

The Legend of Zelda: The Wind Waker Game Script

by RPG1377

Updated to vFinal on Aug 29, 2003

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E-mail policy: You may e-mail me with comments and suggestions. Anyone who helps me with the game script will be credited in the CHEERS section.

Use the e-mail address below:

RPG1377@aol.com

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1. DISCLAIMER

Zelda: The Wind Waker is copyrighted and is the property of Nintendo. The following game script is solely for entertainment purposes. Any other purposes such as personal profit are forbidden. With this said, the following web sites are allowed to host this game script:

- Gamefaqs.com
- Neoseeker.com
- Linkslegacies.com (zelda.axlegames.com)
- Gamespp.com
- faqs.ign.com

Due to the surprising amount of requests to host the game script, I am no longer allowing any more web sites to host it. Webmasters, you may use a direct link to one of the above web sites for access to the game script. If anyone comes across a web site not listed above hosting this game script, please e-mail me.

2. UPDATES

May 22, 2003-

- This is the day I submitted the game script to GameFAQS.

Update 1.1- May 27, 2003-

I updated the following:

- Added thank yous for the users from the FAQ contributors board.
- More dialogue from Dragon Roost is added.
- Grammar changes were made to the dialogue (ex. Ruto=Rito!).
- The Optional Dialogue section was removed due to my time constraints.

Update 1.2- June 4, 2003-

I updated the following:

- Corrected the name for the Windfall Island shopkeeper, Zunari (not Zumali).
- The last of the Dragon Roost dialogue is done up to the events of finding Jabun and Nayru's Pearl.
- The CREDITS section is now the CHEERS AND JEERS section.
- More CHEERS and JEERS were added.

Update 1.3- June 24, 2003- Sorry for the lack of updates. My summer college vacation started, and I came home from college to find out the master file of this FAQ will not format to work on the home computer :(Fortunately, I have a hard copy and a .txt file I can type up so not much is lost.

I updated the following:

- A bulleted/dashed list to make the FAQ easier to read.
- Typed up dialogue to the Wind and Earth Temples.
- Added more to the CHEERS AND JEERS.
- Removed the non-chronological dialogue in finding the Triforce. Due to the infinite ways the dialogue can occur, I removed it to avoid confusion for myself and others.

Update 1.4- July 2, 2003- The game script is now available from beginning to end. It has also come to my attention that the dialogue changes somewhat and the Hylian language is readable after you play through a second time. It will probably be a while before I play a second time and see these changes. Thank you Coppertop for this information!!! Please e-mail me if you want to contribute missing text (see the notes in the game script in CAPS.)

I updated the following:

- Typed up the entire game script from beginning to end
- Added/edited notes (text in CAPS) at the beginning of the script, before going to Forest Haven, before the Wind and Earth Temples, and before finding all 8 Triforce Charts.
- Corrected the word "HYRULIAN". It should have been Hylian (the cryptic language Jabun and Valoo use). Thank you Coppertop for this correction!
- Added more to the Cheers of CHEERS AND JEERS.
- Added another web site to the DISCLAIMER.

Update 1.41- July 16, 2003-

I'm making just a couple small changes in this update. Thank you everyone for e-mailing me and messaging me about the game script! I have another project I'm working on right now, but I will return to working on this game script.

I updated the following:

- Edited the CHEERS section.
- Added gamespp.com to the DISCLAIMER.

Update 1.51- July 31, 2003-

I updated the following:

- Divided the game script into sections (a through s) to make the FAQ easier to read.
- All of the character actions (in parentheses) are now complete sentences, mostly by adding definite articles like "the" and "a" to them.
- Most of the NOTES (text in CAPS) I made in the game script are at the beginning of the script sections so it's less distracting and easier to read. Some of the NOTES will not be at the beginning due to organization.
- The dialogue for the Wind Requiem is now at the end of Dragon Roost Island instead of the beginning. You can learn it at the beginning, but Medli does not hint at the Wind Requiem until Link needs to leave. Thanks Jediborg for notifying me about it!
- Edited the DISCLAIMER and CHEERS.
- Some of the second quest dialogue was added (see section t).

Update 1.61- August 29, 2003-

Hello, Zelda fans! I have finally made major updates, and I declare this as the final draft of the game script. Due to the fact that I am starting a job and college soon and recently moved to an area where I have limited Internet access, this is why the script took so long to update.

I updated the following:

- Sections A through S were edited and should be 100% accurate.
- Section T, the second quest dialogue, is complete.
- The e-mail policy and the JEERS section were edited. Read the JEERS section before you e-mail me about game help!

3. CHEERS AND JEERS

CHEERS

In other words, this is my thank you section.

I would like to thank:

- My handy tape recorder for keeping records of all the dialogue I read from the game.
- GameFAQs users winnie the poop, doninss, Phoenix 1911, Starvenus, and Ablaster from the FAQ Contributors board for posting tips on making my first FAQ.
- GameFAQS, Neoseeker, and IGN for allowing gamers like myself to submit documents for the public to see.
- Rob for giving the game script a spot on his/her web site.
- Coppertop for letting me know it's Hylian (not Hyrulian) and the fact that a second play-through changes the dialogue and decodes the Hylian language.
- The webmaster of gamespp.com for asking to host this game script.
- Jediborg for telling me the Wind Requiem dialogue was in the wrong place in the Dragon Roost Island section.

JEERS

The Jeers section mentions persons/people who did not benefit me at all. I hope to keep this section as small as possible because I'm a nice person :).

- Even though I only wrote a game script, about 90% of the Zelda e-mails I get are about help on the game. IT GETS ON MY NERVES WHEN THE E-MAILS ARE COVERED IN OTHER FAQS. The biggest reason it bugs me is because these people couldn't take 3 minutes to read another FAQ, and my explanations are not as great as the ones in the FAQs. Therefore, I AM NO LONGER ANSWERING GAME HELP QUESTIONS. THESE PEOPLE ARE WARNED, SO DON'T HARASS ME IF I DO NOT REPLY OR BLOCK YOU. I wish I saved some of the e-mails and messages I had, but I do have one e-mail example. Here is this latest e-mail I got from "Caldwell":

Is their any way around solving all those pictures in the oasis to get the lat map for the tri force

I said I was a nice person, and I did withhold the sender's address. However, this was mentioned in several walkthroughs so I beg you to read them before asking others.

- Another thing that bugs me is the lack of responses I get from e-mail replies. A few

people have e-mailed me about this FAQ, which I promptly respond to. However, some people (they know who they are) do not even respond to my reply questions or write back to me at all. If you are going to write me, take the time to respond to me as I have responded to you. Otherwise, it shows the lack of concern you have for this FAQ :(.

