that case, I shall guide you as we go forward...advising you on what you should do, and where you must go.

Ganon cannot be defeated by human hands, let alone by what little strength you possess.

The key to defeating Ganon is locked away in a great power that you can wield only after much toil and hardship.

Do you understand?

(Link nods)

In that case, we depart!  
To the Great Sea!  
...Ah, but I am getting ahead of myself.

This is actually a bit embarrassing for me to admit, but...although I am indeed a boat that possesses the power of speech...  
I possess no sail.

And a boat with no sail can sail no seas.

I have brought you far to the east of the dark gaze of the Forsaken Fortress. On this island is a town of merchants who deal in a wide variety of goods.

If you search hard enough, surely you can find one who will sell you a sail.

I am sorry to ask this of you, but without a sail, I will be useless to you.

This island of merchants is home to many valuable goods.

While the sail must come first, do you feel limited to buying only it. Once you have it, feel free to stock up on anything else you think you may need.

But remember: there is no time to play. Come back here immediately as soon as your errands are done.

ZUNARI:

My story is a strange one... I came across

cursed seas from a land far away...a land where the blizzards blow violently...heading for this town called Windfall.

But dear me! As I traveled, a terrible storm descended and tore my ship to bits...yet mysteriously, only that escaped without so much as a mark on it...

From the looks of you, I would say you are a traveler as well. Oh, yes indeed! ...Could you not purchase that from me? It is my one and only heirloom from home.

The people of this town do not seem the least bit interested in that, despite the fact that it would help them travel the dangerous seas about their town...

Please! I beg of you! I wish to open a business here in this town, so I am in desperate need of finances!

How does...80 Rupees sound?

(buy)

Yes, yes, yes! Thank you very much, indeed! I have received precisely 80 Rupees for it. I can use these funds to finance my new business! Oh, dear me, what a happy day!

Very well, young master... As I promised, please! Take that!!!

(get a boat's sail)

Yes, yes, yes! You have made a good purchase today, my young master!

And you have saved my life and business as well! Treasure it dearly! It is the finest sail in the world! Treat it as such!

TINGLE:

Hoo hoo hoooooooooooo! If my appearance does not surprise you... then you, sir, must be a fairy, just like Tingle!

Goodness! Did you feel my telepathy?! That's why you saved me, isn't it? Isn't it? Isn't it?

Do not worry! Tingle knows without you telling him, sir! Yes, sir!

Tingle is my name! I have been looking for

you and your kind, for I, too, long to be one of the fairy folk!

And yet, I was mistaken for some kind of troublemaker and put into this dreadful sort of place!

How disrespectful!

Please, Mr. Fairy... Rescue poor Tingle from this place and take him to where you and your kind live in splendor!

(free him)

Hoorayyyy! Thank you oh so VERRRY much!

Here is Tingle's heartfelt gift of thanks!

Tingle! Tingle!  
Kooloo-limpah!  
Become an item!

(get Tingle Tuner)

Now, no matter how far we travel from this dingy cell, our souls will be as one!

Splendid! Tingle is going to get ready to go to the realm of the fairies, so you just wait here, OK, sir?

Ahhh! I was forgetting something important!

Oh, Mr. Fairy! You want to come to my island, don't you?  
Don't you? Don't you?

(get Tingle's Chart)

When you go out to sea, open it!

If you ever need any help with your charts, just leave it to Tingle! Don't ever forget it!

If you ever need help with charts...

Don't forget it!

STONE BY PICTO BOX:

Date: Unknown

At last, I have succeeded in stealing the [r]Picto Box[r] I have desired for so long. Succeeded, yes... but sadly...

Due to a slight mistake on my part, I was also caught. I have been imprisoned, but

I do not give in easily! I refuse to give this wondrous box to my captors!

I have decided to hide it here in the depths of my cell and then make my escape by tunneling out. Yes! That is my plan!

STONE BY PICTO BOX:

Of course, if I ever successfully escape from this prison, I shall one day return to recover the Picto Box. I will write the controls for it in case I should forget them...

Set it to Y, Z, or X on the items screen. Press A to snap shots. Use C to zoom in and out. Press R to switch to its delightful pictograph-viewing mode.

It saves up to three pictographs at one time. Oh, how it pains me to leave it!

...I just wish I could get out of here so I could start taking pictographs!

KING OF RED LIONS:

Oh! That look in your eye... So, you've found yourself a sail, have you?

Very well! Then I shall teach you the art of sailing!

(teaches you how to sail)

Now! A westerly wind blows! Hop in and let it carry us to the east!

(sail to Dragon Roost Island)

There! On the horizon!

That is our destination, Link...  
Dragon Roost Island!

High atop this island's peak lives the spirit of the skies...a great dragon by the name of Valoo.

You must see this dragon and request from him a jewel called Din's Pearl.

Ask the people of the Rito tribe who inhabit this island about how to see the dragon.

Oh, I almost forgot! Wait just a moment!

This is the Wind Waker! It is a baton of sorts that was used long ago when the people played music in prayer to the gods.

In those days, simply using it allowed one to borrow the power of the gods, but I do not know if it still works.

Even so, I thought it might be of some use to you. Perhaps you should try using it.

(learn how to use it)

(You received the legendary Wind Waker! By using this magical conductor's baton, you can borrow the power of the gods!)

-----  
--- 5.5 Dragon Roost Island ---  
-----

QUILL:

Link?

Link, is that you?

It is! I'm pleased to see you're OK.

I must say...

You've traveled far for one with no wings...

And your sister? Is she...

Is that so?

Well, don't worry too much.

I'm sure she'll hang in there.

I have an idea, Link.

Would you like to meet our chieftain?

I've told my people here about you, and all of us Rito are very concerned.

I'm certain the chieftain will befriend you and lend you the aid of our aerie.

It's settled, then! I'll fly on ahead and let everyone know you're coming.

Come inside, Link!

I'll be waiting!

RITO CHIEFTAIN:

Well? Have you discovered the cause of the great Valoo's anger?

Ah. So, you are Link, are you?

Quill has told me all about you.

A troubling tale, indeed...

I insist that you let us know if there is anything we can do to help you.

We shall do everything in our power to assist you.

However, in the meantime, we have a problem of our own to deal with...

When you arrived on the island, did you notice the raging dragon perched atop the mountain?

As you can see, we of the Rito tribe are profoundly connected to the sky. We make our livings on the airways.

We do so by the graces of the sky spirit, Valoo. When a Rito reaches adulthood, he or she journeys to the top of Dragon Roost to receive a scale from the great dragon.

It is this scale that enables the Rito to grow his or her wings.

Recently, however, the once-gentle Valoo has grown violent and unpredictable.

Sadly, we can no longer approach him.

If this continues, the fledglings who are of age will never be able to receive scales from Valoo on Dragon Roost.

They will remain wingless, and in time, our very way of life will be threatened.

As chieftain of the Rito, my first responsibility is to solve this problem.

My apologies, but I must ask you to wait for our assistance until this is done. Will you do so?

QUILL:

Chieftain, what do you think of consulting Link with regards to your son, Prince Komali?



As you can see, Link is a  
gallant young lad!

I feel certain that Prince Komali would  
open his heart to him and speak freely  
of his fears and worries.

RITO CHIEFTAIN:

(to himself)  
That may be...

(to Link)  
Let me be direct. My son, Komali, is of the  
age to earn his wings...

Yet...he is weak, in some ways...and in light  
of the current situation, he may just give  
up on ever getting them...

What say you?

Will you share some of your courage  
with my son?

Will you meet with my son?

I thank you!

We shall do our best to solve our problem  
as quickly as possible, so that we may  
better help you with yours.

I have something I wish for you to give to  
my son.

A young girl named Medli is holding it for  
me. Would you find her and take it?

I am counting on you!

QUILL:

Here, Link, take this with you!

Who knows? It might come in handy.

(You got a Delivery Bag!  
Finely crafted bags like this are  
used by Rito postmen everywhere!  
With so many pockets, it can hold  
many items.)

You should find Medlie in one of the  
upper rooms.

Leave the great Valoo to us.

In the meanwhile, do your best to aid  
Prince Komali!

MEDLI:

Wow! You really DO have blue clothes...  
with a picture of a crawfish on them!

You're Link, right?

Oh, me? I'm an attendant to the great sky  
spirit, Valoo. My name is Medli.

Well, to tell the truth...  
I'm not an attendant quite yet. I'm actually  
still studying to be one.

Oh, what am I thinking! Here! This is from  
the chieftain.

Link, he wants you to give this  
directly to Prince Komali.

(You accepted Father's Letter!  
It is a letter from a father  
addressed to his son.

Since you've just received a fine  
Delivery Bag, why not use it to carry  
this letter down to Komali?)

The room way in the back on the first floor  
is Prince Komali's room. You have to go  
down a couple steps to get there.

When you meet Prince Komali, please don't  
get offended by his manner.

He has no bad intentions, I promise.

By the way, ummmm...  
Listen, Link...

I have a small favor I'd like to ask  
of you...

Could you please come to the entrance of  
Dragon Roost Cavern later?

...I'll explain everything then.

KOMALI:

Huh? Who are you supposed to be?

(talk again)  
What do you want from me, huh?  
I... I don't want to talk to anyone right now!

(show him Father's Letter)

A letter?

From my father?

Oh, sure, telling me to be brave is easy enough for him...

It's not like he's the one who went through that horrible experience... It's not like HE still has to go get a scale from Valoo.

You're in this letter, too, you know...

Poking your nose in other people's business... You're nosy, aren't you?

Sorry, but I really don't feel like going to see Valoo right now.

I mean, how am I supposed to get a scale from him when he's so upset?

What? Are you trying to say that YOU can calm Valoo down?

Psssssh! That's just a big, fat lie!  
It's easy to SAY you can do anything!  
Bragging doesn't cost a thing!

I'll tell you what: If you can find me someone who can get past all the obstacles on Dragon Roost to get to Valoo...

THEN I'll listen to anything you say!

(talk again)

What?

Oh, this...?

It's strange... Holding this calms me down.  
I forget all the bad things.

It's so pretty, isn't it? It's called Din's Pearl. My grandma gave it to me.

My grandma used to be Valoo's attendant.  
She was the only person on the island who understood Valoo's language.

Oh, Grandma... If she were here, I know she could calm Valoo down. I just know it...

But my father and the rest? No matter how hard they try...they'll fail. I know it.

No one else can calm Valoo down.  
It's impossible...

What? What is it, huh?

Listen, you can stare all you want, but  
I'm not giving this to you.

This is MY treasure. You understand?

I'm not going to just hand it over to some  
do-nothing guy, am I?

(talk again)

What?

You can stop staring any time now!

I'm not giving this to you!

There's no one out there who can get Valoo  
to settle down...so just go away and let  
me be miserable by myself.

MEDLI:

Hey, you actually came!

I'm really sorry for bringing you to such a  
dangerous place. I had to! I wouldn't have  
asked if I didn't need help desperately.

You see this place? There used to be a  
spring here. surrounded by a beautiful  
pond... It was peaceful and lovely...

But then the great Valoo...

He became so angry, and...

In his rage, he shook the mountain and this  
boulder crashed down, plugging the spring.  
You can see the result.

Oh, but where is my mind? Tell me,  
how was Prince Komali?

(to herself)

Oh... That doesn't sound right... Not at all...

(to Link)

I may be partially to blame for the bad  
turn that Prince Komali's taken...

See, Prince Komali's grandmother was the  
great Valoo's former attendant.

She was an amazing woman. I was honored  
to have her as my teacher...

She was kind and brave, and unsurpassed  
in her dealings with the great Valoo.  
I'm not worthy of being mentioned  
in the same breath as her.

If only I'd possessed some of her strength,  
I'm sure Prince Komali would have felt  
more secure.

Link, I'm sorry to ask this...  
but I need your help!

I want to go to the small shrine that's  
near the peak of Dragon Roost, but that  
ledge over there is so high...

If I could get some wind under my wings,  
I'm sure I could get up there.

So...

Will you help me?

(I don't think so)  
Oh, please? I wouldn't ask if it wasn't  
important! It's just that...I'm not that good  
at flying yet...

(Sure)  
Whew... Thank you so much!

OK, pick me up.

Then face that ledge and toss me!

The atmospheric currents are really messed  
up, so pay close attention to the direction  
of the wind.

All right, I'm ready!  
Don't hold back, now!  
Throw me as hard as you can!

(successful throw)  
Oh, thank you!

I think now I'll be able to climb Dragon  
Roost and meet with the great Valoo!

Don't worry, I'll be fine!

I may just be an apprentice attendant, but  
I can understand some of the great  
Valoo's language.

(to herself)  
I'm not exactly bursting with confidence, but...

(to Link)  
Look, if anything happens to me...

Please look after Prince Komali!

This is all I have to give you. I know it's  
not much, but please take it!

(get empty bottle)

Oh, and please don't tell anyone that I'm climbing Dragon Roost!

It'll be our secret, OK?

Well, good luck!

...To both of us.

QUILL:

Link, do you know Medli?

Just now, some fellow told me that he saw some unfamiliar creatures near Dragon Roost Cavern...

He said that they grabbed a girl that looked like Medli...

...Which is odd, because I know Medli can't fly well enough to get to the Dragon Roost Cavern entrance by herself. So I figure it must be some sort of mix-up.

It IS a bit disconcerting, though...

-----  
--- 5.6 Dragon Roost Cavern ---  
-----

KING OF RED LIONS, THROUGH CRYSTAL:

Link, have you seen any filthy, thieving rats around?

I know they are annoying, but keep your wits about you... they are only rats!

If you spread bait near their nest, they may share their store of treasure with you. Why don't you try it?

MEDLI:

Link!  
You came to rescue me!

Oh, thank you!

I have to tell you what I found out!  
This is terrible!

...Some creature is doing awful things to the great Valoo's tail!

That's why he's so angry!

The great Valoo's tail hangs down into the room right below here.

There's got to be something in there...

I wonder if those mean monsters who captured me have something to do with it...

We've got to do something! Now! Before it's too late!

I'll go and tell everyone what's happening!

Here, Link!

Use this to get out of here!

It's what I used to get this far.

It's a device we Rito used before we evolved wings.

(You got the Grappling Hook!  
This was an item used by the Rito people before they had wings.)

Here, Link. Climb up on that little ledge over there, so I can show you something.

Grab this branch with the Grappling Hook and you can swing over there to get out of this area!

Don't you worry about me, Link.  
Get going!

MEDLI, AFTER BEATING DRAGON ROOST CAVERN:

Link!

Well, Prince Komali? Don't you have something you want to say?

KOMALI:

Um, I heard everything from Medli...

Link... Thank you so much!  
I'm sorry I mistrusted you!

I hope I can be like you someday,  
Link.

MEDLI:

You will, Komali! I just know it!  
Right, Link?

KOMALI:

So, Link? ...Here!

I want you to take this, Link!

Giving you the thing I value most will  
give me the courage I need to stand up to  
bad things!

(You received Din's Pearl!  
This is the gem the Ritos claim was  
passed down from the great  
goddess!)

MEDLI:

The great Valoo is grateful to you,  
Link.

VALOO:

(O Hero! Thank you!  
O Hero! Use the wind god's wind!)

MEDLI:

Use the wind god's...wind?

That's what he said, but I don't understand.  
I wonder what it means?

The wind god's wind... I wonder if what  
he's talking about has anything to do with  
the Wind Shrine that's through that tunnel...

Oh, I almost forgot! The great Valoo also  
names you, Link, a true hero.

I agree with him. As far as we're concerned,  
Link, you really ARE a hero!

KOMALI:

Well, I'm going to go and visit Valoo!

I'll come and see you sometime--with the  
best pair of wings ever!



MEDLI:

Hey! Prince Komali!

Thanks so much, Link.

See you again someday!

KING OF RED LIONS:

It would seem that Ganon sent those  
monsters to this place.

But that would mean...

There is no time to lose! We must depart at  
once for the place where the next pearl  
sleeps! We sail to the south!

