

TAKE YOUR GAME FURTHER
BRADYGAMES

SIGNATURE SERIES

272
PAGES!

THE LEGEND OF ZELDA the wind waker™

official strategy guide

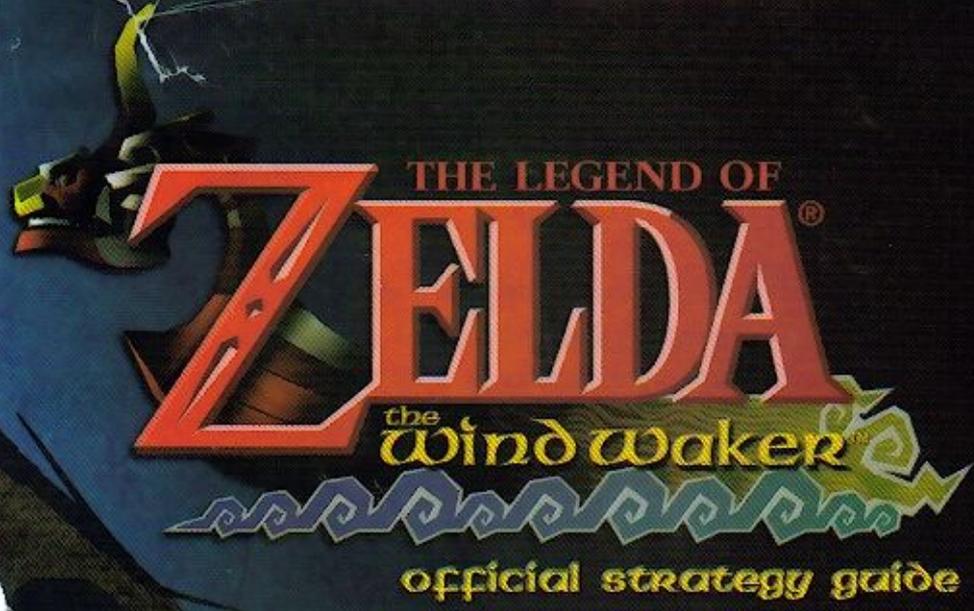


This game has received the following rating from the ESRB:



By Doug Walsh





THE LEGEND OF
ZELDA[®]
 the *wind waker*
 official strategy guide

TABLE of CONTENTS

Introduction2
 Characters3
 Game Basics5
 Walk-through12
Part A: The Dungeons12
 Outset Island12
 Pirate Ship19
 Forsaken Fortress21
 Windfall Island28
 Dragon Roost Island35
 Dungeon: Dragon Roost Cavern40
 Boss Battle: Gohma51
 Forest Haven54
 Dungeon: Forbidden Woods60
 Boss Battle: Kalle Demos70
 The Search for Jabun73
 Tower of the Gods80
 Boss Battle: Gohdan, The Great Arbiter93
 Hyrule Castle94
 A Meeting with Ganon98
 Boss Battle: Phantom Ganon99
 The Sage of Earth Temple106
 Headstone Island110
 Dungeon: Earth Temple113
 Boss Battle: Jalhalla, Protector of the Seal123
 The Sage of Wind Temple124
 Gate Isle127
 Dungeon: Wind Temple128
 Boss Battle: Molgera, Protector of the Seal137
Part B: Collecting the Triforce138
 Gathering the Triforce Shards146
Part C: The Final Encounter147
 Ganon's Tower148
 Boss Battle: Puppet Ganon155
 Boss Battle: Ganondorf156
Bonuses158
Side Quests159
Island Tours172
Lists202
 Hearts List202
 Fairies List204
 Songs List204
 Charts List206
 Big Octos List209
Enemies210
Nintendo Gallery212



**THE LEGEND OF ZELDA[®]
 OCARINA OF TIME[™]**

Part 1224
 Quest 1: Get the Kokiri's Emerald224
 Quest 2: The Goron's Ruby227
 Quest 3: Zora's Sapphire233
Part 2238
 Quest 1: The Forest Medallion238
 Quest 2: The Fire Medallion243
 Quest 3: Get The Iron Boots & Zora Tunic248
 Quest 4: The Water Medallion249
 Quest 5: The Shadow Medallion254
 Quest 6: The Spirit Medallion258
 Quest 7: Ganondorf266

By Doug Walsh

Introduction

For more than a decade, one video game series has consistently risen above the rest to provide intense action, challenging puzzles, and mythical adventure on a grand scale. That series is *The Legend of Zelda*[®]. This latest installment takes gamers of all ages on a journey that they will not soon forget, but this should not be a surprise. Following is a brief recount of the games that preceded this sure classic, each of them among the top games of their generation.

Today's younger gamers might find it difficult to believe, but Princess Zelda's roots extend all the way back to 1987 when the original *The Legend of Zelda*[®] released on the Nintendo Entertainment System[®]. The game set the standard in graphics, exploration and story for a generation of video games and became an instant hit in the process. The original was such a success that the first of its many sequels, *The Legend of Zelda II: The Adventures of Link*[®] (1988), appeared on store shelves just over a year later. Despite being considerably different in style from the original, *The Adventures of Link* further entrenched the series as a favorite among gamers.

The series made the leap to the Super NES[®] console in 1992, marking a return to its top-down roots with *The Legend of Zelda: A Link to the Past*[®]. This time, the kingdom was made up of two mirror images: a light world and a dark world. The challenge of negotiating these alternate halves instantly hooked players, and the "split world" theme continued to the next generation of games.

Considered by many to be the peak of the series up to that point, and generally regarded as one of the finest adventure games of all time, *The Legend of Zelda: Ocarina of Time*[®] (1998) brought the series into the third dimension on the Nintendo[®] 64. The power of the Nintendo 64 ushered numerous technical innovations and an amazingly fresh design that had the story's ageless hero, Link, traveling between the future and the past on a truly epic adventure. *The Legend of Zelda: Majora's Mask*[™] (2000) expanded on *Ocarina of Time*'s fan base and became the first truly dark and surreal installment in the series. In it, players are transported to a bizarre alternate dimension that featured distorted versions of the Ocarina world.

The series has come a long way since we were first introduced to Link in 1987, and today's *The Legend of Zelda: The Wind Waker*[™] is sure to do a fine job carrying the torch until the next installment arrives. And while it may be hard to imagine an adventure more entertaining and a story more compelling than the one in *The Wind Waker*, Nintendo has proven to us over the years that it only gets better!

CHARACTERS

CHARACTERS



Link

When Link awoke on his birthday, he didn't ask to be the chosen one. All he wanted was to spend time with his sister Aryll and have fun with his neighbors at the island feast. Unfortunately, not every day goes according to plan. Before he could grasp the scope of what he was involved in, Link was suddenly charged with being the one person, the Hero of Wind, who could save an entire kingdom from destruction. Link was made to dress in tribute to the heroes of the past; little did his Grandma know that he would become one of the most legendary heroes of all time!



The King of Red Lions

This magical talking boat comes to Link's rescue in the open sea as if the gods themselves sent it. The King of Red Lions will be Link's closest companion throughout his adventure. It will provide guidance in figuring out where to go, and he'll take Link there too!

Aryll



Link's younger sister Aryll thinks the world of her big brother. She even lends him her most prized possession as a birthday gift. Aryll spends most of her time playing with the seagulls that visit the watchtower above the pier. She likes them so much that she even painted seagulls on her telescope.

Grandma



Outset Island is home to only a few families, one of them comprised of Link, Aryll, and their devoted Grandma. Grandma cares deeply for her grandchildren and spends much of her time worrying about them. Grandma is a great cook and almost always a piping-hot bowl of Elixir Soup ready for Link when he stops by!

Tetra



Tetra is a young pirate girl who happens to be nearly the same age as Link. Tetra is the leader of a band of pirates who care little for anything other than treasure and rewards. Although she at first wants nothing to do with Link—despite the fact that he rescues her—she eventually warms up to him and becomes a valuable ally.

Medli



Medli is a young female member of the Rito tribe and is training to be an attendant to the great Valoo, the revered dragon atop Dragon Roost Island. Medli takes her role among the Rito very seriously, but will not hesitate to answer to a higher calling if necessary.

Orca



Every town has its wise old man...and Orca is not him! Actually, Orca's brother Sturgeon is the most knowledgeable person on Outset Island and he lives upstairs. Orca, on the other hand, is a master swordsman and is the man Link should go to when it's time to get a sword or to learn new attacks. Don't underestimate Orca's strength and agility; he's very quick for an old-timer!

Makar

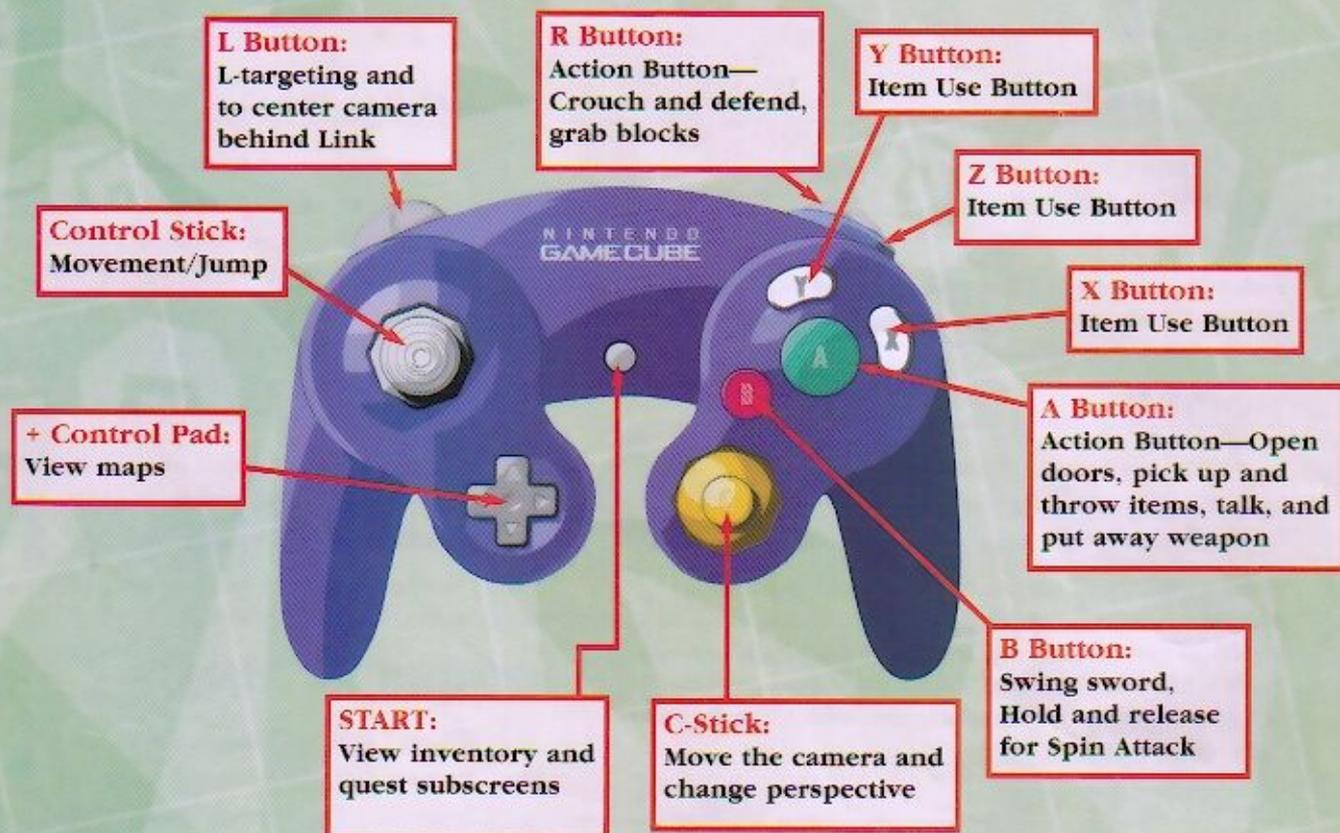
When the Koroks of Forest Haven hold their annual festival, it is Makar who is responsible for the music. This pint-sized violinist takes his music very seriously, but has a reputation for being a bit of a troublemaker. Like Medli, Makar will not back down from a challenge and will rise above all expectations.

Ganondorf

The Hero of Time defeated Ganondorf over a hundred years ago, but his spirit was able to live on. And now he's gaining strength! Ganondorf wants nothing more than to possess the Triforce and to wash away Hyrule once and for all. He has allowed his vengeful attitude to get the best of him and he spends every waking moment dreaming of the day he will rule!

