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## 00. Intro

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I'm back! Did you miss me? Good, I missed me too. I never really planned on writing FAQs again, but this new Zelda is just too good to pass up. And since I've written for the previous two Zelda games, it only seemed right to do an FAQ for the newest installment in the spectacular Zelda series.

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## 01. The Legend Continues

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Long ago, there existed a kingdom where a golden power lay hidden. One day, a man of great evil found this power and took it for himself, and with it at his command, he spread darkness across the kingdom. But then...just as all hope had died, a young boy clothed in green appeared as if from nowhere. Wielding a blade that repelled evil, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend.

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

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

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

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## 02. Game Basics

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## Controlling Link:

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Walk/Run/Swim/Jump - Control Stick  
Crouch/Crawl - R Trigger, tilt the control stick to crawl  
Defend - R Trigger with weapon out  
Swordplay - B (more techs below)  
Action - A and R Trigger, depending on your situation  
Camera - C-stick to change the camera view  
Target Lock - L Trigger

## In-Depth Controls:

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Control Stick: The control stick controls Link, and the direction that you want him to move. Since it's an analog stick, the speed that he moves depends on the amount of pressure you put on the stick itself. It also controls what direction you wish to aim something, or the direction you wish to look in the First-Person view.

Jumping: This can be done by simply pressing forward on the control stick, and by having Link running at full speed. When Link reaches the end of a ledge or edge, he will automatically jump. The longer you run, and the faster you run, the farther Link will jump.

Swimming: This too can be controlled with the control stick, and you can also control the speed in which you swim.

A button: This is the action button. This is the blue icon at the top of your screen, and controls what actions you can do. The text appearing on the icon changes depending on what Link is doing, and where he is standing, and it tells what Link can do at a certain time.

Some of the actions include:

Grab: Up/Down + A

Drop: A while hanging from a ledge.

Throw/Place: Up + A, after grabbing with the A button.

Open: Press A in front of a door/gate.

Speak: Press the A button near someone, or while somebody is highlighted with L-Targeting.

Check: Press the A button in front of a sign, or after you have targeted it with L-Targeting (use the Left Trigger)

The A button also does some battle actions, like:

Jump Attack: L + A after drawing your sword

Back Flip: L + Down + A

Side Jump: L + Left/Right + A

Roll Attack: Up + A

B button: This is the attack button. You can perform various attacks with this button. Some of the attacks include:

Vertical Swing: L or Up + B

Horizontal Swing: B, or Z + Left/Right + B

Stab: L + Up + B

Spin Attack: 360 degrees with Control Stick + B, or hold B, then release it.

R Trigger: This is the defend button. Pressing it will raise Link's shield.

L-Trigger: This is the all-important L-Targeting feature. This allows Link to lock onto any target, and NEVER lose sight of this target. This is great for battles, and fast moving enemies. While in L-Targeting mode, Link will attack/check/speak to whatever is targeted.

X-Y-Z buttons: These buttons are able to hold any three items/weapons during gameplay. You may assign an item to one of these 3 buttons at any time.

C-Buttons: The C buttons and stick will control the camera view, allowing full freedom within the game.

Ropes: Ropes are a new aspect to the Zelda series. By jumping onto a rope, Link can swing back and forth to reach a long distance ledge, or he can even stop mid-swing with the R Trigger, then change the direction he wants to swing in. Also, if you hold R and tilt the control stick up or down, you can adjust the height you wish to climb the rope.

Sword Techniques:

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Horizontal Swing: B or L + control stick + B  
Vertical Slash: L + B  
Thrust: L + up + B or any direction on the control stick + B  
Spin Attack: Hold and release B, or spin the controls stick counter-clockwise  
and press B  
Jump Attack: L + A  
Rolling Attack: Control stick + A  
Side Step: L + Control stick left or right + A  
Back Flip: L + Control stick down + A

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### 03. Walkthrough

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DISCLAIMER: This document contains many spoilers for the game. If you do not wish for the game to be spoiled for you, do NOT read ahead of where you currently are.

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>> Outset Isle <<  
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What's this? No green tights or floppy hat? Has Link gone soft? Well, fear not young Jedi. This isn't your everyday Link. This is a new hero, but he looks EXACTLY THE SAME AS THE OLD ONE AND EVEN MAKES THE SAME SOUND EFFECTS. Ahem.

After the cut-scene, head down the ladder, across the bridge, and into the house straight ahead. Hit R to crouch, then crawl underneath the bed to get a Rupee, and continue through the crawl space into the next room. Open the chest for a Red Rupee. Exit the same way as you entered, and leave the house. Hop off the ledge right outside, and talk to the kid in the grass. After speaking with him, continue across the bridge, and talk to the kid on the bridge.

He'll challenge you to hop across the rocks. Do so, and you'll find a blue rupee on the first rock and a yellow rupee on the second rock. Hop back across the rocks, and continue across the bridge. Approach the first house on your left, and a guy with a huge head will talk to you. Speak with him (he's on the second level of the house, on the outside), and climb the ladder to the right and enter the house. Speak with the man, and he'll tell you that his brother downstairs always FENCES (i.e., he might have a sword for you), so leave this room, go back down the ladder, and enter the lower door next to the ladder.

Talk to the half-naked freak who's rolling into a wall. He'll ask you to roll into it, so do so. Afterwards, he'll ask you if you want to learn how to use

a sword. Select 'yes' and he'll train you (albeit a very short lesson) in swordplay. Just follow his instructions and it'll be over very quickly. Normally, you would assume that this naked weirdo will give Link a sword. Not so. He even says that he WON'T give you a sword. What a jerk. He's half-naked, rolls into walls, and won't hesitate to teach a kid how to kill things with a sword, but he won't give up a blade. Leave this room and go to the house next door.

Once inside, climb up the ladder and approach the creepy old lady holding some very recognizable clothes. She'll give you the HERO'S CLOTHES, and you'll now look like the Link we all love and cherish.

Exit the house and head to the area behind the house where you were taught swordplay, and speak with the fat lady. She'll ask for a pet, so run off and locate a pig who's running around nearby. Sneak up to the pig by holding the R Trigger, then release the R Trigger when you're near the pig. Now press A to grab it, and bring it back to the lady for an easy 20 Rupees (she gives you a Red Rupee). She'll ask for more of them, so if you wish, go back down near the bridge and you'll find a black pig. Return it to her for another Red Rupee. You can keep bringing her pigs as long as you can find more (I couldn't).

When you're ready, go back across the bridge, and return to the look out tower where you first began the game, and speak with the girl (Link's sister). For a birthday gift, she'll give you the TELESCOPE. Do as the girl says and use it to look at their house (it's to the right). She'll DEMAND that you look at the red mailbox, so do it and you'll see a giant hawk who looks like he's having a seizure. Look into the sky to see a giant bird and watch the cut-scene.

Apparently, a girl has fallen into the forest towards the top of the island. Now, common sense and logic would indicate that a fall from that high into a forest would kill you, but I guess there's no real logic here. It's just an excuse for you to move on in the game and kick some baddy ass.

Go back to the island, and return to the swordsman's house. Speak with him and when he asks if you want more training, say yes. He'll teach you some new techniques, and afterwards, he'll give you the HERO'S SWORD. Leave the house and go back across the bridge, near the beginning of the island. To the far left of the first house there is a path leading up to the top of the island. Cut the trees down and continue up the path. At the top, go across the bridge, and enter the forest.

First things first: cut down every damned tree around you, because we all know that trees are your main predators in the game.

Or not. Just cut them down to ensure that no more damned trees will grow around these parts for years to come. Make your way through the forest until you reach the first enemy, a giant bore/human-thing. Keep pacing forward and you'll find a giant rock blocking the Fountain of the Fortune Goddess. Go past the rock and up the tree that leads to the next part of the forest. Two birds will drop more bore things, so defeat them and the girl hanging from the tree will awaken and fall to the ground. She'll wake up, and want to repay the debt to the bird who dropped her.

Watch the cut-scenes, and you'll find out that the giant bird has kidnapped Link's sister and taken her to the IMPENDING DOOM that is the Forsaken Fortress. Link wants to stow away on their pirate ship (arrrrr) but they want you to have a shield before you go. So, head back to your house (near the red mailbox) and go inside. Climb up the ladder to find that something is missing. Go back down the ladder and your grandma will give you the HERO'S SHIELD. Return to the pirates, speak with the girl, and you'll sail off.

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>> Pirate Ship <<

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Speak with the pirates on here and they'll all tell you to talk with Niko below deck. Enter the only door on the ship, and go down the stairs, where you'll find Niko. He'll test your skills with a rope test, which is too easy. Just jump from rope to platform before time runs out, and Niko will offer you whatever is in the treasure chest in the next room. Open it to find the SPOILS BAG. Return to the main deck, and you'll see the Forsaken Fortress. The pirates will launch Link from the ship into the Fortress.

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>> Forsaken Fortress <<

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Right after you land in the water, climb up onto the dry land, and the pirate girl (I forgot her name, so sue me), will tell you that you've lost your sword on the island somewhere, but she's given you the PIRATE'S CHARM, which allows her to see what you're doing and give advice. Also known as your NEW NAVI, only its not a fairy, its a magical stone. Same thing. Head up the ramp, and grab a barrel to ensue in some Metal Gear Solid stealth action. Sneak across the courtyard, avoiding the spotlights, and stopping when they go over you. If you go up the stairs to the right, at the top there is a door to the left. Enter it to get the COMPASS. Return the way you came and back down to the searchlight area.

Veer to the right, and enter the door. Once inside of this room, go left, and down the hallway. You can try to get past the guards here, but you have no weapon so just get yourself caught and they'll lock you up in a cell.

To get out of the cell easy, just hop on the table, then across over to the shelf with a single pot on it. Toss the pot out of the way to reveal a crawlspace. Enter it and crawl through to get to the other side of the cell. Go down the hallway across from the cell, and you'll end up in a room with a chest. Open it for the DUNGEON MAP. Jump across the gap here using the hanging light, then go through the door to the left (or right, doesn't matter, they both lead to the same place. Go right if you don't have the COMPASS yet and you'll get it in the first room). Follow the path until you reach the first room, leap across the chasm with the hanging light, and through the door. Follow the path until you reach another room with a few giant guards.

Right when you enter this room, the game will show you which door you need to get to, so get at it. Hop in the barrel and slowly sneak past the guards, only moving when they aren't near you or facing you. If you get caught, it's back to square one, so don't get caught. Once you finally reach the door, dump the barrel and go through it. Back outside, follow the path up the stairs, and at the top you'll be presented with another barrel. Hop in this one, and sneak past the guard, and follow the path until you reach a ladder. Take it down, and go forward a bit to the left, and there should be another ladder that leads down. Take it, and follow the path until you reach another ladder that leads to a giant searchlight. Toss the pot here, and the monster controlling the searchlight will come down to fight you. Defeat him with the sticks that fell out of the pot you broke, and the searchlight will power down.

Go back the way you came, and follow the only path left open to you (or hop down to the main area where you began this dungeon), and look for another giant searchlight like the one before. Do the same thing and defeat the monster to power down the second searchlight. Search around for the third searchlight, and make your way towards it. Depending on where you are, you might have to go back inside of the fortress and run along the outside ledges to find the ladder that leads up to it. After shutting down the final searchlight, go back to the outer ledges and go to the room where you found the COMPASS. Swing across the gap, and exit the door.

Return to the room where you had to sneak past the two guards in a barrel, and do it once more to get through the giant door again. Now you're on the tower where your sister is at. Sneak past the guard once more, but this time, once you reach the end of the path to the ladder leading down, sidle across the small ledge next to the ladder. Keep going, sidle the next ledge, and once you make it to the other side, you'll see your sword...and a baddy. Quickly grab your sword, and defeat the monster to open the door. Enter it.



OH DEAR LORD IT'S A TALKING SHIP!?! WHAT IN THE WORLD?! Fear not, this ship is not the suicidal mass murdering ship it was made to be. He is your friend, and has decided to help you. But first, you need a sail for the ship so you can sail away. He takes you to Windfall Island.

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>> Windfall Island <<

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Feel free to explore the town to your heart's content. One thing you should do first is enter the house directly north of where you've landed, up a hill. Inside, you'll find Tingle inside of a cell. Rescue him and he promises a gift. Find the floor switch near some pots to the left of the door, step on it, and you'll release Tingle. After releasing him, he'll give you two items: TINGLE TUNER, which allows you to hook your GBA up to your GC and get tips from Tingle, and the SEA CHART, which helps you navigate the seas. Before you go, however, there's a secret here. Roll into the crate inside of the cell to reveal a crawlspace. Crawl through it and go:

Right, straight, left, left, right, right, left, straight, left, right, right, straight.

WARNING: Beware of any wooden floor plates you come across. There's a rat waiting for you to crawl on it so he can drop it and make you start all over from the dock where your ship is.

Inside of this room, you will find a chest. Open it for the PICTO BOX. Make your way back out of the maze, or simply find a rat inside of the maze, and he'll drop you out back outside.

Leave the house, and back outside. Near the house, you'll find a man that, more or less, will find you, and ask you to find his dear daughter Maggie. Link will promise to find her for him. Now enter the town itself, past the man who wants his daughter back.

Go past all of the stores on your right, and head to the top of this area to find an eskimo dressed in warm clothing. Speak to him and he'll tell you his story. Basically, give him 80 Rupees and he'll give you the BOAT'S SAIL that you need to move on. Now you can do whatever you want in the town. If you play the Battleship game inside one of the doors, you can earn a HEART PIECE if you win within 20 cannonballs.

Now that you have the sail, it's time to sail off. Return to your boat, and

sail due east, following the arrow on screen to Dragon Roost Island.

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>> Dragon Roost Island <<

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Upon arrival, your boat will give you the WIND WAKER, which allows you to use the power of the gods, or something. After practice with it, you are set free by the fearsome boat. Make your way up the ramps, blowing up the giant boulders using the bomb plants that are around you. Once you get to the first gap, sidle across the ledge to the other side, and hop off the ledge. Use the bomb plant next to you to blow up the boulder ahead, and enter the newly opened path.

Speak with the Quill (the giant bird) then continue up the path and into the opening ahead. Watch the cut-scenes, and eventually, you'll get the DELIVERY BAG. Now to find Medli in one of the upper rooms. Go up the ramp and enter the first door on the left to find her. She'll give you FATHER'S LETTER to give to Prince Komali. Return back downstairs, and go into the doorway directly across from where you entered this area from. Follow the path a bit down some stairs, and enter the door at the bottom to Prince Komali's room. Show him the letter, then leave back to the main room. Go through the door next to Komali's room, and outside to the entrance to Dragon Roost.