4. GAME SCRIPT (chronological)

NOTE: THIS IS A FINAL DRAFT OF THE WIND WAKER GAME SCRIPT. I FINALLY PLAYED THROUGH THE GAME TWICE AND FINALIZED THE SCRIPT. THIS SHOULD BE 99% ACCURATE (I MAKE MISTAKES AND THE GAME PROGRAMMERS DO TOO), SO NO CHANGES WILL BE MADE FROM NOW ON.

HERE ARE THE REQUIRED CUT-SCENES SEEN IN CHRONOLOGICAL ORDER FROM THE BEGINNING TO THE END OF THE LEGEND OF ZELDA: THE WIND WAKER.

A. PROLOGUE

(The prologue of tapestries begins.)

Narration: 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 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 hours, as doom drew nigh, they left their future in the hands of fate. What became of that kingdom? None remained who knew. 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...

(The prologue of tapestries ends.)

B. OUTSET ISLAND

(On Outset Island.)

Aryll: Big Brother!

(Aryll moves down the ramp.)

Aryll: Big Brother!

(Aryll looks through the telescope.)

(Aryll climbs up the ladder to Aryll's Lookout.)

(Link continues sleeping.)

Aryll: Big Brother!

(Link wakes up.)

Aryll: 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!

(Link looks surprised.)

Aryll: 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?

(Upstairs in Grandma's House on Outset Island.)

Grandma: I've been waiting for you, Link. Here you are, Link. Try these on. Time certainly flies... I can't believe you're already old enough to wear these clothes.

Narration: You got the Hero's Clothes! They look like they might be a little warm for this

weather.

Grandma: 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. In the olden days, this was the day the 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 a way 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 a decoration is another tradition that has been carried down from those days.

(Link tries on the Hero's Clothes.)

Grandma: Does this all make sense to you?

(Link nods head.)

Grandma: 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. Mmmmm! I just know you're looking forward to it. Now go get your sister, Aryll.

(At Aryll's Lookout on Outset Island.)

Aryll: Ah! 'Hoy, Big Brother! Did Grandma make that outfit for you? But, wow you'd look like you'd be way too hot in these clothes. I guess they're pretty neat, though! So, anyway, Link... Can you close your eyes and hold your hands? Just for a second? I'm going to give you my most treasured belonging... But just for one day... Happy birthday!!

Narration: You got the Telescope! This is your sister's most precious belonging. Treasure it dearly! Set it to Y, Z, or X and use by pressing whatever button you set it to. Do it now, and see what you can see!

Aryll: So, well?! Do you like it? I'm letting you borrow this special gift just because you're my big brother! Aren't you lucky? Hee hee hee! Ooh, why don't you try it out! Right now? Try looking over at our house from here.

(Link uses the telescope.)

Aryll: Hey, what's that? Link! Are you looking at the red postbox?

(Link zooms in on the red postbox.)

Aryll: The postman looks kinda of weird, doesn't he? AAAHH! Link! The sky! Look up in the sky!

(Link sees a bird holding girl.)

(Link sees a pirate ship firing cannonballs.)

(A cannonball hits the bird.)

(The bird drops girl into the Forest of Fairies.)

Aryll: Link, this is so terrible! That girl fell in the forest! She needs help! ...But it is too dangerous for you to go in there without something you can use to defend yourself with!

(In Orca's house on Outset Island.)

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 that it is no laughing matter... What say you, Link? Ah. Have you come for some serious instruction in the way of the sword?

(Link answers yes, sir.)

Orca: Very good! Link, your first lesson shall be the horizontal slice! Face me and press B. Do not fear for my safety... I am ready for you.

(Link performs the horizontal slice.)

Good! ...Keep coming at me until you hear me say very good!

(Link continues hitting B.)

Orca: Very good. Next is the vertical slice! Hold L to target me, then press B! Keep swinging!

(Link continues the technique.)

Orca: Very good! Next is the thrust! L-target, then tilt the directional pad up and press B. Come at me! Thrust with your sword! Very good! Keep thrusting!

(Link continues thrusting.)

Orca: Next is the spin attack. Hold B briefly to build up your strength, then release it

(or rotate joystick once and press B.) Very good! More! Keep it up!

Orca: Next is harder! This is a parry attack. L-target until you see A, then quickly press A to perform a defensive strike.

(Link performs the parry.)

Orca: Very good! And again! L-target and watch closely for A!

Orca: Very good! Now finally the jump attack! Draw your sword, L-target, and press A!

(Link performs the jump attack.)

Orca: Come at me once more!

Orca: That was a fine display! And yet... I sense a certain anxiousness of the sword you hold... an eagerness that goes far beyond the mere desire to be wielded on the fields of battle... I do now 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...

Narration: You accepted the Hero's Sword! Wield it with B. Use it wisely and carefully... You don't want to let down the kind old man who has entrusted it to you.

Orca: 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.

(Link and Orca bow to each other.)

(In Forest of Fairies on Outset Island.)

(Link sees Tetra hanging on a tree branch.)

(In front of the tree Tetra is hanging on.)

(Tetra falls from the tree branch.)

Tetra: OWWWCH! Wow. What's with that get-up? Well, whatever. So, where am I...? Oh, that's right! That giant bird came and..

(Gonzo enters Forest of Fairies.)

Gonzo: Miss! Miss Tetra!

Gonzo: 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 off 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!

Gonzo: But Miss... What about this boy?

Tetra: Don't worry about him. Come on!

(Link leaves the Forest of Fairies.)

Aryll: 'Hoy! Big Brother!!

(Aryll waves.)

(Link waves back.)

(Aryll starts to cross the bridge.)

(The bird swoops down and grabs her.)

Aryll: Brother!!!

(Link starts to run after her and falls off the cliff.)

(Tetra grabs Link's hand.)

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

(The bird flies away.)

(On the beach of Outset Island.)

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

(Link nods head.)

Tetra: 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 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, does it??

(Quill enters.)

Quill: And how do you figure that...?

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

Quill: 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 by that bird.

Tetra: And just what do you mean by that?

Quill: 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, that 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:

Quill: 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?

Quill: 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...

Quill: 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 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'd won't be coming back here for a while, so you'd better go say goodbye to your family while you have the chance. I don't want you getting all weepy-eyed and homesick on me!

(Upstairs in Grandma's house on Outset Island.)

(Link finds the Hero's Shield missing.)

(Link goes downstairs.)

Grandma: Link... Is this what you're looking for? ...Take it with you.