Game Basics

Much of what the player needs to know to play *The Legend of Zelda: The Wind Waker* is contained in the game's very thorough player's manual. Nevertheless, the following pages provide an in-depth look at the controls, items, shops, and Game Boy Advance connectivity.



Playing the Game

The Legend of Zelda: The Wind Waker is a story of a young boy who finds himself involved in an epic adventure to save his sister and to repel an ominous force threatening the destruction of an entire kingdom. The story takes place across a vast body of water called the Great Sea. Our hero, Link, will investigate many of these islands with the hope of acquiring the mystical items that will prove his heroism to the gods.

Link will meet many people on his journey; most will want to help in any way they can. More importantly, if Link takes time out from his travels to help the people he meets, he will usually be rewarded with valuable tips, items, and treasure! There is almost no end to the number of side quests and mini-games that await Link on each of the different islands, not to mention the challenge of salvaging all of the treasure at the bottom of the sea. Yes, the days that lie ahead are filled with a host of activities and exploration; be sure to let this guide help you get the most out of them!

Items

STANDARD ITEMS

Link will discover numerous items throughout his journey, each of which will prove handy in many situations. This section provides an overview of every useable item in the game.



BAIT BAG

- Where Obtained: Beetle Shop Ship
- Primary Use: Storing bait
- Secondary Use: N/A



Link can purchase the Bait Bag from the Beetle Shop Ship for just 20 Rupees. This bag can store up to eight Hyoi Pears and/or bags of All-Purpose Bait.

BOMBS

- Where Obtained: Tetra's Pirate Ship
- Primary Use: Attack
- Secondary Use: Removing obstructions



Bombs are a great way to bring larger-than-life enemies down to size. They can also be used to blow apart boulders and other obstacles that might block Link's path. Additionally, the Bombs allow Link's boat to become equipped with an on-board cannon, which can be used to sink other boats!

BOOMERANG

- Where Obtained: Forbidden Woods
- Primary Use: Attack
- Secondary Use: Can be used to flip switches and retrieve spoils



The Boomerang is capable of locking onto five targets at once and will then home in on each of them! Hold the corresponding Item Use Button and move the Control Stick to target enemies, switches, or spoils. Also, Link can throw the Boomerang quickly by using it in conjunction with the L-targeting system.

DEKU LEAF

- Where Obtained: Forest Haven
- Primary Use: Gliding (consumes magic)
- Secondary Use: Blast a gust of wind at enemies and fans



With the Deku Leaf in his hands, Link can float through the air with the greatest of ease, so long as the wind is at his back! The Deku Leaf can also be used on solid ground to send a blast of wind at enemies and fans.

DELIVERY BAG

- Where Obtained: Dragon Roost Island
- Primary Use: Stores items for later delivery
- Secondary Use: Can also store three items purchased from Zunari's shop on Windfall Island.



Some of the people that Link meets will ask him to deliver a letter or an item on their behalf. This bag makes that possible.

EMPTY BOTTLE

- Where Obtained: Dragon Roost Island (one of four)
- Primary Use: Carrying potions and water
- Secondary Use: Carrying a fairy



Empty Bottles are always handy as they allow Link to bring potions, fairies, and even his Grandma's Elixir Soup into battle!

GRAPPLING HOOK

- Where Obtained: Dragon Roost Cavern
- Primary Use: Climbing and swinging
- Secondary Use: Stealing spoils from enemies and salvaging treasure from the sea



The Grappling Hook is instrumental in Link's progression through many of the dungeons, as too many ledges and cliffs would otherwise remain out of reach. Hold the Item Use Button while moving the Control Stick to target an appropriate branch or beam. Also, Link can use the Grappling Hook while L-targeting an enemy to pickpocket the spoils they may otherwise refuse to yield. Lastly, the Grappling Hook allows Link to salvage sunken treasure from the bottom of the Great Sea.

HERO'S BOW

- Where Obtained: Earth Temple
- Primary Use: Attack
- Secondary Use: N/A



The Hero's Bow gives Link a very effective ranged weapon. Now he can destroy distant enemies, as well as those that are too dangerous to approach up close. The Hero's Bow can fire a variety of arrow types.

HOOKSHOT

- Where Obtained: Wind Dungeon
- Primary Use: Climbing
- Secondary Use: Pulling objects to Link



The Hookshot is used to latch onto certain objects, such as trees and plaques, and pull Link up to them. This is an exceptional way to scale cliffs that are otherwise unreachable. The Hookshot is controlled in the same manner as the Grappling Hook.

PICTO BOX

- Where Obtained: Windfall Island
- Primary Use: Taking pictographs
- Secondary Use: N/A



The Picto Box is another optional item, as it is never required to progress through any of the areas in the game. That said, if Link is to ever gain all of the treasure and become a member of the Nintendo Gallery, he'll need to complete a pictography apprenticeship and earn the Deluxe Picto Box!

SAIL

- Where Obtained: Windfall Island
- Primary Use: Sailing
- Secondary Use: N/A



Link will need to purchase this item from Zunari if he's to ever get his adventures off the ground, so to speak! The sail can only be used while aboard the boat.

SKULL HAMMER

- Where Obtained: Forsaken Fortress (second visit)
- Primary Use: Pounding plungers
- Secondary Use: Attack



The Skull Hammer is a useful item, as there are many large, plunger-like switches that Link must activate, and this is the only item big enough to do the job! Although it can be used in battle, it's almost always too big and bulky to be effective. There is one exception to this, however...

SPOILS BAG

- Where Obtained: Tetra's Pirate Ship
- Primary Use: Storing spoils collected during battle
- Secondary Use: N/A



Link will receive the Spoils Bag by completing the ropes course in the hull of the pirate ship. This bag can hold Link's entire collection of the following spoils: Skull Necklaces, Knight's Crests, Joy Pendants, Golden Feathers, Red Chu Jelly, Green Chu Jelly, Blue Chu Jelly, and Boko Baba Seeds.

TELESCOPE

- Where Obtained: Outset Island
- Primary Use: Looking at distant objects
- Secondary Use: N/A



The Telescope is Aryll's birthday gift to Link, but it's only on loan, as it is her most prized possession in the entire world. Use the Control Stick to look around and the C-Stick to zoom in and out.

TINGLE TUNER

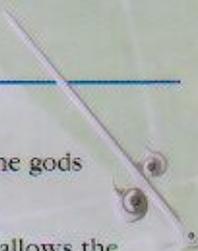
- Where Obtained: Windfall Island
- Primary Use: Call upon Tingle for assistance
- Secondary Use: N/A



In order to use the Tingle Tuner, you must have a GBA connected to your GameCube. Although this item is completely optional, those who use it will be able to purchase potions and bombs from Tingle at any time in a dungeon. Also, the GBA screen will display the dungeon map and highlight areas that Link ought to investigate.

WIND WAKER

- Where Obtained: Dragon Roost Island
- Primary Use: Conducting the songs of the gods
- Secondary Use: N/A



The Wind Waker is the legendary baton that allows the songs of the gods to be played. This baton will allow Link to play songs that can control the wind, change night to day, and much more.

IRON BOOTS

- Where Obtained: Ice Ring Isle
- Primary Use: Walking into strong winds
- Secondary Use: Depressing metal switches



The Iron Boots are awfully tough to move around in, but they are so heavy that even gale-force winds will be unable to move Link when he's wearing them. Additionally, there are metal springboards that can be compressed only under the weight of the Iron Boots. Put them on to compress the spring and then take them off to be launched into the air.

MAGIC ARMOR

- Where Obtained: Windfall Island (consumes magic)
- Primary Use: Defense
- Secondary Use: N/A

This is another optional item. It can be obtained only by assisting Zunari with his shop. By activating the Magic Armor, a pink protective force field will envelop Link and keep him safe from harm...at least until his magic runs out.

QUEST ITEMS



HERO'S CHARM

- Where Obtained: Windfall Island
- Primary Use: To see enemy life gauges
- Secondary Use: N/A

This is one of the rarest items in all of Hyrule, and it can be obtained only by giving 50 Joy Pendants to the most joyful person on Windfall Island. When worn, this mask allows Link to see the life gauges of his enemies.

HERO'S SHIELD

- Where Obtained: Outset Island
- Primary Use: Defense
- Secondary Use: N/A

This is a simple wooden shield, intended to be used solely as decoration on Grandma's wall. It was supposed to remind the family of the Hero of Time, but the future Hero of Wind now uses it for defense.

HERO'S SWORD

- Where Obtained: Outset Island
- Primary Use: Attack
- Secondary Use: Breaking jars and skulls, and cutting grass

Orca gives this sword to Link at the very beginning of the game. It is a good, trusty blade, but nothing special.

MASTER SWORD

- Where Obtained: Hyrule Castle
- Primary Use: Attack
- Secondary Use: Breaking jars and skulls, and cutting grass

The legendary Master Sword was the Hero of Time's most prized possession. When fully powered, this is the only weapon that stands a chance in battle against Ganondorf.

MIRROR SHIELD

- Where Obtained: Earth Temple
- Primary Use: Defense
- Secondary Use: Reflecting light

The Mirror Shield is a much sturdier defensive item than the Hero's Shield, and its brilliant finish makes it suitable for reflecting sunlight in the direction of Link's choosing.

POWER BRACELETS

- Where Obtained: Fire Mountain
- Primary Use: Provide strength
- Secondary Use: N/A

Link will slip these golden bracelets onto his wrists and gain a tremendous increase in strength. Link likes these bracelets so much, in fact, he'll never take them off!



Shops

In a world as big as the one Link is fighting to save, it should be no surprise that there are numerous places to stock up on supplies. Link can purchase goods from any one of a number of Beetle Shop Ships, the Windfall Potion Shop, or via the Tingle Tuner!

BEEDLE SHOP SHIPS



BEEDLE SPECIAL SHOP SHIP



| Item | Qty | Price |
|------------------|-----|-----------|
| All-Purpose Bait | 3 | 10 Rupees |
| Arrows | 30 | 30 Rupees |
| Bait Bag | 1 | 20 Rupees |
| Hyo! Pear | 1 | 10 Rupees |
| Bombs | 30 | 30 Rupees |
| Red Potion | 1 | 60 Rupees |



| Item | Qty | Price |
|----------------|-----|------------|
| Empty Bottle | 1 | 500 Rupees |
| Heart Piece | 1 | 950 Rupees |
| Treasure Chart | 1 | 900 Rupees |



Beedle will encourage Link to become a regular customer by enticing him with offers of Silver and Gold Memberships. He'll keep track of how many items Link purchases, and once Link makes his 30th purchase, he will qualify for a "Complimentary ID." After 60 purchases, Link will qualify for a "Fill-Up Coupon."

Sales to Beedle
 Beedle is very interested in the contents of Link's Spoils Bag and will pay five Rupees per item. Link may eventually accumulate more Knight's Crests and Golden Feathers than he knows what to do with—now he has a way of getting some cash for them!

C.O.D = 10 Rupees
Notice to Silver Membership Holders:
 Thank you for your frequent patronage of Beedle Shop Ships. Since you have earned 30 points, you have been granted Silver Membership. All Silver Membership holders receive a special gift of one Complimentary ID. It is valid at all Beedle Shop Ships, so bring it to a shop near you. I look forward to your future patronage.
 Beedle
 Package: Complimentary ID

C.O.D = 10 Rupees
Notice to Gold Membership Holders:
 Thank you very much for your continued patronage of Beedle Shop Ships. It has come to my attention that you have earned 60 shopping points. This entitles you to Gold Membership in my stores. All Gold Membership holders receive a special gift of one Fill-up Coupon that fills your stock of items. When you find yourself running low on items, bring this coupon to your nearest Beedle Shop Ship for an instant fill-up. (Does not apply to all products.)
 Beedle
 Package: Fill-up Coupon

Windfall Potion Shop

Link can help the potion master on Windfall Island increase his product line by bringing him Chu Jelly of different colors. Not only will this help him invent new potions that he can sell to Link, but he'll even trade Chu Jelly for free potions! Well, that is if Link has an empty bottle! Of course, Link can always purchase potions if he doesn't have the required amount of Chu Jelly to make the trade.



| Item | Chu Jelly Requirement | Price (Rupees) | Effects |
|--------------|-----------------------|----------------|-----------------------------|
| Red Potion | 4 | 20 | Fills life gauge |
| Green Potion | 4 | 10 | Fills magic gauge |
| Blue Potion | 15 | 60 | Fills life and magic gauges |

Sailing the Sea

Once Link obtains the Sail, he'll be able to start exploring the vast expanse of the Great Sea. There are numerous attractions on the water ranging from barrels with Rupees floating on them to the hundreds of light rings that appear on the surface of the water. Better still, each sector of the Great Sea has a corresponding Treasure Chart that will direct Link to a very valuable sunken treasure chest.