Hop into the pit below and talk with Medli. After speaking with her, pick her up, stand on top of the raised rock, and when the wind is blowing towards the ledge she wants to be on, throw her. She should fly right onto the ledge. For helping her, she'll give you an EMPTY BOTTLE. Go back to the main room and speak with the king in the center. Go back out the main doorway, the same way you came when you first entered the area, and head back towards the beach. Once at the water, use your empty bottle to get some water, and go back to the entrance of Dragon Roost. Pour the water on a dried up bomb flower then toss the bomb onto the giant rock blocking the water below.

Swim across the water, and climb up the other side. Bomb the two statues to create a bridge over the lava. Now enter the first real dungeon.

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>> Dragon Roost Cavern <<

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Items of interest: Grappling Hook, Joy Pendant (x2), Treasure Chart

First things first, pull the statue to the left towards you, then pull the statue next to it to reveal the opening to the dungeon. Defeat the baddies inside, then grab one of their sticks from the ground, and light it on fire (think of it as this game's Deku Stick). Now use it to light the other two unlit torches, and take the SMALL KEY from the chest that appears. Proceed through the door.

Start off by busting through the wood planks, then go left, down the ramps, and to the block inside of the wall. Pull it out, then climb up it and use it to get to the other side of the ramp. Hop off the ramp and onto the bridge. Go across it, then on the other side, use a bomb flower to blow up the boulder ahead. Enter the door.

In here, the big pots contain water. Use these to toss onto the lava to make a path for a short period of time. Hop across the hardened lava before it disappears, then go up the ladder and enter the door. In here, kill the baddy that jumps through the wooden planks, grab the sword he dropped, and use it on the wooden planks to the right then go through the path. Defeat the 2 Red Chus, and use the giant sword again on the planks here. Open the chest for a SMALL KEY. Continue through the next door, and back into the main room once more.

Turn to your left to find some bomb flowers on the wall next to a boulder. Grab a rock and toss it at the flowers to make them blow up the boulder. Go across the new path and head towards the locked door. Open it with the key and go on inside. Defeat the Red Chus, then smash the wooden planks with the enemy behind them. Defeat him and pick up his stick. Light it on fire then use it to light the wooden planks on the other side of the room. Step on the floor switch here to open the door, and go through it to end up outside.

Go across the bridge and defeat the baddie at the end, and go up the ladder. Defeat the bird, then sidle across the ledge, avoiding the lava spurts. Go around the rock, and hop onto the ledge, and hang from it. Make your way across the ledge to the other side. Climb up the rock, grab the bomb flower, and toss it at the boulder. Go through the newly revealed door.

Pull the first block on the right, then pull the second block out. Now climb up them and into the opening at the top. Pull the nearby block out, climb on it, and go right to a chest containing the COMPASS. Now smash the pot with the sticks inside of it, light one on fire, stand on the block you pulled out, and throw the lit stick at the wooden planks covering the chest across the room. Open it for a SMALL KEY. Use it on the locked door in this room and enter it.

Once outside, find the bird in its nest, and kill it for a SMALL KEY. Or just run at it to scare it away from the nest to grab the key. Enter the locked door. In here, smash a pot with the sticks, grab one, light it on fire, and light the torch in the room beyond, then light the wooden planks on the doorway. Defeat the bats, then open the small chest for a JOY PENDANT. Light your stick, go through the doorway, and light the two torches here to open the next door. Enter it.

Out here, use the bomb flower to blow up the rock on top of the giant bubbling pot to the left. This pot, when climbed into, acts as a warp point between the beginning of the dungeon and the current area. Head across the bridge and go through the door. Defeat the enemy, then climb the ladder. Go all the way left until you reach a pot with sticks in it. Grab a stick after smashing the pot, light it on fire, and use it to light the unlit torches here to reveal a chest. Open the chest for a TREASURE CHART. Smash every pot in the room to find two hiding enemies. Defeat them and the doors will unlock. Go through the door at the top of the ladder.

In here, ignore the centipede, and wait for the giant lava burst to die down, then toss a water pot onto where it was. Hop onto this and it'll rise when the lava bursts again. It'll take you to the top, so ride it and enter the door at the top. In the next room, use the bomb flower to blow up both boulders. One is covering a warp pot and the other leads to a new door, so go through it.

Once outside, run up the ramp quickly, because they'll start to fall. At the top, you'll find Medli trapped. Defeat the three enemies that appear to free her. Speak to her afterwards, and she'll give you the GRAPPLING HOOK. Climb up the platform and use the grappling hook as Midli directs you to. Grapple across the next gap, and drop down. To the right of the door (if you face the door), there will be more grappling areas to use. Grapple across them until you reach a door, then enter it.

Go across the bridge, defeat the enemies here (one's on the bridge, the other inside of a jar), and a small chest will appear below. Cut the ropes on the bridge to cause it to fall, bringing you down with it. Open the chest for a JOY PENDANT. Exit through the door on the opposite side. Enter the giant cage to the right, and stand in the center. Do a spin attack to cut all 3 ropes at once, and cause the platform you are standing on to fall. Once it settles, hop onto the doorway, then across the platforms and up the ladder.

Stand next to the door in the giant mouth, and face the center of the room. Look up towards the ceiling to find a grapple point/lever. This will unlock the door, so turn around while still grappling (hold R to do so), and go back onto the ledge and through the door. Grapple onto the point here, but turn

to the right and swing to the ledge. Go across the platforms, then grapple across the chasm and through the next door.

Attack the centipede here, but don't kill it. You want it to roll into a ball so you can grab it and place it on the switch so you can grab the boss key from the chest surrounded by fire.

Now you have to backtrack to the boss door, or the third pot warp. You can go the long way if you remember how, or just save, quit, then restart the dungeon from the first warp point, and warp back to the third one.

Once back in the third warp room, swing across the gap, and up the stairs (there are fairies in the pots, so grab one if you feel you might need it for the boss, but you shouldn't, I didn't even take any damage from him the first time I faced him), and enter the door.

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BOSS: GOHMA

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At first it might seem as there is nothing you can do to hurt this boss. Well, first you have to look around the area. See where the dragon's tail is? Grapple it. Get out of the way of the boss, and grapple the tail. Doing this will cause the ceiling to collapse onto his head. Do this three times, and the boss will attempt to trap you between it's claws. Good thing it's eye is exposed, so when it traps you with his claws, attack it's eye with all of your might. Repeat as necessary until you have defeated this easy boss.

Grab your heart container and watch the cinema and you'll receive DIN'S PEARL. Head through the small cave opening near the beach and approach what looks to be a blue tombstone with Wind Waker directions on it:

UP, LEFT, RIGHT

Stand in front of the stone and play the Wind Waker in those directions, and you'll learn Wind's Requiem, and Zephos, the God of the Winds, will talk to you. Since you're here, there should be a large boulder right next to the path leading to the Wind Shrine, right in front of the shrine itself. If you have a bomb on you, then just bomb it. If not, you can use your Tingle Tuner and your GBA to talk to Tingle, and have him drop a bomb on that exact point. Either way, once the rock is gone, hop into the hole below.

Now, there's no real way to go through this dungeon. Your main objective is to get each one of the un-lit doorways in the first room all lit up. So

what you want to do is enter an unlit door, and defeat the monsters inside. There are 4 rooms you have to clear, and they're all painfully easy. Once each room has been cleared, the torch above that room will light up. After getting all of the doors lit up, the door that used to be locked in the main room will become unlocked. Go on inside and claim your prize, a Purple Rupee, worth 50 Rupees. Not bad for such an easy and short dungeon.

Once you're all set to go, return to your boat and set sail once more. Use your Wind Waker and play the Wind's Requiem, and set the wind direction to the South. Now hop on your boat and set sail for Forest Haven.

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>> Forest Haven <<

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Make your way up the path, defeating the Boku Babas and using your grappling hook on the branch near the waterfalls. Right after the grappling hook area, go left and hop on the path, then hop from there onto the next island in the middle of the river. Continue forward and use your grappling hook once more, while avoiding the Octorok, to swing across the river and enter the cave.

Veer to the right, and run along the water until you reach the center of the area, a giant tree with a face (Deku Tree). Perform a rolling attack into the tree itself to knock the Chus off, and defeat them all. Watch the cut-scene, and the Deku Tree will make a Deku Leaf appear at the top, but he wants you to get it for him. To do this, simply find the purple flower next to the Deku Tree, and hop in it. This will propel you into the air and to the next purple flower. Keep doing this until you reach the fourth flower, land on the branch above it, and grapple to the next set of flowers, and continue up until you reach the DEKU LEAF. Use it by jumping off the ledge, then pressing the button you've assigned it to, so you can glide to the next ledge, the one the little leaf kid tells you to fly to.

Continue forward and go outside, and speak with the leaf kid. Stand near the edge of the rock ledge to see the Forbidden Forest. Play the Wind Requiem and set the wind to southwest (SW), and use your Deku Leaf to glide to the small island to your left. Once on this island, play the Wind Requiem once more and set it to Northwest (NW). Now wait for the cyclone of wind to get on the eastern part of the ledge, and when it comes by, hop into it with your Deku Leaf and it should blow you upwards. Now aim for the Forbidden Forest, and fly towards it. Once you land on the ledge, enter the forest.

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>> Forbidden Forest <<

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Items of interest: Boomerang, Joy Pendant (x3), Treasure Chart

Defeat the Green Chus around here, and go up the ramp to the right. Open the chest at the end for a DUNGEON MAP. Now you see the door in the center, covered by the flower? You can't get rid of it by attacking it, so check in the grass to the left of this door to find a giant seed or ball or whatever it is. Pick it up and throw it at the flower on the door when it's blossomed. This will destroy the flower and allow access through the door. Enter it.

Its those funny looking purple flowers again. Hop into the first one and right before you pop out, face the tower with another purple flower on (the one to the right), and glide with your Deku Leaf to reach it. Now do the same thing and glide to the next highest purple leaf to the left. Once again, enter this purple flower and glide across the chasm and onto the next ledge with a door. This door has another flower on it, so you'll need to bomb it with the bomb flower to your right. A bunch of Green Chus will surround you when you approach the bomb flower, so just hit the bomb and run away quickly. The Chus will explode and a new bomb will grow back, so toss it at the flower on the door, and enter.

In this next area, there will be a giant gap between you and the other side. See that weird looking plant to your left? Use your Deku Leaf to fan air at it, and make it spin. A bridge will lower, so hop on it. Now face the other plant across from the bridge to the right, and fan it to bring you closer to the ledge. Once you're close to the ledge, hop off and enter the door.

Defeat the 3 Boko Babas here, and one of the should leave an open purple flower to launch yourself with. Hop into it, and land on the ledge behind you, which should have another flower. Hop into it, and launch yourself onto the ledge above. There's another covered door, but you can't do much about it now. Use the weird looking plant that's to the left of the door, and fan more air onto it to lower a bridge.

Hop onto the bridge and fan the same plant a few times so you start to move, then quickly turn around and fan the other plant to continue moving forward. Jump off the bridge once you reach the other side, smash the wood planks, and pick up the giant seed. Walk back onto the bridge, and press your Deku Leaf button to drop the seed on the bridge. Quickly fan the plants so you make your way to the other side, then throw the seed at the plant on the door. Enter the door.

There's another seed right ahead, but the giant tentacles block you from picking it up. Easy way to solve this? Blow air at the seed with your Deku Leaf to blow it away from the tentacles. Now just run around them and pick the seed up, toss it at the plant on the door, and enter.

Go right, and use your grappling hook to swing across the gap. Now hop onto the moving branches until you reach the next locked door. Grab the seed, then turn around, enter the hanging plant with the Rupees if you want them, and go to the ledge next to it with the plant on the door. Toss the seed at the door and proceed through.

Now you can go right over this next gap and through the door, but if you want a yellow rupee, then hop down and take it from the chest. To get those pricklers off you (they don't hurt you, they're just annoying), just roll around.

Avoid the raising tentacles as best as you can, and veer to the left. Grab the bomb flower and toss it at the giant wooden planks near it to reveal a chest. Open it for the COMPASS. Grab another bomb flower and toss it at the other wooden planks to the right of the compass. Now SLOWLY make your way around the tentacles in the room, until you finally reach the planks you just bombed. Open the chest here for a small key. Now use the purple flowers to glide over the tentacles, and return to the first locked door (2 rooms back), and proceed through it.

Turn to your right and fan the spinning plant with your Deku Leaf to bring the bridge to you, and fan it again to bring it to the other side of the ledge. Enter the door.

In this area, use the purple flowers to launch yourself up to the second level, then locate the purple flower on a small tower on this level. Use this flower to launch you up one more level, and enter the door that's unlocked. In here, you'll fight a mini-boss, but it's incredibly easy. It's a giant flying wasp that shoots those little prickly things at you, which will slow you down significantly. Just roll around to get them off you, then attack with all your might when the wasp gets near you. Eventually, one of his wings will fall off, then the second wing, and once he has no wings, he's yours for the taking. Jump slash at him a few times and he's toast, and the locked gate will open, revealing a chest. Pop open the chest to receive the BOOMERANG. Very nice. The door leading out is still locked, but use the Boomerang to target the two plants above it, and toss it at them to unlock the door. Exit the room.

If you want an easy JOY PENDANT, go right of the door you just exited, and look up for a grapple point. Grapple it, then hold R to climb up and onto the



branch. Now look ahead for another grapple point, grapple onto it, then hold R again to drop down onto the leaves. Jump onto the moving branches ahead, and at the top there is a chest containing the Joy Pendant. Now go back down to the level you were just at and find the next door that's covered with 2 plants. Use your boomerang on them to clear the door, then go on in.

Here, use your boomerang to cut down all of the hanging vines, then glide to the other side using your Deku Leaf. Open the chest for a JOY PENDANT. Enter the door. Now you're at the top of one of the rooms you were previously in. Instead of trying to get onto the giant flower ahead of you, use your boomerang on all 5 of the vines holding it up to make it drop down and hear that classic "YOU'VE FOUND SOMETHING" Zelda sound. Drop down into where the flower fell and go into the door.

Use your boomerang on the propeller flower and the prickly things on the islands, then head to the right, kill the Green Chus, and go through the door. Hop across the flower in the center, open the chest for a Yellow Rupee. Now target the vines holding the flower up, and use your boomerang to cut them and to cause it to drop, and drop down with it. Block the Octorok's attacks with your shield to reflect it back at him and kill him, then use the bomb flower across from the wooden plated door, and use it to clear the door. Enter it.

Destroy all enemies in this room, then make your way around the large tree in the center of the room (there's a chest inside, but it's blocked off by a gate). Get to the back of the tree, and hop up the tree stumps and defeat the Boko Baba to open the purple flower. Now use it to launch yourself to the ledge above it, and fan the spinning plant to the left to bring the bridge to you. Fan it again to get yourself to the other side, grab the bomb flower, and toss it into the center of the giant tree below to clear the plants covering the chest. Now drop down into the tree itself and open the chest for a TREASURE CHART. Exit the tree by crawling out of the crawlspace, then exit the room.