(talk again)

...Unfortunately, we cannot depart until the  
wind blows to the south.

It would be a fatal mistake to set sail  
under an unstable breeze.

I have heard legends that tell of a wind god  
who once resided on this island...

Have you heard nothing of him?

ZEPHOS:

(learn the Wind's Requiem)

Yep! That's a miiiiiiighty nice breeze!

The name's Zephos.  
I'm the god of winds.

So, you're the new Wind Waker, are you?

Great, great. For a beginner, you've got a  
nice wind-sense about you.

I like you, kid!

That tune you just picked up?  
Well, it gives you control over the direction  
the wind blows.

Depending on how it's used, wind can be a  
good thing...or a very bad thing. You want  
an example of it being a bad thing, then  
you should see my brother.

It saddens me to say that my brother,

Cyclos, is miffed about his monument here being broken, and how he spends his time creating cyclones to torment people with.

So if you encounter any cyclones at sea, chastise my brother for me, will you?

And THAT...is my request for you!

-----  
--- 5.7 Forest Haven ---  
-----

KING OF RED LIONS, NEAR FOREST HAVEN:

Yes! Do you not see what rises up from the horizon?

That is where you must go, Link... the Forest Haven.

It may appear as though this is but a great tree rising far above the ocean's surface...

But it is a sacred place. It is inside this grotto that you will find the spirit of the earth, the Great Deku Tree.

You must speak with the Deku Tree and receive from him the sacred gem known as Farore's Pearl.

I fear that Ganon's vile hand may have already reached this most sacred of sanctuaries.

Go forth with caution, Link.

DEKU TREE, AFTER YOU DEFEAT THE CHUCHUS:

(That garb you wear...  
Could you be the legendary hero?)

Has the king at long last found the Hero of Time?

What is the matter? Do you not understand the ancient Hylian tongue?

So...you are not the Hero of Time.)

I must apologize. I was in error. I saw your clothing, and suddenly I felt a longing for an age gone by... That longing caused the ancient tongue to pass my lips.

I am the guardian spirit of this Forest

Haven--the Deku Tree.

I owe you my thanks for your aid in ridding me of those foul creatures...

Tell me... Was it not the King of Red Lions--the boat who speaks--who led you to this place?

So it is true...

Then you have come here because you have need of the pearl of the goddess?

I see...

I knew there was a reason the monsters had begun to congregate in the regions around my wood. Now I understand it.

He has returned...  
Ganon has returned...

In that case, we must make haste.

Koroks! Little children of the woods!  
This traveler is not your enemy. Let your hearts be at ease, and show yourselves!

What do you call yourself?

Link?

Well, then, Link...  
These are the Koroks--the spirits of the forest.

Once upon a time, long ago, the Koroks took on human forms, but when they came to live on the sea, they took these shapes.

Now they fear people...but to me, they will ever be my cherished little children.

As it happens, you have come just in time for a ceremony that the Koroks hold but once every year. It is about to begin.

I shall grant the pearl to you once their ceremony is complete.

I must apologize for the brief delay, but if the ceremony is not completed soon, an ill fate could befall us.

So, let it begin! Are you ready, my children?

LINDER, FLYING IN:

W-We are not, O Great Deku Tree!

Something terrible has happened!  
It is Makar! Makar!

DEKU TREE:

What is the matter, Linder?  
You and Makar are always late...

LINDER:

N-No! It is not that, O Great Deku Tree!  
Makar...fell into the Forbidden Woods!

DEKU TREE:

(shouting)  
WHAT?!  
The Forbidden Woods?

LINDER:

I told him to be careful! But still Makar  
flew above the Forbidden Woods, and as he  
drew close to it...

DEKU TREE:

Foolish little Makar...

Link, you have heard all this?

The Forbidden Woods are right beside the  
hallowed island of our Forest Haven.  
Those woods... The whole region is a vile  
place that is home to evil beasts.

And now it seems they have taken a child  
of the forest named Makar.

...Your presence here is no mistake, I deem.

The King of Red Lions likely expects great  
deeds of you--it is why he brought you here.  
I am sorry to ask this of you, but can you  
go rescue young Makar for me?

LINDER:

But, Great Deku Tree! ...People cannot  
fly through the air...

DEKU TREE:

Ah, yes... Thank you, child. You are right.  
It is not possible to enter those woods  
from the sea, is it...

Link, I would guess from your  
size that you are heavier than my Korok  
children...yet I think we may still be  
able to solve this dilemma.

You must use the item I shall bestow  
upon you and fly through the sky!

(grows Deku Leaf)

Hmph!

Forgive me, Link, but could you  
climb up to my crown and get the leaf  
from up there?

KOROK:

The Forbidden Woods were once our home.  
They were peaceful back then.

I would guess that our homes should still  
exist somewhere deep within the woods.

If you have trouble anywhere in the forest,  
just look for the stump-shaped houses.

GETTING DEKU LEAF:

(You got the Deku Leaf!

Plant your feet on the ground and  
use it to blow blasts of air at  
objects and enemies.

You can also jump in the air and  
use your magic power to drift on  
the currents of the wind!)

KOROK:

Swordsman! Over here!

Please! You must fly from over there to  
here using your Deku Leaf!

(fly over)

Very good, Mr. Swordsman! You've already  
mastered using the Deku Leaf!

But...since you're so much heavier than  
we are, you can't fly very far, can you?

How unfortunate...

Well, anyway, this is the exit that leads to the Forbidden Woods, where our brother, Makar, is being held.

Please take care of Makar!

KOROK, OUTSIDE EXIT:

Congratulations, swordsman!

It appears you've finally gotten the Deku Leaf!

That eerie-looking island over there is home to the Forbidden Woods. Makar is trapped somewhere within there.

You'll have to float over to the entrance from here using your Deku Leaf.

But...when you're flying with the Deku Leaf, you're at the mercy of the wind. If the wind can't carry you there, you'll fall into the sea before you land...

If only the wind were blowing in the right direction to carry you there...

KOROK, ON TREE STUMP ISLAND:

Nice job, swordsman! It looks like you've already mastered using your Deku Leaf. You're a quick study!

The first thing you should do is cut the grass around here to replenish your magic power.

The entrance to the Forbidden Woods is on a much higher level than the entrance to our Forest Haven.

In order to get up to such a high place, you'll have to catch the swirling updraft. Can you see the updraft, swordsman? The updrafts around here move swiftly.

You have to time your jump just right, so that the wind will fill your Deku Leaf and carry you into the updraft, giving you the lift you need.

Once you're floating on high, just let the wind take you to the entrance to the woods.

MAKAR:

Swordsman... Are you the one who  
rescued me?

You have my thanks!

When all went dark around me, I thought  
my time on the earth was over.

But...why are you here, swordsman?

What? The Great Deku Tree sent you?!

Oh! Th-That's right! Today's the day of our  
annual ceremony!

Oh, I'm in trouble! I shouldn't be here!  
I must get out of here immediately!

DEKU TREE:

Oh, Makar! You have returned safely!

MAKAR:

I'm sorry, Great Deku Tree...

I know you warned us many times, but  
still I did not listen...

DEKU TREE:

Do not worry, Makar. You are safe now.  
Just be more careful from now on.  
You have done well, Link. I must  
thank you for your brave deeds.

Here is that which I have promised you.  
Please accept it.

(You received Farore's Pearl!  
The earth spirit, the Deku Tree, has  
seen fit to give you this jewel, a  
treasure of the goddess, Farore.)

It is my hope that this pearl shall lead you  
to a fair destiny!

All is well, Makar. Do not cry.

Please... Play your songs for me as you

always do.

MAKAR:

Oh, that's right! We must begin our ceremony soon, before the day ends!

I'm sorry to keep you all waiting.  
Let the ceremony begin!

Oh, Great Link...

As my thanks to you, I shall play even harder than I normally do.

I hope you enjoy it!

(ceremony)

KOROK:

Great Deku Tree! This year you have once again produced some splendid seeds!

With these seeds, we will continue to spread new forests across the Great Sea.

KOROK:

Let us go, Koroks! To the sea!

KOROK:

See you all next year!

KOROK:

Take care!

KOROK:

Farewell, great swordsman!  
May the winds of chance bring us together again someday!

DEKU TREE, TALKING TO HIM AFTER CEREMONY:

Every year after the Koroks perform this ceremony, they fly off to the distant islands on the sea and plant my seeds in the hopes that new forests will grow.

Forests hold great power--they can change



one tiny island into a much larger island.  
Soon, a day will come when all the islands  
are one, connected by earth and grove.

And the people who live on that great  
island will be able to join hands and,  
together, create a better world.

Such is my dream.

...But the one you are chasing is trying  
to prevent that dream from ever coming  
to pass.

Link...

Already, your fate is tied to the fate of this  
world. You must proceed with great care.

(talk again)

If ever you find yourself troubled or lost,  
return to this haven...

I shall be waiting for you.

MAKAR:

Thank you, Link, for all that  
you've done for me.

How was my performance? Did it suit your  
tastes or no?

This instrument is the one the Great Deku  
Tree gave to me on the day of my birth.

He said it is an instrument that people  
played long, long ago. It has taken many  
long hours of practice for me to be able  
to perform at the level I do now.

Eight of my fellow Koroks have set out on  
journeys to create new forests in the world.

But both Hollo, who studies the making of  
potions, and I are always on this island.  
Please come to see us here again. We'll be  
waiting for you.

KING OF RED LIONS:

So this place, too, has been attacked by  
Ganon. Could he already be regaining  
his power?

Link, you must get the remaining  
pearl! It lies in a place northwest of here.

We must set sail immediately!

---

--- 5.9 Finding Jabun ---

---

KING OF RED LIONS, BY GREATFISH ISLAND:

Look, Link! Do you see it?

...What has happened to this place?

.....

Wh-What is the meaning of this?

The island... It is...

...We are too late.

I knew we had precious little time, but I never suspected how little...

A great water spirit named Jabun once lived here, but no sign of him remains...

QUILL:

(shouting)

Ho, there! Link!

(flies in)

So, you're here! I've been looking for you!

Are you by chance seeking the great spirit, Jabun?

I'm sorry to report to you that Jabun can no longer be found here.

Just look at how this place has been torn to pieces... I suppose this, too, is the work of the shadow in Forsaken Fortress.

But fear not! Jabun was able to flee this island before it was attacked. He is in a safer abode now.

Would you like to guess where that abode may be?

...On the island where you were born.

On Outset.

Yet even if you were to go to Outset now,

you would not be able to see Jabun.

The cave where he hides is sealed with a mighty stone slab that repels all who try to pass it. Why, not even the pirates with their mighty ship could get in...

...I must apologize, Link.  
I thought if anyone would know of your whereabouts, it would be the pirates.

I told them this tale without so much as a thought for the consequences.

I don't know what they hoped to get, but they immediately set sail for Outset Island and tried to break into the cave.

...It is lucky they could not gain entrance. I have heard that they were last spotted on Windfall Island, but doing what, I do not know.

If you wish to see Jabun, I think you'd better search for the pirates on Windfall Island.

What an eerie isle this is... Everywhere else boasts clear skies and calm seas, but this place suffers under dark clouds and rain.

Valoo must have been right when he asked me to bring word of Jabun to you...

He called this island cursed...

I would counsel against staying here longer than you have to.

...But that is your decision, I have told you of Jabun, so my task is complete!

KING OF RED LIONS:

So, Jabun has survived!

The sea spirit has lived through the trials of many long years. He must have caught wind of Ganon's attack beforehand...

If we are to believe the words of the Rito postman, then the pirates know something about the cave where Jabun hides.

Why don't we go first to Windfall and search for them there?

KING OF RED LIONS, NEAR WINDFALL:

It is just as the postman told us.  
The pirate ship has stopped here to avoid  
drawing the attention of the townsfolk...

I know not what they are researching, but  
if they are hoping to get their hands on  
Jabun's sacred gem...

I doubt they would tell you anything  
directly if you were to ask them.

Link, I think you should try to  
find out what the pirates are up to...  
without them finding out about you.

MAKO, BOMB SHOP OWNER TIED UP:

Look, don't be mad at us! It's not our fault  
that we absolutely gotta have bombs to  
get the treasure we're after!

How about you just think of it as payback  
for the nasty little monopoly you've been  
running here, yeah?

So I bet you're thinking it was foolhardy to  
ask pirates to pay such an outrageous  
price, huh? Yup. I bet you are.

...You know, Gonzo, I still can't get over  
that bit of fast-talking you pulled to get  
that information out of the postman!

GONZO:

Huh? ...Oh! Oh, yeah! That was smooth!

I tell you, the minute I set my eyes on that  
Link, I just knew he was hiding  
something back at Outset, yeah?

So when I saw that postman, I just  
pretended like I was all worried about  
the kid and stuff...

And presto! He spills the beans!

MAKO:

Good work, Gonzo! Really! Just top notch!  
It's funny, though... I'm thinking this is  
maybe the first time you've shown such  
wit... Such cunning...

...You know, with your cunning and Miss  
Tetra's smarts... If you two got married and

had a kid...

...That kid would be the greatest pirate to ever sail the seas! Yup! The greatest!

GONZO:

You idiot!  
Keep your mouth shut, yeah?  
Don't be so stupid!

Miss Tetra! Are you listening to this nitwit?  
Can't you dock him some pay or something?

TETRA:

Quit goofing off, both of you!

Keep your childish jokes to yourselves and get those bombs back to the ship!

The second you're done loading them up, we're setting sail for Outset Island!

GONZO:

Whaaat!? Miss! We have to leave immediately? But it's been so long since we were on shore!

We need to fill our bellies with some good eating, yeah? How about we grub tonight and shove off tomorrow morning instead?

I mean... Uh, I-I'm fine either way, of course! Whatever you say is fine, Miss, is what I mean to say!

...It's just that, the boys were so excited to come to town, yeah? And I can't help but think it would be awful hard on them to leave so soon without a proper layover.

So, what sy we set sail tomorrow, yeah? What do you say, Miss? That reasure isn't going anywhere!

You're with me, right, boys?!  
Who's for a night of fun?

OTHER PIRATES:

.....

TETRA:

You're all fools, do you know that?  
You saw that demolished island!  
You saw the senseless destruction.

We have to hurry on to Outset, or the  
same thing could happen there!

MAKO:

Huh?

Not to be disrespectful, but by the sound of  
things, you're worried more about that  
island than the treasure, Miss...

TETRA:

Don't be ridiculous!  
I want, you know...  
(to herself)  
the treasure...

(sees Link, winks)

All right! Fine! Have it your way! We can  
leave town tomorrow, you big babies.

But we're setting sail at first light, so no  
sleeping in! Understood?

PIRATES:

(yelling)  
Aye-aye!

MAKO:

Say there, brother, what was  
today's password, again?

GONZO:

Mako! Are you serious? You forgot already?  
You're so useless.

Today's password is Chummily (Schooner), yeah?  
Remember?

You know that Niko won't let you in if you  
don't say it exactly right!  
(whispering)  
And he's real picky about it...  
So I'll say it once more...

Today's password is  
Chummily (Schooner), yeah?

MAKO:

Chummily (Schooner), eh?

NIKO, ASKING FOR PASSWORD:

How do you treat a shark?

(Chummily)

I can sail upon the water  
or be filled with it. I am a...

(Schooner)

Right, right! You may enter!

(down below)

Oh, Link!  
My old swabbie, Link!

So you're alive?

All the other pirates said you got done  
in by that bird-monster in the Forsaken  
Fortress, so I thought...

Never mind what I thought! You're alive!

Oh, I get it now! You came back because  
you missed me so much!

I had no idea you wanted to be my swabbie  
so badly! I see, I see...

Well, after you left, I went back to being  
the bottom rung on the ladder...which is  
why I'm stuck here while everyone else is in  
town having fun and eating and stuff...

But...I guess being so worshiped by my  
swabbie ought to cheer me up!