Boat Controls

- Control Stick: Steer the boat
- A Button: Board and exit the boat when stopped, stop the boat when drifting
- R Button: Cruise without hoisting the sail, jump while moving fast with the sail hoisted
- X/Y/Z Button: Assign the Sail, Grappling Hook, or Bombs to any of these buttons to use while on the boat

Link's boat is a sailboat, and although it can cruise under its own power, it is mostly at the wind's mercy. The yellow arrow behind the boat shows the direction of the wind. Link will sail fastest when traveling in the same direction. Conversely, he'll find it very hard to move if trying to sail into the wind. Fortunately for Link, he has the ability to control the wind, an ability he will use often.



Tingle Tuner and the GBA

Those who enjoy connecting their GBA to the Nintendo Gamecube will get a lot out of the Tingle Tuner. This device can be used to receive tips, study maps, purchase items, and even discover in-game secrets not available to those who don't have the GBA. A second player can even use it to toss Bombs at enemies while Link fights other foes!

The Tingle Tuner's main benefit is to be able to purchase items such as potions, magic shields, and Bombs well before Link would otherwise get them. Press START on the GBA to access Tingle's inventory screen, and select one of the items with the B Button. Now Link can access that item, for a price, with a simple press of the B Button on the GBA!

Treasure Hunting

Once Link obtains the Grappling Hook, he can use it to hoist up treasure from the bottom of the sea. At any given time, there are literally dozens of light rings shining on the water's surface; they mark sunken chests directly below. Link can stop the boat at a ring's location (it will fade as Link gets close) and use the Grappling Hook to haul up the chest to gain 20 or 50 Rupees. These light rings are randomized and will regenerate over time.



The truly valuable treasure, however, can only be found with a Treasure Chart. These Treasure Charts can be obtained in a number of ways ranging from playing mini-games to finding them in dungeons. Once Link has the Treasure Chart and sails

into the corresponding sector of the Great Sea, a beam of light will shoot upward from the waves to mark the chest's location. Here's the most efficient method to hunt down these treasure chests:

1. Use the All-Purpose Bait to have Merman draw in the nearby island on the Sea Chart.
2. Press Up on the + Control Pad to view the Sea Chart, and then press the Y Button to view the chart comparison screen. Scroll through the Treasure Charts until the drawing on the chart matches the island shown on the Sea Chart.
3. Sail toward the beam of light and look again at the chart screen to see if the boat is getting close to the X.
4. Lower the Sail and hold the R Button to cruise at a slow speed toward the X shown on the map.
5. Once over the X, use the Grappling Hook to haul up the treasure. Hold the Item Use Button until the rope on the crane either goes limp (due to missing the treasure) or begins to haul up the chest.

Tingle Items

| Item | Cost (Rupees) | Effect |
|----------------|---------------|---|
| Seagull Pen | 0 | Use this to Mark your Sea Charts. It also points to your destination. Tingle drew his first map with it at age three. |
| Tingle Watch | 0 | I can tell what time it is right now, sir. |
| Tingle Bomb | 10 | Tingle will explode one of his bombs for you with a POW! |
| Red Ting | 10 | This energizes you when you're feeling tired! Refill hearts regularly! |
| Green Ting | 20 | Replenish your magic power with this! You can't survive without it, Mr. Fairy. |
| Tingle Balloon | 30 | Your body will float on air. Move about in the air for 5 seconds! |
| Tingle Shield | 40 | Look out, sir! Enemies attack! A lovely spirit will shield you for 10 seconds. |
| Blue Ting | 40 | One sip, and you have it all, you greedy fairy! Strength and magic! |
| Kooloo-limpah | 60 | Not even I know what may occur, sir! This is a test of your courage! |

Tingle Statues



Each of the dungeons has a secret chest that can only be obtained by detonating a Tingle Bomb in a very special place (marked by "!" on the GBA map). These chests contain Golden Tingle Statues and show the famous mapmaker in a number of funky poses. Whenever Link finds one of these statues, it is instantly transported to Tingle Island where it will be displayed for every sailor in the Great Sea to, uh, see.

Bragging rights aren't the only thing those Tingle Statues are good for, though. Tingle and his brother Ankle will give Link 50 Rupees for every Tingle Statue he finds. And they'll throw in a 500-Rupee bonus if Link finds them all! Lastly, each of the Tingle Statues has a secret password that leads to hidden jar of 100 Rupees on Outset Island.

| Tingle Statue | Stance | Password |
|---------------|---------|---------------|
| Dragon | Courage | Outset Island |
| Forbidden | Delight | Similar Place |
| Goddess | Playful | Hidden Jar |
| Earth | Winning | Leaf Flight |
| Wind | Kooloo | Western Edge |



Knuckle

Tingle has a missing brother, and only those who make use of the Tingle Tuner can find him. Sail to Outset Island and turn on the Tingle Tuner. Tingle and Knuckle will begin to argue on the GBA screen and, ultimately, Knuckle agrees to do what Tingle is asking only if "Mr. Fairy" can find him. Knuckle will then provide clues on where he is located. Link must go from place to place until Knuckle finally surrenders and agrees to return to Tingle Island.

Follow his clues from the outdoor bath to the ladder leading down from the pier into the water. Now head to the highest rock on top of the hill, where Old Man Ho Ho is located. Lastly, approach the cliff where the bridge was and walk off the edge onto the rocks below. Once Link does this, Knuckle will award him his "Hand-Me-Down Knuckle Tuner." This "hotline to Knuckle" is an alternate store that allows Link to purchase All-Purpose Bait, Bombs, and Arrows wherever and whenever!



OUTSET Island

CHAPTER OVERVIEW

OBJECTIVES



Today, Link will experience the joy of receiving a thoughtful birthday gift, as well as the sadness that accompanies a tragic loss. By day's end, this young boy will embark on an adventure of legendary proportions.

KEY ITEMS

Hero's Clothes

Hero's Sword

Bait Bag

Hero's Shield

Telescope

ENEMIES

Bokoblin

As Hyrulian legend has it, there comes a time in every boy's life when he not only awakes to find himself another year older, but also grows to be the age of the great Hero. In the past, this monumental day signaled nothing less than the transition from adolescence to manhood.

Things have changed considerably since the Hero of Time restored peace to the land, and boys no longer go off in search of experiences that alter the course of history. Nowadays, they simply dress like the Heroes of yore and celebrate with their favorite meal.

Nevertheless, there are always exceptions. Although today may seem like just another birthday for a young boy named Link, the greatest struggle between good and evil is about to unfold at his feet. And like those other great Heroes who came before him, his adventures will become the stuff of legend.



Peaceful Beginnings

Over the Island

FOREST OF FAIRIES

LINK'S HOUSE

ORCA'S HOUSE

This story begins on a brilliantly sunny day on Outset Island, located in the southern reaches of the Great Sea. This sleepy seaside village is abuzz with excitement because today is Link's special birthday.



Link is woken from his slumber on the watchtower by the calls from his sister Aryll, who has been looking for him. Link and Aryll live together with their grandmother, and Link is needed at home. Grandma wants to give him his birthday present.



Climb down the ladder, and follow the dirt path to the wooden bridge leading across the inlet to the other portion of the island. Link can run and jump across the boulders in the water to reach the Blue and Yellow Rupees. Stop and talk to each of the other villagers on the way up the path to see what they're up to.

An old man on the second floor of the large house will call out to Link if the boy strays close to his house. Follow his instructions on L-targeting by holding the L Button while pressing the A Button to talk, and then climb the ladder and talk with him about the importance of studying. Unfortunately for Sturgeon, his younger brother Orca lives downstairs and focuses his energy on much more primitive pursuits, such as combat training. This causes a ruckus that knocks all of the old man's belongings off the shelves, which only makes him crankier.



Spend a few minutes reading Sturgeon's ten notes on the wall to learn about such things as the swim timer and managing an inventory, and then head down the ladder to visit Sturgeon's brother.



The old man's description of his brother was accurate—Orca is very serious about physical training! As a gift to Link on his birthday, Orca teaches him how to do a rolling attack. Run at the wall in the back of the house and press the A Button to roll into it. When you complete this maneuver, the old martial artist asks Link if he'd like to practice his sword technique. Because Link has just woken up, decline the offer and exit the house.



Continue making the rounds by talking with the lady on the hill behind the brothers' house. She's just finished making an animal pen and would love to add some pigs to entertain the kids. Head back down the hill and hold down the R Button to sneak up behind a pig. Press the A Button to pick up the pig, and bring it up the hill to the pen. Press the A Button again to throw the pig into the pen, and then talk to the lady again to earn a Red Rupee as a reward.



Link has kept his grandmother waiting long enough. Enter the house near the mailbox and climb the ladder to the loft. Grandma is waiting with the **Hero's Clothes** in her hands. Link puts on the green outfit—to make her happy—and listens to her story about the shield on the wall. The shield is a testament to the age of Heroes and is marked with the legendary Triforce insignia.

Once she sees that the clothes fit, she sends Link to get his sister.

Link Needs a Sword!

Aryll is still where Link left her. Return to the watchtower and talk to her. It turns out that she's been waiting to lend Link her most prized possession as a birthday present—her **Telescope**. She enjoys using the Telescope a great deal and wants Link to try it out right away.

Press START to access the Item screen, and assign the Telescope to the X, Y, or Z Button. Approach the railing near Aryll and use the Telescope to view the mailbox.

Just as Link zooms in on the postal worker (use the Control Stick to zoom in and out), his sister cries out for him to look into the sky. Zoom out to see an enormous bird with a girl in its talons. A pirate ship off the coast is launching large rocks at the bird, and eventually it lands a clean hit that causes the bird to drop the girl into the forest atop the cliffs.



Aryll wants Link to go up and rescue the stranded girl, but first he must arm himself with a sword. Perhaps if he practices swordplay with Orca, he'll give Link a sword? Return to the two-story house and pay a visit to the swordsman downstairs.

Sword Training

If Link is to carry a sword, he must first learn its proper usage. Fortunately, the master is ready to give Link 12 simple lessons in the ways of combat. Follow the onscreen commands, as well as these tips, to learn the proper method of fencing. If Link errs during any of these lessons, the crafty old battler will knock him onto his backside and give him an earful!





1. Press the B Button to perform the horizontal slice. Stand still while attacking, and don't nudge the Control Stick in any direction.



2. Attack repeatedly with the B Button. Land eight hits to complete this lesson.

3. Press the L Button to target Orca, and then press the B Button to perform a vertical slice.



4. Hold the L Button to remain locked onto the enemy, and land eight attacks with the B Button.

5. Press the L Button while holding up on the Control Stick, and press the B Button to perform a thrust attack at the enemy.



6. Keep the L Button pressed while holding up on the Control Stick, and repeatedly press the B Button to land a combination attack on the enemy. Four consecutive hits make up a combo attack.

7. Perform a spin attack by holding down the B Button (Link holds the sword out behind him) and then releasing it, or by rotating the Control Stick in a circle and then pressing the B Button.



8. Repeat the spin attack once more.

9. Knowing when to counter an enemy's move is particularly advantageous against stronger enemies. Lock onto the enemy with the L Button, and strafe around him until the sword glows brightly. This is Link's cue to perform a parry attack. Press the A Button at this moment to perform an evasive move that is automatically followed up with an attack.



10. Repeat the counterattack maneuver.

11. The jump attack is one of the most deadly attacks Link can dish out. Hold down the L Button to target an enemy, and then press the A Button to make Link leap up and strike the enemy's head.



12. Repeat the jump attack.

Once Link has completed the training exercise with the old master, he's given the **Hero's Sword** to carry with him on his exploits. Link can now use the sword to cut down the trees blocking the path leading up the cliffside.

Crest Collector

Before leaving the house, inspect the brown studded belt on the shelf above the blue plank. Orca confesses to collecting these belts, which are known as Knight's Crests. Link should keep an eye open for them during his travels, because the old man is willing to teach him a special attack in exchange for 10 Knight's Crests.

Cross the bridge toward the house with the very tall grass. Practice sheathing and unsheathing the sword, pressing the B Button to draw the weapon and the A Button to put it away. Link can cut down the grass to help the man with his chores. In return, Link can keep all the Rupees that he finds!