Look up and use the boomerang again to cut the flower back down to you, hop on it, and kill the Octorok. Now face the opposite way of the area where the Octorok was, and fan yourself to float down the river. Towards the end, there are 2 more Octoroks, so defeat them, hop off the flower, and kill the Green Chus. Now enter the door.

Go straight and up the winding hill to the top of the tree, and face the door you just entered. Now turn 90 degrees to your right to find a crystal switch next to the tree you are standing on (next to the ramp). Target it first, then target the rest of the switches in the room, moving clockwise. Hit them at once, and the gate below will open allowing you access to the chest within. Open the chest for the BOSS KEY (or BIG KEY, whatever). As

soon as you try to leave the tree with the chest, 2 giant enemies will drop down. Defeat them, and a door above you will open up. Run back up to the top of the tree, and grapple over to the ledge with the newly unlocked door. Enter it.

You're back in a room you were in before, so kill the prickly things on the islands, then hop across and go through the door on the other side. To your left is a spinning plant that you can fan once more. Fan it, and a cyclone of air will appear on the flower ahead of you. Hop into it with your Deku Leaf to glide up. Land on the next level, and use your boomerang on the plants covering the door. Go through it.

Upon entrance, the two doors will lock on you with tentacles, and two bug enemies will approach. Defeat them with ease, and the doors will unlock, and a chest will appear. Open the chest for a JOY PENDANT, then continue forward and through the next door.

Right ahead is the boss door. Destroy all of the giant seeds in here to get hearts, Rupees, and some enemies (Green Chus and those prickly things). There is also a warp pot here, which you can open up by smashing the jar with the sticks inside, then light it on fire and set the wood on top of the pot on fire. There's also a fairy inside of a pot next to the warp pot if you want one for the boss fight. When you're ready, enter the boss door.

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BOSS: KALLE DEMOS  
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So far, I'm fairly disappointed in the difficulty of the bosses in Wind Waker, and this one doesn't help that out. It's incredibly easy. Start off by targeting the tentacles that are holding the plant to the ceiling with your boomerang and let it fly. Repeat this for all of the tentacles, and the flower will drop, allowing you to slash at it's core with your sword. After enough damage, the plant will curl up and spit you back out. Chop the plants around you for hearts, and repeat the process. Eventually, you'll defeat the plant and claim your Heart Container and rescue Makar. Hop into the wirlwind to exit the dungeon.

Back outside, the Great Deku Tree will reward you with FARORE'S PEARL. Exit this area, and head back to your ship and sail Northwest.

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>> The Search for Nayru's Pearl <<

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Your next destination is Greatfish Island, which is across the map from Forest Haven. You will now be allowed to sail anywhere you wish in the Great Sea, except for the Foresaken Fortress. You can either go straight to Greatfish Island or stop and explore the Great Sea a bit.

When you do finally decide to head to Greatfish Island you'll find out that Ganon has already attacked the island but Jabun has made it to safety in a cave behind Outset Island. You will also discover that the Tetra and the pirates had tried to get to Jabun but the cave he was in was sealed off and they went to Windfall Island to find a way in. That means that your next stop is Windfall Island to see the pirates about getting into that cave.

Once you arrive at Windfall Island you can look around for the pirates but you'll notice that they are nowhere to be found and that you need a password to get into their ship. You might also notice that the bomb shop is closed. Put two and two together and you'll probably deduct that the pirates are inside the bomb shop. But how do you get in the bomb shop? Well, it's quite simple, really. From the front of the bomb shop go around to the left of the building and you can get behind it. Climb up to the hole and crawl through it. Inside you'll overhear the pirates about how they are going to use bombs to get inside the cave. You will also hear the password to get in their ship. Since you don't have the bombs to blow open the cave head to their ship and give the password at the door. Go inside and down to where you first met Niko. He has another challenge for you, except this time it is much harder. Swing across the lamps and make it to the other side before the gate closes. It'll take a few tries but when you finally get it you will be rewarded with BOMBS. Tetra will find out about this with the stone she gave you and tell you that the pirates will depart in the morning for the save giving you until then to get inside. Don't worry about that and head for Outset Island.

Before you head to the cave you might want to talk to all of the people here and do a few things. If you go to see Orca (The guy who gave you your sword) he will give you a challenge: Fight him and hit him 100 times without him hitting you three times. Do this and you will get a purple rupee. After you do that you can talk to him again and he will challenge you to another fight, this time hit him 300 times before he hits you three times. If you do this you'll get a Purple Rupee. When you're done head around to the back of the island and you'll see a large whirlpool. Before it sucks you up shoot the large stone barrier on the cliff. Once it has been destroyed the cave will be open and the whirlpool will go away. Inside you will meet a Jabun and he will give you NAYRU'S PEARL.

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>> Tower of the Gods <<

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Items of interest: Hero's Bow, Joy Pendant (x3), Treasure Chart

Open up your Sea Chart and you'll see that three locations have been marked. These are the three Triangle Islands. Go to each one and approach the statue. Link will place each Peral in each statue and after the last one has been placed you can sit back and watch the cut-scene. Once you regain control enter the Tower.

Get out of your boat and swim to the right and enter the door. If the water rises and blocks the door, wait for it to go back down again. Defeat the ChuChu in here and the water will eventually rise. If you look around you'll see two walls on the left you can blow up with bombs and one on the right. Stand in front of the first wall on the left, place a bomb in front of it and blow it open. To blow open the other wall on the left wait for the water to go down and locate the crate across from it on the floor. Push this crate across the room so it is in front of the wall. Wait for the water to rise and then stand on the crate. Put a bomb on it and take cover. Inside is another ChuChu and some more pots. To blow up the wall on the right just wait for the water to rise and put a bomb on the ledge in front of it. Inside here are some pots and the DUNGEON MAP. A few more ChuChus will drop from the ceiling when you go towards the door. Kill them if you wish and then leave.

Get in your boat and head to the other side of the room. See those walls that are slightly cracked? Shoot them with your bombs. When the water rises get out of the boat and climb over the top of the wall that is still there. Go to the right and enter the door at the top of the stairs. Kill this guy by blowing him with the Deku Leaf and attacking him afterwards. Open the chest to get the COMPASS. There's another chest in here but you can't get it at this moment. Leave the room and break the pot with wooden sticks in it. Grab one and light it on fire. When the water lowers run down the stairs and light the two torches to make a chest with a JOY PENDANT appear.

Go all the way across the room and to the left of the door with the map. Wait for the water to rise and go on this platform. If you stand on the switch next to the door the door will open. If you step off of it it will close. Take one of the statues and place it on the switch and go through the door. Kill the ChuChu and jump into the big hole. Pick up one of the crates and place it on the switch. This will make a bridge appear. The water will probably start to rise moving the crate, but don't worry about that, when the water level lowers itself the crate will go back on the switch. Climb up the ladder and cross the bridge. Pick up the strangle object in the middle of the covered area and take it out of the room. If you drop it in the water it will go back to its starting position. Place it in the middle of the covered platform to the left of the door and it will open a gate to your left.

Get in your boat and head through the newly opened gate. Get out when you reach the platform and place the statues on each switch. What you have to do in here is light the torches on the other side of the room. When the water is lowered jump down into the lowered area and push the crates so you can hop across them to get to the unlit torches. You can do this with only four of the big crates. Lighting the torches will make a chest containing a SMALL KEY appear. Grab the key and try to leave the room. A few ChuChus will drop down from the ceiling to harass you, so dispose of them.

Get back in your boat and head to the walls that you destroyed with bombs. Use your key to open the locked door and go inside. Argh! More ChuChus! Kill them all and a staircase will appear. Take it and grab the object in the middle of the covered platform. Take it out of the room and up the stairs to your left. Place it in the middle of the covered area across from the door at the top of the stairs. This shuts off the water coming from the big thing in the middle of this room and lets you take the path behind it.

Follow this new path and go through the door. In the middle of this room there is something that will fire a laser at you that damages you which you cannot kill. Your goal is to take the two statues by the door past it and place each one on a switch and step on the third switch yourself. Doing so will cause the moving platforms at the back of the room to activate giving you access to the second floor.

In the first room on the second floor the only open door other than the one you just came through is to the right. In this room ride the platform to the other side and go through the door. In here go up the stairs and on the platform. Jump down and approach the stone tablet. Read it and it says to press R. Press it and the statue will lower itself to follow you. Go slowly and let it follow you around this floating platform until it ends. If the statue stops press R again to call it. When you get to the end by the door pick it up and jump across the gap while holding it. Continue holding it and go back through this room with the platform. Go through the door and the statue will go onto a round spot on the floor causing a tablet to appear in the middle of the room with a new song for your wind waker. Take out your wind waker and learn the Command Melody:

4/4THS TIME  
LEFT, NEUTRAL, RIGHT, NEUTRAL

\*Neutral means you don't touch the C-Stick and leave it in its neutral position

Once you have learned this the door to your left will open. Go through it. You are going to need your Deku Leaf for this room. Use it to kill the monsters in

here. Then take out your grappling hook and swing across the gap. To do so stop in the middle of your swing with R and angle yourself to face the door.

Go through the door and get ready to use your grappling hook again. Use R to call the statue down. Before using the Command Melody go to the switch and stand on it to make a bridge appear. Without moving, play the Command Melody to take control of the statue. Walk across the bridge and then take control of Link again. Use your grappling hook to get back across the gap and take the statue to the next room.

Instead of Link standing on this switch, drop the statue on it. Use the grappling hook to get to the door using the same method as before and go through it. In here you'll have to fight a very tough enemy. In order to do any damage to him you have to get behind him when he tries to attack and hit him in the back once to make his armor fall off. Once you have done that you can slash him with your sword until he dies. If he hits you he'll do a significant amount of damage. Once he dies a chest will appear with the HERO'S BOW. If you need health you can blow up the pillars with bombs, they can contain hearts.

Exit the room and try out your new bow by shooting the eye across from you. This will cause two moving platforms to move to the center of the room. Go back to where the statue is and carry it across the platforms and through the door. It'll walk to the round spot on the floor and open the last door in this room. Go through that door.

In this room you drop down into the water and take the door to the right. For this room you might want to equip your Deku Leaf. First of all, use it to kill the monster in here. You can also use it if you mess up and think you will miss a platform when jumping. Take the platform in front of you and ride it down. Then jump on the next platform in front of you. Take out your bow and shoot the eye on the platform. That will cause the platform it is in to move up and down. What you want to do is jump on the platform to ride up. Jump off at the top onto the platform with the chest and grab the SMALL KEY. Jump on the platform to the left of the chest and ride it up. There's another monster up here, so use the Deku Leaf to kill it. Jump to the next platform and shoot the eye across from you. When the platform it is on comes up to you jump onto it and shoot the eye above the door with your bow. Open the chest to find a JOY PENDANT. To get back to the door you can either fall down the pit (Not the best way to do it), go back on the platforms or just glide down with the Deku Leaf.

Back in this room with the two platforms hanging by chains grab a statue and throw it on either platform. The statue will cause the platform to lower and the other to raise. Throw another statue on the lowered platform and jump on the raised one. Jump from the raised one onto the ledge and open up the locked door with your small key. In this room there is a laser blocking you from getting to the statue that you need to control. Stepping on the switch removes

the barrier, although you have to stay on it to remove the lasers. Instead of using the switch, climb up the thing in the middle of the room and float over the barrier with the Deku Leaf. Press R to call the statue and use the Command Medoly to put it on the switch (It can walk through the lasers). Walk through the barrier now that it has been removed, pick up the statue and take it through the door.

Out here you'll meet a new enemy. Kill it by shooting a couple arrows at it. You've probably noticed the wall that you can bomb by the water. Before you blow it open put the statue down on the ledge by the door that you just came through. Jump on the platform next to the wall and it'll be at the same level as the wall you have to blow open. You can't put the bomb in front of the wall to blow it up, so you have to time it and throw the bomb right before it explodes. The fuse on the bomb is roughly eight seconds so throw it just before that. Go in this new area and go through the door. In here stand on the swastika-like icon depicting the wind and play the Wind's Requiem. This will make a chest appear containing Treasure Chart 30. Run to the chest, open it and run out the door without touching these giant statues that want you dead.

Now you have to get your statue across the suspended platforms. Do what you did to get across originally by throwing statues onto one of the platforms. Except instead of throwing just two throw all four to balance the platforms. Go back up to where you left the statue, grab it and take it across the platform to the door. The statue will go onto the last empty-circular spot on the floor and then all three statues will give you a way to get up to the last floors of this dungeon.

Before you go, you might want to get the last chest on this floor. Go into the door to your left from where you are at this point, or the door that was open when you first came in here. Kill the enemies here and jump on the platform. From the platform shoot the eye to your right and another platform will come out. Jump on it and take it up to the door. In here there are two more of the huge statues that want to kill you. Use L Targeting to target each one and shoot them with just one arrow. Then throw a bomb at them while they are stunned and it will go in their mouths. They will hop around a bit then explode. Killing them both will make a chest with a JOY PENDANT appear. Take it then go back to the big room to get to the upper floors.

Step into the pink light and you'll be lifted to the third floor. In front of you is a door with statues on either side. To your left and right there are the things that shoot lasers at you, like the one right before the second floor. Behind you there is a laser barrier blocking the chest with the big key and three switches in front of it. Take the statues and place them on the switches. Step on the last switch to remove the barrier. Grab the BIG KEY and the two statues will come alive and attack you! Kill them by shooting them with an arrow once and then hitting the glowing spot on their back twice with your

sword when they are stunned. Killing them opens up the door in here.

Go through the door and you'll be taken to stairs on the outside of the tower leading up. You won't be able to go up them unless you dispose of the things on the sides that shoot lasers. To destroy them, get close enough so they fire their laser shoot the thing that looks like an eye with an arrow. Once you destroy the last ones go in the door leading to the boss.

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BOSS: GOHDAN

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You're going to be needing your bow quite a bit for this boss. Use L target to target one of his hands and shoot it with two arrows to disable it. Then do this with the other hand. Once both hands are out of the way target each of his eyes and shoot it twice. Once you have disabled his eyes throw a bomb into his mouth. He'll probably use his only real attack at least once by now, shooting fire at you. Just run to the side of it to avoid it. After throwing three bombs in his mouth he dies. If you run out of arrows, don't worry, he'll drop bundles of ten for you out of his nose (Eww). Avoid the lowered areas on the sides of the room, going in them shocks you.