Narration: You've got the Hero's Shield! This is the legendary shield said to have been used by the legendary hero himself. Hold R to defend yourself. You can also hold R to defend while L-targeting.

Grandma: I guess it is true. Aryll really has been kidnapped... Hasn't she? What kind of monster would take such a sweet, young child?

(On the beach of Outset Island.)

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?

(Link says yes.)

(The pirate ship leaves Outset Island.)

Townspeople: Good luck, Link! Good luck finding Aryll!! Take care of yourself!

(Link waves back to the townspeople.)

(Grandma watches the pirate ship.)

(Link waves to Grandma.)

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?

(Link looks back at Outset Island.)

C. ON THE PIRATE SHIP

(Inside Tetra's pirate ship.)

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 swabbiebrain!

Niko: First off, you gotta press this switch. This is the only easy part. Just walk up to it and tilt D-Pad Up to step on it. Presto! Switch pressed!

(Niko steps on the switch.)

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

Niko: OK, so I was able to jump on the first one myself... but the next one is too far, right? That's when you gotta do THIS! If you jump right at the rope, you can grab onto it and use D Pad Down/Up to swing. Swing until you get close enough to the next platform then press A to let go and jump to it! So, 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!

(Link completes Niko's test.)

Niko: Whaaaat!? You did it already??? I... I... I'm proud to have you as... As my... As my... underling!

(Niko thinking: 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...)

Niko: 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!

(Link opens the chest.)

Narration: You got the Spoils Bag! You can keep the items you get from enemies in this handy pouch. It can hold up to 8 types of items. Press Y, Z, or X on the Items screen to see what's inside. Press Y, Z, or X again to set and use one of its contents.

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

(On the deck of the pirate ship.)

Tetra: Hey! Link! Here I am! Up here!

Tetra: 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.

(A view of Forsaken Fortress is shown.)

Tetra: There are all sorts of strange rumors about this place. What I do know is that long ago, it used to be a 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 got anywhere near landing there. Hmmm... What do we do now?

(Link is placed inside a barrel.)

Tetra: 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 will be a piece of cake! Is everyone ready!? Never you fear, kid. We're pros. We're going to launch you good. 3 2 1

(Link flies from the catapult and into Forsaken Fortress.)

(Link falls into the water inside Forsaken Fortress.)

D. FORSAKEN FORTRESS

(Inside Forsaken Fortress.)

Tetra (via the pirate's gem): Your sword landed all the way up there? Shoot! I'm sorry! I apologize! I guess my aim was off 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. So... if you see A, you'd better press that button! I put the stone on your Quest Status screen. Press START and use L or R to scroll around. It's pretty basic. Hey, but listen carefully! I need this back after you save your sister, so don't go losing it, you understand?!

(Inside Forsaken Fortress.)

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

(Inside Forsaken Fortress.)

(Link sees Aryll in a jail cell.)

(Link tries to run to Aryll.)

(The giant bird falls through the ceiling.)

(The bird grabs Link and flies through the hole in the ceiling.)

(The bird takes Link to the top of the fortress.)

(A man in a black robe, Ganon, orders the bird to throw Link.)

(Link is thrown into the ocean.)

(Link floats around in the ocean.)

(A boat takes Link out of the water.)

King of Red Lions: Link... Link... Wake up, Link! Pull yourself together, Link!

(Link wakes up inside of a boat.)

King of Red Lions: Well? Have you come to your senses yet? You are surprisingly dull-witted...

(Link falls back in surprise.)

King of Red Lions: 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 the 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 head.)

King of Red Lions: And will you do anything to save her?

(Link nods head.)

King of Red Lions: ...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 could wield after much toil and hardship. Do you understand?

(Link nods head.)

King of Red Lions: 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 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 with 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 not 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 immediately as soon as your errands are done.

E. FIND A SAIL ON WINDFALL ISLAND

(On Windfall Island.)

Zumali: 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 in 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?

(Link says I'll buy it.)

Zumali: 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!!!

Narration: You got a boat's sail! Set it to Y, Z, or X, then use it while on your boat to sail across the sea. Press A to put it away.

Zumali: Yes, yes, yes! You have made a good purchase today, my young master! You have saved my life and business as well! Treasure it dearly! It is the finest sail in the world! Treat it as such!

(On Windfall Island.)

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! Come next to my hull and press A to climb aboard. Set the sail you've got to Y, Z, or X, and press that same button to hoist it. The sail will catch the wind, which will push the boat forward. The Up button that appears behind me indicates wind direction. Use the joystick to steer. If you wish to move quickly, you should keep the wind blowing directly into the sail. You can always press A to put away the sail. Try it when you want to adjust your speed. Did you understand all that?

(Link says yes.)

King of Red Lions: Oh! One more thing. When you are out at sea with few landmarks to go by, you will be at the mercy of your Sea Chart. I have marked the place we should currently be heading for on your Sea Chart. If you get lost at sea, simply press D-Pad Up to open the chart and confirm your position. Now! A westerly wind blows! Hop in and let it carry us to the east!

F. DRAGON ROOST ISLAND

(Near Dragon Roost Island.)

King of Red Lions: 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 go 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's a baton of sorts that was used long ago when people played music in prayer of the gods. In those days, simply using it allowed one to borrow the power of the gods, but I don't know if it still works. Even so, I thought it might be of some use to you. Perhaps you should try using it. First, conduct in 3/4 time! Do not touch the joystick. Just try to match rhythms by tilting C-Up, C-Down, and C-Right!

(Link matches the rhythm.)

King of Red Lions: Very nice! That was splendid! Next is 4/4 time. Hold D-Pad Left to change rhythm, then match the rhythm and tilt C-Up, C-Right, C-Left, and then C-Down!

(Link matches the rhythm.)

King of Red Lions: That's it, Link! That was not bad for your first time using the Wind Waker! You can also conduct with it in 6/4 time by tilting D-Pad Right. You would do well to remember that.

Narration: You received the legendary Wind Waker! By using this magical conductor's baton, you can borrow the power of the gods! Set it to Y, Z, or X and use it by pressing whatever button you set it to. To conduct, use the C stick to choose notes. Don't tilt the joystick to conduct in 3/4 time. Hold D-Pad Left to conduct in 4/4 time. Hold D-Pad Right to conduct in 6/4 time.

(On Dragon Roost Island.)

Quill: Link? Link, is that you? It is! I'm pleased to see that you're OK. I must say... you've traveled far for one with no wings... And your sister? Is she...?

(Link looks away from Quill.)

Quill: 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!

(Quill flies away.)

(On Dragon Roost Island.)

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 you let us know if there is anything we can do to help you. We shall do anything 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?