Speaking of Rupees, there's a third pig behind the house near the grassy field. Carry this pig back to the lady on the hill for another 20 Rupees!

Hidden Treasure

Enter the house near the man cutting the grass, and crawl under the bed toward the Rupee. Continue crawling through the hole in the wall to the secret room behind it to find a chest containing 20 Rupees!





Follow the dirt path to the sign near the trees up the hill. Cut down the trees and continue up the trail to the rope bridge. If Link is running, he automatically jumps across the gap in the bridge. Walk into the cave opening to enter the forest where the pirate has fallen.



Orser Island

FOREST OF FAIRIES



AREA SUMMARY

ENEMIES

 Bokoblin

TREASURE CHESTS

None

ITEMS

None

Link has never been to the woods atop his island before, and he doesn't quite know what to expect. Use the sword to cut a swath through the grass and trees as Link makes his way through the area. This way, he'll always know where he's been. Walk along the narrow ledge on the right, and then drop down to the next area.

This area contains a creature Link has never seen before—and it's definitely not too friendly! Press the B Button to draw the sword, and hold down the L Button to target the Bokoblin. It only takes four swift slashes to dispatch this foe.

Once the battle is over, crawl through the log on the ground to find another 20 Rupees. Climb onto the tree stump, and then jump onto the next ledge to continue.

HEARTS AND RUPEES

There's no reason to panic if Link suffers damage during that first little skirmish. He can recover lost health in the form of Hearts by cutting down grass and trees, and by smashing the rocks on the ground. Stand next to a rock and press the A Button to pick it up, and then press the A Button again to toss the rock against a wall. Although there's no guarantee that you'll find a Heart inside, it's likely.

The sign near the enormous boulder indicates that this is the Spring of the Goddess of Fortune, and that a fairy dwells within it. Since Link doesn't have any way of budging the boulder at this time, he'll have to make a return trip for the fairy.

Run along the toppled log to jump over the small rock wall. Two birds swoop in and drop another pair of Bokoblins. Quickly lock onto whichever one is nearest and begin slashing at it. If they try to surround you, press the A Button to maneuver into a better position.

After you defeat the Bokoblins, the young pirate stranded in the tree falls down and the other pirates come running to the rescue. The girl, known as Tetra, quickly runs off to plot her revenge on the giant bird.



Aryll Is Kidnapped



After the group leaves the woods, Link is faced with the horrible sight of his sister Aryll being carried off in the talons of the great bird. Try as he might to save her, there's nothing Link can do.

Back down on the beach, Link pleads with the pirates to take him with them on their ship to save his sister. Thankfully, the postal worker flies over and strengthens Link's argument—the bird had obviously mistaken Aryll for Tetra!

The pirates agree that since Link *did* save their leader, he can sail with them to the Forsaken Fortress. There's one condition, however... Link must find himself a shield first!



Return to Link's house, climb the ladder to the loft, and look for the shield that Grandma keeps as decoration. The shield isn't here, so drop back down the ladder and talk to Grandma. She knows that Aryll has been taken and gives Link the **Hero's Shield**, in hopes that it will protect him in his quest to bring Aryll back to Outset Island.

Now that Link has the shield, the pirates can set sail. Before he goes, however, he ought to swim out to Beedle's Shop Ship near the dock and buy a few items. The first thing Link needs is the **Bait Bag** (20 Rupees), which holds up to eight pieces of food. Depending on Link's Rupee reserves, consider filling the bag with four bundles of **All-Purpose Bait** (10 Rupees) and four **Hyo! Pears** (10 Rupees).

Now that Link has done all he can do, it's time to say goodbye. Return to the pirates on the beach and talk to Tetra. Agree to board the ship. Link's biggest adventure yet is now beginning!

Silver Club Membership

Now that Link has purchased items from Beedle, he's on his way to becoming a member of Beedle's Silver Club. Beedle keeps track of how many purchases Link makes, and something special happens when Link makes his 30th purchase.

FEATHERED FRIENDS BRING RICHES

By putting a piece of fruit on his head, Link can gain control of a seagull. Press the A Button to flap its wings and use the Control Stick to steer. This way, Link can use the seagull to pick up out-of-reach Rupees. Try using a seagull to pick up the Rupees on top of the watchtower, the house near the hill, and the narrow cliff by the trail leading up the mountain.



Pirate Ship

CHAPTER OVERVIEW

OBJECTIVES



If Link is going to be sailing the Great Sea with a band of rogue pirates, he's got to work hard to fit in. It's very important for Link to learn the ropes, so to speak.

KEY ITEMS



Spoils Bag

ENEMIES

N/A

Get Swinging!

Try as he might, Link only finds himself getting in everyone's way on board the ship. Thankfully, Tetra puts Niko in charge of teaching Link something down in the hull of the ship. Head through the cabin door and descend below deck. Niko is thrilled to have his own "swabbie" and quickly challenges Link to a test of rope-swinging ability.



Niko stomps on the switch to the right, causing five wooden platforms to rise up from the floor. He then uses the ropes dangling from the ceiling to cross the room to the far side. Now he'd like Link to do it too.



The key to crossing the room is to make sure Link is perfectly lined up with the rope and not approaching it at an angle. Run and jump to the first platform, and then wait for the rope to sway in front of Link. Time the approach just right, and then run and leap off the edge of the platform. If you time the jump correctly, Link grabs onto the rope automatically.



Now Link has two options. He can either continue swinging by pushing forward and back (up and down) with the Control Stick, and hope to time his release well enough. Or he can hold down the R Button to stop swinging altogether. Once the rope is stationary, Link can climb or lower himself on the rope, rotate his position, or start swinging again (all via the Control Stick).

Since it's very easy to gain too much momentum and soar over the platform, you should stop swinging and then restart it again with less force. Link should have no trouble landing on the platform on his second forward swing after a complete stop.



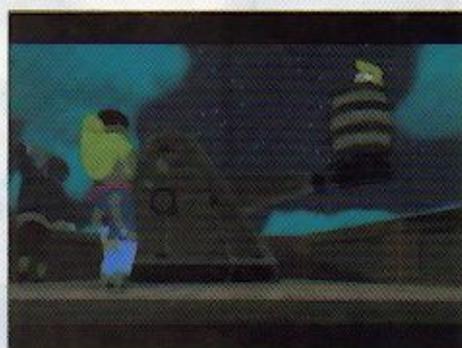


Now turn back to the left and swing at an angle across to the next platform. From there, just head across the room along the left side and then cross over to the final platform on the right to reach Niko on the ledge.

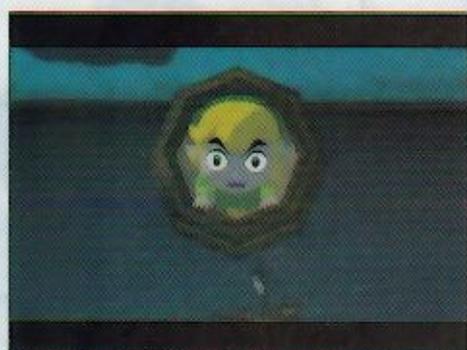
The platforms only stay in their upward position for one minute! If Link misses a platform, climb the ladder and press the switch on the right to lower the platforms. Then press the other switch to raise them again, but with a full one minute added to the clock!



Niko congratulates Link and invites him to open the chest in the neighboring room. Go in and open the Chest to gain the **Spoils Bag**. This bag will hold the items that Link gains by defeating enemies. It can hold up to eight different types of items, and up to 99 of each variety.



Just as Link opens the chest, Tetra yells down from above—they've reached Forsaken Fortress! Smash the barrels in the room by throwing them against one another, collect the Rupees, and then return to the top deck.



Tetra calls down from the crow's nest. Climb to the top of the rope ladder to look out at Forsaken Fortress. The island is far too unsafe for the pirates to bring their ship any closer. The only option is to catapult Link ashore in one of the barrels... whether Link likes it or not.

Forsaken Fortress

CHAPTER OVERVIEW

objectives



Link's plan was to hack and slash his way through the fortress to save Aryll. Unfortunately, he's since lost his sword and will need to rely on a more stealthy approach. Now if only those lights weren't there to give away his cover...

key items

N/A

enemies



Mimiblin

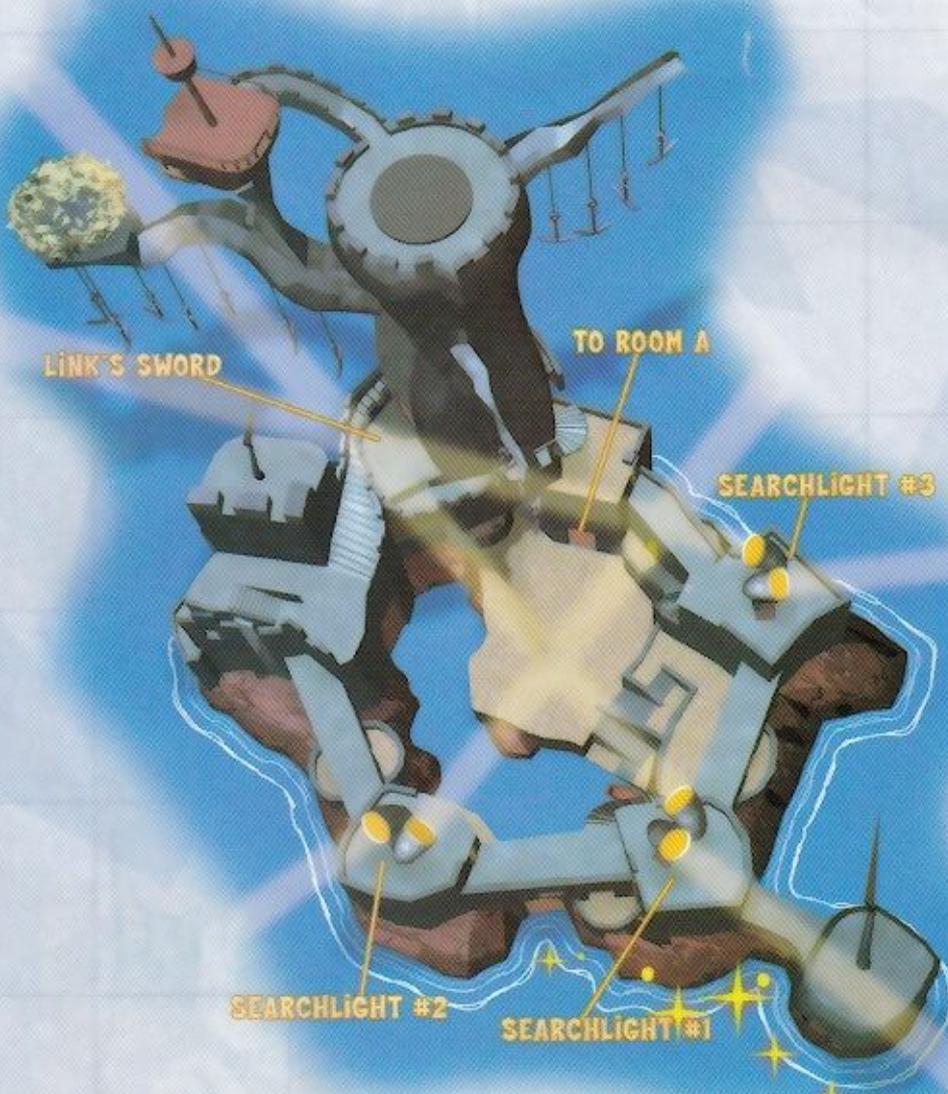


Moblin



Bokoblin

Infiltrating the Fortress



Despite his struggles to escape, Link is catapulted through the air and directly into the side of the fortress that dominates Forsaken Fortress. As if the crash landing isn't bad enough, Link's sword takes an awkward bounce and comes to rest high out of reach. Not only is Link in hostile territory, but his only aid in battle is a clunky old wooden shield!



Link begins his search of Forsaken Fortress at the bottom of a well-guarded walkway outside the fort. Much to his surprise, a voice calls out from his pocket as he begins to walk up the stairs. Tetra placed a magical stone inside his pocket when he wasn't looking. Thanks to the powers of the stone, Tetra can give Link advice throughout his quest to rescue Aryll. Whenever the stone starts glowing, press the A Button to take it out and listen to what Tetra has to say!



Just up the stairs is a large area under heavy surveillance by a pair of roving searchlights. Grab one of the barrels on the stairs and use it as a disguise. Link walks along with the barrel over his head. Simply stop walking to drop the barrel and hide inside it.