Once you have defeated him grab the Heart Container and step into the light. In this new area climb up the ladder in front of you and use your grappling hook on the bell above.

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>> The Master Sword <<  
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After the cut-scenes you'll find yourself in control of Link in the castle. Your goal is to find the Master Sword. To do so you have to open up a path to basement. To do that you will have to solve a puzzle. When you enter the castle go past the big statue of Link and you'll see a picture of the Triforce on the ground. What you have to do is move the blocks nearby onto this picture of the Triforce so they match up with that. Once you do that the statue of Link will move opening a path to the basement. Go down and get the MASTER SWORD. Now you have to go back up to the main floor and deal with the monsters. Kill ALL of them and you will be allowed to leave. Go back to your boat and go into the glowing gold light.

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## >> Forsaken Fortress <<

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Items of interest: Skull Hammer

Your next stop is the Forsaken Fortress. When you get there your only way in is a wooden door in the water on the sothern side of the fortress. Fire two bombs at it to break it down. Go up the stairs and onto the big open area with the search lights. Approach the big door and a mini-boss will appear.

This guy is very easy, just like all of the real bosses have been so far. You don't have to worry about stepping in the spotlights, either. He will start out the fight by throwing a blue ball of energy at you. Before it hits you, swing your sword to send it back it him. He'll take it a throw it back at you so send it back to him again. After you exchange it a few times it will hit him (Unless you get hit first) and he will fall to the ground. When he's on the ground attack him with all your might. He will get up and disappear. When he appears again attack him before he has a chance to attack you. Do this a few times until you have defeated him. Once he's gone a chest with the SKULL HAMMER will appear.

Go into the big door and go to the left. There are some obstacles blocking your path. Use your brand new hammer to get rid of them. Go down the hall, fighting the monsters if you wish. Go through the door and you'll be in the room with the ship hanging from the ceiling. There's a new enemy in here, it's a big hand that comes out of the swirling black spot sitting on the ground. Continue on through the room and down the hall. Enter the next room and climb up the ladders onto the beds. Then climb up the next ladder to get to the platform in front of the door.

Go through the door and go right onto the outside platform by the door at the other end of this path. Head up the ladder and kill the monster by the searchlights. Jump down onto the path ABOVE where you just were and go across to the ladder. Kill the monster to disable the searchlights. Go back down the ladder and follow this path downwards past wher you jumped onto it. Go onto the covered walkway and enter the door at the end in front of the direction you are facing as you came down the path.

In here kill the monster and glide across the gap with the Deku Leaf. Use the hammer on the obstacles and enter the door. Go out the balcony on your left and climb up the path. Go up the ladder and disable the searchlights by killing the mosnter. Go back down the ladder and the path you just came up. Enter the door across the one you juest came out of.

Glide across the gap with the Deku Lead and enter the door. Go down this walkway and through the door at the other end. Go to the right, up the stairs

and through the door. Go up all these stairs and you will eventually come to some obstacles to smash with your hammer. Then you'll come across a gap. You can either sidle along the very narrow ledge or just float across with the Deku Leaf. You will then come across another gap where you can do the same thing. Up the next set of stairs is a switch you have to hit with the hammer to open the door.

After the cut-scene run all the way up these platforms to the top of the tower. As you run the bird will start to smash the wooden platforms asfter you cross them. There will also be enemies dropping from the ceiling, but you can ignore them. If at any point you fall you can grapple across the gaps where the platform was smashed. At the very top you'll see the bird. Give him a single hit with your hammer to sending him down into the water.

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Boss: HELMAROG KING  
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Hitting him with the hammer didn't finish this guy off, so you're going to have to fight him for real. What you want to do is wait for him to land and then stand near him, but not too close to his feet, so he will try to peck you. When he does that dodge and he'll get his beak stuck. While he is stuck hit him in the head with the hammer. After you do this a few times the armor around his head will break and you will be able to hurt him with your sword. Now you will be able to use the Master Sword to hit him a few times when he gets his beak stuck in the ground. Before you break his armor he may start to try to attack you by flying across the room in order to hit you with his claws. If you stand in front of the large wall on one side he will fly into to it and you may be able to hurt him with the shockwaves from the impact of hitting the hammer on the ground. Defeat him and grab the HEART CONTAINER.

Go up the path that just opened and enter the door at the end. After the long cut-scene and the plot revelation head back into the castle. Inside go back down the stairs to the room where you found the Master Sword and you will watch another cut-scene.

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>> Fire Mountain and Ice Ring Isle <<  
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Your next task is to seek out the evil Wind God that is responsible for all of the cyclones on the sea. When you find him get close to his cyclone so it starts to suck you up. Quickly take out your bow and shoot him with it three times. Once you do he will teach you the BALLAD OF GALES:

4/4TH TIME  
DOWN, RIGHT, LEFT, UP

Whenever you conduct this song while on your boat out at sea you can warp to the following locations:

Mother & Child Islands  
Windfall Island  
Dragon Roost Island  
Tingle Island  
Greatfish Isle  
Tower of the Gods  
Southern Fairy Island  
Forest Haven  
Outset Island

What you want to do now is use it to take you to the Mother & Child Islands. When you get there you will meet the Queen Fairy. She will give you the ability to use FIRE ARROWS and ICE ARROWS. Now you have to make your way to either Fire

Mountain or Ice Ring Isle. You can go to either first, but it's why I'm detailing what to do there first.

Sail right up to Fire Mountain and take out your Ice Arrows. Fire one straight throw the lava gushing out of the top of the mountain. This will stop the lava from flowing for FIVE MINUTES. Climb up the side of the mountain and drop into the hole at the top. Inside kill all of the bats around you and then hop across the platforms floating in the lava. Don't stay on them too long, they sink into the lava eventually. Kill the monsters at the end of the platforms and a chest containing the POWER BRACELETS will appear. Use your new bracelets to lift up the big rock shaped like a rock. Throw it and the wall and walk through the path back to the exit.

Now head to Ice Ring Isle. You'd best get on the west side of the island to do this next part because it is much easier that way. Take out your bow and fire a fire arrow right at the big block of ice sticking out of the water above the rest. This will give you FIVE MINUTES before everything freezes again. Pull up to the sheet of ice around the island and get out of the boat. Climb up to the raised part of the ice and walk along it. Link will slide a bit and make strange sounds, but continue on. At the end jump onto the raised platform in the water. Wait for the next platform to get close to you and then jump onto it. When it moves towards the last platform, jump. Jump again and climb up the stairs. At the top is the hole you need to go into. Inside carefully cross the narrow platform to your right and climb up onto the big platform. You can use your fire arrows to melt the ice around the pot. Inside the pot there are two

fairies. Climb up to the slide and carefully slide down to the chest. Inside the chest are the IRON BOOTS. Equip the boots and then walk through the wind back to the exit. If you walk into the wind there is a hole you can go into that takes you to a room full of frozen monsters. Killing them all will make a chest containing an orange rupee appear. When you get back outside make sure to use a fire arrow to melt the ice around the chest containing TREASURE CHART 39.

Now that you have these two items you can go to the Earth Temple on Headstone Island.

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>> The Earth Temple <<

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Items of interest: Mirror Shield, Joy Pendant (x3), Treasure Chart

Head on over to Headstone Island and walk onto the beach on the southern side. Pick up the big rock and throw it at the wall to reveal a tunnel. Go inside and take out your wind waker in front of the wall to learn the EARTH GOD'S LYRIC:

6/4THS TIME

DOWN, DOWN, NEUTRAL, RIGHT, LEFT, NEUTRAL

Watch the cut-scene and learn of your next task, to find a new sage for the temple. Your only clue is the harp on the door. What you want to do now is head to Dragon Roost Island. Climb up to the town section of the island and you will hear someone playing a harp somewhere above you. Inside climb up to the second floor and go out onto the wooden platforms high above the sea. Go to your right and grapple across the gap. Climb up to Medli and take out the wind waker in front of her. Now play the Earth God's Lyric.

After the long cut-scene take Medli back to Headstone Island. When you get there the King of Red Lions will give you some information to help you through the temple. If you press R you can call Medli to have her follow you. You can lift her up to fly you places. Go up to the stone door and play the Earth God's Lyric to open it.

In the first room pick up Medli and have her fly you across the gap to the door. Take her through the door and set her down in this room. Before you do anything you might want to kill the three monsters in this room. Once they are gone head up the stairs to your left with Medli. She will inform you that she should try flying by herself and that you can control her with the wind waker. You can switch to controlling her by playing the Command Melody on the wind waker. When in control of Melody tap A to fly and a meter will appear. You can fly until this meter runs out. At the top of the stairs, pick her up and fly

to the first switch and have Link stand on it. Now take control of her and fly her to the other switch then to open the door. Fly down to the door and take control of Link again. Go down to the door, pick up Medli and go on through the door.

In here throw Medli into the light and fight the Chus. You will meet a new type of Chu, a purple Chu. To kill it lure it into the light and it will turn to stone. Throw it and it will die. While it is stone you can use it to hold down switches. Once all of the Chus are dead the two doors will open.

Use the Command Melody to take control of Medli and put her in the light if she isn't already in it. You'll notice that she can reflect the light with her harp in the same manner as Link could with the Mirror Shield in OoT. Press A to aim the light at the chest on the pedestal to make it become solid. Open it up to get the DUNGEON MAP. There is also one of those pots in here you can use to warp around the dungeon. Throw a bomb at it or something to break the wood on top of it so you can use it later if you so desire. Pick up Medli and go through the door to the next room.

Take control of Medli and stand in the pillar of light to the right. Aim the beam of light straight ahead so you can clearly see the switch. Don't move Medli and go back to controlling Link. Go up to the switch and hit it with the hammer. If you step into the clouds you won't be able to use any of your weapons, but you can get them to go away by standing in one of the spots of light. Hitting the switch will open the closed door to the right. Pick up Medli and go through it.

Drop Medli and kill the two monsters that come out of the coffins. Once they are gone walk past the coffins and climb up the ladder to your left. Grab the big box and pull towards you. This will unblock a beam of light. Take control of Medli and have her walk into the spot where the light hits the ground. Use the harp to aim the light at the chest. Once the chest appears go back to Link and open the chest to get a SMALL KEY.

Go back through the door you came in and use the small key to open the locked door. In here kill all of the Chus until the purple ones appear. You need to get them to turn to stone to hold down these two switches so you can go up the stairs. But there is no light. What you have to do is take a Fire Arrow and shoot the banner on the wall to the left as you come in. It will burn and reveal a place for light to come in. Lure the Chus into it and place them on the switches. Go up the stairs and push the big block down. This will open the door. Take Medli and bring her through the door.

Drop Medli and kill the lone monster. Once it's gone go up to the block without the statue on top of it and push it towards the marking in the depression on the floor that it is in. This will bring a beam of light into the room. Take

control of Medli and go into that beam of light. Use the harp to aim the light at the markings that look like the Sun on the walls. There are a total of four, down on each wall. Doing this will cause the wall around them to crumble revealing secret chambers. In one is one of the warp pot things. In the other is the block you need to push along to get up to the raised part of the room. Before switching back to Link bounce some light at the statue on top of the block. This will cause the statue to crumble. Now switch back to Link and push this block. Pushing it into the marking will make the chest containing the COMPASS appear. Before climbing up to it throw Medli up to the raised area. Grab the compass and take Medli through the door.

Drop Medli and kill all of the monsters, including these new ghost monsters. This will make a staircase appear. Ignore it for now and take control of Medli. Fly up by the ladder and bounce the light across the room at the statues. Go back to controlling Link and open the chest to get a JOY PENDANT. Go up the staircase (Don't take Medli) and enter the door to your left.

Jump down into the pit and let the stone slabs fall, just not onto you, obviously. Now you will have to fight some ReDeads. Kill them by getting behind them and slashing them a few times. Once you kill them the ladder will drop down. Grab the SMALL KEY behind one of the stone slabs and climb up the ladder. Go through the door and into the locked room. You can't take Medli in here.

Now it's mini-boss time! Don't worry, this guy isn't very tough. You can use your boomerang to stun him then run up to him and slash him as much as you can before he can hit you. Hit him enough and his bones will fall apart and his skull will jump around. Attack the skull as much as you can and he will eventually die. If you take too long he'll put his bones back together and attack you with his full body again. Once he's dead two more of these guys will come out of the coffins. Kill them and make the stairs leading to the chest appear. Inside the chest is the MIRROR SHIELD. Once you have it a spot in the roof will open up to give you a beam of light to reflect. Step into the light and use your new shield to reflect the light towards the Sun and moon shaped thing above the door. Keep the light focused on it and it will open up the door. Go through back to the last room.

The monsters are back so kill them all. Once they are gone take control of Medli fly up to the spot of light. Take out your harp and aim forward towards where the statues used to be. Without moving, go back to controlling Link. Climb up to where you aimed the light with Medli and take out the Mirror Shield. Use it to bounce the light onto the Sun-shaped thing on the wall. Get Medli and go into this new passage. If you want you can take control of Medli and aim the beam of light in here at the statue. Then take control of Link, grab the blue rupee and reflect the light from there to the Sun at the other end of the hall. This will open a chamber with some rupees inside. When you are done take Medli and go through the door.

Back in this room have Medli fly you across the clouds and land by the beams of light. Take control of Medli and stand in one of the beams. Take out her harp and aim it at one of the eyes on the statue that has the same Sun and moon design as the thing above the door in the room where you got your new shield. Keep the light focused on it and switch back to Link without moving. As Link go to the other beam of light and use your Mirror Shield to bounce the light at the other eye. The whole statue should turn orange and then look like the Sun. This will open up the staircase to the next floor. Before you go down take Medli and go into the door to the right (The one that wasn't locked).

Kill the monsters and take Medli past the coffins. Go to the right and put Medli on the switch. Leave her there and go through the door. Use the Mirror Shield to reflect the light onto the two Suns. Open the chest to find a JOY PENDANT. Leave this room, take Medli and go back to the room with the staircase down to the next floor.

Go down these stairs with Medli and then kill these monsters. A nice shot or two from an Ice Arrow will dispose of each one. Once they are out of the picture take Medli across the bridge and with her next to you play the Earth God's Lyric in front of the stone slab. This will give you access to the door. Take Medli through it.

There are two ReDeads in this room. To make fighting them easier, use your Mirror Shield to put some light on them. They won't like this and it will stun them. Once you have killed them stand in the light and aim the beam at both of the big mirrors, one on the right and one on the left. When you aim the light at a mirror it will reflect a more powerful beam that can destroy the large statues. Once you've gotten rid of both statues destroy the smaller one on the box in front of you. Once that's done take Medli through the door on your right.