All right! Why don't we set you to your next  
test, huh? This one is harder than the last!  
Good luck! You'll need it, swabbie!

You can see there are lanterns hanging  
throughout the room, right?

Well, last time when you pressed the  
switch, platforms rose up for you to jump  
onto, right? Yeah, well, this time, there  
aren't any!

Which means you have to jump from one

rope to the next rope! Pretty tough...

And that's not all! This time, I've put a gate on this door, too!

The switch opens the gate, but it'll close if you don't get here before time runs out. Run out of time, and you'll have to try it again, little swabbie!

The switch that opens the gate is in the same place as before, so go step on it.

If you get all the way to this side before time runs out, I'll give you the bombs we got in town! Yeah, you heard me!

Give it your best shot, swabbie!

(get through obstacle course)

What?! You've gotta be..  
You did it already?!

You're... You're incredible!

(to himself)

This isn't good... I've never even passed this test...  
How could he do it so quickly...?  
And make it look so easy?!?

And if I give this to him, everyone will know for sure... Oh, I'll be so busted...

(to Link)

Uh...OK!

You're the best swabbie of all time!  
So...I guess I'll just give you the bombs!  
Go on! Take 'em!

Just don't tell anyone, OK? I'm serious!  
Really serious! OK? OK!?!

(get bombs)

TETRA, THROUGH STONE:

That's mighty courageous of you...trying to steal treasure from pirates.

I suppose I should be shocked...but I'm more amazed that you managed to survive after being tossed out of that tower...

From the look on your face, I have to guess you haven't saved your sister yet, huh?

You don't give things much thought, do



you? You just rush in, never thinking how badly things could go for you.

Like just now... The only reason you got what you did was because we left a simple-minded little rat like Niko behind to look after things.

No one else would have parted with our treasure so easily, I assure you!

And just how do you intend to use those bombs, anyway?

Don't tell me you're going after Jabun's treasure, too...

Right now, Jabun is hiding in a cave at the back of the island you were born on.

But the entrance is blocked by a giant stone doorway. You can't get in without breaking down the door.

We're going to relax in town and eat our fill of whatever this town has to offer, but we'll be leaving for Outset first thing in the morning.

If you manage to find Jabun tonight, then I guess you win.

But if you take too long, we'll come sailing right by you tomorrow morning! And believe me, you didn't get ALL of our bombs.

You'd better be quick, kid!

TALKING TO NIKO AGAIN:

Wow! Awesome! You have a stone just like the one that Miss Tetra has!

Hey, how do you use that thing? Can you talk to Miss Tetra through that?!  
Man! You're so lucky!

KING OF RED LIONS:

Well done! Our preparations are complete.

If what the girl says is true, the pirates won't be leaving until morning.

You must meet with Jabun and get the pearl from him before they arrive.

Let us delay no longer, Link!

(near Outset)

Have you noticed, Link? Morning  
has not broken since we arrived at  
Greatfish Isle--the land that was so ravaged  
by monsters. It is as if time itself is frozen.

Perhaps this is the curse that Valoo  
spoke of?

Whatever the reason, if this night does not  
end, then we need not worry about the  
pirates overtaking us.

In fact, it might not be a bad idea for you  
to visit your hometown and family again  
after such a long time away.

We can speak with Jabun after you do.

(talk again)

I cannot say when you will again have a  
chance to return to this island,  
young Link.

It would be wise for you to show your  
family members that you are alive and  
healthy while you have the chance.

GRANDMA:

Ohhh... Uhhnn...

Link... Aryll...

Don't go... Don't leave... Uhhnnn...

Don't leave your poor old grandma...

...all alone... Uhhnn... Uhhnnn...

(give her fairy)

(?)

Grandma is always happy to see your  
bright, shining face.

Link... My dear, sweet  
Link.

You're safe... That's wonderful...  
Just wonderful.

Did you do this? Did you heal me?  
Oh, you're such a sweet child...

Ohh... That's right...

You and your sister, Aryll, are trying so hard to be strong, and I've just been sitting here, moaning and worrying...

I'm your grandmother... I'm the one who should be taking care of you...

I'm so sorry, Link. I haven't even considered what you must be going through. I'm a terrible grandma...

Link, this is all I have to give you right now. You can keep it in your empty bottle!

(You got Elixir Soup!  
This healthy soup your grandmother makes replenishes all of your life energy and magic power!

Your attack power also doubles until the first time you take damage! Now THAT is one hearty soup!

And your kind old grandmother filled your bottle so full that there's two helpings inside! Isn't she the sweetest?)

You and your sister love this soup, don't you? If you run out, I can make it for you any time you like.

Grandma's going to try to be strong, too.

But don't do anything reckless.  
Alright?

KING OF RED LIONS:

Are you ready?

If that is the case, then we must search for the cave around the backside of Outset where Jabun is said to hide.

JABUN, AFTER BREAKING INTO HIS HIDING PLACE:

(Well met, Hyrule King!)

KING OF RED LIONS:

Well me indeed, Jabun. I am pleased to see that you are safe...

JABUN:

(The events which we have long feared seem to have been set into motion.)

KING OF RED LIONS:

Yes. It seems Ganon has returned. There can be no other explanation.

JABUN:

(If you have sought me out...it must mean you have found the Hero of Time, does it not?)

KING OF RED LIONS:

Unfortunately, that is not so.

JABUN:

(Then for what purpose have you come to see me?)

KING OF RED LIONS:

The one I have brought with me has no connection to the legendary one.

And yet I sense great promise in the courage that this one possesses.

JABUN:

(Promse?)

You suggest that I leave the fate of Hyrule up to mere chance?)

KING OF RED LIONS:

I do. It is the only way.

JABUN:

(I see. Then I suppose it is up to the gods to deem whether his courage is true.

I give to you the guidepost to the gods.)

(You got Nayru's Pearl!

The water spirit Jabun was kind enough to give you this jewel, a treasure of one of the goddesses!)

(This jewel should dispel the curse that Ganon has cast upon this land.)

KING OF RED LIONS:

So...that foul rain and endless night were indeed elements of a curse brought on us by Ganon! He must intend to cast this land into pure darkness for all time...

JABUN:

(Tell me, Hyrule King... Have you learned the whereabouts of the one who carries on the bloodline of the princess, Zelda?)

KING OF RED LIONS:

...I believe I have.

JABUN:

(That is well. You must protect Zelda. She cannot be permitted to fall into the hands of Ganon.

I am counting on you!)

KING OF RED LIONS, OUTSIDE:

Ganon's curse has been broken by the power of the pearl that Jabun gave us, so morning should come soon. It is well that we have gathered all of the pearls.

Are you ready, Link?

I have marked the places where you must set the pearls on your Sea Chart.

Once you have placed each of the pearls in its proper location, the proving grounds for your courage will become apparent.

Clearly, the search for Jabun has shown that Ganon has begun to make efforts to block our path forward.

It is certain that the perils ahead will be greater than any you have faced thus far.

You should finish any business you have here on Outset right now, so that you shall not have any regrets later.

-----  
--- 5.10 Tower of the Gods, and Hyrule ---  
-----

STATUE:

Wandering traveler who seeks the guidepost of the goddesses...  
Place the pearl you hold here.

(You placed Nayru's Pearl in the ancient statue's hands.

Two pearls remain.)

KING OF RED LIONS, AFTER RAISING THE TOWER OF THE GODS:

This tower, which the pearls of the gods have caused to appear, is a place that the gods of the ancient world prepared so that they might test the courage of men.

Only one who is able to overcome the trials that await here will be acknowledged by the gods to be a true hero.

Only then will that hero be permitted to wield the power to destroy the great evil.

Link, that which you must obtain now lies before you!

You must believe in your own courage, which has led you to triumph over the many hardships you have faced...and you must triumph once again!

You must rise above the trial of the gods!

INSCRIPTION BY STATUE IN TOWER OF THE GODS:

Seeker of the goddesses' guidepost...  
Press R to call me and guide me to my place of truth.

STATUE, AFTER LEARNING THE COMMAND MELODY:

My kin wait beyond the doors. Control them and guide them to their places of truth to open the path to the gods...

KING OF RED LIONS, THROUGH CRYSTAL:

Link, it is I, the King of Red  
Lions. I am afraid there are some areas  
to which you will not be able to bring  
the servants of the tower.

But do not fear leaving them behind! Once  
you have awakened them, they will wait  
patiently for your return. Of this I  
assure you!

GOHDAN: (not accurate)

You have done well to find your  
way to this place.

Oh chosen one...

Accept this final challenge.

(defeated)

The path can now be opened.

Oh chosen one...

What will now happen is  
tied to fate.

Go forward with caution.

KING OF RED LIONS, AT PORTAL:

You have done well, Link.

It would seem the gods have acknowledged  
you to be a true hero.

But this does not mean your trials have  
ended here...

Once you take your first step into the world  
beyond the ring of light you see shimmering  
in the waves before you...

Your true trial will begin.

Are you ready, Link?

(go down portal into Hyrule)

You are probably wondering where you are,  
aren't you?

Unfortunately, there is not enough time for

me to explain it to you now...

Once you are able to strike down Ganon  
with the item you obtain in this castle...

...All will be made clear to you.

Trust in my words! See what awaits you  
in the castle!

KING OF RED LIONS, THROUGH CRYSTAL:

All right, Link...  
I'll need you to listen to me for a moment.

The item you seek is hidden somewhere in  
this castle. To find it, you must find the  
entrance to the basement.

But...that entrance has been blocked by a  
mighty threshold, firmly sealed to prevent  
evil from ever gaining access.

Do you know where to search and what you  
must do to open the hidden way?

You will find a clue in the shape of the  
herald near where we arrived at the castle.

KING OF RED LIONS, THROUGH CRYSTAL, NEAR MASTER SWORD:

Excellent, Link. To perceive such  
a puzzle and decipher it is no small feat.

Now, take the sword that lies before you.

It is none other than the Master Sword...  
The blade of evil's bane.

It is the only sword that can banish  
Ganon from the world above!

(time unfreezes)

(You got the Master Sword!  
The legendary blade with the power  
to repel evil...once wielded by the  
legendary hero himself!)

KING OF RED LIONS, OUTSIDE:

At long last, our preparations are complete.  
You must return to me so that we can return  
by the same path that brought us here.

The time has come to save your sister from  
her prison in the Forsaken Fortress!



Hurry, Link!

-----  
--- 5.11 Forsaken Fortress, and Hyrule ---  
-----

KING OF RED LIONS, AFTER ENTERING FORSAKEN FORTRESS:

Ganon has likely been made aware of our  
little incursion already...

...But you have the Master Sword!

That sword shall shine in the darkness,  
casting back evil... With it in your hands,  
none can keep you from rescuing your  
sister!

Do not be afraid!

ARYLL:

Big Brother!

You're OK!

...I was...worried.

TETRA:

The cell won't open that easily!

There you go... Acting before you think,  
as usual...

I swear! Do you even realize that we had  
to draw that monster bird off for you?

It was about to come flying in here after  
you again!

(notices Master Sword)

...That sword!

Where did you get that?!

Are you... Is it even possible...?

(to herself)

...How could it be?

(to Link)

Hmm... Well, never mind about that.  
For now, we'll just take these girls.

I'm sure their fathers back in town will pay a handsome reward for their return.

I'm so sorry to interrupt such a heartwarming reunion...

But isn't there still something that you need to take care of?

If you're worried about your sister...don't be. I promise I'll deliver her safely back to your little island.

Normally, I'd expect a huge reward for something like this...but this time, it's my treat!

Listen, Aryll, your brother still has some things to take care of. Big, important, grown-up things.

He'll be back soon, so you just wait nice and quiet until he returns, OK?

ARYLL:

(quietly)  
Big, Big Brother...

GONZO:

Miss Tetra! We have to hurry! The bird will be here any second!

TETRA:

Gonzo! Excellent! You're just in time! Take this one for me.

GONZO:

Huh?! But she's...

TETRA:

She's fine! Just do as you're told!

ARYLL:

Big Brother!

TETRA:

Link!

We'll be back. I swear it!

GANONDORF, AFTER DEFEATING HELMAROC KING:

It's been a while, boy.

You have done well to sneak into my fortress and wriggle your way all the way up here.

I suppose the least I can do is commend you for your reckless courage.

My name is Ganondorf...

And I am the master of Forsaken Fortress.

By the way, boy... When you drew that sword of yours out of its pedestal...

Did you by chance notice how all of the monsters frozen in time down there suddenly began stirring again?

Do you understand precisely what that means? ...I highly doubt you do.

Foolish child. While that sword is indeed the blade of evil's bane, at the same time, it has long played another role...

You see, it is also a sort of key... a most wretched little key that has kept the seal on me and my magic intact!

By withdrawing the blade, you have broken that seal...

(Link charges, has no effect. Ganondorf knocks him back.)

You cannot defeat me with a blade that does not sparkle with the power to repel evil! What you hold is useless.

Go back to the world below, and tell that to the pathetic fools who made this blade!

Its power is gone, and its edges are dull!

TETRA, JUMPING IN:

Link! Get up!

(Ganondorf grabs her)

Uhh! Stop! Let... Let me go!

GANONDORF:

You pathetic little sea rat!

(Triforce mark glows on his hand)

! ? !

My Triforce of Power is resonating!

Ha! At long last, I have found you...  
Princess Zelda!

TETRA:

Wh-What?! What are you talking about?  
I don't know any Zelda...

GANONDORF:

Feigning ignorance will gain you nothing!

Tell me... If you are not Zelda, then why  
do you have this fragment of the Triforce?

(Ritos grab Link and Zelda, Valoo burns Ganondorf's lair)

QUILL, AT THE TOWER OF THE GODS:

It's all right, Link!  
She has merely lost consciousness.

Your sister has escaped the Forsaken  
Fortress with the pirates. You can relax.  
She's safe now.

KING OF RED LIONS:

Lord Valoo! You arrived not a moment too  
soon... We are deeply grateful.

VALOO:

(Still...it is too soon for us to relax.  
Ganon cannot be destroyed by such simple  
means as wrath and fire.)

KING OF RED LIONS:

I am aware of this.

Yet I thought our first priority should be  
to separate these two from Ganon's grasp.

VALOO:

I see...and I agree.  
Very well, then! We are counting on you!

KING OF RED LIONS:

Link, I will explain things later!  
Now we must return to the world beneath  
the sea!

TETRA, WAKING UP IN HYRULE:

Ohhh... Owwww...

Link! You're all right?

What is this place...?

Hey, and Ganondorf!  
What happened to him?

KING, THROUGH CRYSTAL:

Link! What are you doing?

You must come now to the room where you  
got the Master Sword!

TETRA:

(small voice)  
Who is using that stone...?

(normal voice)  
Just who are you?

Link and I are the only ones who  
can speak through this stone!

How dare you use what's not yours?!

KING, THROUGH STONE:

...Your name is Tetra, correct?

You must come with Link to see  
me at once!

TETRA:

Hmph! Well, don't you sound important!

...Fine. We're on our way. Just hold your horses, whoever you are.

Link, what are you waiting for?  
You heard the stone. You're supposed to show me how to get to where that voice is!

TETRA, IN ROOM:

Are you him? Are you the one who was speaking through my stone without my permission? Answer me!

KING:

That stone is an enhanced version of the Gossip Stones long spoken of in the legends of the Hyrulian Royal Family. I am the one who made it.

TETRA:

You made it?  
The royal family's Gossip Stone?

I'm sorry, but I have no idea what you're talking about.

KING:

Have neither of you heard the tales?

Tales of the kingdom spoken of in the legend of the great hero... The place where the power of the gods lies hidden...

This place, where the two of you now stand, is that kingdom.

This is Hyrule...

And I am its king:  
Daphnes Nohansen Hyrule.

Link, do you not recognize my voice?

Indeed, I am the one who guided you here.  
I am the King of Red Lions.

There was no need for me to reveal my true identity to you so long as that blade, the Master Sword, could defeat Ganon...

But now...both of you must listen to me.