(Link nods head.)

Quill: 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 and speak freely of his fears and worries.

(Chieftain thinks: That may be...)

Chieftain: 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?

(Link nods head.)

Chieftain: 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 of you to give to my son. A young girl named Medli is holding it for me. Will 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.

Narration: 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. Select it on the Items screen and press Y, Z, or X to see what you have inside.

Chieftain: You should find Medli in one of the upper rooms. Leave the great Valoo to us. In the meanwhile, do your best to aid Prince Komali!

(The chieftain flies away.)

(On Dragon Roost Island.)

Medli: Oh, so you're the fellow with the green clothes and strange-shaped hat? You're Link, right? Oh, me? I'm an attendant of 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.

Narration: 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? When you want to take it out, choose your Delivery Bag on the Items screen and set this letter to Y, Z, or X.

Medli: 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.

(In Prince Komali's room at Dragon Roost Island.)

Prince Komali: 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 suppose to get a scale from him when he's so upset? What? Are you trying to tell me 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!

(In front of Dragon Roost Cavern.)

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?

(Medli thinks: Oh... That's doesn't sound right... Not at all.)

Medli: 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 yet worthy of being mentioned in the same breath as her. If only I'd possess 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?

(Link says sure.)

Medli: 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!

(Link throws Medli successfully onto the ledge.)

Medli: 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.

(Medli thinks: I'm not exactly bursting with confidence, but...)

Medli: Look, if anything happens to me... Please look after Prince Komali! This is all I have to give to you. I know it's not much, but please take it!

Narration: You got an empty bottle! Set it to and use it with Y, Z, or X. Bottles are great for carrying water and holding other things.

Medli: 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.

(Medli leaves.)

Narration: You filled your bottle with water! Try pouring it on something that looks dry and withered.

(On top of Dragon Roost.)

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.

Narration: You got the Grappling Hook! This was an item used by the Rito people before they had wings. Set it to Y, Z, or X on the Items screen, then press that button to aim. Use this item to latch on to anything with a yellow symbol on it. You can even use it to haul things up from the sea floor while on your boat.

Medli: Here, Link. Climb up that little ledge over there, so I can show you something.
(Medli flies away.)

(After defeating the boss of Dragon Roost Cavern.)

Medli: Link! Well, Prince Komali? Don't you have something you want to say?

Prince 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 you most will give me the courage I need to stand up to bad things!

Narration: You received Din's Pearl! This is the gem that Ritos claim was passed down from the great goddess!

Medli: The Great Valoo is grateful to you, Link.

(Valoo speaks the Hylian language.)

Medli: Use the wind god's...wind? That's what he said, but I don't understand. I wonder what it means? The wind's god wind... I wonder if what he's talking about has anything to do with the Wind Shrine that's through that tunnel...

Medli: 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!

(Komali leaves.)

Medli: Hey! Prince Komali! Thanks so much, Link. See you again someday!

(Medli leaves.)

(On Dragon Roost Island.)

Narration: You learned the Wind's Requiem!

(Zephos appears.)

Zephos: 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 now 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!

(Zephos laughs and leaves.)

(On Dragon Roost Island.)

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!

(Near Dragon Roost Island.)

Fish: 'Hoy! Hold it right there, small fry!

(The fish jumps out of the water.)

Fish: 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 me 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! There's a real peculiar cave towards 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! 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!

(The fish leaves.)

G. FOREST HAVEN

(Near Forest Haven.)

King of Red Lions: Yes! Do you not see what rises up from the horizon? That is where you must go, Link... The Forest Haven.

(King of Red Lions docks at Forest Haven.)

King of Red Lions: 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.

(After removing the ChuChus from the Deku Tree in Forest Haven.)

(The Deku Tree speaks the Hylian language.)

Deku Tree: 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?

(Link nods.)

Deku Tree: 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!

(The Koroks appear.)

Deku Tree: 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 ever 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 enters.)

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

Foolish little Makar... Link, you have heard all this? The Forbidden Woods are right beside the hollowed 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! Forgive me, Link, but could you climb up to my crown and get the leaf from up there?

(After getting the Deku Leaf on the Deku Tree's crown.)

Narration: You got the Deku Leaf! Set it to and use it with Y, Z, or X. Plant your feet on the ground and use it to blow blasts of air at object and enemies. You can also jump in the air and use your magic power to drift on the currents of the wind!

Linder: Swordsman! Over here! Please! You must fly from over there to here using your Deku Leaf!

(Inside the Forbidden Woods on Forest Haven.)

(Link opens the chest.)

Narration: You got the Boomerang! Set it and throw it with Y, Z, or X. Target specific objects by holding the button you set it to and aiming at something until the red targeting cursor changes to a yellow symbol. You can target up to five objects at once.

(Inside the boss room in Forbidden Woods on Forest Haven.)

(Link sees Makar and smiles at him.)

(Makar is swallowed by the boss.)

(After defeating the boss of Forbidden Woods on Forest Haven.)

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!

(On Forest Haven.)

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.

(The Great Deku Tree shakes until Farore's Pearl falls out.)

Narration: 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.

Deku Tree: 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!

(Makar plays his violin.)

(The Korok ceremony begins.)

(The Deku Tree produces seeds.)

(The Korok fly up and pick the seeds.)

Korok: Great Deku Tree! This year, you have once again produced some splendid seeds.

Korok: 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!

(The Koroks with the seeds fly away.)

(On Forest Haven.)

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!

H. THE SEARCH FOR JABUN

(On Greatfish Island.)

King of Red Lions: Look, Link! Do you see it? ...What has happened to this place?

(King of Red Lions docks on Greatfish Island.)

King of Red Lions: 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: Ho, there! Link!

(Quill flies into view.)

Quill: 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.

(Link shouts in surprise.)

Quill: 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 that 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!

(Quill flies away.)

(On Greatfish Island.)

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?

(On Windfall Island.)

King of Red Lions: 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.

(Link nods head.)

(Inside the bomb shop on Windfall Island.)

(Link watches the pirates from the bomb shop rafters.)

(Gonzo ties up the bomb shop owner.)

Gonzo: 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?

Mako: 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 say we sail tomorrow, yeah? What do you say, Miss? That treasure isn't going anywhere! You're with me, right, boys?! Who's for a night of fun?

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 more worried about that island than the treasure, Miss...

Tetra: Don't be ridiculous! I want, you know...

(Tetra thinks: the treasure...)

(Tetra winks at Link.)

Tetra: All right! Fine! Have it your way! We can leave tomorrow, you big babies. But we're setting sail at first light, so no sleeping in! Understood?