This room can be a bit tough. Drop Medli somewhere safe and run straight through the clouds towards the chest on the other side, while avoiding the monsters (Floormasters?). Inside the chest is a SMALL KEY. Opening the chest will also make all of the clouds go away. Now you have to fight all of these Floormasters and kill them. If they grab you they will take you back to a room near the beginning of his dungeon. You can use your boomerang to stun them to give you some safe hits. There is one that won't expose it's hand, to get it to you will have to take Medli and throw her near it. It will grab onto her and then you will be able to hit it. Once they are all dead a chest with a TREASURE CHART inside will appear. Take it and leave this room with Medli.

Leave Medli behind and go through the door across from you. Jump into the pit with the fog and run through it. Avoid the Floormasters and make it to the other end. Go up to the switch and hit it with your hammer. Instead of using

your Mirror Shield to reflect this new beam of light pull the block with the mirror on it into the spot with the light. Now that you have done that you can leave this room by going back through the fog and Floormasters.

Push the crate in front of the beam of light up to the wall so you can climb it up to the raised area. Pick up Medli, throw her up there and climb up yourself. Use your key and go through the door with Medli. In this room kill the monsters and then get working on reflecting the light from the mirror. You want to use it to break the statue to the right as you come in. It is in front of the next door. The other two can be broken to reveal a gold rupee and a big magic bottle. Because of the angle of the light and the statues you will have to control Medli and have her bounce the light somewhere. Then you will have to take Link and use the light bouncing off of her harp to aim at the statues. Once the statues are gone take Medli and go through the next door.

Immediately put Medli down and fight off the bats. Once you have killed them you can go up to the chest which contains a red rupee if you wish. Avoid the stone slabs as they fall and watch out for the various monsters that are inside these coffins. Take Medli up to the bigger stone slab blocking the door and play the Earth God's Lyric. Take Medli through the door and down these sets of stairs. When you come into the wide open area put Medli down and go to the right. Take out a bomb and put it next to the pot so you can warp here if you wish. Go back to Medli and down the stairs. When you reach the door go inside.

In this room take control of Medli and fly up to the raised platform in the middle of the room. Step on the switch to get some light into the room. As Link goes down into that beam of light and aim it right at the chest. Once the chest appears open it up to find a purple rupee. Pull the nearby mirror into the beam of light and then take control of Medli. Go down to where Link is (The beam of light won't get blocked when you move off of the switch) and stand on the platform that is right in the light's path. Turn around and aim bounce the light down to the littler platform in the enclosed space. Switch back to Link and stand on the platform. Bounce the light at the four Suns on the wall to remove the wall in front of this mirror. Pull this mirror as far as you can so it's at the end of the depression in the ground. See that to the right of where you just pulled this mirror? Use Medli again to shine light onto it to burn it away and to reveal another mirror. Now pull it out to the depression in the ground. Now the light will be reflecting off of all of the mirrors on this side of the room and you'll hear the little Zelda secret sound effect thingy. Go to the other side of the room and find where the beam of light ends.

Grab the mirror next to that and put it in front of the light. Now you need to take control of Medli and put her on the platform that the beam of light goes over. Use her harp to aim it at the big statue along the wall in the middle of the room. A mirror will appear from this area. Aim light at the Sun on the wall that you can aim the light at, if you do this you will open the path to



a door. Don't go in it just yet. Now take the light and aim it at the smaller one next to the one you are on. Take control of Link and pull the new mirror out and into the depression in the ground. Stand on that platform and aim the light at the Suns on the wall. Before you move that mirror aim the light at the chest so it will materialize.

Inside is a JOY PENDANT. Now go and move that mirror. After you have done that go to the mirror that was being blocked by the big statue and move it. You've finally done all of the mirror-moving for this room. Don't start celebrating just yet, there is still more to be done in this room. Take control of Medli and put her on the platform by where the beam of light ends. Aim the light at the eye of the big statue on the wall, like the one at the start of the dungeon. Go back to controlling Link and stand on the platform near the one that Medli is on and aim the light at the other eye of the statue. This will open the path to the next door. Leave Medli and go through it.

Kill all of the monsters in here to open the door and to get the BIG KEY. Now go back into the last room and through the door that was blocked by the wall with the Sun in front of it. Stand in the beam of light and aim the light at the coffins to open them up. Inside each one is one of the mini-bosses. Kill them all to get the chest with a TREASURE CHART to appear. Now you want to leave and go back to the big, open room with the staircases on the sides. Take control of Medli and fly her up by the warp-pot thing. Go back to controlling Link and walk up the stairs and then climb up the vines to get to Medli. Pick her up and use her to fly across the gap. Now enter the boss' chamber.

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BOSS: JALHALLA  
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This guy is a piece of cake. You are going to want to note the spots where the light comes in from the roof. While he tries to attack you get into the light and aim it right at him. Continue doing this until he drops his lantern and falls down. Run up to him and pick him up. When you throw he we will roll until he hits the wall so aim your throw so he hits one of the big pillars of spikes. When he hits them he will break apart into the smaller ghosts that he is made up of. Attack as many of these ghosts as you can and kill them. Eventually they will go back together and form the boss again. He will now have a few more attacks to use on you. He will try to body slam you, blow air at you and try to push you into the spikes on the side of the room and the attack he uses most, sucks in air and blows his breath at you. Still hurt him the same way until you kill all of the smaller ghosts. Once they are all dead you have won. Collect your Heart Container and step into the glowing part of the Triforce.

Once you're ready, sail off to Gale Island. As soon as you approach the front of the island with the winds blowing towards, you, put your Iron Boots on, and walk towards the statue that's blowing wind, and smash it with your Skull Hammer. Enter the cave. Upon entering, examine the stone tablet in front of you, then whip out your Wind Waker to learn a new song, Wind God's Aria:

6/4ths time:

UP, UP, DOWN, RIGHT, LEFT, RIGHT

Now you need to find the sage who needs to hear this song, which is Dekar in Forest Haven. Sail or warp there, and approach the giant waterfall near the entrance to the island. Look up for a grapple point, and use it to swing into the waterfall itself. Inside, you will find Dekar. Play him the Wind God's Aria, then sail with him back to Gale Island.

Play the Wind God's Aria in front of the stone tablet to cause it to crumble, then enter the Wind Temple.

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>> The Wind Temple <<

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Items of Interest: Hookshot, Joy Pendant (x4), Treasure Chart #5, #35

Just like in the previous temple, Makar can fly when you throw him, and when you take control of him, you can fly and plant seeds in the ground to make a Deku Leaf appear that floats.

First off, pick him up and carry him through the first door. First, put Makar down and defeat the flying enemy. Then take control of him and have him plant two trees in the soft dirt spots on the lower level to make a big chest appear with an Orange Rupee. Now fly him past the wind gusts and onto the ledge above and step on the switch to make the gusts go away. Now take control of Link, and defeat the Stalfos, and bomb the Warp Jar to open it for later. See the giant switch? There's a spring on it, so when you stand on it with your Iron Boots on, it weighs it down, and when you remove them, you go flying away. If you're on the lower level, use the spring pad down here to reach the first ledge where you entered, then use that spring pad to rocket into the air, and use your Deku Leaf to glide to Makar. Grab the little guy and enter the next door.

Drop Makar and defeat the statue enemies, then fan the spinny thing with your Deku Leaf to raise the garage door like door. Drop Makar again and

take control of him. Fly up to the platform to the right, plant a tree, then fly to the second platform, plant a tree, then fly to the upper ledge near the locked door and plant the last tree. Upon doing this, some Floormasters will come out and kidnap Makar. Once back to Link, go through the door to the right. Kill the Peahats in here, then defeat the Armos statues guarding the North door, and enter it.

Kill the Peahats here, and step on the stone tile near the edge of the platform you are on, and put the Iron Boots on to drop through. Kill the Floormaster then fan the spinnny switch to raise the door. Stand on the nearby spring pad and launch yourself straight up and through the opening above you, back up top. Now run across the floor that you just raised, kill the Peahats, then open the chest to the left of the gate for a JOY PENDANT. Go through the eastern door.

Hop off the ledge and use your Deku Leaf to glide into the whirlwind, then fly up to the ledge on the left and step on the switch. Kill the Wizrobe with an arrow, then glide over to the newly formed ledge in the gate. Glide again into the next whirlwind and glide all the way across the room, through the opened gate, and onto the far ledge with a chest containing the DUNGEON MAP. Take it, then hop back down to the lower level and run all the way back to the beginning of this room by climbing the vines.

Glide back to the lowered gate that you used before (right past the first whirlwind), then hop over to the ledge to your left, then the next ledge past that. Now use the whirlwind to glide through the last opened gate, and keep using the whirlwinds to power your flight to the very end of the room. Drop on the ledge, and defeat the 3 Peahats and the Wizrobe. Enter the door.

Bomb the Warp Pot to the right, then stand on the switch with your Iron Boots on to make a giant gate open in below you. Drop all the way down to the bottom with your Deku Leaf and defeat the Peahats. Enter the unlocked door.

Stand on one of the stone tiles with your Iron Boots to drop down. Defeat the enemy below, then spring back up (you have to push the blocks around to get the spring in the right place to boost up). Repeat this for all of the tiles and a chest that contains a small key and a TREASURE CHART (#5). To reach the chest, push the blocks so that they line up with the open hole right below the chest area (you can't fly over the spikes above). Exit the room.

Enter the locked door, and fight the Red Wizrobe. This is an annoying fight, since he summons many enemies and makes duplicates of himself. Fend off the enemies as best you can, but when you see him, fire some

Ice Arrows at him (he's fire based, as you can see from his attacks). Eventually, after enough damage, he'll die and a chest with the HOOKSHOT will appear. After the fight, hookshot up to the target above you on a ledge, and smash the peg with your hammer. Exit the room.

Kill the Peahats, then Hookshot your way up the ledges until you reach a point where you can't Hookshot anymore (about 5-6 Hookshots up), and you'll spot a ledge across from you with a chest. Glide to it with your Deku Leaf and open it for the COMPASS. Now use the spring pad to launch yourself up and continue Hookshotting your way up until you reach the next spring pad. Launch yourself up to the ledge, and to the last hookshot target right next to the cage Makar is in. Stand near the Statue blocking him in, and put your Iron Boots on, then Hookshot the target on it's head to make it fall over. Enter the cell, check the chest for a JOY PENDANT, then pick up Makar and drop down to the ledge below the cell.

Drop Makar, then hookshot over to the next ledge. Now control Makar and have him fly to Link. Go through the door. Kill the Wizrobe, then Hookshot your way using the trees you planted before, to the top. Now control Makar and fly to Link. Pick Makar up and enter the door.

Fly Makar up to the first ledge, plant a tree, and have him keep planting trees until there are no more to plant. Have Link Hookshot to them until you reach the very top and enter the door.

In here, drop Makar on a switch then stand on the other with Link to open the gate. Now go back through the door you just came in. Fly Makar back down to the door you came in through in this room, then glide to the same door with Link. Now fly and glide straight ahead to the door straight ahead and enter it with Makar. Drop him, then run past the sliding blade and to the closed gate. Turn around and look up for a ledge and a hookshot target next to it. Hookshot up, and fan the spinning switch to raise the giant gate to make a floor you can walk on. Run across it, and use your hookshot with your Iron Boots to pull down the two statue heads to reveal Rupees and another JOY PENDANT. Step on the tile with the Iron Boots on, and drop down and defeat the Armos. Go grab Makar and enter the door you came in from.

Enter the door to the right. Take control of Makar and drop all the way down to the level where you got the Hookshot and locate the two soft soil patches. Now plant 2 trees. Take control of Link and when the whirlwind starts up, glide across the giant gap and to the door directly across from you. Defeat the Armos, then take control of Makar and fly him to Link. For another JOY PENDANT, glide directly above where you are now to find a chest with one. Now turn around and look out into the giant whirlwind. To the upper left is ledge. Glide to it with Link, then with Makar. Defeat the Armos here, then when the chest appears, take the SMALL KEY. Exit the room with Makar, and glide

down to the ledge where you originally defeated the 2 Armos (the one right below the last Joy Pendant you got). Enter the door.

Defeat the Peahats, drop down into the hole again, kill the Floormasters, then fan the wind switch to open the gate. Go through it, and spring back up to the next level. Control Makar and fly over the traps and to Link. Approach the stone tablet here with Makar and play the Wind God's Aria. The tablet will crumble, showing a door. Enter it.

Drop Makar and fight the 3 Darknuts. After the fight, a chest with the BOSS KEY will reveal to you, so take it. Exit the room. Fan the wind switch to raise the gate as a floor again. Pick Makar up and run past the two sliding blades and enter the far door again. With Makar or without him (if you do it without him, you'll have to bring him down seperately), jump all the way down to the very bottom of this area, below the fan. Enter the locked door.

Defeat the Wizrobe and Stalfos, then Hookshot your way all the way up until you reach a floor switch. Stand on it with your Iron Boots, and the lower door will unlock again. While you're up here, use your Hookshot and Iron Boots on the statue heads to bring them down, and reveal Rupees and some enemies. Kill them all and the chest that's shown on your screen will appear. It contains TREASURE MAP (#35). Take it and leave through the opposite door from where you entered.

Kill the enemies (you can steal some JOY PENDANTS from them with the grappling hook if you need some), and then kill the Armos'. Take control of Makar and fly over the winds and plant a tree in the soil, but stay away from the Floormaster. Now grapple across the gap with Link with the hookshot and defeat the Peahats and the Floormaster. Enter the door with Makar.

Drop Makar right away and use your Iron Boots. Push the two boxes to stop the first two blades so you can create a path for you and Makar. Now push the third box past the 2 blades and near the last blade and into the gap. Pick him up and take him past the blades, then drop him right before the last blade, and place him in front of the second block you moved so he won't blow away. Now go back and pull the first block across the bridge you created with the block when you pushed it into the gap, and push it so it blocks the last trap. Grab Makar and make your way across this small bridged gap and into the next room past the fans.

Approach the stone tablet and play the Wind God's Aria, and a new door will be revealed. Bomb the Warp Jar here, get any fairies you might want, and enter the boss door.

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BOSS: MOLGERA  
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This guy can be a pain in the ass simply because you have too many targets to choose from at once. The main way to kill him is to target his tongue with your hookshot (use L Targeting) to bring it towards you, then slash at it with your sword. The main problem here is that he sends out multiple mini-snakes to attack you from the sand, and when you are busy with them, he comes up from the sand and eats you up. Just target each one of these smaller snakes separately with your Hookshot, then slash at 'em one at a time. Eventually, he'll reveal his tongue, allowing you to hookshot it, reel it in, and attack it. Watch out when the sand turns black around you, because he's about to come up and try to eat you. After about 3-4 Hookshot attacks and slashes, he'll die.

Claim your Heart Container and step into the Triforce.