Once, long ago, this land of Hyrule was turned into a world of shadows by Ganon, who sought to obtain the power of the gods for his own evil ends.

My power alone could not stop the fiend, and our only choice was to leave the fate of the kingdom in the hands of the gods...

When the gods heard our pleas, they chose to seal away not only Ganon, but Hyrule itself...and so, with a torrential downpour of rains from the heavens...

Our fair kingdom was soon buried beneath the waves, forgotten at the bottom of the ocean.

Yet all was not lost. For the gods knew that to seal the people away with the kingdom would be to grant Ganon's wish for the destruction of the land.

So, before the sealing of the kingdom, the gods chose those who would build a new country and commanded them to take refuge on the mountaintops.

Those people were your ancestors.

Hundreds of years have passed since then...

So long as Ganondorf was not revived, Hyrule would remain below, never waking from its slumber.

Tetra, come to me.

This necklace you wear is part of a sacred treasure called the Triforce of Wisdom, which has been passed down for many ages within the royal family of Hyrule.

Your mother passed this down to you and instructed you to treasure it...and to guard it with your life.

Am I not correct?

The Triforce of Wisdom is none other than the sacred power of the gods that we have kept from Ganon's clutches for so many long years.

The gods placed upon your ancestors the task of protecting it from evil's grasp.

You, too, must abide by the laws of the past...and so the time has come for me to teach you the fate into which you were

born, the very reason that you live.

(Triforce of Wisdom is reunited, and Tetra turns into Zelda)

ZELDA:

My...fate...

KING:

You are the true heir of the royal family of Hyrule...the last link in the bloodline.

You are Princess Zelda.

ZELDA:

...Zelda? I'm...a princess?

KING:

You are confused, aren't you?  
I suppose such is to be expected.

Link!

I am terribly sorry that you have been caught up in these events.

But now that it is known that Tetra is indeed Princess Zelda...

Ganon will be searching frantically for this child in an attempt to get the power of the gods that she possesses. He will not rest until he has found her.

If he succeeds, my ancient kingdom under the sea will be turned into a land of shadow and despair...and so will the world you know above the waves.

Link, I need you to lend me your strength in this dark hour.

I have a suspicion about what has caused the Master Sword to lose its power.

I need for you to come with me back to the lands above the water and return the power to repel evil to the Master Sword!

Zelda...

It is far too dangerous for you to join us in this task.



Fortunately, this sacred chamber is not yet known to Ganon.

It is my wish that you wait here in hiding until we return.

Link! We must go!

TETRA:

Link!

I don't know how to say this...

Everything that's happened to you and your poor sister...  
It's all been my fault.

...I'm so sorry.

Link...

Be careful...

KING OF RED LIONS:

Link, listen well...

The fact that the Master Sword lost the power to repel evil suggests to me that something has happened to the sages who infused the blade with the gods' power.

The sages should be here in Hyrule...in the Wind Temple to the north and the Earth Temple to the south, praying to the gods.

You must head for these two temples to see what has happened to the sages and attempt to find a way to recover the power to repel evil.

Unfortunately, Ganon seems to have erected some sort of magical barrier down here in Hyrule, blocking our path to the temples.

But...each temple should have another entrance high upon Hyrule's mountaintops, which are now islands above the sea.

As always, I shall mark these places on your Sea Chart.

Now then... If we stay here much longer, we shall draw our enemy's attention to Princess Zelda's whereabouts. We must return to the surface immediately!

(return to the surface)

Link, do you know the legend  
of the Hero of Time?

Once, long ago, he defeated Ganon and  
brought peace to the Kingdom of Hyrule...

A piece of the Triforce was given to the  
Hero of Time and he kept it safe, much as  
Zelda kept hers.

That sacred piece is known as the  
Triforce of Courage.

When the Hero of Time was called to  
embark on another journey and left the  
land of Hyrule, he was separated from the  
elements that made him a hero.

It is said that at that time, the Triforce of  
Courage was split into eight shards and  
hidden throughout the land.

Even I do not know where they rest, but  
this much I do know: they lie hidden  
somewhere in this Great Sea.

The Triforce of Courage is the only key that  
will once again open the doorway to Hyrule.

You must search for it.

-----  
--- 5.12 Wind Temple ---  
-----

FAIRY QUEEN:

Tee hee hee!  
Tell me, little boy...  
Can you control the wind?

Hee hee! So young, to have such power...  
How did you know to find me here?

I am the queen of the fairy world!

What is the matter, my child?  
Does that not surprise you? Young one...

I like you.

And so, I shall give new power to the  
bow that you wield.

(The powers of fire and ice have been  
added to your arrows!)

Ice Arrows can freeze the hottest flames,  
and Fire Arrows can melt the coldest ice.

The fairies in this fountain will ease your  
weariness. Use them as you need to.

Child...

I must tell you... You are just my type.  
Tee hee hee!

LARUTO, AFTER LEARNING THE EARTH GOD'S LYRIC:

O great hero, chosen by the Master Sword!

My name is Laruto.

I am a Zora sage. For an age, I offered  
my prayers here in the Earth Temple,  
praying that the power to repel evil would  
ever remain within the Master Sword.

And yet...unfortunately, due to Ganondorf's  
evil designs, the Master Sword you hold  
has lost this power.

After his defeat at the hands of the Hero of  
Time, Ganondorf was sealed away...but not  
for all time. He was revived, and he  
returned to Hyrule in a red wrath.

He attacked this temple and stole my soul,  
knowing that he had to remove the power  
contained in that enchanted blade.

In order to return the power to repel evil to  
your sword, you must find another to take  
my stead in this temple and ask the gods  
for their assistance.

You must find the one who carries on  
my bloodline... The one who holds this  
sacred instrument...

Nothing can stop the flow of time or the  
passing of generations...but the fate carried  
within my bloodline endures the ravages of  
all the years. It survives.

The song you just conducted is one which  
will open the eyes of the new sage and  
awaken within that sage the melody that  
will carry our prayers to the gods.

The door that blocks your way will only  
open when the sage plays that song.

May the winds of fortune blow with you.

MEDLI:

Oh, Link!  
You're OK!

You know, Prince Komali's been asking me  
all about your adventures, Link.

I can rest easy now that I've seen you safe  
and sound with my own eyes.

Prince Komali's turned into a fine young  
adult, hasn't he?

Recently, he's even begun doing things on  
his own, without my guidance.

...Every conversation still ends up centered  
on you, though, Link.

Watching Prince Komali grow up fills me  
with pride...but it makes me a little sad,  
as well...

I wonder if this is how a mother feels...

Oh, but just listen to me go on!  
How weird I must sound!  
(to herself)  
Hee hee...

(to Link)  
Well, I'd better continue practicing so that I  
can be useful around here, too!

Performing music like this is an important  
duty of an attendant.

(talk again)

This instrument is called one of fate's tools.

Prince Komali's grandmother saw me  
carrying it one day and called out to  
me to stop. She'd seen my fate in the  
curves of the instrument, you see.

She eventually became my teacher, and  
that's how I became the attendant you  
see before you today.

So, now you understand why I need to hurry  
and improve my skills, so that I may help  
the aerie.

(take out the Wind Waker)

Hey, is that the Wind Waker?! Wow!

Link, will you conduct me?

I wonder how I'll do...

(conduct Earth God's Lyric)

Hmm... What a mysterious song...

It sounds so...familiar.

It's almost as if something I've forgotten  
is trying to be remembered...

Oh... I feel...

(she faints, meets with Laruto, wakes up)

Just now, a sage spoke to me.

She spoke so gently...

There's something...something that  
I must do.

Link...

Thanks to you, I've been awakened to the  
knowledge that I'm a sage of the  
Earth Temple.

There's actually something that I can do to  
help this world. It's incredible...

I bet my teacher knew all about this...

Link, please... You must take me  
to the Earth Temple.

We must hurry and wake the power to repel  
evil that sleeps within the Master Sword.

(Komali flies overhead)

Let's go now, quickly and quietly.

Oh, Komali... I just want him to remember  
me as a simple attendant...

KING OF RED LIONS, AT HEADSTONE ISLAND:

Medli, listen carefully to what I am about  
to tell you.

The temple ahead is the nest of an evil  
creature...the same creature that stole the  
life of your predecessor, the sage.  
It is a dark and frightening place.

That is why, if you do nothing else,  
then at least do this...

If Link comes near you and presses R to call you, then be silent, and follow closely behind him.

And if Link presses A, allow him to lift you, and if need be, fly and carry him through the air.

And Link...

If Medli gets stuck and cannot continue in the temple, use the Wind Waker to conduct the song you learned in the Tower of the Gods. Do you understand?

Link, protect Medli.

And Medli, protect Link.

The power to repel evil shall surely be returned to the Master Sword!

MEDLI, IN EARTH TEMPLE:

Well, Link...

I'm not very confident, but I think I should try to fly...

I'll fly where you tell me to...  
Just tap A to keep me airborne!

OK, whenever you're ready... Just use the Wind Waker to guide me.

(after flying)

Link, I'm feeling a bit more confident now.

I'm not sure how high I can fly while carrying you, Link, but I'll do the best that I can.

Just pick me up and jump, OK?

KING OF RED LIONS, THROUGH STONE:

Link, do not worry about straying away from Medli in the depths of the temple.

Just relax and open your Dungeon Map. As long as you have the compass, you can easily confirm her whereabouts.

AFTER BEATING JALHALLA:

(The prayers of the Earth Sage have restored the Master Sword's former energy!

There is but one last step before it becomes the true Master Sword once again!)

MEDLI:

Link, the power to repel evil is not yet fully awakened.

To complete the awakening of the Master Sword, you must go to the Wind Temple for one more prayer.

Now, Link...

Step into the light behind you and return to the surface. Your next duty is to find the sage of the Wind Temple.

I will remain here and continue to pray.

You must hurry!

...And Link!

Um... About Prince Komali... Please watch over him for me.

KING OF RED LIONS:

The Master Sword's power still has not fully returned. Perhaps I am mistaken, but I fear the worst for the sage in the remaining temple.

You must hurry, Link!

-----  
--- 5.13 Earth Temple ---  
-----

FADO, AFTER LEARNING WIND GOD'S ARIA:

Are you the new hero?

I am Fado of the Kokiri tribe. I know I appear to you as a child, but the eyes can oft deceive. I am a most esteemed sage.

I had been praying here so that the power to repel evil would continue to be contained

within the blade of the Master Sword...

But I was attacked by the evil Ganondorf...  
and this is what happened to me.

You wish to return the power to your blade,  
don't you?

In that case, look for the one who has the  
same instrument that I hold, and teach him  
the song you just played.

Once you do, I'm certain the holder of the  
instrument will feel the blood of the sages  
awaken within his veins.

That Wind Waker you hold was used long  
ago to conduct us sages when we played  
our song to call upon the gods.

In those days, it was always the king who  
conducted for us...

Please... Tell the king that I will still  
play...even in the next world!

MAKAR, IN HIS CAVE:

Oh! Link! I haven't seen you in  
quite some time, have I?

I'm surprised you were able to find me here.

Hmm? You're wondering why I'm all the  
way down here?

I'm practicing a new song for next year's  
ceremony. And I need privacy!

It isn't any fun if everyone knows in  
advance what song I'll play.

What? You can hear my song outside?

Ruh-really...?

I thought the sound of the waves would  
drown it out...

Perhaps I should play a little more softly  
when I practice from now on.

(talk again)

Please, if you don't mind, keep the fact  
that I'm practicing here a secret. I don't  
want everyone to know about it.

(take out Wind Waker)



Why, is that a conductor's baton?

Link! Are you a maestro?!

That's incredible!

Are you going to conduct for me,  
Link?

What kind of song is it? I can't wait to  
hear it! Please, conduct!

(conduct Earth God's Lyric)

Hmmm... That's a nice song.

(to himself)

Is that it? My songs are better than that...

(to Link)

Oh! I'm sorry! Did you hear that? I guess  
that was kind of rude!

(conduct Wind God's Aria)

Hmmm... Does it go something like...this?

Strange... Why does it feel like I already  
know this song..?

(play song with Fado's spirit, bow)

Link...

This sacred song that you've conducted has  
awakened me... I know myself now!  
I am the sage of the Wind Temple...

It is my fate to return the power to repel  
evil to your Master Sword.

...And to ease the regrets of my ancestors.  
Oh, Link, please! You must take  
me with you to the Wind Temple.

KING OF RED LIONS, AT GALE ISLAND:

Link...

As was the case with Medli, I have no  
doubt that Makar, too, has some special  
role to play in these events.

Discovering that role is your duty.

I am certain that by cooperating, the two  
of you can overcome the dangers and  
pitfalls of this temple...

MAKAR:

Link...

I don't think I have the power to aid you much, Link...

But I can at least plant a tree here in this soft soil...

If you conduct me, I can use A to sow seeds.

Use your Wind Waker to conduct me.

MAKAR, IN CAGE:

Link, I'm over here!

(walk over to him)

Link!

The stone that blocks the entrance seems extremely heavy.

The only way you could move it, Link, is if you were to become as heavy as the Great Deku Tree himself.

Ahh, if only the Great Deku Tree were here right now...

MAKAR, AFTER SAVING HIM:

Link, I think that the Hookshot you have can probably latch onto the trees I planted. Give it a try!

MAKAR, RECHARGING MASTER SWORD:

(The Master Sword has returned! Its blade once again houses the power to repel evil. The sword of the one true hero is revived at last!)

Link, I have fully restored the power to restore evil to your Master Sword.

...And my ancestors are most satisfied.

I shall continue praying to the gods here.

Link, please step into the light and return above ground.

May the winds of fortune be at your back.

KING OF RED LIONS, TALKING TO FISHMAN:

...I see. So...the Forsaken Fortress  
has already...

FISHMAN:

Ahh, like a molting snake that casts off  
its dead skin!

That place is so empty and quiet...  
one can almost hear the echo of dead  
leaves falling to the cold, cracked ground!

KING OF RED LIONS:

.....

FISHMAN:

Why? What ails you? What?  
Lose the long face!

The monsters are gone from the world!  
Doesn't that make you a little happy?

(swims off)

KING OF RED LIONS, TO LINK:

Link, I have troubling news...

Ganon has not shown himself above the  
seas since Valoo unleashed his fiery wrath  
upon him.

And what's worse, there is not a creature  
stirring his base of operations in this  
world...the Forsaken Fortress.

...I cannot imagine how it is possible,  
and yet I cannot shake this foreboding  
feeling I have about the princess, Zelda.

Link, you must search for all the  
Triforce shards so that we can head back  
to Hyrule without delay!

(talk again)

We cannot return to Hyrule without first  
re-forming a piece of the Triforce.

It is now our duty to gather the  
eight Triforce shards!

-----  
--- 5.14 Collecting the Triforce Fragments ---  
-----

INSCRIPTION IN OUTSET ISLAND CAVE:

The Savage Labyrinth

Deep in the never-ending darkness, the way  
to the Golden Shard you seek awaits.

SIGN IN CAVE UNDER NEEDLE ROCK ISLAND:

To the living:

Light the six torches and dive down to the  
sea floor.

Guide the lost spirit of the boat that  
forever wanders in darkness.

TINGLE, DECIPHERING A MAP:

Mr. Fairy! The Tingle Tuner is definitely  
quite fun, but meeting face-to-face and  
talking in person is better! It is the best!

What should we play? What do you want to  
play? What? You're not here to play?

Hmmmmmm?!? That fragrant musty scent!  
Sir! You have found a chart!

Splendid! Splendid!  
Show me! Show me!

Why, you can't read that chart in its  
current state! Impossible, sir!

Would you like me to decipher it for you?  
...For 398 Rupees?

(Sure)

Kooloh-limpa  
Become readable!

(You got your chart deciphered!  
Now you can use it to find a piece  
of the Triforce!)

Hmmm... Mr. Fairy! I have marked  
the location of the Triforce shard on your  
IN-credible Chart, too!

