
Strategy 5.1

Location= Dragon Roost Island

Conveniency= 7.1

Amount= 24r= 4.4

Difficulty= 4.9

Instructions:

Teleport to dragon roost island. If you've already been here, follow the path until you come to an opening. Enter. This is the mail game. It is on the second floor. There will be a rito sorting letters. Talk to him.

Description:

Basically, you have to sort the letters into different boxes. It is a simple, but by no means an easy game. Your goal is 24 letters. DO NOT pass 24 letters, because if you do, the part-timer will arrive, and in order to get rupees you will have to break your record. To maintain this game's availability, you have to score under 25 letters. I bumped up the score because the game is actually quite fun. He will give you 75 rupees the first time you get 25 letters. But, it's not worth it. Just keep scoring 24.

Strategy 7.1

Location= Dragon Roost

Conveniency= 6.5

Amount= 70= 8.0

Difficulty= 8.2

Instructions:

When you first get on the island, there should be a tunnel. Follow that tunnel, when it clears again, turn immediately to the right. There should be a rock. Bomb it, and jump in the hole. There are many doors arranged into a circle. There are also pots through every door. When you enter a room, and defeat the enemies inside, a fire will light up at the top of the room. When all the doors are lighted, the locked door will open. Enter, and break all the pots.

Description:

No real descriptions are necessary. Simply exit, and re-enter the hole for another chance at 70 rupees.

Strategy 7.2

Location= Windfall

Conveniency= 6.8

Amount= 50= 6.5

Difficulty= 8.4

Instructions:

This event takes place on Windfall inside. There should be a guy in a

blue shirt that says, "I don't look rich, but trust me, I've got a lot of cash." His name is Dampe. Talk to him. You need to give him three skull necklaces, and he will give you the chance to participate in a game. Skull necklaces are common, but because they are not infinite, I toned down the convenience.

Description:

You have two minutes to collect three pigs. Two of them are to the left of Dampe in the grassy area. The last pig is by the jail cell. The trick is to crawl. If you don't crawl, you won't finish the game. When you're about 1.2 meters away from a pig, crawl up to it, stand up, and press A. It's not a hard game at all.

Strategy 9.6

Location= Outset
Convenience= 4.1
Amount= 1200= Hell.No.
Difficulty= 2.8

Instructions:

Go to outset. You should see an old man looking through a telescope. From that point, set the wind to west, and use your deku leaf to traverse to a ledge with a huge stone. You MUST have the power bracelets. Pick up that stone, and jump in. There will be 40 floors you must undergo. Each floor is filled with enemies, but every 10th floor will have rupees except the last one. So, just go down to the 40th floor, and don't forget to break those pots! Step into the light on the 40th floor. Another way to enter the hole is to use the hookshot while you're behind Granny's house.

Description:

Well, this challenge is hard, and long, but it's worth it. It's actually pretty fun, and can be done in less than 30 min no problem. Only three times through the Savage Labrinth(that's the name), and you have +3500 rupees! There should be a Savage Labrinth Guide somewhere, so be sure to visit there if you are having trouble.

Strategy 6.9

Location= Outset
Convenience= 6.6
Amount= 5-20= 6.0
Difficulty= 9.3

Instructions:

Get LOTS of bait. You MUST have the power bracelets. Pick up the plump black pig inside the fence behind Abe's house. Throw him over, and start digging. Drop bait right in front of the pig, but if the pig doesn't devour it in about 6 seconds, it will disappear.

Description:

Your fruit will vary. Sometimes it's a twenty, sometimes, it's only 10

arrows. The following have appeared once before while I was digging:

(Separately)

5 bombs, 5 arrows, 1 rupee, 5 rupee(blue), 10 rupee(yellow), 20 rupee(red)

Strategy 7.3

Location= Overlook Island

Conveniency= 6.4

Amount= 90= 9.0

Difficulty= 6.9

Instructions:

Overlook is the island on the Northeast corner. Land on it, than hookshot to the tower on the farthest right. From there, keep hookshot-ing until you reach the second tallest tower. There should be a hole. Enter.

Description:

There are 6 rooms, and four rooms which need to be ignited. Defeat the enemies inside the room to ignite the door. After all rooms are ignited, 4 darknuts will appear in the main room. Kill 'em. Use the darknut sword to break some of those pillars. Some have cash in them. A door with the picture of a sun at the top will open. Go inside, and break the pots.