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>> The Quest for the Triforce Charts <<  
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NOTE: Before beginning this quest, make sure you have the largest wallet you can have (5000 Rupee wallet), because you'll need as much money as you can get so you can pay Tingle to decipher these charts, and during the quest, you'll encounter TONS of Rupees. To get the wallet upgrades, visit Northern Fairy Island and talk to the Great Fairy here.

Triforce Chart #1  
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Sail off to the Islet of Steel, and shoot down any cannons that get in your way before entering. Swim inside and play the Wind's Requiem in front of the Triforce symbol on the ground and a chest will appear on that symbol. Open it for the Triforce Chart #1.

Triforce Chart #2:  
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Your next area to head off to is the Private Oasis, but you first need the Cabana deed to enter it. If you haven't done so already, go to Windfall Island, and find Ms. Marie and give her 20 Joy Pendants for the Deed. If this doesn't work, you need to complete the Killer Bees side-quest. See the Side-Quests section for details on how to complete this short game. Now sail to Private Oasis.

Approach the front door of the island cabana, and show the Cabana Deed to

the door to get inside. Look above you for an area you can grapple, so do so and the fire in the fire place will go out. Drop down inside the hole here.

Run straight and veer to the right until you reach a ladder leading down. Hop down and crawl into the hole in the wall. Follow this path to the left, then to the right, then straight, then right again and into another small room with another ladder. Follow it up, smash the switch to the left with the Skull Hammer, and take the path that opens and down the ladder. Crawl into the hole that's directly across from the ladder, follow it to the end, and go up the next ladder. Smash the switch with your hammer again and enter the path that opens, and go down the open hole near the switch (there's no ladder, so drop down).

Kill the ReDeads, then smash the pots to reveal a hole. Crawl through it and follow it to the end and go up the ladder. Stand on the wind symbol and play the Wind's Requiem for a chest to appear and open it for the Triforce Chart #2. Hit the switch with your hammer to open the gate, and leave the way you came and back to your Cabana. Board your boat and sail to Bird's Peak Rock.

#### Triforce Chart #3:

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Make sure you have a Hyoui Pear before heading here. Stop at the smallest island (southern most island). Grapple your way to the top, and bribe one of the gulls with a pear. Fly around and hit a switch on the top of each of the island spires, and a door will open below. Walk in and stand on the wind symbol and play the Wind's Requiem for a chest containing the Triforce Chart #3.

#### Triforce Chart #4:

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Sail to Diamond Steppe Island, and sail to the western part of the island, where you can see the palm trees above. Hookshot your way up to the island using the trees, then keep hookshotting your way up the next 3 levels of the island, and go into the hole at the top.

Hop into the first Warp Pot in front of you, then burn or bomb the top off the Warp Pot right in front of you again, and hop into this one. Now kill the Floormasters, then burn the lid off the pot to the far right from where you start, and enter it. Now kill the Floormaster here, and enter the pot on the left of the torch, then claim the GHOST SHIP CHART from the chest. Exit the ship, and wait until it turns night outside, or play the Song of Passing to quickly change the time.

Once its night out, use your Ghost Ship Chart to find where the Ghost Ship is,

then sail to it. Locate the ship in the quadrant its located on your Sea Chart (it flashes where the ship is), then sail into the ship to enter it.

Defeat the enemies inside and claim your Triforce Chart as your prize. Sail on to Needle Rock Isle for the next chart.

#### Triforce Chart #5:

=====

Sail around the northern part of the island to find 3 floating bomb ships, but one of them is gold. Sink all of them, and use your Grappling Hook on the spot where the gold one sinks to get this Triforce Chart. Time to sail to Outset Island.

#### Triforce Chart #6:

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Once at Outset Island, head to your grandmother's house, and around the back of it there are some grassy ledges. Hop up to the second one and use your Hookshot on the tree above. Once up here, toss the giant statue head away and hop into the hole. Take the fairies if you need them from the surrounding pots, then hop into the hole, the Savage Labyrinth.

In this Labyrinth, you'll have to face 30 levels of enemies, and defeat them all.

1st Floor: Several Keese  
2nd Floor: Several Miniblins  
3rd Floor: 4 Bokoblins  
4th Floor: 6 Red ChuChus  
5th Floor: 4 Magtails  
6th Floor: 4 Keese /4 Miniblins  
7th Floor: 2 Magtails / 4 Fire Keese  
8th Floor: 4 Bokoblins / 2 Fire Keese  
9th Floor: 2 Moblins  
10th Floor: Rest Area  
11th Floor: 6 Peahats  
12th Floor: 4 Green ChuChus  
13th Floor: 5 Boko Babas  
14th Floor: 4 Bokoblins  
15th Floor: 5 Mothulas  
16th Floor: 3 Boko Babas /3 Peahats  
17th Floor: 4 Green ChuChus / 4 Bokoblins  
18th Floor: 3 Bokoblins / 3 Mothulas  
19th Floor: 2 Flying Mothulas  
20th Floor: Rest Area



21st Floor: 3 Fire Wizzrobes  
22nd Floor: 4 Armos  
23rd Floor: 2 Large Armos  
24th Floor: 6 Yellow ChuChus  
25th Floor: 4 Fire Bubbles  
26th Floor: 1 Darknut, 2 Bokoblins  
27th Floor: 1 Fire Wizzrobe, 3 Armos  
28th Floor: 2 Large Armos, 2 Fire Bubbles  
29th Floor: 2 Darknuts  
30th Floor: Rest Area, Triforce Chart 6

(You can continue for a Heart Piece, but you need 20 more levels to do so.)

Now, sail off to Stone Watcher Island.

Triforce Chart 7:

=====

Land on the island, and make your way to the top, where a giant statue head lies. Throw it away and hop into the hole. In here, enter any door that you wish that's open, and defeat the enemies inside. The doors contain Fire Wizzrobes, Armos, Bokoblins, and Moblins. Once all 4 rooms are clear, go back to the central area and defeat the Darknuts to open the last door, play the Wind's Requiem on the floor, and claim this Triforce Chart. Leave this dungeon, and sail to Overlook Island.

Triforce Chart 8:

=====

Hookshot your way to the lone island in the area, then keep hookshotting your way up the sides of the islands until you reach a hole in the ground, then hop into it.

Once again, you're in an area just like the last Chart, where you have to clear each room, then defeat Darknuts in the main room afterwards. Once you have done this, play the Wind's Requiem on the floor, and claim the last Triforce Chart.

Now, it's time to get those Charts translated. By whom? Tingle, of course! But he charges just under 400 Rupees a piece to translate, so if you know your math, then you will need about 3200 Rupees to get all 8 charts deciphered. If you don't have enough cash at this time, it's a good idea to bust your Treasure Charts out and start hunting for Silver Rupees. Once you get your 3200 Rupees, warp to Tingle Island, and speak with Tingle to get all of the charts translated.

## Triforce Shards

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Check your IN-Credible Chart and it will show you all of the Triforce Shard locations. The following list is how I got the Shards from Tingle Island:

- Shard #1: Greatfish Isle (Northwest corner)
- Shard #2: Stone Watcher Island (Northwest corner)
- Shard #3: Southern Triangle Island (North)
- Shard #4: Two-Eye Reef (Inside, west)
- Shard #5: Warp to Outset Island (Northwest corner)
- Shard #6: Cliff Plateau Isles (Northeast corner)
- Shard #7: Seven-Star Isles (Southwest corner)
- Shard #8: Gale Island (North)

After completing all of the shards, you will create the Triforce of Courage. Now warp to the Tower of the Gods and sail on through the front gates.

NOTE: The following is the last area of the game. If you want more Heart Pieces or fairies or anything good like that, then go back to the sea and finish up your business. Otherwise, continue forward...

After the cut-scene, enter Hyrule Castle, and go downstairs. Ganon will take Zelda, and send 2 Darknuts from the sky to fight you. Kill them, and go back upstairs and go outside. Run across the bridge, and you'll run into an invisible wall, so slash at it with your sword to cause it to crash down. Continue forward.

Kill any enemies you wish on the path, and hookshot across the 2 gaps and enter the cave at the end, then go forward and through the door into the final dungeon.

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## Ganon's Tower

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Items of Interest: Light Arrows, Zelda, Ganon (make that bastard pay!)

In this area, there are 4 main bridges, all leading to doors that contain mini-dungeons. In each dungeon there lies a smaller version of a dungeon from earlier in the game. Also, you can only use which ever items you had during that point in the game for the boss fights, so for some of the mini-dungeons, you cannot use all of your items. Start out by entering the first door to your left, and continue going clock-wise.

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## Fire Temple Revisited

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Allowed Items for Boss: Grappling Hook

This one's easy. Just use your Grappling Hook on the grapple points above the lava, then land on a platform below you that's on the lava. Do this for the first two grapple points, then on the last one, climb up it, stand on it, then glide over to the ledge with your Deku Leaf. Enter the door, and fight Gohma.

Boss: Gohma

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Once more, get out of the way of the boss, and grapple the tail. Doing this will cause the ceiling to collapse onto his head. Do this three times, and the boss will attempt to trap you between it's claws. Good thing it's eye is exposed, so when it traps you with his claws, attack it's eye with all of your might. Use your Grappling Hook on it's eye if you need to bring him down to your level so you can slash at it. Repeat as necessary until you have defeated this easy boss.

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## Forest Temple Revisited

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Allowed items for boss: Grappling Hook, Boomerang, Deku Leaf

Use your Deku Leaf to fan the wind switch to the left, and hop on the gondola that comes over, then fan it again to move forwards. Once it stops and get to the moving branch, float over to it with your leaf, then when the branch lowers, you will see another wind switch just ahead to the left. Fan it to bring another gondola over, then fan the first switch to move forward again. When the gondola stops, float over to the moving branch on the right, then hop onto the one next to it, then use your Deku Leaf to float to the ledge, and enter the door. Fight Kalle Demos:

Boss: Kalle Demos

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Start off by targeting the tentacles that are holding the plant to the ceiling with your boomerang and let it fly. Repeat this for all of the tentacles, and the flower will drop, allowing you to slash at it's core with your sword. After enough damage, the plant will curl up and spit you back out. Chop the plants around you for hearts, and repeat the process.

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## Earth Temple Revisited

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Allowed Items for Boss: Boomerang, Deku Leaf, Bow, Bombs, Hammer, Grappling Hook

Right as you enter you will see a long hallway in front of you with the stone slabs that fall down and reveal small spaces (Coffins?) from the Earth Temple on both walls. Roll forward through this hallway to avoid being hit by them as they fall. All that's in them are enemies and items, so you can pass them by. Go up the stairs and note the light coming down on the right and the switch on the left atop them. In front of you there is another long hallway with the stone slabs that fall down on the sides of it. Go into the hallway and make the second stone slab on the left fall down. In here is a purple Chu. Once he is out in the open, go back to the spot of light and use the mirror shield to bounce some light on him. This will cause him to turn to stone. Approach him, pick him up and set him down on the switch. This will make some stairs at the end of this hall come down. Roll through the hall to avoid the falling stone slabs and run up these stairs.

At the top of these stairs is another switch. This one will make stairs appear at the end of this hall. Go through the hall, but avoid the falling stone slabs. At the end is a spot of light. Use the Mirror Shield to bounce light from here onto one of the purple Chus that came out of the coffins. Once that Chu has turned to stone go back and pick it up. Take it and set it down on the switch atop the last set of stairs. Now, go back through the hall to where the light was. Ignore the enemy in front of the stairs and go up and into the door. In here you will meet the boss from the Earth Temple again. Your job is to kill him. Again. He is exactly the same as the boss as you first fought him, except everything is in black and white. In case you forgot how to beat him, here is the strategy:

Boss: Jalhalla

-----  
This guy is a piece of cake. You are going to want to note the spots where the light comes in from the roof. While he tries to attack you get into the light and aim it right at him. Continue doing this until he drops his lantern and falls down. Run up to him and pick him up. When you throw he will roll until he hits the wall so aim your throw so he hits one of the big pillars of spikes. When he hits them he will break apart into the smaller ghosts that he is made up of. Attack as many of these ghosts as you can and kill them. Eventually they will go back together and form the boss again. He will now have a few more attacks to use on you. He will try to body slam you, blow air at you and try to push you into the spikes on the side of the room and the attack he uses most, sucks in air and blows his breath at you. Still hurt him the same way until you

kill all of the smaller ghosts. Once they are all dead you have won.

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### Wind Temple Revisited

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Allowed items for boss: All items

Climb up onto the spring pad right in front of you when you enter and put on your Iron Boots. Take them off and use the Deku Leaf to glide across the pit and the spikes when it launches you up. You will probably want to kill the enemy in here before going any further. Once you have done that climb up to where the trap is sliding across the floor and walk past it. Jump forward over the pit and use the Deku Leaf to take you across. Walk past this trap and equip your Hookshot. Use it and shoot it at one of the targets on one of the walls to get up to the raised up area. Enter this door and fight the boss again. If you can't remember how to beat him, here is the original strategy:

Boss: Molgera

-----

This guy can be a pain in the ass simply because you have too many targets to choose from at once. The main way to kill him is to target his tongue with your hookshot (use L Targeting) to bring it towards you, then slash at it with your sword. The main problem here is that he sends out multiple mini-snakes to attack you from the sand, and when you are busy with them, he comes up from the sand and eats you up. Just target each one of these smaller snakes separately with your Hookshot, then slash at 'em one at a time. Eventually, he'll reveal his tongue, allowing you to hookshot it, reel it in, and attack it. Watch out when the sand turns black around you, because he's about to come up and try to eat you. After about 3-4 Hookshot attacks and slashes, he'll die.

Enter the newly opened door in the main room. In here go up the stairs and some enemies will attack you. Quickly dispose of them and enter the door at the top of the stairs. Now you will be in a room with some doors. First, go into the one on the right. The King of Red Lions will tell you to remember this room well. Do so. Read the stone tablet on the left and remember what it says. Now, jump down into the pit in the middle of the floor.

In here, kill this shadow enemy guy by unleashing a combo with your sword. When he dies, watch the direction in which his sword falls. Go through the door that HILT of the sword is facing, so go opposite the way the point of the blade is facing. In this room you will face another one of these guys. This time, avoid the red colored things he shoots at you and wait for him to use the blue ball of energy. When he throws it at you, use your sword to bounce it back at

him until it hits him and he falls down. When he is on the ground, beat him with your sword until he dies. Watch his sword again and go in the door that the hilt is facing.