Pirates: 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 (RANDOM PASSWORD GIVEN), yeah? Remember? You know that Niko won't let you in if you don't say it exactly right!

(Gonzo thinks: And he's real picky about it... So I'll say it once more...)

Gonzo: Today's password is (RANDOM PASSWORD GIVEN), yeah?

Mako: (RANDOM PASSWORD GIVEN), eh?

(Outside the door to the pirate ship's interior on Windfall Island.)

Niko: (RANDOM QUESTION)?

(Link gives the RANDOM PASSWORD.)

Niko: Right, right! You may enter!

(Inside the pirate ship on Windfall Island.)

Niko: 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 when 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!

(Link completes Niko's second test.)

Niko: What?! You gotta be... You did it already?! You're... You're incredible!

(Niko thinks: This isn't good... I 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, everybody will know for sure... Oh, I'll be so busted...)

Niko: 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?!?

(Niko leaves the room.)

(Link opens the chest.)

Narration: You got bombs! You can carry up to 30. Pull one out, then press A to throw it, or R to set it at your feet. Try it out... it's a blast! Using bombs while on your boat gives you a mighty cannon you can use to fight off seagoing enemies. Set them to and use them with Y, Z, or X!

Tetra (via the Pirate's Gem): 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!

(On Windfall Island.)

King of Red Lions: Well done! Our preparations are complete. If what the girls 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!

(On Outset Island.)

King of Red Lions: 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.

(On Outset Island.)

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.

(Inside Jabun's cave after unsealing the entrance on Outset Island.)

(Jabun speaks the Hylian language.)

King of Red Lions: Well met indeed, Jabun. I am pleased to see that you are safe...

(Jabun speaks the Hylian language.)

King of Red Lions: Yes. It seems that Ganon has returned. There can be no other explanation.

(Jabun speaks the Hylian language.)

King of Red Lions: Unfortunately, that is not so.

(Jabun speaks the Hylian language.)

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 speaks the Hylian language.)

King of Red Lions: I do. It is the only way.

(Jabun speaks the Hylian language.)

(Jabun drops Nayru's Pearl in front of Link.)

Narration: You got Nayru's Pearl! The water spirit Jabun was kind enough to give you this jewel, a treasure of one of the goddesses!

(Jabun speaks the Hylian language.)

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 speaks the Hylian language.)

King of Red Lions: ...I believe I have.

(Jabun speaks the Hylian language.)

(Jabun dives underwater.)

I. THE TRIANGLE ISLANDS

(Outside of Jabun's Cave on Outset Island.)

King of Red Lions: 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 the pearls. Are you ready, Link? I have marked 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.

(At the statue on one of the Triangle Islands.)

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

(Link places one of the pearls in the statue's hands.)

(The statue glows.)

Narration: You placed (name of pearl) in the ancient statue's hands. Two pearls remain.

(At the statue on one of the Triangle Islands.)

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

(Link places one of the pearls in the statue's hands.)

(The statue glows.)

Narration: You placed (name of pearl) in the ancient statue's hands. One pearl remains.

(At the statue on one of the Triangle Islands.)

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

(Link places one of the pearls in the statue's hands.)

(The statue glows.)

Narration: You placed (name of pearl) in the ancient statue's hands.

(The statue glows again.)

(Link backs away from the statue.)

(The statue stops glowing.)

(Link pauses for a moment and then moves closer towards it.)

(The statue explodes.)

(Link flies through the air.)

(The three statues create an image of the Triforce.)

(A tower rises out of the Great Sea.)

(Link falls in front of the tower.)

(The King of Red Lions sails to Link.)

King of Red Lions: 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 trials of the gods!

J. THE TOWER OF THE GODS

(Inside the Tower of the Gods.)

Narration: You learned the Command Melody!

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

(Inside the Tower of the Gods.)

(Link opens the chest.)

Narration: You got the Hero's Bow! Set it to Y, Z, or X, then use it with the button you've set it to. Hold the button to nock an arrow and release the button to shoot. You can carry up to 30 arrows.

(Inside the boss room in the Tower of the Gods.)

Boss: You have done well to find this place. Oh, Chosen One... Accept this final challenge...

(Two hands come out of the wall.)

(A face comes out of the wall.)

(After defeating the boss in the Tower of the Gods.)

Boss: The path can now be opened. Oh, Chosen One... What will now come to pass is tied to your fate-the path that you have chosen. Go forward with caution.

(On top of the Tower of the Gods.)

(Link rings the bell on top of the Tower of the Gods.)

(A ring of light appears.)

(Link and the King of Red Lions sail towards a ring of light in the ocean.)

King of Red Lions: You have done well, Link. It would seem that 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?

(Link nods head.)

(Link and the King of Red Lions sail into the ring of light.)

(Link and the King of Red Lions move down deeper into the ocean until they reach a castle.)

K. HYRULE, THE WORLD UNDER THE SEA

(At Hyrule Castle.)

King of Red Lions: You're probably wondering where we 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!

(Inside the basement of Hyrule Castle.)

King of Red Lions (via the Pirate's Gem): Excellent, Link. To receive 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!

(Link pulls out the Master Sword.)

(Link is blinded by a light, and the castle returns to life.)

(Link practices some moves with the Master Sword.)

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

L. RETURN TO FORSAKEN FORTRESS

(Inside Forbidden Fortress.)

King of Red Lions: 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!

(Inside Forbidden Fortress.)

(Link opens the chest.)

Narration: You got the Skull Hammer! Set it to and use it with Y, Z, or X. This mighty
hammer can break things and pound obstacles into the ground. Some enemies even get stunned
by the shock waves it causes when you pound the ground with it.

(At the jail cell in Forsaken Fortress.)

Aryll: Big Brother! You're OK! ...I was... worried.

(Link tries to open the jail door.)

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!

(Tetra looks at Link suspiciously.)

Tetra: ...That sword! Where did you get that?! Are you... Is it even possible...?

(Tetra thinks: ...How could it be?)

Tetra: Hmm... Well, never mind about that. For now, we'll just take these girls. I'm sure
their fathers back at town will pay a handsome reward for their return.

(Two of the pirates free the girls.)

(Aryll smiles.)

(Link smiles.)

Tetra: I'm so sorry to interrupt such a heartwarming reunion... But isn't there still
something you need to take care of?

(Link nods head.)

Tetra: 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, grownup things. He'll be back soon, so you just wait nice
and quiet until he returns, OK?

(Aryll thinks: But, 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!

(Gonzo picks up Aryll and carries her away.)

Aryll: Big Brother!

Tetra: Link! We'll be back. I swear it!

(The door closes behind Tetra, trapping Link inside.)