When you open this chart by pressing Y

on your Sea Chart, the place where the  
treasure is will shine forth!

Then, just go to that place and rely on  
your chart to help you find the treasure!

GETTING A TRIFORCE SHARD:

You got a Triforce Shard!  
Now you need only (#) more!

COMPLETING THE TRIFORCE OF COURAGE:

You got a Triforce Shard!

At last, you've found the last shard!  
Fused together, all eight form the  
Triforce of Courage!

KING OF RED LIONS:

Well done, Link! With the shards  
you have collected, the Triforce of Courage  
is now complete at last! We must make for  
Hyrule, quickly!

-----  
--- 5.15 Defeat Ganon! ---  
-----

KING OF RED LIONS, AT TOWER OF THE GODS:

Well done, Link. You must show  
the Triforce piece you have assembled to  
the gods.

(Link shows it, Triforce of Courage symbol appears on his hand)

Oh! What is this? There, on your hand--the  
Triforce piece now dwells within you!

It is the Triforce of Courage--proof  
that you are indeed the true hero.

You have controlled the wind and crossed  
the seas, and here, near the end of your  
quest, the power of the gods has been  
bestowed upon you...

Surely, from this moment on, you shall be  
known as the Hero of Winds...

Link! Hero of Winds!

Go forth!

To Hyrule! To Zelda's side!

KING OF RED LIONS, IN HYRULE:

I am concerned about Princess Zelda...  
Quickly! Go into the castle and confirm  
her safety!

GANONDORF, AFTER LINK SEES ZELDA DISAPPEAR:

You have deceived yourself...

Did you think you'd be safe inside the  
castle? Foolish...

Now that my power has been restored, there  
is no safe haven for you!

I have taken your precious Zelda.

And here, you shall fall into eternal  
slumber!

KING OF RED LIONS:

So, despite our efforts, the princess has  
fallen into Ganon's hands...

Yet all is not lost...

Beyond the bridge on the far side of the  
castle stands Ganon's Tower. I am certain  
Zelda is being held there.

Now that the Master Sword is once again  
blessed with the power to repel evil,  
you should be able to break through  
Ganon's Barrier and enter the tower!

KING OF RED LIONS, AFTER BREAKING GANON'S BARRIER:

Long ago, Ganon's Tower was an  
impenetrable fortress that not even  
the daring and dauntless Knights of  
Hyrule could hope to assail.

You must sharpen your senses so as not to  
fall victim to Ganon's illusions.

KING OF RED LIONS, IN GANON'S TOWER:

Link...  
You must remember well the appearance  
of this room.

The shape of the floor... The number of  
items hanging on the walls...  
Such things are the keys to solving the  
riddles that lie ahead.

Do not overlook anything!

INSCRIPTION IN THE SAME ROOM:

The sword-hilts of my servants who lurk  
deep in the darkness shall be the  
guideposts that point to me.

KING OF RED LIONS, AFTER SOLVING PUZZLE IN OPPOSITE ROOM:

I see... So this is the portal through which  
Ganon was able to seep into the  
unsuspecting world above.

Link, we shall make use of this  
path that Ganon created for himself.

If there is anything from the world above  
that you believe you need, then climb into  
the boat and enter the column of darkness!

LIGHT ARROWS:

The sacred light of these arrows can  
pierce pure evil itself!

GANONDORF:

Do you sleep still?

Wait!

Do not be hasty, boy...

I can see this girl's dreams...

Oceans...

Oceans...

Oceans...

Oceans...

Oceans as far as the eye can see.

They are vast seas...

None can swim across them...

They yield no fish to catch...

What did the King of Hyrule say?

...That the gods sealed Hyrule away?

And they left behind people who would  
one day awaken Hyrule?!

How ridiculous...

So many pathetic creatures, scattered  
across a handful of islands, drifting on this  
sea like fallen leaves on a forgotten pool...  
What can they possibly hope to achieve?

Don't you see?  
All of you...

(shouting)  
Your gods destroyed you!

I have been waiting for you, boy.

For one like you...  
Yes... For the hero.

Do not betray my expectations.

(beat Puppet Ganon)

Yes, surely you are the Hero of Time,  
reborn...

Your time has come...

Come now... Stand before me!

(outside)

My country lay within a vast desert.

When the sun rose into the sky, a burning  
wind punished my lands, searing the world.  
And when the moon climbed into the dark  
of night, a frigid gale pierced our homes.

No matter when it came, the wind carried  
the same thing... Death.

But the winds that blew across the green  
fields of Hyrule brough something other  
than suffering and ruin.

I coveted that wind, I suppose.

It can only be called fate.

...That here, I would again gather the  
three with the crests.

...That I should lay my hand on that which  
grants the wishes of the beholder.

That when power, wisdom, and courage  
come together, the gods would have no



choice but to come down...

The power of the gods... The Triforce!  
He who touches it will have whatever he  
desires granted!

Already, the crest of wisdom is mine...

All that remains...

(attacks Link, knocks him down)

Do not fear. I will not kill you...

I merely have need of the power that dwells  
within you.

(picks up Link)

Now! Let us put an end to that which  
binds us together!

(Triforce pieces emerge from bodies of Ganondorf, Link, and Zelda,  
coming together into one)

Gods! Hear that which I desire!

Expose this land to the rays of the sun  
once more! Let them burn forth!

(shouting)

Give Hyrule to me!!!

(reaches out to touch it, but somebody already has...)

KING:

He who touches it will have whatever he  
desires granted...

That is what you said, is it not, Ganondorf?

(shouting)

Gods of the Triforce!

Hear that which I desire!

Hope! I desire hope for  
these children!

Give them a future!

Wash away this ancient  
land of Hyrule!

Let a ray of hope shine

on the future of the world!!!

(Triforce shines, King returns to normal voice)

And let our destinies finally be fulfilled...

Ganondorf! May you drown with Hyrule!!!

(Triforce floats off. Ganondorf laughs as Hyrule floods. Link gets up.)

GANONDORF:

This is foolishness...  
A future...for you?

ZELDA:

(laughing)  
What are you laughing at, Ganondorf?!  
You're insane!

(carrying Master Sword)  
Link! I'm sorry!  
I overslept!

(winking)  
I think it's time for us to say good-bye to  
this place.

We must return to the world above!  
Back to our ocean!

GANONDORF:

Very well, then...  
Allow me to show you...

(draws two swords)  
Your future...

Yes... Allow me to show you...

Just what hope you have...

(spins around with a yell)  
...See how much your precious Triforce  
is worth!

ZELDA:

I'll use this bow to cover you! Attack him  
as best you can!

(later)

Link! You have to distract him!

Are you ready?! I'll aim for you!  
And you use your shield... Do you get it?

(Master Sword in Ganondorf's forehead!)

GANONDORF:

Ughnn... Heh heh...  
The wind...  
It is blowing...

ZELDA:

Link!!!

KING:

My children... Listen to me.

I have lived regretting the past.  
And I have faced those regrets.

If only I could do things over again...  
Not a day of my life has gone by without  
my thoughts turning to my kindom of old.

I have lived bound to Hyrule.

In that sense, I was the same as Ganondorf.

But you...

I want you to live for the future.

There may be nothing left for you...

But despite that, you must look forward  
and walk a path of hope, trusting that it  
will sustain you when darkness comes.

Farewell...

This is the only world that your ancestors  
were able to leave you.

Please...forgive us.

ZELDA:

W-Wait!

You could... You could come with us!

Yes, of course... We have a ship!  
We can find it!

We WILL find it!

The land that will be the next Hyrule!

So...

KING:

...

Ah, but child... That land will not  
be Hyrule.

(shouting)

It will be YOUR land!

(Hyrule flooded, Link and Zelda float to the surface as  
the King waves goodbye. King's last thoughts:)

I have scattered the seeds of the future...

-----  
--- 5.16 Ending ---  
-----

(Link and Tetra float in the waves. Komali flies up. Pirate ship is behind  
them, with Aryll, Medli, and Makar)

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(Link is leaving from Outset with the pirates)

TETRA:

(shouting)  
Anchors aweigh!!!

Hold the tillers steady!!!

(normal voice)  
As for our destination...

The wind will guide us!



THE END

-The Legend of Zelda®-

-----  
--- 6. Fishman Quotes ---  
-----

FIRST TIME (NEAR DRAGON ROOST ISLAND):

'Hoy! Hold it right there, small fry!

I don't know where you got your mitts on  
that Sea Chart you got there...

But it looks to me like it's pretty much got  
nothing but seas drawn on it!

It's pathetic! In fact, it's almost an insult to  
call that thing a Sea Chart, if you ask me!

What's the matter, small fry? I'm just trying  
to be nice here! I'm telling you that you've  
got a problem. And you do.

Don't give me that stupefied look! It makes  
you look like you oughta be in diapers!

Just listen, OK? I'm here to teach you what  
I know about this island, so open up your  
Sea Chart! And make it snappy!

(tells about Dragon Roost)

That's all I can teach you, small fry!

But I will do this for you, since I'm feeling  
so generous: I'll send word to all my  
brethren living near the islands of the  
Great Sea. Good bunch of fish.

If you see a fish leaping out of the water  
when you sail near an island, sail up to it  
and spread bait out on the water's surface.  
Trust me, this is good advice, fry.

See, the baiting process allows you to get  
a chart of the island, along with any info  
that might be of use to you. I HIGHLY  
recommend you make a habit of doing so.

See, you're definitely going to need a  
reliable Sea Chart to help you search for  
things out at sea. I can't emphasize that  
enough, fry. You NEED a well-drawn chart.

If you don't get a chart for every island  
you come across, it'll just be a bigger

hassle for you later on! Now don't say I never did anything for you, fry!

'Hoy! You there! You Kingly Red Lion guy!  
That's it! I've repaid my debt! I'm done!  
You take care of the rest!

ALL FISHMEN SAY THIS FIRST THE FIRST TIME YOU SPEAK TO THEM:

'Hoy, small fry!

Yeah, yeah, I've heard. I take it you want a chart and information about this island?

Then start by opening up your Sea Chart!

ALL FISHMEN SAY THIS FIRST AFTER YOU HAVE ALREADY FILLED IN THAT SQUARE:

'Hoy, small fry!

Aww! Gimme a break! What's with using the same bait all the time? Don't they make a premium brand of this stuff?

Oh, well. Such is the life of a fish. So...  
You want to hear the info about this here island again?

ALL FISHMEN SAY THIS LAST THE FIRST TIME YOU SPEAK TO THEM:

And that's all the info I've got to offer!

If you want to hear it again, you'll have to throw some more bait on the water for me! Sorry, but that's my policy, fry!

I can't go fighting evil on an empty stomach, you know!

And with that...I'm off!

ALL FISHMEN SAY THIS LAST AFTER YOU HAVE FILLED IN THAT SQUARE AND HAVE THE BOW AND ARROW:

And that's all the info I've got to offer!

So anyway, can I interest you in that little game of ours? I'm ready to play! Are you? What do you say, small fry?

Do you want to play?

(Sure)

(Not really)

Oh! Fine! Great! Like I care!

FORSAKEN FORTRESS:

I hear there's a fellow on windfall Island who's collecting Skull Necklaces!

You know who it is, fry? I don't. Sorry.

What I CAN tell you is that those piggish monsters you see here in the Forsaken Fortress seem to carry those Skull Necklaces around all the time.

Not that I think it's easy work stealing anything from the likes of those guys.

And that's all the info I've got for you, fry!

You'd better be thankful for the clues you got from me! I'm serious!

FOUR-EYE REEF:

You've seen those weird rings of light that appear on the surface of the sea haven't you, small fry?

Did you know that some of those rings only appear at night? Didn't think so.

WESTERN FAIRY ISLAND:

I hear the bird-people who live on Dragon Roost Island east of here have invented an incredibly useful device that they call a Grappling Hook.... No lie, fry!

I hear you can throw that thing at monsters and use it to grab treasure they've hidden in their pockets. Talk about cool.

Oh, and have you seen those imp-like creatures called Bokoblins that hang out on the lookout platforms at sea and stare through their telescopes?

I hear those guys keep Joy Pendants hidden in the pockets, so if you get one of those Grappling Hooks, you can use it to swipe their pendants!

THREE-EYE REEF:

I met a really weird guy on the island due east of here. He had a pack on his back huger than any pack I've ever seen.

I mean, it was B-I-G, fry!

He said he was looking for treasure, but what does he expect to find in a place like that?

I tell you...the guy is completely obsessed!

NEEDLE ROCK ISLE:

You've seen the boats sailing around here with the real huge cannons, right, fry?

I bet you those things have their hulls packed with treasure!

Of course, if you don't have a cannon yourself there's no way you'll ever sink one of them...

DIAMOND STEPPE ISLAND:

Oh, I've got some great information, small fry! Lucky you!

If you use the treasure that's hidden on that island there, the thing that vanishes as soon as you get near it... It won't vanish anymore! You know...IT!

I'm talking about IT! That thing that appears on nights when a wee bit of the right half of the moon is missing! Don't you know what I'm talking about?! IT!

HORSESHOE ISLAND:

On the island due east of here lives an old man who was once a master swordsman. He's got proof of it, too: he has a Knight's Crest.

Want to know what that thing is, fry?

Well, too bad... I can't go giving away every secret!

STAR ISLAND:

I hear that somewhere out in the wide world is a handy arrow that can freeze anything.

With something like that, you could even freeze that nasty monster in the Forsaken Fortress...for a while, anyway.

But then what would you do with a frozen monster, you say? Good question, fry.

Why, I'd say you'd give that thing a whack and watch it shatter into teeny-tiny pieces!

MOTHER & CHILD ISLES:

They say that inside the ring of rock that makes up the perimeter of that island, there lives an incredibly beautiful fairy!

But the thing is, nobody's ever met her.

Supposedly, the only way you'll ever meet her is to take a ride on a whirlwind and drop inside that rock perimeter from the sky above. Doesn't sound easy, fry...

ROCK SPIRE ISLE:

I wonder how long it's been since the light in Windfall's lighthouse went dark...

It was quite a grand sight, I tell you, the way that ray of light shone out like a shaft of gold through the cold darkness. I used to gaze at it with dear Gillian...

Anyway, I bet if someone could shoot a powerful spark into the top of that lighthouse, it would light up again!

Of course, that's just my intuition talking...

Then again, you should never doubt a fish's intuition, small fry!

GREATFISH ISLE:

You should come around these parts on nights when just a wee bit of the left half of the moon is missing.

...That's when IT appears, fry!

ISLET OF STEEL:

Tell me, small fry, have you ever heard of the fabled set of Triumph Forks?

Well, it's right there, my young fry... On that island... You know... A chart, showing you where to find them...

Of course, getting it's the hard part.

FIVE-EYE REEF:

Long ago, there was this huge fairy who lived to the south of here, in the forest on Outset Island.

But now, all that's left is the ruins of the fairy fountain where she lived... It's sort of sad...

But to tell you the truth... I hear there still IS a fairy there. Yup! She's still alive and kicking down there, fry!

OUTSET ISLAND:

I heard that beneath the big-head boulder on top of the hill here on Outset...

...is where the greatest treasures of all, the golden Triumph Forks, are buried.

But actually, fry, I must have misheard or something...

'Cause this one guy told me that what was actually buried beneath that weird rock was a chart to this shard of something called Triforce. Whoever heard of that?

That's crazy! There's a big difference between "Triumph Forks" and "Triforce." I mean, I think someone intentionally buried something misleading there.

NORTH FAIRY ISLAND:

The little shop master on Windfall Island apparently got his hands on a truly amazing treasure.

He calls it Magic Armor or something like that. It's a pretty cool magical relic, from what I've heard.

If you want him to give it to you, try staring deep into his eyes and winning him over with flattery, fry!  
Ahhhh ha ha ha ha ha ha ha ha!

SPECTACLE ISLAND:

Beware the night when the crescent moon faces up!

That's all I can tell you, small fry.

TINGLE ISLAND:

Let me tell you a little something about that island over there, small fry... The guy who lives there is named Tingle, but he won't grow up and act his age.