Climb the steps to the yard, carefully gather up the Rupees, and then cast aside the barrel and enter **Room A** of the fortress through the enormous wooden door.



Even if he has the barrel over his head, Link mustn't be caught moving while he's in the spotlight. If the sirens go off, Link is thrown into the jail cell on the second floor of the fortress. See the map and the "Bustin' Out" section of this chapter for tips on escaping the slammer!



MAP KEY

- Heart Piece
- Chest

Rats!

The rats that inhabit this and many other areas of the game all have one thing in common—they're hungry! Find their rat hole and spread some All-Purpose Bait by it to lure the rats out to feed. Not only do they stop pestering Link, but they even offer to sell some of their wares to the boy explorer. Link can purchase anything from food to potions. As expected, everything comes at a price, and Link can expect the rats' prices to be twice as high as those on Beedle's Shop Ship!



Link eventually has to reach the second floor of the fortress, but for now he should travel along the ground level in a clockwise direction. Assign some of the All-Purpose Bait to one of the item buttons, and head down the hall to the right. Unlike many of the other halls in this fortress, this one isn't being guarded.

In **Room B**, several Miniblin sense that Link has no way of defending himself and drop down from the rafters. These creatures are ravenously hungry, and they attack in swarms! Toss some bait down on the floor, and the Miniblin give up

their chase and start chowing down on the tasty vittles. This gives Link time to exit the room through the door on the opposite side.

The southern hallway is patrolled by a pair of Moblins armed with spears and lanterns. The two guards patrol the corridor back and forth, forever on the lookout for an intruder. Luckily, there's a barrel near the door, and Link can cautiously sneak past them.

Although this is relatively simple in theory, the Moblins are quite attentive and will notice the slightest bit of movement within their line of sight. Be patient, and only make a move when they have their backs toward Link and are at least several steps away. If Link makes an ill-timed movement, the guard's reaction depends on how close he is. If the guard merely *suspects* something is going on, it sniffs around in Link's area and then returns to its patrol. If Link makes a sudden move, the Moblin sets the barrel ablaze with its lantern, and Link winds up in jail.



Continue walking with the barrel into **Room C**. Beware the Rupee-stealing rats that attack, and push the pile of barrels aside to access a switch on the floor. Stepping on this switch opens the door to the jail cell. (This *isn't* the cell that Link is sent to if he's captured.) Pop open the chest to find a **Heart Piece**. For every 4 Heart Pieces that Link finds, he gains an extra heart in his life gauge. So this is a very valuable item!



Link really needs to get to the second floor of the fortress now, and the fastest way is to get tossed into jail! To do this, exit the cell and walk right out into plain sight of the Moblins patrolling the southern corridor.



Bustin' Out

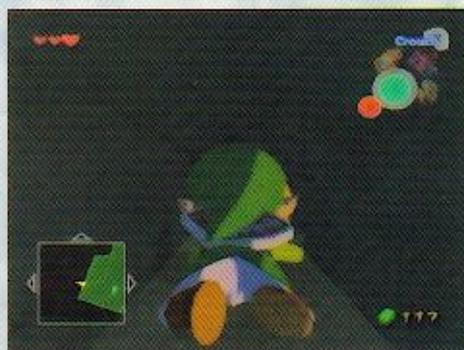


MAP KEY

 Dungeon Map

Being thrown in jail isn't the end of the world. All Link has to do to escape is jump from the table to the top of the bookshelf. There's a vase up here blocking a tiny passage, which Link can crawl through to freedom.

Drop down onto the floor on the other side, and head down the walkway to the chest on the balcony in **Room C**. Link finds the **Dungeon Map** in this chest.



Use the rope to swing across to the loft on the other side of the room. Then head through the door on the left to exit the fortress.

BEEN CAUGHT Snooping

If Link misses the rope and falls back down to the ground level of the room, simply walk back into the hallway and let the guards arrest him again. It sounds odd to *let* Link get thrown in jail, but it's the easiest way to reach the southern corner of floor 2F without a lot of backtracking!

Taking Out the Searchlights

The second floor of the fortress is connected by a series of outdoor walkways. Most of these walkways have a ladder or a path leading up to the roof of the fortress, where a guard operates the searchlights. The first time Link exits the second floor of the fortress, Tetra speaks to him via the stone. Link is told to dispose of the guards monitoring the lights. To do so, he should use his shield to deflect the guard's blows and then use the nearby sticks to fight back.

Step out onto the balcony to the left and climb the ladder against the tall wall to reach Searchlight #1. As soon as the Bokoblin working the lights sees Link, it lets go of the controls and attacks. This causes the lights to shine harmlessly into the night sky, which is exactly what Link wants.

The Bokoblin uses a wooden stick as a weapon. Although Link doesn't have his sword, he can grab a stick of his own from the jar near the edge of the rooftop. Or he can block an attack and then pick up the deflected stick. Hold down the L and R Buttons simultaneously to hide behind the shield and wait for the guard to attack. When its stick flies off the shield, run over to it and press the A Button to pick it up.

Now that Link has the advantage, lock onto the target and swing the stick five times to destroy it. One set of lights down, two to go!



Climb back down the ladder and continue the clockwise loop around the fortress. Open the door and step into **Room D**. Since there's a ladder leading back up to 2F, Link can jump down to the floor below and grab the Rupees from the chest on the lower bunk. Climb back up the ladder and retrace your steps to the second floor of **Room C**. (This diversion was just for the Rupees.)



The statue on the wall in **Room D** isn't just for show. It has a pair of harmful lasers that quickly burn right through any intruder caught wandering around the center of the room. If the lasers fire up, dash toward the bunks where it's safe!



Back in **Room C**, head through the other door across from the previously opened chest to explore the other outdoor walkway. Step out through the arches on the left, and follow the windy ledge to the ladder leading up to Searchlight #2. Take out the Bokoblin working the lights, and then return down the ladder to the walkway. Continue in a counterclockwise direction to the second floor of **Room B**.



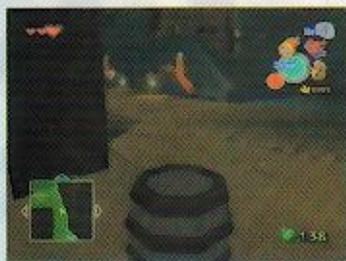
Move the barrels away from the corner of the room to gain access to the chest containing the **Compass**. Swing across to the other side of the room, and step through the door into another exterior hall. Once again, Link finds a path on the left leading to a ladder. Climb the ladder and defeat the Bokoblin



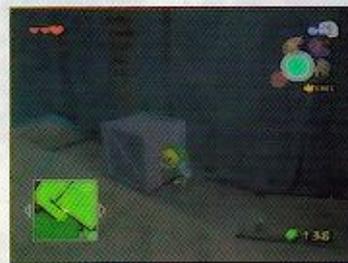
stationed at Searchlight #3. That removes the threat of the searchlights for the remainder of this mission!

Climbing the Tower

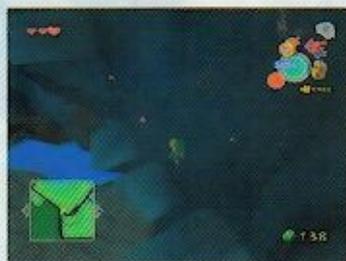
Continue across the outer walkway in a counterclockwise direction, through **Room A** and onto the next walkway. Push the crate off the ledge on the left by grabbing it (press the R Button and press up on the Control Stick). Now Link can jump down and gather any Rupees he missed earlier. The crate allows him to reach the ladder leading back up to the current walkway.



Enter **Room E** through the upstairs doorway, and quickly don the barrel on the left. Link must sneak past the Moblins and go up the stairs to the large wooden door leading up to the tower. Wait for the closest guard to turn and begin walking away from Link, and then make a quick dash for the stairs. Once Link is on the stairs, he's out of their field of vision and can take off the barrel and open the door.



Follow the path as it curves upward around the side of the fortress. At the top of the stairs, Link finds another barrel. Use it to sneak past the lone Moblin up ahead. Make a left at the corner, and continue waddling along up the narrow walkway straight ahead.

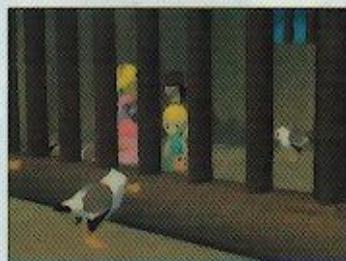


Link soon comes to a very narrow ledge that he needs to traverse with extreme caution. Face the wall where the ledge begins, and press and hold the A Button to make Link stand with his back against the wall. Link can move stealthily across extremely narrow ledges in this stance. Cross the two ledges in this manner (the second ledge has two Hearts on it), and then climb the steps to the uppermost area.



Link has a fight on his hands the moment he crosses the grilled flooring at the top of the stairs, so be ready for it. Fortunately for him, his sword is right in front of the Bokoblin guarding the door. Roll forward to grab the sword, and then dispose of the guard with a couple of quick strikes. This particular Bokoblin may be better armed and in possession of a wooden shield, but it's no match for Link!

With the battle won, Link is free to enter the room where his sister is being held captive. Just as Link approaches her cage, though, the giant bird that kidnapped Aryll picks up Link in its talons and flies him over to a mysterious man dressed in black. Link is deemed unworthy of further attention and tossed loose into the Great Sea. His attempt at saving Aryll has failed...



Windfall Island

CHAPTER OVERVIEW

OBJECTIVES



When Link wakes up and realizes who, or *what* has saved him, he's only given a brief explanation that leaves him with more questions than answers. Right now, all Link knows is that he has to find a sail so that the talking boat can help him rescue Aryll.

KEY ITEMS

-  Sail
-  Tingle Tuner
-  Picto Box

ENEMIES

N/A

To Find a Sail



Despite being thrown from great heights out into the open sea, this would-be hero did not perish. When Link comes to, he finds himself on a narrow wooden boat. A voice from somewhere is asking him to wake up. Much to Link's surprise, the voice belongs to the boat that rescued him!

The vessel goes by the name The King of Red Lions. Not only does it know Link's name, but it's aware of Aryll's kidnapping and Link's business at Forsaken Fortress as well. Even more shocking, The King of Red Lions knows who the mysterious creature that controls the giant bird is... it's Ganon. Yes, *that* Ganon!



Understandably, Link is taken aback by the news that he was just face-to-face with the legendary ruler of the Demon Kingdom. The King of Red Lions explains that it will take great power and experience to defeat Ganon and return his sister, and the world, to safety. Fortunately, this mysterious talking boat is willing to be Link's guide in this epic adventure. It will provide advice and will ferry Link to the end of the sea if necessary... once Link finds it a sail, that is.

Windfall Island may not be the largest island in the sea, but it's certainly the most heavily populated! In fact, of all the islands, this is the only one with a town larger than Link's village on Outset Island. And while Link is certain to run into some suspicious-looking characters on Windfall Island, it provides a respite for the battle-weary traveler. Link never has to worry about monsters taking over this island.

Side Quests

There are numerous side quests and mini-games awaiting Link on Windfall Island. Some are quite simple, requiring little more than item retrieval. Others are far more elaborate and time-consuming. Some of these quests are integral to Link's adventure and are detailed in the walk-through portion of this book. The others are briefly noted in the walk-through and described in greater detail in the "Side Quests" chapter.

There are many people out on this sunny day on Windfall Island, so stop and talk to everyone. Many of them have information that may prove valuable later. Walk across the grass toward the mailbox, and pass under the large stone arch to get to the center of town.

Continue up the dirt path toward the man in the blue-and-white winter coat. This fellow's name is Zunari. As luck would have it, he's made a long journey from a wintry place, and since his boat has been demolished, he has no use for his **Boat's Sail**. Agree to buy it from him for 80 Rupees.

Now that Link has a sail, he can assign it to a button and use it with his boat to travel across the sea. But don't go running off just yet! There are several other items to get on Windfall Island first.



Setting Up Shop

If Link talks with Zunari again after purchasing the sail, he hears Zunari mention the need for a delivery bag. When you come across such a bag, be sure to return to Zunari and talk with him. This enables Link to participate in one of the larger side quests in the game.

A Look Around Town

The Missing Camera



After obtaining the sail from the cold-weather salesman, continue up the steps to the red brick building on the right. This is the pictographer's studio. Inside, Lenzo informs Link that he hasn't trusted strangers ever since his precious picto box was stolen. Perhaps Link could find it for him?