(The bird starts to flood the room with water.)

(After defeating the bird at Forsaken Fortress.)

(Link hits the bird with the Skull Hammer.)

(The bird falls below into the water.)

(The bird comes out of the water and closes the tower's interior to trap Link on top of
the tower.)

(After defeating the bird a second time at Forsaken Fortress.)

(The bird tries to retreat and explodes.)

(In Ganon's room in Forsaken Fortress.)

Ganon: 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.

(Link screams out in surprise.)

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

by chance notice how all 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 a seal on me and my magic intact! By withdrawing the blade, you have broken that seal...

(Link's eyes grow wide.)

(Link tries to attack Ganon.)

(Ganon hits Link.)

(Ganon draws his sword.)

Ganon: 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!

(Ganon raises his sword.)

(Tetra enters and distracts Ganon.)

Tetra: Link! Get up!

(Ganon grabs Tetra.)

Tetra: Uhh! Stop! Let...Let me go!

Ganon: You pathetic little sea rat!

(Ganon's hand glows.)

(Ganon becomes surprised.)

Ganon: !?!

Ganon: 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...

Ganon: Feigning ignorance will gain you nothing. Tell me... If you are not Zelda, then why do you have this fragment of the Triforce?

(Quill and Komali appear, swoop down, and take Link and Tetra away.)

(Valoo attacks Forsaken Fortress and Ganon's room.)

(Ganon's room goes up in flames.)

(Quill and Komali fly to the King of Red Lions.)

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

Komali: 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 speaks the Hylian language.)

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 speaks the Hylian language.)

(Valoo flies away.)

King of Red Lions: Link, I will explain things later! Now we must return to the world beneath the sea!

M. RETURN TO HYRULE, THE WORLD UNDER THE SEA

(At Hyrule Castle.)

(Tetra wakes up.)

Tetra: Ohhh... Owwww... Link! You're all right? What is this place...? Hey! And Ganondorf! What happened to him?

King of Red Lions (via the Pirate's Gem): Link! What are you doing? You must come now to the room where you got the Master Sword!

(Tetra thinks: Who is using that stone...?)

Tetra: 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 of Red Lions (via the Pirate's Gem): ...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!

(In the basement of Hyrule Castle.)

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

Daphnes (with his back turned): This 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.

Daphnes: Have neither of you have heard the tales? The tales of the kingdom spoken of in the legend of the great hero... The place where the power of the god 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 away the people 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 remained below never waking from its slumber. Tetra, come to me.

(Tetra walks towards Daphnes.)

(Daphnes' hand glows.)

Daphnes: The 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 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.

(Daphnes' other hand glows.)

(The glowing hands make a triangle that shoots out light.)

(Link shields his eyes.)

(Tetra turns into Princess Zelda.)

(The Triforce appears on Zelda's hand.)

Zelda: My... fate...

Daphnes: You are the true hero of the royal family of Hyrule... the last link in the bloodline. You are Princess Zelda.

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

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

Zelda: 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 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!

(Link nods head.)

Daphnes: 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!

(Daphnes teleports out of the basement.)

Zelda: 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 waves then walks away.)

Zelda: Link... Be careful...

(Link leaves the basement.)

(The entrance to the basement is sealed shut.)

(At Hyrule Castle.)

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 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!

N. PREPARATIONS FOR THE EARTH AND WIND TEMPLES

(Outside of the Tower of the Gods.)

King of Red Lions: 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.

(In the cyclone near the Mother and Child Isles.)

Cyclos: Foolish creature who does not fear the gods! To the end of the sea with you! Let the winds of Cyclos's wrath blow you away!!!

(After hitting Cyclos 3 times with your Hero's Bow.)

(The cyclone stops.)

Cyclos: 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!

(Link matches Cyclos's rhythm.)

Narration: You learned the Ballad of Gales!

Cyclos! 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 my cyclones. Well, I'll guess I'll head home for now! See you on down the road!

(Cyclos flies away.)

(After using the Ballad of Gales to teleport to the Mother and Child Isles.)

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 you new power to the bow that you wield.

(The fairy queen sends two fairies over to Link.)

Narration: The powers of fire and ice have been added to your arrows! When you take out your bow, use R to change arrowheads then fire away!

Fairy queen: 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!

(Link gives an awkward smile.)

(The fairy queen disappears.)

(Inside Fire Mountain.)

(Link opens the chest.)

Narration: You got the Power Bracelets! Both arms are now stronger than ever! Press A to grab and lift objects.

(Inside Ice Ring Island.)

(Link opens the chest.)

Narration: You got the Iron Boots! These boots are so heavy you can hardly walk, but the wind can't blow around you when you wear them!

O. THE EARTH SAGE AND THE EARTH TEMPLE

(On Headstone Island.)

(Link matches the rhythm on the wall.)

Narration: You learned the Earth God's Lyric!

(The Triforce on the wall glows.)

(A spirit appears.)

Laruto: 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.

(Laruto disappears.)

(On Dragon Roost Island.)

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!

(Medli thinks: Hee hee...)

Medli: 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.

(Link shows Medli the Wind Waker.)

Medli: Hey, is that the Wind Waker?! Wow! Link, will you conduct me? I wonder how I'll do...

(Link plays the Earth God's Lyric in front of Medli.)

Medli: 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...

(Medli faints.)

(Medli appears in a dark place.)

(Laruto appears and plays her harp in front of Medli.)

(Medli imitates Laruto.)

(Medli and Laruto play their harps together.)

(The Triforce appears in front of Medli.)

(The Master Sword lies in the background.)

(Medli wakes up.)

Medli: Just now, a sage spoke to me. She spoke so gently... There is something... something 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.

(Prince Komali flies above Medli and Link.)

Medli: Let's go now, quickly and quietly. Oh, Komali... I just want him to remember me as a simple attendant...

(Prince Komali lands and finds Medli and Link gone.)

(On Headstone Island.)

King of Red Lions: 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.

(Medli nods head.)

King of Red Lions: 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 nods head.)

King of Red Lions: Link, protect Medli. And Medli, protect Link. The power to repel evil shall surely be returned to the Master Sword!

(Link and Medli nod at each other and enter the Earth Temple.)

NOTE: THERE IS DIALOGUE IN THE EARTH TEMPLE THAT INVOLVES MEDLI TELLING LINK HOW TO CONTROL HER INDIVIDUALLY. BECAUSE OF MY OPINION THAT IT DOES NOT FIT THE GAME SCRIPT, I HAVE OMITTED THIS DIALOGUE.

(Inside the Earth Temple.)

(Link opens the chest.)