Now you will fight this guy again. Avoid the red spells and he will eventually either use the blue ball of energy on you or make copies of himself and surround you. If he uses the blue ball, do the same thing you did to him last time. IF he makes copies of himself, attack them until you find the real one and kill him with your sword. Watch where the sword falls and go in the door that the hilt is facing. In this room he will start out with copies of himself. Attack them and when you find the real one, kill him. Go into the door which the hilt of the sword is facing. In here you have to use the blue balls of energy to kill him. Once you do, follow the hilt into the next door. Now you get to fight him yet again. Avoid the red spells he shoots at you and when he makes the copies of himself, kill him. Go in the door the hilt faces.

Right when you enter this room you will see that it's different, and bars will cover the door you came through. You will now fight the shadow guy yet again. He will make the copies of himself, find the real one and kill him. A chest will appear in the middle which contains LIGHT ARROWS. Take them and go through the door behind the chest. Congratulations! You are now out of that area! But, the shadow guy is back. Shoot him with a light arrow to finish him off for good.

Now, do you remember the torches from the room with the pit? Go in the room where the sword is facing (The left one) and stand on the dark spot in the floor. Use the boomerang to first target the one that had one torch lit (The one back and to the right), then the one that had two torches lit (The closer one to the left), then the one with three lit (The closer one on the right) and finally the one with four lit (Back and to the left). The King of Red Lions will come in and tell you that you can ride him into the portal to get back up the world. If you don't need anything else, leave this room. Pick up the sword on the ground and attack the door with it. This will open it up. Now go inside. In here go up the stairs and kill all the enemies you come across. One you kill the last two at the top of the stairs, the door to the boss will open. Go inside.

§=§=§=§=§=§=§=§=§=§=§  
BOSS: PUPPET GANON  
§=§=§=§=§=§=§=§=§=§=§

Just like the Forest Temple boss, Puppet Ganon is hanging from the ceiling by strings, so use your Boomerang to cut them down and bring him to you. Once you've cut all of the strings as well as the one holding up his blue

tail, he'll fall down and let his tail down as well. Shoot the blue ball on his tail with a light arrow, and he'll return back up to the ceiling and repeat. He'll also attack you a few times, so be sure to move out of the way before he has the chance to do any damage. Repeat this three times and this phase is done for.

When the spider is released, it also has a blue tail, but it won't really attack. It just falls from the ceiling on top of you, so use the reflection from the water to see where he will fall, and where the blue tail will be. Position yourself accordingly, and when it falls to the ground, shoot the tail with a light arrow. Repeat this three times to end this phase.

Now it's the snake. It might seem hard to get him to stop long enough to shoot his blue tail, but a jumping sword strike or a bomb in his face will stop him long enough for you to aim and fire a light arrow at his blue tail. Repeat this three times to defeat him.

After the fight, climb the rope up to the ledge, then look above you to the right a bit for a grapple point. Use your Grappling Hook on it, then stop swinging and climb up to the ledge. In the center area there are pots to refill your health and magic and anything else you might need. Now grapple on the next point above the center area, and climb up once more. Smash the pots (one has a fairy), then bomb or burn the top of the warp pot off. Now hookshot your way across the gap and onto the ledge, and go out the door.

§=§=§=§=§=§=§=§=§  
BOSS: GANONDORF  
§=§=§=§=§=§=§=§=§

For the first phase, Zelda will shoot Light Arrows at Ganon, and he'll be stunned, so go in for a few slashes. This will repeat a few times, until Ganon realizes what she's doing, in which case, he knocks her out momentarily. Now you have to fight him yourself, so block his attacks and roll out of his way, and when he goes to jump-attack you, hit A to counter and slash him from the back. Repeat this a few times, and Zelda will wake up again.

Now she'll try to shoot more Light Arrows at him, but fails miserably. However, her plan is to shoot the arrows at your shield, and you reflect them back at Ganon. Block and dodge his attacks, and wait until you hear Zelda scream (she does this everytime she is about to fire an arrow). Once you hear her scream, position yourself so that the arrow she fires will reflect off your shield and back at Ganon. He's stunned, but only for a few seconds, so wait until he's about to attack you again, then counter with A.

It might take a few tries, but remember to stop blocking after he's been hit with the arrow, and to L-Target him again as fast as you can. One blow will do him in...

HOLY SHIT HE STABBED HIM IN THE HEAD.

Ahem. That was fn cool.

Watch the end credits and relax. The new Hyrule has been saved by the Hero of Winds!

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#### 04. Items

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Boko Baba Seed:

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Description: Source of the evil plant's magic. Perhaps if you could find someone to cook it up, its magic can be unleashed.

Location: Dropped by Boko Babas, Forbidden Forest.

Boomerang:

-----  
Description: In-flight weapon. Allows you to target up to 5 targets at once.

Location: Aquired after the first mini-boss fight, Forbidden Forest.

Deku Leaf:

-----  
Description: Use it to blow blasts of air at objects and enemies. Can also be used with magic power to ride drifts of air.

Location: Top of the Great Deku Tree, Forest Haven.

Delivery Bag:

-----  
Description: Finely crafted bag used by Rito postmen everywhere.

Location: Dragon Roost Island, from the Rito Leaders.



Din's Pearl:

-----

Description: This is the pearl of the gods spoken of in Rito legends.

Location: Received after the Dragon Roost Cavern boss.

Farore's Pearl:

-----

Description:

Location: Received from the Great Deku Tree after defeating the Forbidden Forest dungeon.

Father's Letter:

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Description: Letter from Komali's father to Prince Komali.

Location: Dragon Roost Island, from Medli.

Golden Feather:

-----

Description: A certain strangeness emanates from the quill of this beautifully shining golden feather. Winged girls are said to be infatuated with these treasures.

Location: Dropped by enemies.

Grappling Hook:

-----

Description: Item used by the Rito before they had wings. Allows you to reach far away items/ledges.

Location: From Midli, Dragon Roost Cavern.

Hero's Bow:

-----

Description: A bow fit for a hero.

Location: 2F of Tower of Gods, in the room guarded by the Iron Knuckle.

Hero's Clothes:

-----

Description: Green clothing fit for a hero.

Location: From your grandma, Outset Island.

Hero's Shield:

-----

Description: Shield with great power.

Location: Given to you by your grandma on Outset Island.

Hero's Sword:

-----

Description: Blade with the power to dispel evil.

Location: Given to you by old man Orca on Outset Island.

Iron Boots:

-----

Description: These boots are so heavy you can hardly walk, but the wind can't blow you around when you wear them!

Location: Ice Ring Isle

Joy Pendant:

-----

Description: These pendants are said to flock to those who spread joy, like butterflies gathering around nectar-filled blossoms.

Location: Dropped by an enemy; also in Dragon Roost Cavern.

Knight's Crest:

-----

Description: All who are skilled in the ways of the sword know the value of a crest such as this.

Location: Dropped by various enemies. First by Armor Knight in Tower of the Gods.

Master Sword:

-----

Description: The legendary blade with the power to repel evil..once wielded by the legendary hero himself!

Location: Hyrule Castle, after Tower of the Gods.

Mirror Shield:

-----

Description: It's shiny surface reflects beams of light.

Location: Earth Temple

### Picto Box

-----  
Description: Allows you to take pictographs. Can hold up to three at a time.  
Location: Tingle's Cell, hidden behind the crate. Go through the maze in the following directions to reach it:

Right, straight, left, left, right, right, left, straight, left,  
right, right, straight.

### Pirate's Charm:

-----  
Description: This is the mysterious stone Tetra lent to you. Allows Tetra to give you advice when it's needed.  
Location: Given to you at the beginning of Forsaken Fortress, beginning of the game.

### Power Bracelets:

-----  
Description: Both arms are now stronger than ever!  
Location: Fire Mountain.

### Red Chu Jelly:

-----  
Description: There's a gelatinous substance in the red jelly. It's an effective cure for exhaustion, but it can't be used in it's current state.  
Location: Dropped by Red Chus.

### Sail:

-----  
Description: Used to set sail with your boat.  
Location: Eskimo merchant on Windfall Island. 80 Rupees.

### Skull Hammer:

-----  
Description: 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.  
Location: Forsaken Fortress (2nd time around)

Skull Necklace:

-----

Description: This rather off-putting accessory would appear to be of little value, but shown to the right person, it is apparently of great worth.

Location: Dropped by enemies, spoils.

Spoils Bag:

-----

Description: This bag is primarily used to hold up to eight different kinds of items that defeated enemies dropped.

Location: Niko, Pirate Ship.

Telescope:

-----

Description: You received this treasured item from your sister on your birthday.

Location: Outset Island, from your sister on the lookout tower.

Tingle Tuner:

-----

Description: Allows you to connect your GBA with your GC to receive tips from Tingle.

Location: Tingle's Cell, Windfall Island.

Treasure Chart:

-----

Description: Chart given to you by Tingle. Shows treasure on your Sea Chart.

Location: Tingle's Cell, Windfall Island.

Wind Waker:

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Description: Magical conductor's baton that borrows the power of the gods.

Location: Given to you at the beginning of Dragoon Roost Island.

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05. Sea Chart

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Forsaken	Star	Northern	Gale	Crescent	Seven-	Overlook
Fortress	Island	Fairy	Isle	Moon	Star	Island
	Island		Island	Isles		
Four-Eye	Mother &	Spectacle	Windfall	Pawprint	Dragon	Flight
Reef	Child	Island	Island	Isle	Roost	Control
	Isles			Island	Platfrom	
Western	Rock Spire	Tingle	Northern	Eastern	Fire	Star Belt
Fairy	Isle	Island	Triangle	Fairy	Mountain	Archi-
Island		Isle	Island		pelago	
Three-Eye	Greatfish	Cyclops	Six-Eye	Tower of	Eastern	Thorned
Reef	Island	Reef	Reef	the Gods	Triangle	Fairy
				Island	Island	
Needle	Islet of	Stone	Southern	Private	Bomb	Bird's
Rock	Steel	Watcher	Triangle	Oasis	Island	Peak
Island		Island	Island		Rock	
Diamond	Five-Eye	Shark	Southern	Ice Ring	Forest	Cliff
Steppe	Reef	Island	Fairy	Isle	Haven	Plateau
Island		Island			Isles	
Horseshoe	Outset	Headtone	Two-Eye	Angular	Boating	Five-Star
Island	Island	Island	Reef	Isles	Course	Isles

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## 06. Side-Quests

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The following are side-quests information and walkthroughs for the game. These are not required to beat the game by any means, but they are recommended to do if you wish to get the most out of the newest Zelda game.

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## 6a. Hidden Dungeons

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### >> Dragon Roost Island <<

There's a hidden dungeon located on the beach outside of Dragon Roost Island, next to the Wind Shrine. There should be a large boulder right next to the path leading to the Wind Shrine, right in front of the shrine itself.

If you have a bomb on you, then just bomb it. If not, you can use your Tingle Tuner and your GBA to talk to Tingle, and have him drop a bomb on that exact point. Eitherway, once the rock is gone, hop into the hole below.

Now, there's no real way to go through this dungeon. Your main objective is to get each one of the un-lit doorways in the first room all lit up. So what you want to do is enter an unlit door, and defeat the monsters inside. There are 4 rooms you have to clear, and they're all painfully easy. Once each room has been cleared, the torch above that room will light up. After getting all of the doors lit up, the door that used to be locked in the main room will become unlocked. Go on inside and claim your prize, a Purple Rupee, worth 50 Rupees. Not bad for such an easy and short dungeon.

### >> Pawprint Isle <<

To get into this dungeon go up onto the main island and go to the south side of the big white thing that almost looks like an egg. Crawl through under it and drop down the hole. From where you start go down the path into the main room of this little dungeon. If you take the left path in the main room and blow up the rock with bombs you can find a purple rupee. If you take the path to the right there is a HEART PIECE in a chest and behind the rock that you can destroy with bombs there is a JOY PENDANT.

### >> Bomb Island <<

Get bombs (or Power Braclets), then you can come here and bomb the giant rock in the center of the island. Enter the hole, and once inside, hit one of the centipedes to it rolls into a ball, pick it up, then place it on the switch to open the door. Enter it. Now in here, walk on the non-firey path on the left and step on the switch to put out the flames on the path to the right. Now take this path to the center area, and repeat the same process with the centipede, and toss it (when its balled up) onto the flaming switch to the left (the switch itself is hidden, but its there), and the flames will be put out around the large chest that lies just ahead. Open the chest for a HEART PIECE.

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### 6b. The Killer Bees

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Eventually you will be able to challenge the Killer Bees to a game, if you win they will think about going back to school. You have to find where each one is hiding and then catch them. The first one is behind the Bomb Shop. Confront him and he will jump through a hole in the fence to the left and run around the grassy area around the Bomb Shop. The second one is behind the stone up near Tingle's Cell where the dancing guy is. When you see him he'll jump down to the water and run around the area where the first one did. The next one is up by the school. To the left of the door to the school there is a ladder and to the left of that is an arch. Go through the arch and turn to the left.

The third member of the Killer Bees is behind the bush. When you see her she will jump down the cliff and run up the stairs. After you catch her go back down to the grassy area in front of the Bomb Shop.

The leader is hiding atop the tree by the pier and arch over the main path up the island. Roll forward into it to knock him out of it. He will jump down and run through the island. Catch him and they will reward you with a HEART PIECE.

Go into the school and talk to Mrs. Marie, she will then give you a purple rupee. Go back outside and the leader of the Killer Bees will tell you that Mrs. Marie's birthday is coming up and she likes Joy Pendants. He will also say that he saw a Joy Pendant in a tree. Go down to the Bomb Shop and roll into the tree right next to the entrance to get another JOY PENDANT. Go back up to the school and put your Joy Pendants on X, Y, or Z to show them to Mrs. Marie. She will tell you to come back when you have 20 of them and also give you a red rupee.

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### 6c. Link's Cabana

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After you complete the Killer Bees sidequest equip your Joy Pendants and show them to Mrs. Marie in the school on Windfall Island. She will tell you to come back when you have 20 of them (Unless you have 20 already). Once you have the 20 show them to her. She will give you the Cabana Deed. Head down to the Private Oasis island and equip the Cabana Deed. Show it to the talking door and he will let you in. Inside on the wall to the left you will see a picture. On the right wall is the same picture but it's all mixed up. Approach the mixed up picture and you will be able to fix it in the form of a slide puzzle.

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## 6d. The Koroks' Spoutlings

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You may have noticed (if you've been exploring the sea) on some islands there is a Korok standing next to a withered sproutling. You can help these sproutlings by pouring some water on them, but not any water will work. You need Forest Water from inside the Forest Haven. You can use that water as many times as you like until it becomes normal water in 20 minutes. If you don't water all of the sproutlings within 20 minutes they will become withered again. You have to find all 8 islands with Koroks standing by the withered sproutlings and pour the water on them. They are at the following locations:

Eatern Fairy Island  
Mother & Child Isles  
Star Island  
Private Oasis  
Shark Island  
Needle Rock Island  
Greatfish Isle  
Cliff Plateau Isles

If you do manage to water all eight sproutlings with the Forest Water within 20 minutes they will grow into trees and a HEART PIECE will drop down from the one you are next to.