Exit the shop and head under the small arch between the two buildings straight ahead. Walk down the wooden ramp and onto the grassy area that juts out over the water. Then go through the wooden door in the rear of the red building to enter the jailhouse.

Locked away in the jailhouse is a peculiar man dressed in a green suit not too different from Link's own. His name is Tingle, and he wants nothing more than to be released from his cell.

To open the cell door, toss the vases aside and step onto the switch in the corner near the torch. Tingle exits the cell in a flourish and gives Link the **Tingle Tuner** as a "thank you" gift. He also provides Link with the **Tingle Chart**, which will remind Link to look to Tingle Island for all of his future mapping needs.



What's a Tingle Tuner?

The Tingle Tuner is a device that allows the player to communicate with Tingle via the Game Boy Advance. You don't need it to complete *The Legend of Zelda: The Wind Waker*, but it does add a very interesting element to the gameplay. Read up on all the benefits of this unique feature in the "Game Basics" chapter of this book.



map KEY



Picto Box



Don't exit the jailhouse just yet! Instead, enter Tingle's cell and pull the large crate away from the wall to reveal a small passage. Squat down and crawl into the hole.

This tunnel is a maze that leads back to a secret room. Although the maze may be slightly confusing, you can identify each "wrong way" ahead of time by the wooden boards. A rat awaits Link on each wooden board and opens a trap door that drops Link into the water below. Continue navigating through the maze, avoiding all of the areas with wooden flooring.



First-Person Crawler

Once you're inside the narrow passageway, press up on the Control Stick to switch to a first-person view. It's easier to avoid the wooden trap doors this way.

Earning the Deluxe Picto Box

Link's black & white Picto Box may work well, but nobody seems to like the way its pictures come out. They want color! Link can sign on as an apprentice to the pictographer and earn the Deluxe Picto Box, which takes color pictos. This enables Link to complete many side quests, as well as allowing him to participate in the massive challenge of collecting all the figurines in the Nintendo Gallery.

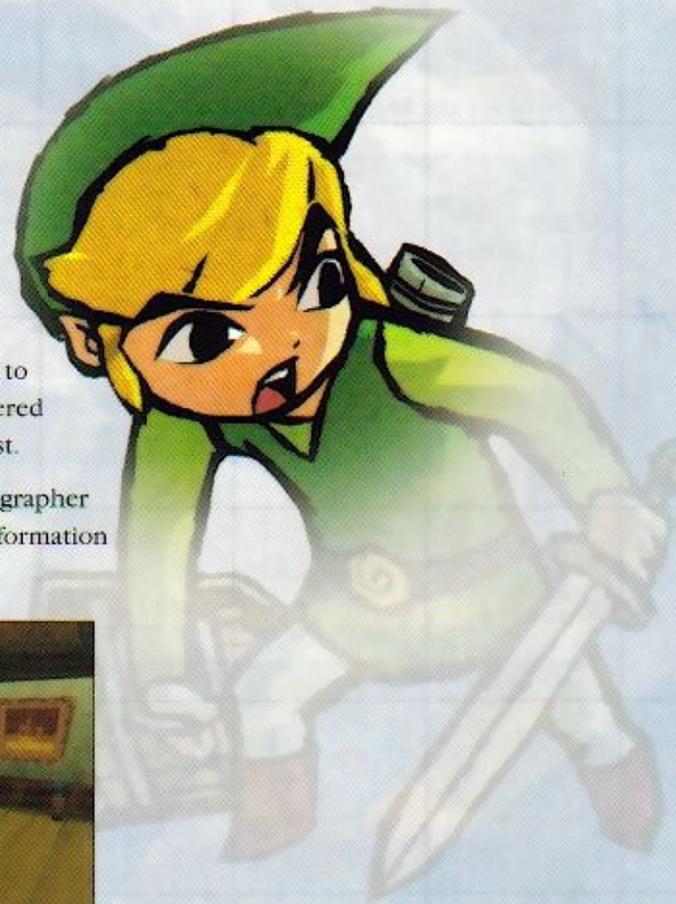
Link receives the Deluxe Picto Box automatically after completing the game. If you want it during your current adventure, go to the "Side Quests" chapter for tips on completing the pictographer's apprenticeship.



Link must make a number of turns, but eventually he reaches a small cave where a chest has been hidden. Open the chest to obtain the **Picto Box**. This device only takes pictographs in black & white, but a color upgrade is available.

Once Link has the Picto Box, return to the pictographer's studio and talk to Lenzo. The old man doesn't realize that Link's Picto Box is actually recovered property from Tingle's cell. Instead, he welcomes Link as a fellow hobbyist.

Head upstairs and view the framed photos that hang on the wall. The pictographer comes upstairs and describes the photos for Link. There's some valuable information to learn here, so inspect all of the pictures!



The School of Joy

Enter the school next to the camera shop and talk with the teacher, Mrs. Marie. Ask her to talk about her teaching career, and she tells Link all about a gang of four troublesome boys who have been misbehaving. Agree to go talk to the boys on her behalf.

Step outside the school and talk to all of the children milling about. They take turns making nasty comments to Link, so be prepared to get insulted. Talk with the boy wearing the hat. This is Ivan, the leader of their little gang, the Killer Bees.

Ivan informs Link that he *might* listen better if Link accepts his challenge to play a game of hide-and-seek. The four children promise to stay on Windfall Island and not to hide inside any of the town's buildings.

When Link finds each kid, the kid runs away. Run and roll after him to gain speed, and tag him to get him to stop. Each child leads Link to the next child, so keep an eye out for possible hiding spots.



Ready or Not, Here Link Comes!

The four children are pretty good at hiding, and Link is still pretty new in town. He's certainly got his work cut out for him. Consider using a Hyoi Pear to take control of a seagull. Fly the seagull around the island to spot the children's hiding spots.

Here are the locations of all four kids:



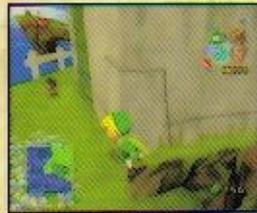
1. Run through the arch to the left of the school's entrance. The first child is hiding behind a tall bush on the left.



3. The next child is hiding at the very top of the tree nearest the mailbox. Roll into the tree trunk to shake him down from the upper branches.



2. Walk out onto the grassy area where the dancing fellow is, and look behind the tombstone to find another child.



4. The fourth and final Killer Bee is hiding behind the overpriced bomb shop. Carefully sidle along the narrow ledge above the water, and then chase him down onto the beach.



Once Link has tagged all four children, they apologize for misbehaving in school. Not only that, but they even give Link a **Heart Piece**!

Head back to the classroom and let Mrs. Marie know that the children will be behaving from now on. She thanks Link for his time by giving him 50 Rupees!



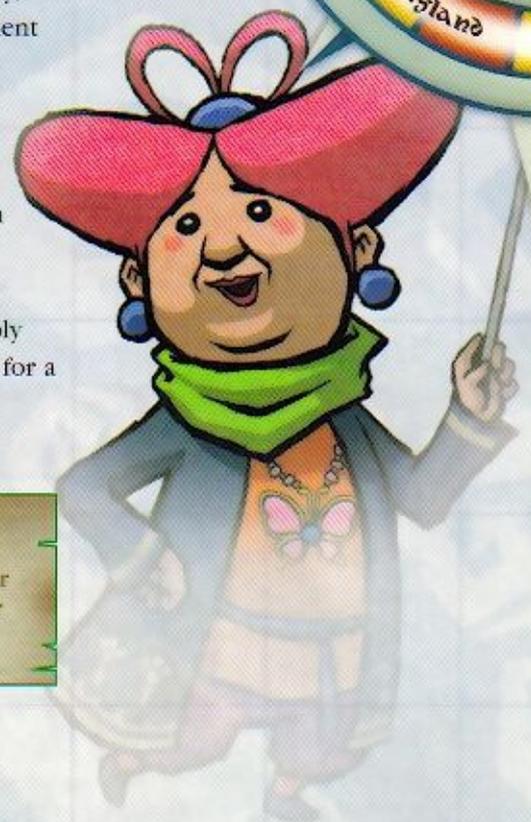
When Link exits the school, the students rush up and tell him that today is Mrs. Marie's birthday, and that a Joy Pendant would make an excellent present for her. The boys have hidden a Joy Pendant in the tree near the bomb shop, and Link can obtain it by rolling into the base of the tree. Of course, if Link already has a Joy Pendant, he can simply reenter the classroom and give it to Mrs. Marie.

She then tells Link that she would just *love* to have 20 pendants! Although Link probably doesn't have even half that many at this time, she gives Link 20 more Rupees in return for a solitary Joy Pendant now.

Now that Link has helped out Mrs. Marie, she'll be willing to assist Link in the future.

Joy Pendants Galore

Keep an eye out for Joy Pendants at all times. Mrs. Marie has a special (and necessary) item for Link when he gives her a total of 20 Joy Pendants. Plus, he gets another reward if he gives her over 50 of them!



Last Call

Make one last trip around the island to pick up some extra Rupees and items via the Zee Fleet mini-game (see the "Side Quests" chapter). Also, check out the Chu Jelly Juice Shop. Link doesn't have any bottles right now, but it's always good to start building relations with the merchants whenever possible. To make the visit worthwhile, roll into the walls to collapse the shelves. This causes the vases to shatter, revealing some extra Rupees.



Leave the town proper and head down toward the beach. There, Link finds two girls picking flowers. These two are the town's biggest gossipers and will spill the beans for just 2 Rupees! Although their information on the merchants with the huge backpacks isn't very pertinent right now, later on it will help steer Link in the right direction.



Bid adieu to the girls, and cross the grassy field toward the bomb shop. The bomb salesman is a despicable man who's trying to take advantage of his bomb-opoly by selling bombs for upwards of 10,000 Rupees! Obviously, Link doesn't have that type of cash—nor will he ever—so exit the shop immediately.





Just because Link can't afford any bombs doesn't mean he can't get the last laugh on the bomb salesman. Sneak around behind the bomb shop via the tiny ledge over the water, and climb the ivy to the rooftop. Crawl through the hole in the wall to enter the loft above the salesman. Here Link can smash a collection of barrels and jars to steal some of the salesman's Rupees!

Setting Sail

Link is finally ready to shove off for the high seas! Return to the King of Red Lions and listen to its instructions on raising the sail and using the **Sea Chart**. Outset Island, Forsaken Fortress, and Windfall Island are already filled in on the chart.



Chart Basics

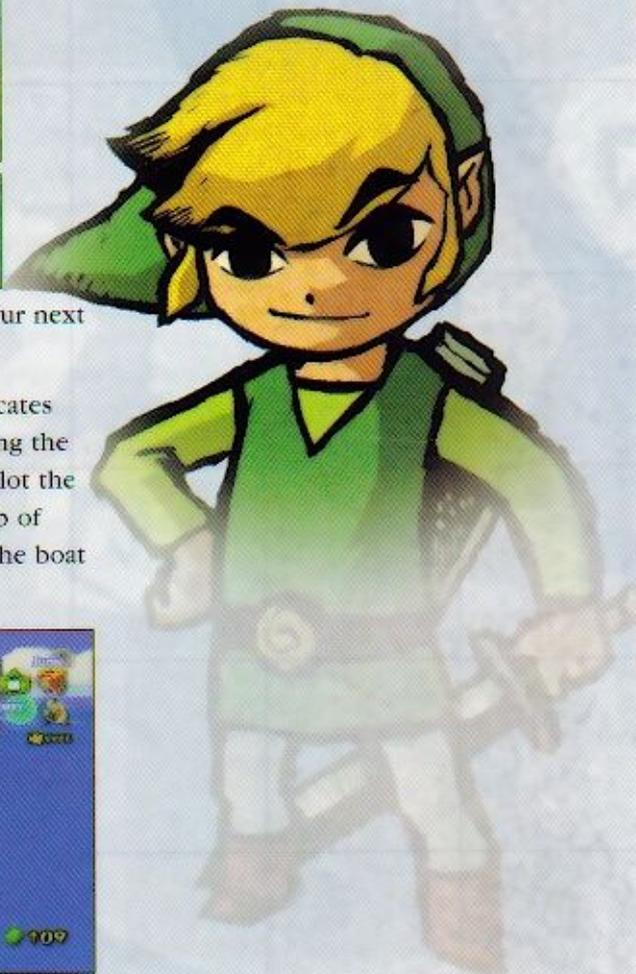
To examine the Sea Chart very closely, tap up on the + Control Pad, then use the Control Stick to select a sector that has been drawn in. Press the A Button to zoom in on the selected area. There are two levels of magnification.