He still dresses like a little kid. That...is not normal. Still, from what I hear, he can decipher maps like nobody's business!

It just goes to show that you can't judge a person on appearance alone, fry!

Of course, the thing about this Tingle guy is that when it comes to pay his deciphering fee, you'd better be ready to fork over some serious dough.

Anyone who doesn't have a deep wallet won't be reading any maps, that's for sure.

CYCLOPS REEF:

You've seen those weird rings of light that appear on the seas at night, haven't you?

Yeah, well, those are a sure sign that there's treasure in the deeps, fry!

But let me tell you, there are some lights that don't always shine. Yeah. There are those special ones that shine like crazy, but only when you open a Treasure Chart!

They say that those mark the spots where the greatest treasures are hidden!

STONE WATCHER ISLAND:

So tell me, small fry, have you heard about the golden Triumph Forks? There are such things...

And there's a chart that'll show you where to find them on that island there.

If you want it, try asking that huge, grouchy-looking stone watcher!

I doubt you could even budge the thing, though... You've got skinny arms, fry.

SHARK ISLAND:

Tell me, small fry, have you ever been caught in one of those cyclones?

The wind deity, Cyclos, uses those cyclones to fly across the sea instantaneously, or so I've heard. Could be just a rumor.

Boy, if you had that power, you wouldn't have to spend so much time sailing back and forth across the sea all the time. Wouldn't that be nice, fry?

But let me tell you, there's no way he'll give up his power easily! You can't get near the guy, so you'll have to figure out how to shoot him from a distance.

Don't you have a weapon that can pierce things from a distance? You know, fffwip? FFFWIP, I tell you! You get my point, fry?!

HEADSTONE ISLAND:

Small fry, there's a real heavy stone head blocking a cave on that island. Don't you wonder what's behind it? Don't you want to get in there?

Heh heh! Let me tell you a secret!

If you go north four squares and east three squares to Fire Mountain, you'll find an item that gives you the strength to easily lift anything, no matter how heavy it is.

With that thing, you could lift that stone and toss it out of your way as if it were light as a feather.

GALE ISLE:

Are you thinking you want to get into that cave, small fry? The one that's protected by the crazy winds on that island?

Heh heh heh! OK, then. Let me just tell you a little secret...

If you go five squares south and one square east from here, you'll reach Ice Ring Isle, where you'll find an item that will make you as heavy as stone!

If you get that item, you won't have to worry about getting blown over by winds.



WINDFALL ISLAND:

Out on the cape of this island is this crazy dancing fool who can't tell day from night!

The guy's nuts...but you've got to respect someone who's not afraid to just let it all hang out like that, you know?

I've been watching him, thinking I'd try to learn that dance and compete with him from out here in the ocean...

But I just can't seem to swing with that crazy, funky rythm of his. That guy's incredible!

NORTHERN TRIANGLE ISLAND:

Let me tell you, something, small fry... The school on that Windfall Island has one gorgeous teacher!

But the thing is, this gang of four little hoodlums is always causing trouble for her.

Those little delinquents like to cause all sorts of trouble. They go climbing trees and hiding behind buildings instead of going to school... What a bunch of savages.

Somebody's got to scold these scoundrels and set them straight for the sake of that poor teacher! You hear me, fry?

SIX-EYE REEF:

They've got a shop over there on Windfall Island--a nice outdoor shop! Did you know that, small fry?

And in that shop they've got this really fine safe that looks to be brimming full with riches...and they just leave it sitting outside--day and night!

I tell you, one of these days that thing is going to get hauled off by a theif! Mark my words, fry!

Of course, if I were to find a thief in the act of thieving, I'd stop the perpetrator right there and catch the rat red-handed!

I'm sure if I did, the owner of that shop would thank me. Yeah, he'd be happy.

...That would be the honest thing to do!

SOUTHERN TRIANGLE ISLAND:

A famed pictographer lives far to the north of here on Windfall Island.

He's apparently real wise and talented in the ways of pictography.

He's even said to have legendary pictographs that he treasures above all other things. He keeps them hidden away in a secret safe, or so they say.

By the way, small fry...  
What exactly is a pictograph, anyway?!

SOUTHERN FAIRY ISLAND:

Listen up, small fry-this is just between you and me...

On Outset Island, buried beneath the black soil...there's some serious treasure.

I know it sounds like I'm trying to pull your leg, but I'm serious. Try digging there!

TWO-EYE REEF:

I tell you, lately no one around these waters has seen the beautiful fairy who bestows magic power. She used to live here, fry.

All anyone sees anymore are the Big Octos that have been appearing lately. Maybe they scared her off...  
Oh no! I sure hope...they didn't eat her!

CRESCENT MOON ISLAND:

You'd best be careful sailing these waters on nights when the moon is full.

Well, if you like pure, soul-freezing horror, fry, then maybe you can handle it.

PAWPRINT ISLE:

Do you know what a ChuChu is, small fry?

No, I'm not talking about the sound you make when you kiss someone!(heart,heart)

I'm talking about ChuChus!

They're those slimy, monster-like puddles of goo that turn into blobs of jelly, stand up, and start jumping at you like crazy when you come near them.

Well, in any case, there's a lot of them on that island over there, so if you see any, I'd avoid them. They can get...nasty.

Now that I think about it, every once in a while I see that potion brewer who lives on Windfall Island come here...  
Now why would he do that, fry?

EASTERN FAIRY ISLAND:

Word is, they hold an auction every night over there on Windfall Island.

Every night the people gather in the Hall of Wealth to amuse themselves by spending a little money. Ah, the rich!

Auctions may be a race to see who can bid the highest, but I'll let you in on a little secret: the key to winning an auction is to be both patient and bold. I'm serious, fry!

From what I hear, they get some great things up on that auction block, too...  
Like heart-shaped stuff, among other things. Maybe that's just a rumor.

You should try it out, small fry.  
You might just like it!

TOWER OF THE GODS:

I've done a fish-fortune on you, small fry, and from what I can tell, it looks like you're fated to come to this place many times.

And the keys that control that fate are none other than the lucky items known as the Triumph Forks! Yeah, they're some sort of magical utensils!

If you want to learn more about the Triumph Forks, talk to that guy, Tingle! That's what the fish-fortune told me!

Now, I know I may only be a fish, but my fortune telling is uncannily accurate!  
You'd better believe it, small fry!

PRIVATE OASIS:

So, tell me, small fry... Have you heard of the golden set of Triumph Forks? It's right there, I tell you! A chart that shows you where they are! In that house!

If you want it, you'd better go in there and scour the place from floor to ceiling!

ICE RING ISLE:

There's this amazing treasure inside that freezing ring of ice over there.

But even if you wanted it and tried to get inside you'd just be frozen solid as soon as you approached the shore.

But...if you go four squares north and three squares west, you'll find the power to melt any ice--no matter how cold!

Search for it, small fry!

ANGULAR ISLES:

Northeast of here is the Forest Haven... They say a truly unique kind of firefly is indigenous to that place. You heard of it, small fry?

It emits bursts of light in seven colors! Supposedly it's as beautiful as the rainbow!

If you want to capture one though, you'd best have a bottle to keep it in.

SEVEN-STAR ISLES:

If you see seagulls flying all around some sea waters, that's a sign that you need to be wary, fry.

Because the seagulls flock to wherever Big Octos appear... BIG OCTOS, I tell you! Those things don't mess around!

DRAGON ROOST ISLAND:

There's a real peculiar cave toward the backside of this here Dragon Roost Island.

Yeah, real peculiar. But I doubt you'll ever get there to see it, small fry-unless you manage to sprout wings and fly, that is...

'Cause you won't be getting there otherwise!

#### FIRE MOUNTAIN:

You see that there volcano that's spewing out lava like there's no tomorrow? Yeah, well, they say there's a great treasure hidden inside that thing.

The thing is, everyone who's ever tried to get inside has just been blasted away by the great balls of fire that come shooting off the top.

If you want to get inside, you ought to go find the island that's one square north and four squares west of here. That's where the power to freeze anything is hidden.

...Or so they say. Maybe it's not true. But it wouldn't hurt to look, fry!

#### EASTERN TRIANGLE ISLAND:

Tell me, small fry... Have you ever caught a fairy before?

'Cause from what I've been told, when you've been beaten to a pulp by monsters and such, and you think you've finally met your match...

If you've got a fairy with you then you've got nothing to worry about. Don't you wish you had something handy for carrying fairies around with you, fry?

If you want one, go south from here until you see a miserable-looking submarine floating on the sea. Look there!

#### BOMB ISLAND:

You ought to come sail these seas on nights when the right half of the moon is missing...

It'll give you shivers, fry!

#### FOREST HAVEN:

Just a wee bit north of this island, I've sometimes seen a merchant of incredible girth with a monstrous pack on his back.

Now, what could he be doing on that lonely

little isle?

I tell you, there are some strange folk in the world, fry...

#### BOATING COURSE:

Lemme ask you something, fry...  
Have you been using R to make your boat jump? Well? Have you?

...Of course, going out to sea just to jump around would be real dumb, if you ask me.

Anyway, what you can do is tilt + to move your tiller just as you land...  
That's how you make a sharp turn. If you didn't know that, what don't you try it out?

#### OVERLOOK ISLAND:

Hey, small fry, do you know about the golden Triumph Forks?  
They're there, I tell you... On that island...  
The chart's there, is what I mean to say.

But the cliff there rises sharply, and even if you wanted to climb it, there aren't any ledges or footings for you grab on to.

So? What are you going to do, small fry?

#### FLIGHT CONTROL PLATFORM:

To the west of here, over on Dragon Roost Island, you'll see all kinds of rocks.  
Big ones, little ones...you get the picture.

Anyway, they say that long ago, there used to be treasure hidden inside those things.

Who knows? There may still be some left, so you should open your eyes and take a good look around...from as high-up as the sun to as low-down as your toes!

#### STAR BELT ARCHIPELAGO:

I wouldn't sail through these seas on nights when the left half of the moon is missing...  
You'll regret it if you do, fry!

I'm warning you! It's not my fault if you get so scared that you can't go to the bathroom at night anymore!

THORNED FAIRY ISLAND:

Tell me, small fry, do you have any of them Golden Feathers?

I hear those things are all the rage with Rito ladies on Dragon Roost Island these days. They just go ga-ga over them!

But the thing is, the only way to get a Golden Feather is to defeat one of those bird-monsters...or so they say.

Yup! Rito men who have girlfriends sure have tough lots in life, I tell you!

BIRD'S PEAK ROCK:

Tell me, small fry, have you ever heard of the golden Triumph Forks? They're there, on that island... Or, at least, a chart leading to them is there.

Where's it hidden, you ask? Well, for the answer to that, you'll have to ask a gull.

CLIFF PLATEAU ISLES:

Hey, small fry, do you know about the Nintendo Gallery?

The only way in there is to hit a switch that's way up high on the Forest Haven.

But the only way to do THAT would be to bribe one of the gulls by putting a little bait on your head!

FIVE-STAR ISLES:

Have you seen it, small fry? ...The Ghost Ship?

'Cause it's real. It's even been seen here, in these very waters...

On nights when the crescent moon faces down... That's when the horror rises...

.....  
7. Nintendo Gallery Figurines  
.....

Makar

-----

Birthplace: The Forest Haven

Personality: Frivolous

Makar is in charge of the musical performance at the ceremony held each year by the Koroks in Forest Haven.

The instrument he uses appears to be a cello, but it is actually a violin...

Fado

----

Birthplace: Kokiri Forest

Personality: Somewhat saucy

Long, long ago the Kokiri sage, Fado, offered up his prayers in the Wind Temple so that the Master Sword would continue to house the power to repel evil.

Deku Tree

-----

Birthplace: The Forest Haven

The Deku Tree is both an earth spirit and the guardian of the forest. He has lived for many long years, so his wisdom is vast.

However, since his roots run deep into the earth, he cannot move. As a result, he is often afflicted by parasitic enemies...

Elma

----

Birthplace: The Forest Haven

One of the Korok forest spirits

After the annual ceremony in the Forest Haven, Elma flies off to a distant part of the world to sow tree seeds and raise new patches of forest.

He is responsible for the forest on an island five squares west and one square north of the Forest Haven.



Hollo

-----

Birthplace: The Forest Haven  
One of the Korok forest spirits

Even after the Korok ceremony, Hollo remains in the Forest Haven researching potion-making.

He'll make a potion that replenishes both life energy and magic power for you if you bring him Boko Baba seeds.  
Onjalla! Manjalla! CHO-WAY!

Olivio

-----

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest Haven, Olivio flies off to a distant part of the world to sow tree seeds and raise new patches of forest.

He is responsible for the forest on an island one square west and three squares north of the Forest Haven.

Drona

-----

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest Haven, Drona flies off to a distant part of the world to sow tree seeds and raise new patches of forest.

He is responsible for the forest on an island one square west and one square north of the Forest Haven.

Rown

----

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest Haven, Rown flies off to a distant part of the world to sow tree seeds and raise new patches of forest.

He is responsible for the forest on an island four squares west and four squares

north of the Forest Haven.

Irch

----

Birthplace: The Forest Haven

One of the Korok forest spirits

After the annual ceremony in the Forest Haven, Irch flies off to a distant part of the world to sow tree seeds and raise new patches of forest.

He is responsible for the forest on an island three squares west of the Forest Haven.

Linder

-----

Birthplace: The Forest Haven

One of the Korok forest spirits

After the annual ceremony in the Forest Haven, Linder flies off to a distant part of the world to sow tree seeds and raise new patches of forest.

He is responsible for the forest on an island four squares west and two squares north of the Forest Haven.

Aldo

----

Birthplace: The Forest Haven

One of the Korok forest spirits

After the annual ceremony in the Forest Haven, Aldo flies off to a distant part of the world to sow tree seeds and raise new patches of forest.

He is responsible for the forest on an island one square east of the Forest Haven.

Oakin

-----

Birthplace: The Forest Haven

One of the Korok forest spirits

After the annual ceremony in the Forest Haven, Oakin flies off to a distant part of the world to sow tree seeds and raise new patches of forest.

He is responsible for the forest on an island four squares west and five squares north of the Forest Haven.

Carlov the Sculptor

-----

Birthplace: Unknown

Occupation: Nintendo Gallery Master

With unmatched talent, he is the world's greatest sculptor. It's said the reason he won't let anyone watch him sculpt is because he does so in his underwear.

Lately, his club has been losing membership because he hasn't done anything "cool" with it, but as long as Link hangs around, everything will be all right!

Manny

-----

Birthplace: Windfall Island

Favorite Thing: Figurines

He used to always sit at home and rarely go outside, but his passion for the Nintendo Gallery kept him moving and he finally earned membership in it.

-----  
--- 7.1 Dragon Roost Room ---  
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Kogoli

-----

Birthplace: Dragon Roost Island

He always seems to be worrying about the state of the island, but no one has ever seen him working to improve it...

Pashli

-----

Birthplace: Dragon Roost Island

Personality: Gentle

For reasons unknown, Pashli's always busy.

Skett & Akoot

-----  
Birthplace: Dragon Roost Island  
Occupation: The Chieftain's Guards

Skett and Akoot are said to be number-one and number-two Ritos when it comes to talent and strength, which is why they are the chieftain's guards.

The main reason they get along so well is because they are childhood friends. Their style of speech can be considered somewhat antiquated.

Koboli

-----  
Birthplace: Windfall Island  
Occupation: Mail sorter

Koboli is the third generation in a family of postmen, but rumor has it that an ancestor of his in an age gone by was also a postman...

Baito

-----  
Birthplace: Unknown  
Personality: Earnest

Baito is very earnest when it comes to mastering a job. He often misses his mother and gets homesick, which can be quite hard on him.

He wants to be like Link.

Hoskit

-----  
Birthplace: Dragon Roost Island

His biggest worry is getting a present for his girlfriend. He looks quite easy-going, but he's always thinking of his girlfriend. He values his friends tremendously.