Strategy 7.3

Location= Stone Watcher Island

Conveniency= 6.5

Amount= 90= 9.0

Difficulty= 6.9

This is the exact same as Overlook island. Except, there are only two darknuts at the end. No big difference. Just lift up the stone, and enter the hole.

Strategy 8.2

Location= Islet Of Steel

Conveniency= 8.8

Amount= 65= 7.5

Difficulty= 7.8

Instructions:

Go to the Islet of Steel, one square northwest of southern fairy Island. This place is full of ship, but the one you want to bomb is a staying still, supposedly blocking an entrance. Strike that ship down, and enter. Swim to the treasure chest. Get the pots. Swim out. Swim in. Get the pots. And so on.

Description:

Nothing really, but it can be repeated as mentioned earlier. Quite convenient.

Strategy 8.1

Location= Bird Rock Peak

Conveniency= 8.8

Amount= 70= 7.5

Difficulty= 7.6

Instructions:

This strategy is pretty much the same as the previous strategy, except it's harder. You have to have one hmoi pears. I suggest two. When using the first hmoi pear, fly around the peaks, and gather all the karokoks, or those birds. Gather them to where Link is standing, and press "R". Now, as Link, Kill off all the birds, and put up the second Hmoi pear. Now, just fly around, and hit all the switches.

Description:

You can re-enter the hole many times to get as much cash as you want.

Strategy 5.0

Location= (insert name here)'s Oasis

Conveniency= 6.2

Amount= 50-200= 7.0

Difficulty= 2.1

Instructions:

Once you have the Cabana Deed from Mrs.Maria, the school teacher, go to your own island, and find the house. Go inside to find two pictures: One that is complete, and one that is incomplete. Step up to the imcomplete one, and press A.

Description:

THIS is HARDER than the Savage Labrinth in my opinion. You basically must arrange to puzzle so that only the top-right square is missing, and every other square is holding the correct piece. There are 16 different puzzles. Once you reach the 16th one, you will get 200 rupees, and the whole thing will restart. It goes something like Zill, Aryll, Tingle... and there are other FAQs out there to help you.

Strategy 7.8

Location= The great Sea

Conveniency= 7.0

Amount= 1 to +200= 7.0

Difficulty= 9.5

Instruction:

Simple. Just sell beedle whatever you got. The following is a small chart:

Red chu jelly= 1r,,,,,,green chu jelly= 2r
blue chu jelly= 3r,,,,,,golden feather= 5r
Baba leaf= 5r,,,,,,knight's crests= 5r(keep 10 for Orca)
Skull Necklace= 5r,,,,,joy pendent= 5r(keep 20 for Mrs.Maria)

If there are any spoils I'm missing- tell me. I don't recommend you to sell the skull necklace. Refer back to Windfall Strategy 7.2 for disposing skull necklaces.

Description:

Beedle will send you a chart in the mail pointing out his different store locations.

Strategy 9.0

Location= The Great Sea
Conveniency= 8.8
Amount= 10-200= 9.0
Difficulty= 6.0

Instructions:

Get some bait. Go to a place where you see the fishman exercising. Drop the bait. He should now draw you a chart. Ok, but that isn't what we're looking for. Find him, and drop the bait again. This time, he will invite you to a game for free.

Description:

This game is HARD when you're going for the 10. You get arrows, and the fishman jumps 10 times. If you hit the fishman once, you get 10 rupees. Twice, 20 rupees, and so on. But if you hit him ten times, you get 200 rupees, but the fishman will no longer be available in that square. Good luck. With my crappy aiming, I've cleared only 2 squares. Most of the time, you will score 9 shots. That's good. After you finish the game, the fishman will swim away. Sometimes, to get to him again, you have to change the wind direction. That is why the conveniency score was dropped. Nonetheless, this is a GREAT way to gain money almost where ever you are.