Additionally, you can press the Y Button to enter the Check screen. Here, you can compare sectors from the Sea Chart with the Treasure Charts you find throughout the game. Each Treasure Chart corresponds to a particular sector of the Great Sea. Match up the shapes of the islands, and head toward the X on the chart to find some sunken treasure!

There are many other types of charts (such as the Tingle Chart) that you can view via the Check screen.

Hop into the boat and hoist the sail. There's a swift westerly wind, and your next destination lies to the east. Perfect sailing conditions!

Use the Control Stick to line up the boat with the yellow arrow that indicates the wind direction. Steer around obstacles and jump over them by pressing the R Button. Be on the lookout for barrels with flags sticking out of them. Pilot the boat between the flags to make a sequence of barrels with Rupees on top of them appear in the water. Use the lure of Rupees to practice captaining the boat en route to Dragon Roost Island.



Dragon Roost Island

CHAPTER OVERVIEW

OBJECTIVES



Link has come to Dragon Roost Island under the guidance of the King of Red Lions. He's been told to obtain a powerful pearl that currently rests in the hands of a young boy who is unwilling to part with it. In order to get the cooperation he needs from the Rito tribe, Link must first solve their dragon problem.

KEY ITEMS

Wind Waker



Bottle

Delivery Bag



Grappling Hook

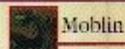
ENEMIES



Bokoblin



Kargaroc



Moblin



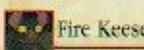
ChuChu



Keese



Mothulas



Fire Keese



Magtail



MAP KEY



Chest



Link cruises right up to a quiet beach on Dragon Roost Island and hops off the ship. As promised, the King of Red Lions tells Link what he needs to do. He must make his way to the top of the mountain, meet Valoo the Dragon, and obtain the Din's Pearl from him. The magical boat also has an item for Link—the **Wind Waker**! This can be used to borrow the power of Gods...if it still works.



The King explains to Link how to use the Wind

Waker. Follow along with the King in the three- and four-beat songs he demonstrates. Neither of these songs is magical, but they illustrate how to use the Wind Waker. In order to play a magical song, Link must first learn it.



MEET THE RITO TRIBE



Moments after Link learns his first song, he's visited by Zephus, the god of winds. Zephus congratulates Link for his "wind-sense," and then he explains the problem he's having with his brother, Cyclos.

Cyclos has been using his powers to torment those at sea, creating cyclones that blow them to and fro.

Zephus asks Link to teach Cyclos a lesson.



Before Link can work his way through the inner reaches of the mountain to meet up with Valoo the Dragon, he must scale the cliffs to reach the Rito Tribe's elevated domain.

First things first. Follow the signpost's arrow toward the Wind Shrine, and pass through the tunnel in the rock to the rear of the island. Swim across to the island with the blue markers on it, and stand in front of the marker on the left. Take out the Wind Waker and follow the notes you hear to learn the Wind's Requiem song. When you play this song, you can redirect the wind in any direction you choose!

MUSIC LYRIC

Wind's Requiem



TINGLE TUNER



SECRET CAVE

Get your GBA ready, because there's a secret to find! Although you can uncover this small cave, you can detonate a Bomb next to the large boulder by the tunnel if you've got the GBA and the Tingle Tuner. Drop down into the hole in the ground to enter the cave.

This tiny dungeon consists of a series of identical, interconnected, circular rooms. Four of the rooms have enemies in them. When a room is cleared of enemies, a flame ignites over the doorway. Exit through one of the doors whose torch has not yet been lit. Destroy all of the enemies in the four outlying rooms (Red ChuChus, Keese, Mothulas, and Bokoblin) to gain access to the gated room. Inside, Link finds a chest containing 10 Rupees.

Exit the cave by passing back through the door opposite the gated door and stepping into the light.



Once Link is done exploring that side of the island, return to the front and grab one of the Bombs off a Bomb Plant. Run up to the large boulder blocking the path leading up the mountain, and press the R Button to place the Bomb next to the boulder. You could very easily toss the Bomb using the A Button, but this way is more precise. Just be quick about it—those Bombs blow up approximately 5 seconds after they've been plucked from the plant! Continue using the Bomb Plant's explosive fruit to clear the path.



Take to the Skies!

Got a Hyou Pear handy? Put it to use and take control of a seagull on the beach. Steer the bird high into the air toward the boulder sticking out from the side of the mountain. Clip one of the Bomb Plants growing near the boulder to light its fuse. This blows up the boulder, and the chest resting on top of it falls. Link can fill his wallet with the 200 Rupees inside the chest!



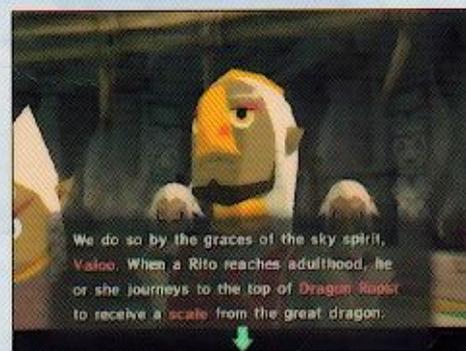
Tiptoe across the narrow ledge high above the collapsed bridge, and then drop down to the ledge below. Blow up the final rock and walk across the stacked crates toward the mailbox. Continue up the path toward the postal worker who helped convince Tetra to allow Link onto the pirate ship.

The postal worker is very impressed that Link has been able to make it this far without wings, and he believes that his mentor can offer some pretty good advice. Proceed up the path toward the entrance to the mail center.

The flock of birdmen is having a small meeting when Link walks in. Although they're understanding of Link's troubles and would like to help him, they have a bit of a crisis on their hands as well. It seems that Valoo the Dragon has been quite upset lately, and as a result, the younger members of the tribe cannot get the scale that allows them to grow their wings.

One youngster has been particularly troubled by this because he has just reached the age at which he's due to get the scale from Valoo. It's suggested that the youthful Prince Komali may feel better if he meets a courageous young boy such as Link.

Quill, the postal worker, gives Link the **Delivery Bag**. This allows Link to carry items that aren't his to keep, which will come in handy when he delivers the message the chieftain had left with Medli.



A LETTER TO HIS SON



Talk with the various Rito Tribe members on the first floor of the mail center, and then head up the ramp to the second floor. Enter the first room on the left to speak with Medli. She gives Link the **Father's Letter** that the chieftain, Komali's father, left with her. The letter is for Komali. After Link delivers it, Medli wants him to meet her by the entrance to the Dragon Roost Cavern.

Golden Feathers?

The guard outside Medli's room asks Link if he has come across any Golden Feathers in his travels. Although Link probably doesn't have any right now, be sure to stock up on them and bring them back here at a later time. Link gets a special gift in exchange for giving the guard 20 Golden Feathers!

Exit Medli's room and spend some additional time on the second floor talking with the other tribesman. Also, play the mail-sorting mini-game to earn some extra Rupees (see the "Side Quests" chapter). You can also gain some additional Rupees by smashing the jars in the storage room.

Lastly, step out onto the three-pronged deck and talk with the mail carriers there as well. The one on the left informs Link of some sort of flying contest on a nearby island, while the other one blames the strange winds on a broken monument nearby.

Head back downstairs and enter the hallway directly under the ramp. At the end of the corridor is Komali's room. Enter the boy's bedroom and give him the letter you obtained from Medli. Komali disregards his father's encouragement—there seems to be no way he'll go and deal with Valoo until somebody calms the dragon down.



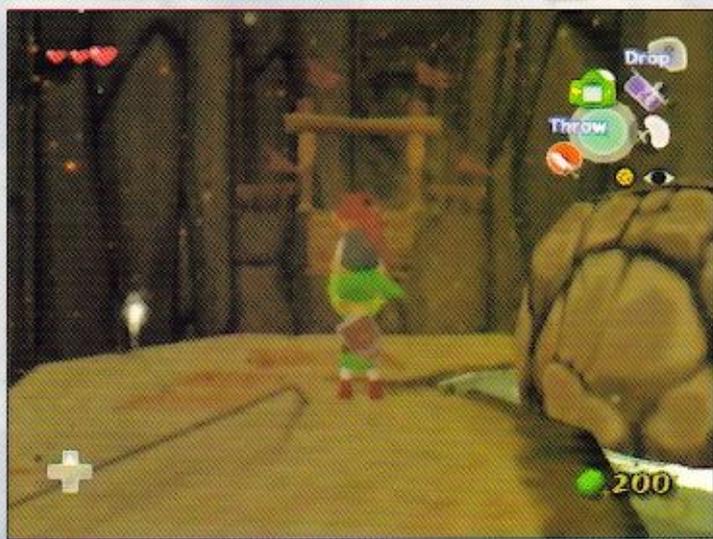
Although the boy makes it clear that he doesn't think too highly of the messenger in his room, Link should ask him about the ball in his hands. Komali informs Link that he's holding onto the Din's Pearl, which was a gift of comfort from his late grandmother. Komali claims that the item is his most prized possession, but it's also what the King of Red Lions says Link must retrieve from the island. Maybe if Link calms Valoo's rage, Komali will be willing to part with the precious pearl.

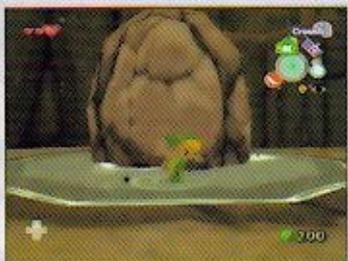
Follow Medli to the Cavern

Exit Komali's room and head down the hallway near the Rito with the large stick. This leads to the entrance to Dragon Island Cavern. Normally, you could either take the bridge or swim across to the other side, but the bridge is kaput and the water is too low for swimming. Jump down to the lower area and talk with Medli, who is waiting there as promised.

Medli wants to get to the small shrine near the mountain peak, but she needs help getting to the top of the ledge on the other side of this area. Although Medli can fly, she needs a strong gust of wind. Even then, she can only fly a short distance.

Pick Medli up by pressing the A Button while standing next to her, and walk up the small rock ramp near the boulder. Face the cliff on the far side and wait for the wind to blow in that direction. As soon as the dust starts to fly toward the cliff, toss Medli into the air so she can use the wind to glide across. Medli is very thankful for Link's assistance and tosses him an empty **Bottle** to show her gratitude before running off.





It's a shame that Medli didn't stick around to help Link reach the top of the cliff, but the Bottle she gave him will come in handy. Fill up the Bottle with the spring water seeping out around the boulder, and then climb up the fallen rope bridge back toward the entrance.

There are five wilted Bomb Plants near the tunnel, leading back to the mail center. Water one of the plants and watch as

it grows fresh Bombs. Grab a Bomb and toss it over the railing onto the boulder to blow it up. This releases a geyser of water from below, flooding the entire cavern. Now Link can swim across to the other side!

Link has one more obstacle to cross before reaching the dungeon entrance. He must tip the two statues down into the lava to create a walkway to the other side. Link must toss a Bomb into each of the green baskets in front of the statues to get them to lie down in the lava. Aim for the nearest one first, and be careful not to fall in the lava.

Link has to jump onto the first fallen statue to reach the second one with a Bomb, so be extra cautious when going for it. Also, be sure to step out of the blast area, or else Link could end up taking an unnecessary swim in the hot stuff.

Head up the path to enter Dragon Roost Cavern.



DRAGON ROOST CAVERN



MAP KEY

-  Big Key
-  Chest
-  Dungeon Map
-  Treasure Chart
-  Tingle Tuner Bonus
-  Tingle Statue

FIRST FLOOR

Link might have been able to waltz right into the dungeon, but there are a couple of large statues blocking him from going any farther. Slide the left statue forward, and then pull the middle one behind the left one. This opens up a small passage leading deeper into **Room A**.



Beat back the pair of Bokoblins in the next part of the room, and grab one of their sticks. Run the stick through the flames of a torch to ignite it, and then use it to light the two torches on the left. This causes a chest containing a **Small Key** to appear.



MYSTICAL JAR #1

Every dungeon in *The Legend of Zelda: The Wind Waker* contains two or more large jars that emit a glowing vapor. These jars are warp points between different areas of the dungeon. However, you can't use them until you've located the second (or third) jar and removed whatever obstacle is covering its top.

Use the key to unlock the door leading to the large inner room of the dungeon. **Room B** contains several doorways leading to different areas. Link will visit this room on several occasions during his journey through the dungeon.