Quill the Postman

-----  
Birthplace: Dragon Roost Island  
Personality: Dutiful, passionate

Quill has courage, if nothing else. He is admired by his fellow Rito and the chieftain

places great trust in him.

Valoo

-----

Birthplace: Dragon Roost Island  
Sky Spirit

Valoo has lived on Dragon Roost Island and protected the Ritos since long, long ago. He has a habit of speaking only Hylian, which only his attendant, Medli, grasps.

Zephos & Cyclos

-----

Birthplace: Dragon Roost Island  
Sibling deities who control the wind

Zephos and Cyclos are two light-hearted deities who teach Link the Wind's Requiem and the Ballad of the Gales.

Ilari

-----

Birthplace: Dragon Roost Island  
Occupation: Windfall Island Postman

Ilari is quite kind as long as he's composed, but when things don't go well, he quickly grows impatient and can get wrought with his speech.

He apparently has a hard time remembering people's faces...

Namali

-----

Birthplace: Dragon Roost Island  
Personality: Worrisome

Namali doesn't really have any distinct characteristics per se...

Basht & Bisht

-----

Birthplace: Dragon Roost Island  
Occupation: Island police

Being extremely honest and sincere Ritos, they were chosen to be the island's police force. When you talk to them, they speak

frankly about the events on the island.

Obli

-----

Birthplace: Windfall Island

Hobby: Dressing up

Obli has such an unhealthy obsession with the Ritos that he's begun dressing as a Rito and running the famed Bird-Man Contest.

He's the older of the laudable brothers who host the contest.

Willi

-----

Birthplace: Windfall Island

Hobby: Dressing up

Willi used to be a very average carpenter on Windfall. He so longed to soar the skies that he began dressing as a Rito. He's the younger of a laudable pair of siblings.

Laruto

-----

Birthplace: Zora's Domain

Long, long ago the Zora sage, Laruto, offered up her prayers in the Earth Temple so that the Master Sword would continue to house the power to repel evil.

Medli

-----

Birthplace: Dragon Roost Island

Personality: Serious and sincere

Medli is Valoo's attendant, and as such puts incredible effort into everything she does. Even so, there are times when she seems to be spinning her wheels.

Her greatest treasure is her harp that she carries on her back.

Komali

-----

Birthplace: Dragon Roost Island

Personality: Mama's boy

Komali has very little confidence in himself and thus closed himself off from the world outside his tribe's aerie.

With just little help from Link, though, he has regained his confidence and has at least begun to show signs of being a confident and mature Rito adult.

#### The Rito Chieftain

-----

Birthplace: Dragon Roost Island  
Head of the Rito tribe

The chieftain is a very gifted leader who is adored by his people. Due to his position, he must be strict with his relations, but as with any father, he worries about his son.

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-----  
--- 7.2 Underground Cavern Room ---  
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#### Floor Master

-----

Habitat: Forsaken Fortress  
Personality: Surprisingly lonely

These creatures use their long hands to grab their victims, which they then yank into another room. They occasionally grab nearby vases and throw them.

#### Magtail

-----

Habitat: Dragon Roost Cavern  
Weakness: Water

These creatures are covered in a hard exoskeleton that not even the searing heat of lava can penetrate. Their eyes are their only weakness.

Magtails can be picked up and carried around when they've rolled into a defensive position.

#### Keese & Fire Keese

-----

Habitat: Dragon Roost Cavern  
Least Favorite Thing: Projectiles

These bats fly around dark places and attack anything that moves. Great care should be taken around Fire Keeses that appear during times of volcanic activity.

#### Bokoblin

-----

Habitat: Forsaken Fortress

Spoils: Joy Pendants

These little imps wield sharp machetes and Boko sticks when attacking. If they have no weapon, they'll attempt to fight hand-to-hand.

#### Red Bubble & Blue Bubble

-----

Habitat: Tower of the Gods

Stronger Form: Blue Bubble

The cursed blue flames of the Blue Bubble steal the power away from all of your attacks. Bubbles can be easily blown away by the Deku Leaf.

#### Rat

---

Habitat: Forsaken Fortress

Favorite Food: All-Purpose Bait

These creatures attack spontaneously and attempt to steal Rupees. The ones that carry bombs around are apparently known as Bombchus.

#### Boko Baba

-----

Habitat: Forbidden Woods

Spoils: Boko Baba Seeds

These creatures that mimic Baba Buds attempt to swallow anything that comes near. Defeat them by stunning them with a jump attack and then cutting their stems.

#### Miniblin

-----

Habitat: Forsaken Fortress

Talent: Herd movements



These little beasts are quick and agile. They scurry along walls and gather in great numbers. You should deal with them individually so they don't surround you.

ChuChu

-----

Habitat: Varied  
Spoils: Chu Jelly

These are ChuChus of many different colors, all with their own distinct characteristics. In general, they are most susceptible to projectile weapons.

Peahat

-----

Habitat: Forbidden Woods  
Talent: Rotating

These strange creatures use their propeller-like wings to float in midair. They can be easily knocked out of the sky with either projectiles or a Deku Leaf.

Gyorg

-----

Habitat: The Great Sea  
Weakness: Projectiles

These so-called ocean killing machines are plentiful in the Great Sea. You should attack them with arrows or bombs before they're able to knock you into the sea.

Octorok

-----

Habitat: The Forest Haven, Great Sea  
Winner of the Perfect Attendance Award

When approached, these creatures tend to hide in the water. They can easily be defeated by reflecting the rocks they shoot with a sword or shield.

Seahat

-----

Habitat: The Great Sea  
Weakness: Projectiles

These tremendous flying fish can be found

only on the Great Sea. They tend to ram ships to knock their prey into the sea, so it is best to attack them from a distance.

#### Kargaroc

-----

Habitat: Dragon Roost  
Spoils: Golden Feathers

These fierce and dangerous opponents often carry Bokoblins and Moblins into battle. You can use your Grappling Hook to steal their Golden Feathers.

#### Armos

-----

Habitat: Tower of the Gods  
Vulnerability: Arrows

These small statues shift into autopilot and attack prey. Shoot them in the eyes with an arrow to silence them, then destroy them by hacking their crystal backs.

#### Armos Knight

-----

Habitat: Tower of the Gods  
Vulnerability: Bombs

These auto-homing statues were created to deter intruders. To destroy them, you must toss bombs into their gaping mouths.

#### Morth

-----

Habitat: Forbidden Woods  
Least Favorite Thing: Deku Leaves

These creatures attack in groups and cling to the bodies of their prey. A spin attack is the best way to shake them off. They're light and vulnerable to Deku Leaf blasts.

#### Poe

---

Habitat: Earth Temple  
Best Attack: Possession

These ghostly creatures have no physical form, so physical attacks pass right through them. Shining light on them with

the mirror shield makes them take form.

ReDead

-----

Habitat: Earth Temple

Least Favorite Thing: Mirror Shield

These undead creatures live only in the darkest depths of the earth. Their icy cold gazes paralyze their victims with fear. Try to attack them from behind.

-----  
--- 7.3 Castle Room ---  
-----

Darknut

-----

Habitat: Tower of the Gods

Spoils: Knight's Crest

These mighty knights are protected by heavy-duty armor. Rather than attacking from the front, it might be best to slip around behind them and cut their armor off.

Darknut

-----

Habitat: Earth Temple

Spoils: Knight's Crest

These knights are well protected by their round bucklers and mighty armor. If you use a parry attack to jump up and knock off their helmets, it'll spell their doom.

Mighty Darknut

-----

Habitat: Hyrule Castle

Spoils: Knight's Crest

These are Darknut captains. Some wear capes that must be burned or cut off before their armor straps can be cut.

Stalfos

-----

Habitat: Earth Temple

Weakness: Its head

These skeleton warriors attack by violently swinging their gigantic maces around. Even if they're shattered to pieces, they'll reform unless their heads are destroyed.

#### Puppet Ganon

-----

Habitat: Ganon's Castle

Effective Weapon: Light Arrows

This is a gigantic marionette created by Ganon himself. It transforms into three different shapes, but all are vulnerable to rays of light.

Rather than shooting randomly at it, try to deduce when it can be easily targeted and then take advantage of your chance.

#### Molgera, Protector of the Seal

-----

Habitat: Wind Temple

Effective Weapon: Hookshot

This evil guardian burrows deep into the sand. Use the Hookshot to draw out its tender tongue, then slash at it with your blade.

#### Kalle Demos

-----

Habitat: Forbidden Woods

Favorite Thing: Makar

This plant-monster is a gigantic parasite that lives in the depths of the Forbidden Woods.

Only by cutting loose all of its disgusting tentacles with the boomerang will its tender core be revealed.

#### Gohma

-----

Habitat: Dragon Roost Island

Effective Weapon: Grappling Hook

This gigantic shelled insect inhabits areas of lava and magma. The only way to penetrate its hard bio-armor would be to drop an entire sheet of bedrock on it.

## Big Octo

-----

Habitat: Great Sea

Effective Weapon: Projectiles

There are said to be six of these legendary giant squid in different reaches of the Great Sea. When ships pass by, they create tremendous currents to try to sink them.

The only way to escape is to shoot all of their weak spots - their eyes - with projectiles before being sucked in.

## Mothula

-----

Habitat: Forbidden Woods

Effective Weapons: Deku Leaf, projectiles

This gigantic moth scatters its scales through the air. Even using projectiles to clip its wings won't assure safety-it can still run around swifftly and release larvae.

## Wizzrobe (Miniboss)

-----

Habitat: Wind Temple

Magic: Summons

These high-level mages use the magic of summoning to aid them in battle. They are the only Wizzrobes that can summon other Wizzrobes, which makes them formidable.

## Wizzrobe

-----

Habitat: Tower of the Gods

Magic: Fire, Summons

These mighty mages are adept at wielding flame and summoning other creatures to their aid.

The only way to defeat them is to try to predict their movements and attack them during the brief moments that they assume physical form.

## Gohdan, The Great Arbiter

-----

Habitat: Tower of the Gods

## Effective Weapon: Arrows

This monstrous machine was created by the gods as a trial for the great hero. You can drop it to the ground only by piercing its hands and face with arrows.

Once it has fallen, you can defeat it by immediately tossing a bomb inside it. Oddly enough, arrows occasionally drop from its nostrils.

## Moblin

-----

Habitat: Forsaken Fortress

Spoils: Skull Necklaces

These mighty enemies swing their long spears with the greatest of ease. They've knocked Link around with that attack countless times.

## Phantom Ganon

-----

Habitat: Forsaken Fortress

Effective Weapons: Light Arrows, Master Sword

This is a phantom that Ganondorf created in his own likeness. Use your sword to knock back the balls of magic that he hurls, then attack him when he's stunned.

Actually, you can also use empty bottles to deflect his magic attacks.

## Jalhalla, Protector of the Seal

-----

Habitat: Earth Temple

Underlings: Poes

This gigantic ghost rules over all Poes. After reflecting light onto it with the Mirror Shield, you can lift it and throw it around.

## Ganondorf

-----

Base of Operations: Ganon's Tower

Effective Weapons: Light Arrows, Master Sword

The possessor of the Triforce of Power, Ganondorf controls many fell beasts.

It is useless for Link to try to face him alone. He must look for an ally who can aid him in battle.

The monstrous Helmaroc King

-----  
Habitat: Forsaken Fortress

Master: Ganondorf

The Helmaroc King is a monstrous bird that has been fitted with a mighty steel mask. Once the mask has been split with a hammer, its tender beak will be revealed.

-----  
--- 7.4 Outset Island Room ---  
-----

Crab

----  
Birthplace: Unknown

Talent: Crab-walking

These creatures are crabs, plain and simple.

Mesa

----  
Birthplace: Outset Island

Personality: Slacker

Mesa performs his chores at very much his own pace. His vegetable patch is always full of weeds and he spends most of the year trying to clear it out.

He's surprisingly timid and often can't fall asleep at night. He's currently looking for a wife.

Jabun

-----  
Birthplace: Greatfish Isle

Water Spirit

Jabun can only speak Hylian, so hardly anyone understands a word he says.

Orca

-----

Birthplace: Outset Island

Talent: Swordplay

In his younger days, Orca had hoped to be a swordsman, but after he suffered a serious injury that ended that dream. He soon returned to Outset and became a fisherman.

On a ledge on one one wall of his house is a memento from his days of training with a blade. Orca is a lifelong bachelor.

Sturgeon

-----

Birthplace: Outset Island

Peronality: Extremely serious

Known as Outset's living encyclopedia, Sturgeon is quite wise, boasting an abnormally high IQ.

He has extremely sensitive nerves - quite the opposite of his younger brother, Orca, who lives downstairs. Surprisingly, Sturgeon was an accomplished swordsman in his youth.

Sue-Belle

-----

Place of birth: Windfall Island

Personality: Serious

Sue-Belle was born and raised on Windfall, but she became concerned for the health of her grandfather, Sturgeon, so she decided to move to live with him on Outset Island.

Morning, noon and night, she fills vases with water and carries them on her head from the well to their house. Strangely enough, she actually enjoys the task.

Seagull

-----

Birthplace: Unknown

Talent: Flying

Seagulls soar freely over the Great Sea. They love Hyoui Pears above all other foods, and eating them simply steals their hearts.

Aryll

-----



Birthplace: Outset Island

Personality: Kind and true to her family

Link's energetic younger sister is adored by all who meet her. Her current goal is to learn how to fetch water so she can help out her grandmother.

Her most treasured belonging is a telescope bearing a drawing of a seagull.

Link's Grandma

-----

Birthplace: Outset Island

Personality: Worrywart

This kind old woman works hard to raise her two grandchildren. She's a very talented cook - her special Elixir Soup is sure to raise anyone's spirit.

She can be somewhat mischievous and enjoys playing the occasional prank on Link.

Wild Pig

-----

Birthplace: Unknown

Talent: Digging holes

Wild Pigs are found primarily in the fields of Outset Island. They love All-Purpose Bait above all other foods, and when they eat it they can't help but tear into the earth.

Rose

----

Birthplace: Outset Island

Favorite thing: Animals

The mother of Joel and Zill, Rose a woman of refreshingly simple tastes...but she's a demanding mother. She has the bad habit of trying to laugh her way out of lies.

Abe

---

Birthplace: Outset Island

Greatest Treasure: His family

Abe is a family man who takes good care of his wife and two kids. In his younger

days, his dashing good looks and baritone voice made him quite the ladies' man.

Then one day, he was instantly smitten by a woman named Rose. Even though he was consistently rebuffed, he persisted and finally convinced Rose to marry him.

Joel

----

Birthplace: Outset Island

Main Interest: Sticks

Joel's dream is to grow up as soon as he can so he can jump across boulders just like Link.

Both he and his younger brother, Zill, distinctly resemble their father.

Zill

----

Birthplace: Outset Island

Talent: Sniffling

Zill is a hyper-inquisitive young boy who speaks his thoughts as soon as they come to mind. He can often strike a nerve without realizing it.

He likes to imitate his older brother, Joel. And strangely enough, it seems that he actually lets his nose run on purpose...

-----  
--- 7.5 Windfall Island Room ---  
-----

Minenco

-----

Birthplace: Windfall Island

Favorite Thing: Pictographs

This former beauty became famous after being dubbed Miss Windfall Island...about forty years ago. There isn't a younger woman who could take that title away.

Missy

-----

Birthplace: Windfall Island

Her son: Dampa the Sailor

She's just an ordinary elderly woman.

Garrickson

-----

Birthplace: Windfall Island

Personality: Passionate

He is constantly thinking of someone on a faraway island. He's apparently a very passionate man, and he has a very hip sense of fashion.

Anton

-----

Birthplace: Windfall Island

Favoirate Activity: Kickboxing

The reason his second-favorite hobby is taking walks is because it keeps his legs in shape. He's had his eye on a certain young lady lately.

Kreeb

-----

Birthplace: Windfall Island

Least Favorite Proberb:

"Only smoke and fools love high places."