Strategy 6.8

Location= Great Sea
Conveniency= 7.0
Amount= 20 or 50= 6.4
Difficulty= 9.0

Instructions:

Scattered throughout the Great Sea will be rings of light with a diameter of Link's waist. Send the grappling hook down those rings to hook up 20 rupees, and sometimes 50 rupees. It isn't very convenient to stop

On your second trip to outset (some remember this as the long night), get the wallet upgrade number one. From your watchtower, there should be a bridge. Follow that bridge to a sandy path. Follow that sandy path to a row of trees. Cut those trees, and follow the path. Miniblins will come by to freak you out. Just ignore them, and keep going. Arrive at the bridge to find it broken. Turn around, and go to a huge rock. Climb the rock, change the wind direction to west, and take off with your deku leaf. Enter the forest of fairies, and navigate through it until you see a rock. Bomb the rock, and jump in the hole.

3. ====
The First Demand
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I don't know exactly when this happens, but eventually, the In-credible chart will come by, with a demand for 201 rupees. Pay the amount, get the chart.

4. ====
Time for the final wallet
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Teleport to windfall after you have the master sword, and the ballad of the gales. Sail one square Northwest of Windfall. That is where you will get the second wallet upgrade.

5. ====
Grab it while you're scared
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I won't go through the details in this one. But, you'll need the Ghost ship chart. Board the Ghost ship, beat the enemies inside, and go into the treasure room. Get the pots FIRST. If you open the treasure chest, you will be kicked out of the Ghost ship, and it will never appear again.
Current account: 50
Plus: 100 from Ghost ship
Total= 150

6. ====
The Overlook Pots
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Go to overlook island, and follow strategy 7.3 on Overlook island.
Current Account: 150
Plus: 90
Total= 240

7. ====
Kill the Stone Watcher
====

Go to Stone Watcher island, and follow strategy 7.3 on Stone Watcher island.
Current Account: 240

Plus: 90
Total= 330

8. =====

Steal from the Islet of Steel
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Go to the Islet of steel, and follow strategy 8.2 on the Islet of Steel.
Break the pots, swim out. Than swim in again, break the pots. Now, repeat
once more

Current Account: 330
Plus: 200
Total= 530

9. =====

Those aren't your eggs.
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Go to Bird Rock Peak, and follow strategy 8.1 on Bird Rock Peak.
Break the pots, step into the light, re-enter the hole, re-break the pots,
and than step into the light. Repeat once more for a total of three
rounds.

Current Account: 530
Plus: 200
Total= 730

10. =====

Whose Bank Account is this?
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Go to outset, and follow strategy 9.5 on outset island. Remember, after
you've gotten the treasure chest on the 30th floor, keep going to the 40th
or 50th floor if you like.

Current Account: 730
Plus: 1200
Total= 1930

11. =====

This pig reminds me of Dampe.
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Now that you are already on outset, feed the pig until it earns you 30
rupees.

Current Account: 1930
Plus: 30
Total= 1960

12. =====

Catch those pigs!
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Teleport to Windfall. Talk to the guy wearing a blue shirt. He stands
near the bomb shop. Follow strategy 7.2 on Windfall. You should have
6 skull necklaces, so play the game twice.

Current Account: 1960

Plus: 100
Total= 2060

13. =====

The 12 year old is hired.
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Teleport to Dragon Roost, and visit the mail game. Now, follow strategy 5.1 on Dragon Roost. You can either play the game 3 times, with scores 24,24,25. Or, 24,24,24,24,24. The second option preserves the availability of the game. Don't forget that the first time you play, your salary is half a rupee for every piece of mail.

Current Account: 2060

Plus: 110

Total= 2170

14. =====

Enter the cave
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Follow strategy 7.1 on Dragon Roost Island. This is one with the secret cave.

Current Account: 2170

Plus: 70

Total= 2240

15. =====

Buy this now, Beedle.
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When you exit the cave, and walk to the beach, you should see Beedle's shop ship somewhere. Go inside, and sell 60% of your stuff. This requires that you get rid of anything that is not a joy pendant. When I approached Beedle at this time, I had 32 green chu jellies, and 10 baba seeds. That is enough to make +60 rupees. I'll assume you want to keep your other spoils.

Current Account: 2240

Plus: 50

Total= 2290

16. =====

Where'd you get all those rupees?
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Teleport to Forest Haven. Now sail one square south to the boating coarse. Pay 30 rupees. You have plenty of time, so take your time and be sure to get as many rupees as you can grab. However, goal is 130, which means a 100 rupee profit. Play the game twice.

Current Account: 2290

Plus: 200

Total= 2490

17. =====

Stay Still, Fishy