Before you do this you will want to make sure you have learned the Ballad of Gales. If you don't have it you won't be able to make it between the islands in time. To make this quest easier for you talk to the Deku Tree, he will mark the locations of the Koroks and thir sproutlings on your sea chart.

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## 6e. The Great Fairies

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Northern Fairy Island - There is nothing blocking the entrance to the Fairy Fountain, so as soon as you can sail here you have access. The Great Fairy here will allow you to carry more rupees, the first rupee upgrade allows you to carry up 1000 rupees. The second upgrade allows you to carry up to 5000 rupees.

Southern Fairy Island - All you need to see the Great Fairy here is bombs. Put one right next to the wooden planks blocking your entrance then jump in the hole. This Fairy will give you a bomb upgrade. The first upgrade allows you to carry 60 bombs, the second allows you to carry 99.



Eastern Fairy Island - To see this Great Fairy all you need to do is plant a bomb in front of the rock blocking the entrance.  
This Fairy will give you a bomb upgrade. The first upgrade allows you to carry 60 bombs, the second allows you to carry 99.

Western Fairy Island - To see the Great Fairy here you will need to have the hammer. Once you have it come to this island and use it to hit the switch. This will cause the fire blocking you from seeing the fire to go away.  
This Fairy will give you the ability to carry up to 60 arrows at once.

Thorned Fairy Island - You will need the hammer to get access to this Fairy. Use the hammer to smash the three switches on the island and the plants blocking the entrance to the fountain will go away. This Fairy will give you an arrow upgrade, the first one will allow you to carry up to 60 arrows at once and the second will allow you to carry 99 arrows.

Mother & Child Isles - The Queen Fairy is located here. Warp to where she is using the Ballad of Gales. She will give you Fire Arrows and Ice Arrows. You have to come see her before going through the Earth Temple and then the Wind Temple.

Two-Eye Reef - To the southwest of the reef you will see a group of seagulls flying around. Get close to them and a giant squid will pop out of the water. Use the bomb-cannon on the King of Red Lions and hit it in the eyes with bombs. Take out all of it's eyes to defeat it. Once you beat him a Great Fairy will appear and double your magic bar.

Outset Island - Climb up the mountain path on the island to get up to the suspension bridge. The bridge is no completely gone so you cannot cross it. Next to the bridge there is another path that goes up a little bit to some rocks. Climb up onto the rock that is closest to where the bridge was. Play the Wind's Requiem to make the wind blow west and jump off the rock and use the Deku Lead to glide to the other side of the bridge. Enter the forest and find the rock blocking the Fairy's Fountain. Blow it up with a bomb and drop in the hole. This fairy will allow you to carry more rupees, the first rupee upgrade allows you to carry up 1000 rupees. The second upgrade allows you to carry up to 5000 rupees.

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## 7f. Wind Waker Songs

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Wind's Requiem  
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Where to get it: You will learn this song after defeating Dragon Roost Cavern.

How to play it: 3/4ths time - UP, LEFT, RIGHT

What it does: Allows you to control the flow of the wind.

=====

### Command Melody

=====

Where to get it: Tower of the Gods

How to play it: 4/4ths time - LEFT, NEUTRAL, RIGHT, NEUTRAL

\* Neutral means you don't touch the C-Stick and leave it in it's neutral position

What it does: Allows you to control statues, as well as other characters at certain points of the game.

=====

### Ballad of Gales

=====

Where to get it: Find the evil Wind God after getting the Hero's Bow, then once you find him at sea in his giant cyclone, shoot him 3 times with some arrows and he'll teach you this song.

How to play it: 4/4ths time - DOWN, RIGHT, LEFT, UP

What it does: When played, allows you to warp to a certain number of warp points at sea to save time from sailing (thank god).

=====

### Earth God's Lyric

=====

Where to get it: You will learn this from a sage right before the Earth Temple. It is required to advance in the game.

How to play it: 6/4ths time - DOWN, DOWN, NEUTRAL, RIGHT, LEFT, NEUTRAL

What it does: Nothing. Just allows you to advance to the Earth Temple.

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### Wind God's Aria

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Where to get it: You will learn this song right before the Wind Temple, from a sage.

How to play it: 6/4ths time - UP, UP, DOWN, RIGHT, LEFT, RIGHT

What it does: Nothing. It just allows you to advance to the Wind Temple.

---

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### Song of Passing

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Where to get it: Go to Windfall Island and go up to the dancer by the large stone. Take out your wind waker and copy his movements by conducting the following:

How to play it: 3/4ths time -RIGHT, LEFT, UP

What it does: This song changes day into night and vice-versa.

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## 07. Location Lists

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### 7a. The Treasure Charts

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This list is far from complete, but don't fret, we are working on it as best we can

#### Treasure Chart 2

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Location of treasure:

Reward:

Location of chart: After the Forsaken Fortress go up into the rich guy's house on Windfall and show the new rich guy your Skull Necklaces. Give him 20 to get this chart.

### Treasure Chart 3

-----

Location of treasure: Eastern Fairy Island

Reward:

Location of chart: Silver Rupee

### Treasure Chart 4

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Location of treasure: Southern Fairy Island

Reward:

Location of chart: Heart Piece

### Treasure Chart 5

-----

Location of treasure:

Reward:

Location of chart: Wind Temple

### Treasure Chart 7:

-----

Location of treasure: Star Island

Reward: Silver Rupee

Location of chart: Earn as a prize for beating the Battleship-esque game and getting a high score

### Treasure Chart 9

-----

Location of treasure: Horseshoe Island

Reward: Silver rupee

Location of chart: Inside the submarine on Crescent Moon Island. Kill all of the monsters until the ladder drops down giving you access to the chest.

### Treasure Chart 12

-----

Location of treasure: Five-Eye Reef

Reward: Silver Rupee

Location of chart:

#### Treasure Chart 14

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Location of treasure: Tower of the Gods

Reward: Silver Rupee

Location of chart: Find the submarine near Headstone Island. Go inside and kill of the rodents to make the ladder which gives you access to the chest fall down.

#### Treasure Chart 15

-----

Location of treasure: Angular Isles

Reward: Heart Piece

Location of chart:

#### Treasure Chart 16

-----

Location of treasure: Shark Island

Reward:

Location of chart: Sea platform near Seven-Star Isles. Kill monsters until the chests appear.

#### Treasure Chart 17

-----

Location of treasure: Ice Ring Isle

Reward: Silver Rupee

Location on chart: Spectacle Island, play the mini-game to sink the ships and you will get this after you win the second time

#### Treasure Chart 18

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Location of treasure: Windfall Island

Reward: Silver Rupee

Location of chart:

#### Treasure Chart 20

-----

Location of treasure: Bomb Island

Reward:

Location of chart: Heart Piece

Treasure Chart 22

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Location of treasure: Spectacle Island

Reward: Silver Rupee

Location of chart: In a submarine near Northern Fairy Island. Kill the monsters and swing across the lamps to get to the chest with the chart.

Treasure Chart 23

-----

Location of treasure: Diamond Steppe Island

Reward: Heart Piece

Location of chart: Earn as a prize for beating the Battleship-esque game and getting a high score

Treasure Chart 29

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Location of treasure: Mother & Child Islands

Reward: Silver rupee

Location of chart:

Treasure Chart 30

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Location of treasure: Pawprint Isle

Reward: Heart Piece

Location of chart: Inside the Tower of the Gods

Treasure Chart 34

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Location of treasure: Eastern Triangle Island

Reward: Silver rupee

Location of chart:

Treasure Chart 35

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Location of treasure: Eastern Fairy Island

Reward:

Location of chart: Wind Temple

### Treasure Chart 36

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Location of treasure: Bird's Peak Rock

Reward: Silver Rupee

Location of chart:

### Treasure Chart 37

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Location of treasure: Fire Mountain

Reward:

Location of chart: Use bombs to blow up all of the rocks and hop across the platforms. Drop down the hoel and light the two unlit torches. Some bats will appear, kill them all to make the chest with the chart appear.

### Treasure Chart 38

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Location of treasure: Three-Eye Reef

Reward: Heart Piece

Location of chart: Win it at the auction on Windfall Island

### Treasure Chart 39

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Location of treasure: Dragon Roost Island

Reward: Silver rupee

Location of chart: In a chest covered in ice on Ice Ring Isle

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## 7b. Heart Piece Locations

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>> Windfall Island <<

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- Play the Battleship mini-game at the market. Sink all 3 squids within 20 cannonballs to earn a heart piece.
- Win two auctions at the auction house, and the next auction will be for a heart piece.
- Complete the Killer Bees sidequest
- One of the items that you can win at the nightly auction is this Heart Piece

>> Outset Island <<

- 
- You can get this after you get the second Pearl (after Forbidden Forest). Visit Orca and hit him 500 times or more before he hits you 3 times and he'll reward you with a heart piece.

>> Diamond Steppe Island <<

- 
- Use Treasure Chart 23 to find this heart piece.

>> Rock Spire Isle <<

- 
- Find the floating ship shop around the Isle, and the guy inside has this heart piece for sale. The cost is 950 Rupees.

>> Spectacle Island <<

- 
- Beat the Cannonball game (shoot the 5 ships), and you'll get the heart piece.

>> Bomb Island <<

- 
- Bomb the center rock on the island, drop into the hole, defeat the short dungeon, and open the large chest for this heart piece.
  - Use the grappling hook while on the King of Red Lions to pull up the treasure chown on Treasure Chart 20

>> Six-Eye Reef <<

- 
- Locate the submarine and go inside. Kill all the monsters that appear to get the ladder giving you access to the chest with the heart piece to appear.

>> Star Island <<

- 
- The rocks here can be destroyed with bombs. Under the big rock on the western side of the island is a hole. Go in it and kill all of the monsters to make a chest with the Heart Piece appear.



>> Pawprint Isle <<

-----

- There are two Heart Pieces in the secret dungeon.
- While on the King of Red Lions use the grappling hook to pull up the chest shown on Treasure Chart 30.

>> Sidequest Heart Pieces <<

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- Complete the The Koroks' Spoutlings Sidequest.
- Complete the Killer Bees sidequest.

>> Southern Fairy Island <<

-----

- Use the grappling hook while on the King Of Red Lions to pull up the treasure shown on Treasure Chart 4.

>> Angular Isles <<

-----

- Come up to the larger island from the south in your boat and take out the Hookshot. Aim it towards the chest on the top of the island. You will not stay on the top of where the island is, but fall down onto a platform below. On this platform push the block off of the side and just down to pull it even further so you can climb up it. From here you can climb all the way to the top of the island and grab the Heart Piece in the chest.
- Use the Grappling Hook while on the King of Red Lions to pull up the treasure shown in chart 15.

>> Five-Star Isles <<

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- Locate the submarine and go inside. Kill all of the enemies to make the ladder drop down. Go up and open the chest to get the Heart Piece.

>> Three-Eye Reef <<

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- Use the Grappling Hook while on the King of Red Lions to pull up the treasure shown on chart 38.

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### 7c. Empty Bottle Locations:

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#1: Medli gives you the first empty bottle outside of Dragon Roost Cavern.  
This bottle is required to progress in the game, so you shouldn't have any trouble getting it.

#2: This bottle in a wooden submarine floating near BOMB ISLAND. You have to enter the sub and kill the enemies inside to get this bottle.

#3: This bottle is for sale at the floating ship shop at Rock Spire Isle.  
The damage? 500 Rupees.

#4: Note: You must have finished the Forsaken Fortress for the second time to get this bottle.

Talk to the eskimo guy that sold you your sail on Windfall Island until he tries to get you to help with his shop. Once he does get him to tell you about how someone has tried to break into his safe at night. At night come back to Windfall Island and talk to the girl near the entrance to the first floor of the rich guy's house. She will tell you to go away. Walk up the stairs and you will see that she runs away. You have to follow her but she will turn around a few times and if you are too close, she will catch you and you have to come back another night (Or just enter and exit a building) to do this again. Once she gets to the safe to talk her while she is working on opening it and answer all of her questions with the top response to get the bottle.

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### 7d. Triforce Charts

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Note: To view these charts you will have to pay Tingle on the tower on Tingle Island to decode them. Also, to see specifically how to get the charts and shards, check the walkthrough.

#### Triforce Chart 1

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Location of Chart: Islet of Steel

Location of Shard: Greatfish Isle

Triforce Chart 2

=====

Location of Chart: Link's Cabana (Private Oasis)

Location of Shard: Gale Isle

Triforce Chart 3

=====

Location of Chart: Bird's Peak Rock

Location of Shard: Stone Watcher Isle

Triforce Chart 4

=====

Location of Chart: Ghost Ship

Location of Shard: Outset Isle

Triforce Chart 5

=====

Location of Chart: Needle Rock Isle

Location of Shard: Cliff Plateu Isles

Triforce Chart 6

=====

Location of Chart: Outset Island

Location of Shard: Southern Triangle Island

Triforce Chart 7

=====

Location of Chart: Stone Watcher Island

Location of Shard: Seven-Star Isles

Triforce Chart 8

=====

Location of Chart: Overlook Island

Location of Shard: Two-Eye Reef

-----  
7e. Other Charts  
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### Platform Chart

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Location: Submarine near Flight Control Platform. Kill all of the monsters inside to get access to the the chest containing the chart.

Use:

### Tingle's Chart

-----

Location:

Use: Shows Tingle Island, Windfall Island and the locations of the Great Fairies that give you wallet upgrades

### IN-credible Chart

-----

Location:

Use: Shows you the location of Triforce Charts and Triforce Shards once the map showing where the Shard is located has been decoded

### Beedle's Chart

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Location:

Use: Shows you where Beedle's ship shop will appear

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## 08. Version History / Credits

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### Version 1.00 (04/20/03)

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- Walkthrough is 100% complete. Most sections updated.

### Version 0.40 (04/04/03)

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- Updated walkthrough up through the Wind Temple, did a major reorganization of the whole guide, most sections updated with new information.

### Version 0.25 (04/02/03)

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- Updated walkthrough up through the Earth Temple, all sections updated.

Version 0.20 (03/31/03)

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- Updated walkthrough up through the Forsaken Fortress (after Tower of the Gods), all sections vastly updated, especially the Side Quests section.

Version 0.15 (03/28/03)

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- Updated walkthrough up through the Tower of the Gods, all sections updated.

Version 0.10 (03/28/03)

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- Updated walkthrough up through Forbidden Forest, all sections updated or with new info.

Version 0.05 (03/25/03)

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- First draft, released to the public. Walkthrough up through Dragon Roost Cavern.

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## 09. Copyright Info

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