Narration: You got the Mirror Shield! Its shiny surface reflects beams of light. Hold R to shield and use the joystick aim its reflection.

(Inside the Boss Room in the Earth Temple.)

(Medli enters.)

(Link conducts the Wind Waker while Medli plays her instrument.)

(Laruto appears and plays her instrument also.)

(Laruto disappears.)

Narration: 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 to continue to pray. You must hurry! ...And Link!

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

P. THE WIND SAGE AND THE WIND TEMPLE

(On Gale Island.)

(Link matches the rhythm on the wall.)

Narration: You learned the Wind God's Aria!

(A spirit appears.)

Fado: 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?

(Link nods head.)

Fado: 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 that 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 you 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!

(Fado disappears.)

(Behind the waterfall at Forest Haven.)

(Link shows Makar the Wind Waker.)

Makar: 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!

(Link plays the Wind God's Aria.)

Makar: Hmmm... Does it go something like... this? Strange... Why does it feel like I already know this song...?

(Link conducts while Makar and Fado play their instruments.)

(Link, Makar, and Fado finish and bow.)

Makar: 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.

(On Gale Island.)

King of Red Lions: 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 by cooperating, the two of you can overcome the dangers and pitfalls of this temple...

NOTE: THERE IS DIALOGUE IN THE WIND TEMPLE THAT INVOLVES MAKAR TELLING LINK HOW TO CONTROL HIM INDIVIDUALLY. BECAUSE OF MY OPINION THAT IT DOES NOT FIT THE GAME SCRIPT, I HAVE OMITTED THIS DIALOGUE.

(Inside the Wind Temple after Makar is grabbed by a Floormaster.)

(Makar becomes trapped inside a cage.)

Makar: 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...

(Inside the Wind Temple.)

(Link opens the chest.)

Narration: You got the Hookshot! It extends! It retracts! It latches onto things! What a cool invention! Set it to Y, Z, or X then hold the button you've set it to and aim with the joystick. Release the button to fire out the Hookshot.

(After defeating the boss of the Wind Temple.)

(Fado and Makar play their instruments.)

(Link conducts.)

Narration: 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!

Makar: Link, I have fully restored the power to repel 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.

(Link steps into the light.)

Q. FIND THE TRIFORCE SHARDS

NOTE: BETWEEN HERE AND THE NEXT SCENE, THERE ARE NUMEROUS REQUIREMENTS NEEDED TO FIND ALL

8 TRIFORCE CHARTS (E.G. GET THE CABANA DEED AND ENTER THE GHOST SHIP). THESE REQUIREMENTS CAN BE COMPLETED IN ANY ORDER POSSIBLE. THEREFORE, NO DIALOGUE WILL BE SHOWN SINCE EVERY PERSON WILL COMPLETE THINGS IN A DIFFERENT ORDER :).

(On Gale Island.)

King of Red Lions: ...I see. So... the Forsaken Fortress has already...

Fish: 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, crackled ground!

King of Red Lions:

Fish: Why? What ails you? What? Lose the long face! The monsters are gone from the world! Doesn't that make you a little happy?

(The fish dives underwater.)

King of Red Lions: 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's not a creature stirring in 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 that 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!

(After finding a Triforce Chart.)

(Link opens a chest containing a Triforce Chart.)

Narration: You got a Triforce Chart! You can't read it by yourself, so you'll have to get it deciphered somewhere.

(On Tingle Tower after finding a Triforce Chart.)

Tingle: Oh! Mr. Fairy! I've been longing to see you, sir! What should we play? What do you want to play? What? You're not here to play? HmMMMM?! 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?

(Link says sure.)

Tingle: Tingle! Tingle! Kooloo-limpah! Become... READABLE!

Narration: You got your chart deciphered! Now you can use it to find a piece of the Triforce! Press D-Pad Up to open your Sea Chart to check its location!

Tingle: Would you like me to decipher another chart for 398 Rupees?

(Link says sure.)

(After deciphering all eight Triforce Charts at Tingle Tower.)

Tingle: 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 the chart to help you find the treasure!

(After opening the chest of your first located Triforce Shard.)

Narration: You got a Triforce Shard! You need seven more shards to form a complete piece of the Triforce!

(After opening the chest of your second located Triforce Shard.)

Narration: You got a Triforce Shard! Now you need only six more!

(After opening the chest of your third located Triforce Shard.)

Narration: You got a Triforce Shard! Now you need only five more!

(After opening the chest of your fourth located Triforce Shard.)

Narration: You got a Triforce Shard! Now you need only four more!

(After opening the chest of your fifth located Triforce Shard.)

Narration: You got a Triforce Shard! Now you need only three more!

(After opening the chest of your sixth located Triforce Shard.)

Narration: You got a Triforce Shard! Now you need only two more!

(After opening the chest of your seventh located Triforce Shard.)

Narration: You got a Triforce Shard! Now you need only one more!

(After opening the chest of the last Triforce Shard.)

Narration: You got a Triforce Shard! At last, you've found the last shard! Fused together, all eight form the Triforce of Courage!

(The Triforce of Courage forms.)

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!

(At the Tower of the Gods.)

King of Red Lions: Well done, Link. You must show the Triforce piece you have assembled to the gods.

(Link shows the Triforce of Courage.)

(The yellow portal to Hyrule opens.)

(The Triforce of Courage appears on Link's hand.)

King of Red Lions: 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 and Link enter the yellow portal.)

R. HYRULE AND GANON'S TOWER

(Inside the basement of Hyrule Castle.)

(Link runs towards Zelda.)

(Zelda disappears in front of Link.)

Ganon: 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!

(Flames surround Link.)

(Two knights drop from above.)

(Outside of Hyrule Castle after defeating the two knights.)

(Link swings the restored Master Sword at Ganon's barrier.)

(Ganon's barrier shatters into pieces.)

(Inside Ganon's Tower.)

King of Red Lions: 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, climb into the boat and enter the column of darkness!

(Inside Ganon's Tower.)

Narration: You got the Light Arrow! When you take out your bow, use R to change arrowheads, then fire away. The sacred light of these arrows can pierce pure evil itself!

(Inside Ganon's room in Ganon's Tower.)

(Link moves towards a covered bed.)

(Link sees Zelda.)

Ganon: Do you sleep still? Wait! Do not be so 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?!

(Ganon laughs.)

Ganon: How ridiculous... So many pathetic creatures, scattered across a handful of islands, drifting on this sea like fallen leaves on a forgotten pool... What they can

possibly hope to achieve? Don't you see? All of you... Your gods destroyed you! I have been waiting for you, boy. For one like you... Yes... For the hero.