This young guy's trademark is his yellow hat. He seems to have an unusual interest in the town's ferris wheel and lighthouse.

Pompie & Vera

-----

Birthplace: Windfall Island

Hobby: Gossiping

Pompie and Vera are the town's most talkative pair of ladies, and they are always spreading idle gossip. Lately they've been obsessed with Lenzo.

The Shop Guru, Zunari

-----

Birthplace: A C-C-Cold Island

Pet Phrase: "Dear me!"

Even on the hottest day of summer, Zunari can be found in his shop, wearing the

beloved hood that his mother made for him.  
He keeps a great treasure in his safe there.

On a side note, he turns 40 this year and  
is now recruiting for a wife.

Tott

----

Birthplace: Windfall Island

Talent: Dancing

This young fellow dreams of becoming a  
professional dancer. He dances before a  
strange stone monument day and night.

This smooth dancer may still be practicing,  
but he's also recruiting for a partner! ?

The Pictographer, Lenzo

-----

Birthplace: Unknown

Personality: Hard to grasp

Lenzo is a famed pictographer known to all.  
His mysterious personality is quite popular  
with the ladies in town.

Windfall's Gang of Boys, The Killer Bees

-----

Birthplace: Windfall Island

Main Objective: Raising trouble

This small group of four calls itself the  
Killer Bees. Starting from left, the  
members are:

The leader, Ivan:

A very talented and reliable leader.

Leave all tree climbing to him.

Jin, the fox:

Ivan's quick-witted adviser.

His wry insults can be hard to take.

Jan, the blue-hair:

Uses his innocent looks to avert trouble.

He's the Killer Bee's Thug.

The pig-nosed, Jun-Roberto:

Secretly aims to be the next gang leader.

He was raised in a bourgeois family and

has developed into a terrible little tyrant.

When these four are together, they fear

absolutely nothing!

The Joyful Teacher, Mrs. Marie

-----  
Birthplace: Windfall Island

This Year's Lucky Number: 20

This year marks the twentieth year this splendid individual has worked as Windfall's school teacher. Her hobby is collecting Joy Pendants.

Her goal in life is to raise unique and creative students. The most unique thing she's ever created is her own hairstyle.

Potova & Joanna

-----  
Birthplace: Windfall Island

Nickname: The Little Tipsters

These two girls are talented at hitting on islands rumors, seemingly without any tips or advice from others. Children can be really frightening sometimes.

Maggie's Father

-----  
Birthplace: Windfall Island

Personality: Not particularly good

Surprisingly, Maggie's father is quite confident that he is the epitome of fashion. It would probably be more accurate to say that the clothes he wears are "distinct."

He seems to especially like vintage clothes and jewelry.

Maggie

-----  
Birthplace: Windfall Island

Favorite Thing: Love and Romance

Maggie was dirt-poor before being kidnapped and held captive in the Forsaken Fortress. She's quite popular with all boys... but she prefers "wild" boys over all others.

Lately she has taken to writing poems and will soon be publishing one entitled "A Woman's Heart is Blue."

Mila

----

Birthplace: Windfall Island

personality: Harsh

This poor girl was filthy rich until she got rescued from her prison in the Forsaken Fortress.

Now that her family has fallen on hard times, she works for the shop on Windfall Island to help ease their hardship.

Mila's Father

-----

Birthplace: Windfall Island

Favorite Thing: Money

His hobby was once collecting expensive vases, but unfortunately, they were the kind of vase one wants to break as soon as one catches sight of them.

Those who did and were forced to compensate him for his loss were said to regret it afterward.

Gummy the Sailor

-----

Birthplace: Windfall Island

Favorite Spice: Pepper

No one knows where he gets his spending money from, but this nifty sailor spends night after night unwinding at the auction.

Kane the Sailor

-----

Birthplace: Windfall Island

Favorite Occupation: Artist

Long ago, Kane longed to be an artist or a sculptor, but circumstances in his home life forced him to become a sailor. He's still critical of all artistic expression, though.

Dampa the Sailor

-----

Birthplace: Windfall Island

Favorite Animal: Pigs

Dampa recently got some pet pigs, and now they're all he can think about. He really confirms the old adage about pets and their owners.

Candy the Sailor

-----  
Birthplace: Windfall Island

Good at Cooking: Grapes

At first glance, Candy looks a little intimidating, but he's actually extremely kind and quite knowledgeable. He's always happy to share his knowledge, too.

He is energetic and sort of a scamp for a seventeen year old.

Linda

-----  
Birthplace: Windfall Island

Best Friend: Sue-Belle

Lately, her childhood friend, the delicate Kamo, has become smitten with her, but she's apparently completely oblivious to his feelings.

Sam

---  
Birthplace: Windfall Island

Favorite Spot: The sea view bench

He thinks that a little composure is of the utmost importance in life. Sam's a card-carrying member of the Joyous Volunteer Association.

Gillian

-----  
Birthplace: Windfall Island

Workplace: The Cafe Bar

Gillian manages the cafe in place of her now-ill father. It seems she once had a boyfriend, but that info is TOP-SECRET!

Gossack

-----  
Birthplace: Windfall Island  
Personality: Not brave

There isn't much to say about Gossack.

Bomb-Master Cannon  
-----

Birthplace: Windfall Island  
Mood: Shifts violently

Cannon is the world's only maker of bombs.  
He considers himself a magician with  
gunpowder and other explosives. His  
hairstyle is as unique as his talent.

The Potion Master, Doc Bandam  
-----

Birthplace: Windfall Island  
Favorite Food: Chu Jelly

Doc Bandam spends his days researching  
ChuChus in his potion shop. He visits  
Pawprint Island now and then to collect the  
Chu Jelly he uses to make his potions.

He considers himself a potion artist, and  
like an artist, he's quite whimsical.

Kamo  
-----

Birthplace: Windfall Island  
Years With No Girlfriend: 18

Ever the romantic, Kamo loves to gaze at  
the night sky. He and his dear friend  
Linda were once classmates at  
Mrs. Marie's School.

-----  
--- 7.6 Great Sea Room ---  
-----

Mako  
-----

Personality: At first glance, quiet  
Least Favorite Thing:  
Having his glasses touched by strangers.

Mako is called the brains of the ship and  
the king of invention. He may look like a  
weakling, but his glasses give him keen



eyesight, and he's unstoppable when mad.

Not many know this, but he keeps a knife hidden in that thick book of his.

Niko

----

Personality: Merry

Least Favorite Thing: Gonzo's underwear

Niko is the bottom rang on the pirate ladder, so he's responsible for all the odd jobs on the ship.

He's quite childish and rarely thinks of the consequences of his actions. Even so, he shows signs of having what it takes to move up the pirate ladder.

Zuko

----

Peronality: Taciturn

Talent: Spying

Zuko is in charge of keeping watch. His sharp eyes can read signs a mile off, but no one really understands what he says, so they rarely know what he's seen.

Nudge

-----

Personality: Who knows?

Talent: Sewing

Nudge seems to understand Tetra best of all the pirates and often counsels her in her decision making. He's actually stronger than Gonzo.

Senza

-----

Personality: Mild-mannered

talent: Ummm...talking, maybe?

Senza is in charge of keeping the pirate ship in order. He's a mild-mannered speaker, but his persuasive skills are said to be unmatched.

Gonzo

-----

Personality: Short-tempered

Favorite Thing: Miss Tetra

Leader of Tetra's family of pirates, Gonzo seems to be quite strong...but he cries at the drop of a hat.

Tetra

-----

Personality: Elusive

Tetra seems bossy and strong willed, but she's actually quite kind.

Orphaned at a young age, Tetra followed in her mother's footsteps, becoming a pirate and watching after her mother's gang of lovable swabbies.

Tetra and her crew are in search of a legendary treasure hidden beneath the waves of the Great Sea.

Fishman

-----

Birthplace: The Great Sea

Personality: Honorable, dutiful, and surly

Apparently, these fish were aided long ago by the King of Red Lions, which is why they're now willing to offer Link valuable information.

Unfortunately, much of their information is off the mark. For many long years they have suffered from stiff necks, but none of them know how to cure it.

King of Hyrule

-----

The King of Hyrule was unable to protect his kingdom from evil and left its fate up to the gods. the King of Red Lions is merely his disguise.

His full name is one that is truly fit for royalty: Daphnes Nohansen Hyrule.

Link & the King of Red Lions

-----

Birthplace: Outset Island

Favored Hand: Left

The Hero of Wind, Link uses the Wind Waker to control the wind and sail the seas on his mysterious boat (which is actually the King of Hyrule).

Surprisingly, he seems to have an unnatural interest in figurines and has at last completed his collection! He is now the master of the Nintendo Gallery.

Princess Zelda

-----  
Princess Zelda is the legitimate heir to the Hyrulean royal family. She is actually the pirate Tetra.

Salvage Corp.

-----  
Birthplace: Angular Isles  
Talent: Searching for sunken treasure

These young men found friendship through their common interest in searching for sunken treasure. Soon afterward, they formed the Salvage Corp.

With their first haul of treasure, all they could afford to buy was their diving suits. Now they dream of finding that one huge haul that makes them all rich

They are currently searching for the legendary treasure sunken beneath the sea.

Salvatore

-----  
Birthplace: Windfall Island  
Talent: Drawing pictures

Long ago, Salvatore hoped to be a famous painter, but that dream didn't last long. He eventually returned to his hometown and came up with his current business plan.

It's been a huge success, allowing him to purchase his own island, where he has opened up the second store in what he hopes will become a huge chain.

He's now busy trying to think up that one idea that will spark his next big endeavor.

Loot the Sailor

-----  
Birthplace: Windfall Island  
His Only Fear: The Merman

Loot spends his days working far from home at the boating course. He takes his earnings straight to the cafe bar on Windfall to enjoy a relaxing beverage.

Beedle

-----  
Birthplace: Unknown  
Favorite Thing: Bugs (especially beetles)

A businessman by nature, Beedle's sales pitch is unmatched. He hopes to open a chain of trading posts where people can buy, sell, or trade anything.

Tingle

-----  
Birthplace: Unknown  
Favorite Things: Fairies, deciphering maps

It's been several years since Tingle first became enchanted with deciphering maps in the hopes it would help him find fairies, and he's lost many things during that time.

He's raising funds to begin his search for fairies, hoping to embark sometime in his thirties, while the lust of life is still upon him. At the age of 35, the pressure's on!

Ankle

-----  
Birthplace: Unknown  
Favorite Proverb: "One may as well hang for a stolen sheep as for a stolen lamb."

Since being taught how to decipher maps by his older brother Tingle, Ankle has been supporting his good-for-nothing twin brother Knuckle.

The only time he feels he can truly be himself is when he's tending to the Tingle Island flower garden.

David Jr.

-----  
Birthplace: Windfall Island  
Occupation: Treasure hunter

Seventeen-year-old David Jr. set out ot sea with dreams of finding the treasure of the Ghost Ship that his now-deceased father once saw.

He gets seasick quite easily and was in just such a state when he awoke in a daze on Tingle Island.

Ankle told him that "self comes before wealth" and he's been working in the tower ever since. He really hates the uniform.

Knuckle

-----  
Birthplace: Unknown  
Occupation: Carver

Knuckle is another of Tingle's younger brothers-he happens to be Ankle's twin. He finished carving Tingle Tower when he was ten years old. The head is his studio.

Supposedly, he felt unsatisfied completing his collection without this figure. He loves his special vertically aligned Tingle Tuner.

Fairy

-----  
Birthplace: Unknown  
First Impression: Good

Fairies are the most reliable of creatures. When their master's life energy has been depleted, they immediately com to his or her aid. They can be carried in bottles.

Great Fairy

-----  
Birthplace: Angular Isles  
Talent: Powering-up

The seven Great Fairies who are destined to aid the Great Hero by increasing his powers are hiding in seven different reaches of the Great Sea.

Queen of Fairies

-----  
Birthplace: Fairy Island  
Talent: Empowering arrows with fire and ice

She appears to be but a child, but she is much greater and more powerful than the Great Fairies. She will grant Link the power to add fire and ice to his arrows.

Traveling Merchants  
-----

Birthplace: Unknown  
Favorite Food: Rocks

These businessmen are traveling the world in search of curios and oddities, each with the hope of someday opening his own shop.

Nobody knows where these wandering merchants have come from or where they're headed.

Old Man Ho Ho  
-----

Birthplace: Unknown  
Favorite Thing: Telescopes

Old man Ho Ho found his first telescope after retiring from his job and has been traveling in search of new sights ever since.

A new discovery always awaits at the far end of his telescope.

-----  
--- 8. Letters ---  
-----

FIRST LETTER:

Dear Link,

If you are reading this letter, it can only mean you have peeked into one of our many postboxes.

I am indebted to you. I am very sorry I let you leave without thanking you. Please accept my heartfelt apology along with my thanks.

We cannot do much to help you, but we can at least do this: if we get any

letters or parcels for you, we will deliver them to a postbox near you.

If you see any wiggling postboxes, please look inside them.

I suppose you have a long way to go before your perilous journey is done. I have included a gift for you with my letter in the hope that it might help you.

Please accept this small token. I look forward to the day that we meet again.

May Fortune Fill Your Wings  
From Komali's Father

(You got a Piece of Heart!)

-----  
--- 9. Miscellaneous ---  
-----

CYCLOS:

Foolish creature who does not fear the gods! To the end of the sea with you! Let the winds of Cyclos' wrath blow you away!!!

(defeat him)

That's a heck of an arm you've got there!

And what an eye! No one's ever been able to spot me in there before now!

You obviously have mastery of the air. And now that we've established that you're quite the Wind Waker...

Let's see if you can handle this!

(learn the Ballad of Gales)

Waaaaa-hooooooooooooooooo!

In the hands of a Wind Waker like you, my adorable little cyclones will be as happy as can be!

If you need to move like the wind over the ocean deeps, just call on my cyclones!

Well, I guess I'll head for home now! See you on down the road!

TALKING TO THE DEKU TREE, AFTER BEATING FORBIDDEN WOODS:

How are things in the world,  
Link?

As you can see, I am slowly growing older  
and feebler. It seems only my wisdom is  
full of vigor lately. But that is just the way  
of life, child, and not cause for sadness.

If there is anything you wish to know,  
just ask! I will aid you as I may.

What do you wish to learn about?

(The Koroks)

What do you wish to learn about?

(The Island Koroks)

Are you concerned about the little Koroks  
who left the safety of our Forest Haven?

It is indeed true that there are many islands  
on the Great Sea that have grown dark  
and dangerous. Who knows what perils  
might away my children?

I shall mark the places that my Korok  
children have journeyed to on your  
Sea Chart, Link.

Could you be so kind as to check on them  
for me as you proceed with your quest?

I entrust their care to you...

(The Forest Koroks)

You wish to know about the Koroks who  
remain here in the Forest Haven?

Well, you can find Hollo in that hole  
over there, researching potions.

As for Makar, he is somewhere here in the  
Forest Haven. But I do not know where.

...Outside...perhaps?

I am certain he is practising his little  
leaf cello somewhere. You should be able  
to hear his music when you are near to him.

(The King of Red Lions)

When the worst of all possible events  
comes to pass, and Ganon is revived  
once again...



One shall seek the hero who is destined  
to defeat the great evil...

That is the destiny the goddesses have  
placed upon the King of Red Lions.

Since that day, he has been sailing the  
Great Sea in search of a young hero not  
unlike yourself.

But I cannot yet reveal to you the truth  
behind who that boat really is.

Perhaps if you are able to defeat Ganon  
as the hero of old once did...

Then, all will be revealed to you.

Until then, you must proceed in your quest,  
Link. Do not lose your way.

KING OF RED LIONS THRU STONE, AFTER TRYING TO LIFT HEAVY STONE:

With the power you have now, you can  
neither lift nor destroy that stone.

And yet, somewhere on this sea, the power  
to do so lies waiting for one to find it.

You must seek it out.