(Ganon laughs.)

Ganon: Do not betray my expectations.

(Ganon transforms into a giant monster.)

(The bed holding Zelda is raised above the ground.)

(After defeating Ganon's 3 monster creations.)

Ganon: Yes, surely you are the Hero of Time, reborn...

(Ganon appears high above Link carrying Zelda.)

Ganon: Your time has come... Come now... Stand before me!

(Ganon moves up the tower carrying Zelda.)

(On top of Ganon's Tower.)

Ganon: 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 brought 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...

(The crest of courage glows on Link's hand.)

(Ganon attacks Link.)

(Link's sword flies out of his hands and lands near Zelda.)

(Link falls to the ground.)

Ganon: Do not fear. I will not kill you... I merely have need of the power that dwells within you.

(Ganon lifts up Link.)

Ganon: Now! Let us put an end to that which binds us together!

(Ganon combines the 3 parts of the Triforce together.)

(Ganon drops Link.)

Ganon: Gods! Hear that which I desire! Expose this land to the rays of the sun once more! Let them burn forth! Give Hyrule to me!!!

Daphnes: He who touches it will have whatever he desires granted... That is what you said, is it not, Ganondorf? 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!!!

(The Triforce glows.)

Daphnes: And let our destinies finally be fulfilled... Ganondorf! May you drown with Hyrule!!!

(The Triforce splits apart.)

(Ganon laughs.)

(Water rains down and surrounds Ganon's Tower.)

Ganon: This is foolishness... A future... for you?

(Link gets up.)

Zelda: What are you laughing at, Ganondorf?! You're insane!

(Zelda gives Link the Master Sword.)

Zelda: Link! I'm sorry! I overslept! 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!

Ganon: Very well, then... Allow me to show you...

(Ganon draws his two swords.)

Ganon: Your future... Yes... Allow me to show you... Just what hope you have... ...See how much your precious Triforce is worth!

(At the beginning of the final battle with Ganon.)

Zelda: I'll use this bow to cover you! Attack him as best as you can!

(After hitting Ganon with the Master Sword a few times while he's stunned by Light Arrows.)

(Ganon knocks out Zelda.)

(Zelda wakes up.)

Zelda: Link! You have to distract him! Are you ready?! I'll aim for you! And you use your shield... Do you get it?

S. ENDING

NOTE: OBVIOUSLY, THIS AT THE VERY, VERY END. I WOULDN'T WANT ACCIDENTAL READING OF IT EITHER :). IF YOU HAVEN'T COMPLETED THE GAME YET, I URGE YOU TO DEFEAT GANON TO MAKE THE MOST OUT OF THIS DIALOGUE.

(On top of Ganon's Tower.)

(Link successfully deflects a Light Arrow from Zelda to hit Ganon to stun him.)

(Link parries and brings the Master Sword down into Ganon's head.)

Ganon:Ughnn... Heh Heh... The wind... It is blowing...

(Link gets away from Ganon.)

(Ganon turns to stone.)

Zelda: Link!!!

Daphnes: 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 kingdom 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!

Daphnes: Yes, of course... We have a ship! We can find it. We WILL find it! The land that will be the next Hyrule!

Zelda: So...

Daphnes: ...Ah, but child... That land will not be Hyrule. It will be YOUR land!

(Water pours down and surrounds Link and Zelda.)

(Link and Zelda are enveloped in air suits.)

(Link tries to grab Daphnes' hand and fails.)

(Link floats up towards the surface.)

Daphnes: I have scattered the seeds of the future...

(Link and Tetra wake up floating together in the water.)

(Prince Komali hovers in front of Link and Tetra.)

(Behind them are the pirates waving from the pirate ship.)

(Aryll is on the top deck waving.)

(Tetra waves back at Aryll.)

(Link waves back at Aryll.)

(Medli and Makar are seen near the cabin door on the pirate deck.)

(Prince Komali is seen again hovering in the air near Link and Tetra.)

(The credits roll.)

(The credits end with two bubbles of Link and Tetra floating up next to each other.)

(On Outset Island.)

(The pirate ship with Tetra and King of Red Lions with Link are docked along the beach.)

(The townspeople of Outset Island are on the beach watching the boats.)

(Link sets sail.)

(Tetra sets sail.)

Tetra: Anchors aweigh!!! Hold the tiller steady!!! As for our destination... The wind will guide us!

(The people of Outset Island wave to the boats.)

(Aryll goes to the end of the dock and waves.)

THE END -THE LEGEND OF ZELDA-

Narration: The game will save and make a file for a second play-through. To keep current save data, save over a new quest log. Do you want to save?

T. SECOND QUEST DIALOGUE

NOTE: HERE ARE SOME OF THE CHANGES IN DIALOGUE WHEN YOU PLAY THROUGH THE GAME A SECOND TIME. AS FAR AS I KNOW, THE CHANGES INVOLVE THE CHARACTERS REACTING TO LINK'S CLOTHES DIFFERENTLY AND THE HYLIAN LANGUAGE IS DECIPHERED.

B. OUTSET ISLAND

(In Grandma's House on Outset Island.)

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

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

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

Grandma: Well, today is the day we commemorate the fact that you've reached 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!

(At Aryll's Lookout on Outset Island.)

Aryll: Oh, you always wear the same outfit... I think you need a new look...

F. DRAGON ROOST ISLAND

(On Dragon Roost Island.)

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

Valoo: O Hero! Thank you! O Hero! Use the wind god's wind!

G. FOREST HAVEN

(On Forest Haven.)

Deku Tree: That garb you wear... Could you be the legendary hero? Has the king at long last found the Hero of Time?

(Link looks surprised.)

Deku Tree: What is the matter? Do you not understand the ancient Hylian tongue? So... you are not the Hero of Time.

H. THE SEARCH FOR JABUN

(Inside Jabun's cave after unsealing the entrance on Outset Island.)

Jabun: Well met, Hyrule King!

Jabun: The evens which we have long feared seem to have been set into motion.

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

Jabun: Then for what purpose have you come to see me?

Jabun: Promise? You suggest that I leave the fate of Hyrule up to mere chance?

Jabun: I see. Then I suppose it is up to the gods to deem whether his courage is true. I give to you the guideposts to the gods.

Jabun: This jewel should dispel the curse that Ganon has cast upon this land.

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

Jabun: That is well. You must protect Zelda. She cannot be permitted to fall into the hands of Ganon. I am counting on you!

L. RETURN TO FORSAKEN FORTRESS

(After escaping Forsaken Fortress.)

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

Valoo: I see... And I agree. Very well, then! We are counting on you!

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