TINGLE TUNER

Fairy

Don't slash through the wooden boards just yet. Use the GBA to scour the floor near the tables in this narrow entryway for two bonus points on the floor. One of them reveals some Rupees, while the other uncovers a hidden **Fairy**! Catch the Fairy in a bottle and hold onto it until later.



Exit the corridor by slashing through the dilapidated wooden boards, and start on a clockwise walk around the perimeter of the area. Drop down off the wooden walkway onto the small rock landing, and pull the black block out from the wall. Climb up onto this block and leap to the next walkway to keep moving.

Wait for the lava fountain to subside, and then leap toward the rope bridge. Let the pair of Keese come to Link, and then strike them down with the Sword. But be careful not to slice through the ropes holding up the bridge—Link's weight could collapse the entire bridge if two or more of the ropes are cut! Use a Bomb to blow up the boulder blocking the door on the far side of the cavern.



Room C features a shallow pool of lava surrounded on three sides by solid ground. Grab one of the large jugs of water and toss it into the lava near the back of the room where the chest is. The water instantly cools the lava, creating a hardened surface that Link can walk across for roughly 15 seconds!

Jump across onto the floating rock and then open the chest to obtain the **Dungeon Map**. From there, grab another jug of water and solidify another chunk of lava so that Link can continue across to the other side of the room. Climb the ladder and go through the door to the next room.



In **Room D**, approach the wooden boards slowly because a machete-wielding Bokoblin breaks through and attacks. Put down this cretin and grab his heavy blade, which you can use to chop through the wooden barricade sealing off the other half of the room. Hold onto the Bokoblin's blade and use it to cut through the boards blocking the chest in the alcove on the ledge. Pop the lid on the chest inside to find another **Small Key**.

Exit the room through the far door to return to **Room B**. Toss a jar at the Bomb Plants growing out of the cavern wall to trigger an explosion that blows the large boulder to pieces. Now Link can tiptoe across the wooden platform and head up the path toward the locked door in the distance. Use the key to unlock the door and enter **Room E**.

Inside the locked room, ignore the deep chasm on the right. Instead, head straight for the boarded-up alcove ahead on the left. A monster brandishing a stick leaps from one of the jars and attacks. Dispose of the Bokoblin, and then use its stick to set the other set of wooden boards ablaze. Step on the switch behind these boards to raise the metal bars blocking the other door, and head outside.

Cross the rope bridge and climb the ladder, being careful to avoid the lava spurting out the side of the mountain. On the ledge above, destroy the Kargaroc and then quickly sidle across the gap while avoiding the lava. Inch right up next to the lava while it's spraying, and then quickly step past it as soon as it slows down.





Step around the boulder and jump up to grab the wooden ledge. Link can't tiptoe across this one because of the configuration of the wall. Instead, he has to shimmy across while hanging from his hands.

On the other ledge, climb up and use a Bomb to blow up the boulder below. Go through the door to reenter the dungeon.

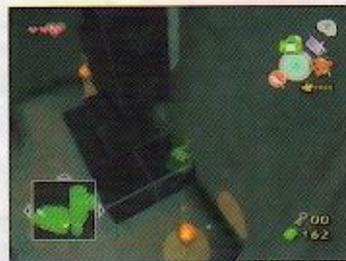
The exit leading out of **Room F** is near the ceiling, behind the stack of 10 blocks. Grab hold of the lowermost blocks in the left and middle rows, and pull them out from under the stack. This creates a stepped pattern that Link can climb to reach the entrance to the dungeon's second floor.

SECRET PASSAGES!

There are two secret passages directly underneath the exit. Continue moving the blocks around so that only one is left in the center column. This allows Link to access the middle passage.



Head back outside, return to the room, and move all of the blocks out of the central column to access the secret passage near the floor. Pull the blocks on the right all the way out and line them up in the front row. Then pull out the second block in the central column halfway. It holds up the rest of the stack while giving Link enough room to squeeze into the passage near the floor. Both of these passages contain numerous Rupees and lead back to this very same room!



SECOND FLOOR

MAP KEY

- Chest
- Compass
- Small Key
- Tingle Tuner Bonus
- Treasure Chart



The stone in Link's pocket calls out to him as soon as he enters the second floor of **Room F**. Link is warned to feed the rats that come to steal his money. Placing some All Purpose Bait near the rat holes gets them to leave Link alone, and they're even willing to sell Link a Red Potion for 40 Rupees or a Blue Potion for 80 Rupees.

Pull the block out of the wall and climb up to the ledge above. Open the chest on the right to obtain the **Compass**, and then smash the jar with the sticks in it. Light one of the sticks on fire, and carefully toss it all the way back across the room toward the wooden boards above the ladder. Climb the ladder and open the chest to gain another **Small Key**. Unlock the door and head back outside onto the crumbling staircase that wraps around the side of the mountain.



Climb the steps to the landing above, and slowly walk out toward the bird's nest on the edge of the precipice. When the Kargaroc leaves its nest to attack Link, backpedal to the wider area, slay the bird, and then take the **Small Key** from its nest. Use the key to unlock the door and reenter the dungeon area.



Room G is very dark and contains a half-dozen Keese, but there are also quite a few torches inside this Y-shaped room. Light a stick on fire and use it to illuminate the corridor leading to the torch in the center of the room. Use the flaming stick to beat back the Keese, and then set the wooden barricade aflame. Open the chest to gain another Joy Pendant, and then move toward the barred door at the end of the room. Light the two torches with the flaming stick to unbar the door, and continue on.



Tingle Tuner



Fairy

Use the GBA near the torch in the center of the room to uncover another hidden Fairy.

Exiting through the previously barred door, Link finds himself back in the central lava chamber, but high above the ground on a small ledge. Use a Bomb to blow the boulder off the top of the Mystical Jar, and cross the bridge to the door on the opposite side.

Tingle Tuner

Chest

Use the GBA to detonate a Bomb in the center of the ledge on the far side of the wooden bridge. A chest magically appears!

As soon as Link steps into **Room H**, the door behind him seals itself shut and locks him in. Link has to find and defeat three Bokoblins in this room to get the doors to open.

The first one is out in the open and attacks Link on sight. The other two are hiding in jars: one on the lower bench to the left of the entrance, and the other in the jar on the shelf nearest the door. Roll into the wall near the door to knock the jar off the wall.

After you've defeated the enemies, grab one of their sticks and use it to ignite the unlit torch. This reveals a hidden chest containing a **Treasure Chart**. Climb the ladder and exit through the door near the upper walkway.

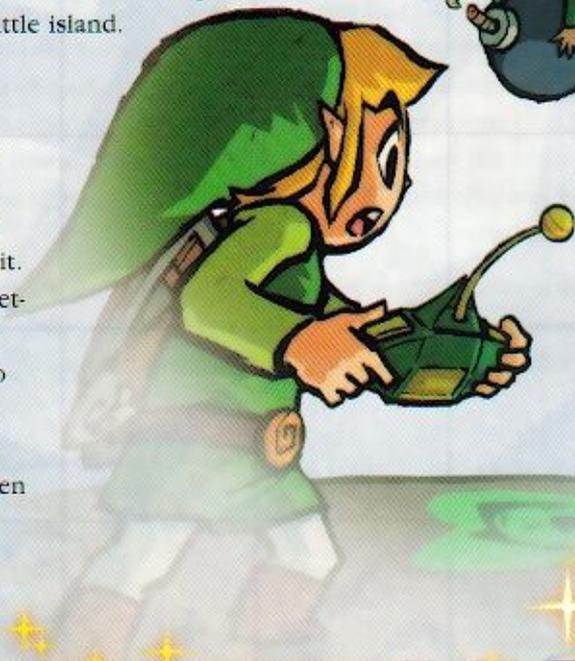
Room I is unlike the other rooms. Not only does it contain a Magtail on a central island surrounded by lava, but the only way out is to ride the lava fountain upward.



First things first. Hop across to the island in the center, and slash at the Magtail's bright blue eye when it rears back on its hind legs—and it's got a lot of 'em! If you do it right, the Magtail curls up in a ball and becomes vulnerable to a combo attack. Knock it into the lava or destroy it. Either way, just make sure Link gets it off the little island.



Once the creepy-crawly is no more, grab a jug of water and hop across to the island with it. Wait for the lava fountain to settle down, count to three, and then toss the jug of water into the bubbling lava. Jump onto the solid rock that forms, and surf the fountain to the wooden platform high above on the third floor of the dungeon!



THIRD FLOOR



Link emerges on the third floor in **Room J**, which contains a currently impassable lava moat and another Mystical Jar. Use the fruit of the Bomb Plant beside the door to detonate the two boulders in the room. One boulder blocks the Mystical Jar, while the other obstructs the doorway leading back outside. Exit the interior of the mountain, removing the obstacles.

Link is closing in on Valoo's nest! Scamper up the curving staircase as fast as possible, because each step falls away into the abyss when Link puts his weight on it.



Fourth Floor



MAP KEY



Grappling Hook



Tingle Tuner Bonus

At the top of the staircase, draw the sword and walk under the raised gate. Link immediately realizes that he has stepped right into a prison area...and the prisoner is Medli! Link can make quick work of the two Bokoblins that attack first. But right after that, a much larger enemy with a lengthy spear joins the fight. Stay out of reach of its spear, and rush in and unleash a combo attack when its back is turned.

Skull Necklaces

Link may very well collect his first Skull Necklace after defeating the spear-wielding Moblin. These necklaces aren't much use to Link, but there *is* someone on Windfall Island who would love to have them...



When you defeat the Moblin, the gates rise and Medli is set free. Medli tells Link that Valoo has been acting so dangerously lately because something in the room below him has been irritating his tail. No wonder! She then gives Link the **Grappling Hook**, which Link will use constantly during his journey.



Tingle Tuner



Jar

Use the GBA to detonate a Bomb in the back of Medli's cell. The blast unearths a hidden jar containing some extra Rupees.

Head up the steps and take a stand on the stone platform adjacent to Medli's cell. Medli is standing atop a branch that you can swing on with the Grappling Hook. Assign the Grappling Hook to an Item Use Button, tap that button to draw the rope, and then use the Control Stick to aim the targeting cursor at the yellow part of the beam. When Link is within reach of a good grappling point, the cursor turns from red to yellow. Tap the button again to throw the rope.

Once Link is swinging on the rope, you can control his movements the same as when he's on a normal rope. Link can be made to stop swinging, rotate, and climb up or down if applicable.

Swing across to the other rock ledge, and press the A Button to jump from the rope. Continue grappling down the side of the mountain, and then use the sword to smash through the wooden boards and drop down to the lower level.



Third Floor Revisited



Since Link still doesn't have the key to the boss's lair, there's no reason to head back inside just yet. Instead, continue using the Grappling Hook to swing from ledge to ledge in a counterclockwise direction down the side of the mountain to **Room K**.

Cross the bridge and destroy the two Bokoblins that attack. This causes a chest to appear directly below, on the lower floor of **Room K**. Light a stick on fire, step out onto the rope bridge, and set all of the ropes aflame. The bridge quickly collapses due to a lack of support, and Link falls straight down onto the narrow walkway below. Open the chest to gain another Joy Pendant, and then exit the room.

SECOND FLOOR REVISITED

Link is in the large central chamber once again, but this time he's high up on a tiny ledge near a birdcage. Wait for the lava fountain to subside, and then run up the steps and step into the middle of the cage. Hold down the B Button to prepare for a Spin Attack, and position Link directly in the center of the three ropes. Release the button to slice through all three ropes in one swift motion. This drops the platform into the lava below.



FIRST FLOOR REVISITED

Stand on the platform, wait for the lava fountain to stop spouting, and then run and jump for the doorway leading across the pool. Skip across the two suspended platforms and climb the ladder toward the ominous doorway above.

Approach the edge of the cliff and target the hook near the ceiling with the Grappling Hook. You must swing out on the Grappling Hook to pull down on the hook, but don't let go! Instead, maintain momentum and release the rope during the backswing to land back on the ledge near the door. If you're successful, Link's weight pulls down on the hook, raising the door. Go through it to enter **Room L**.



TINGLE TUNER

Bonus: Dragon Tingle Statue

Use the GBA to detonate a Bomb on the ledge across from the entrance to **Room L**. This reveals a secret chest that contains a golden **Tingle Statue**. These statues are extremely rare—there are only five in the entire game—and they can only be found and collected by Tingle through the use of the Tingle Tuner.

Link must use the Grappling Hook in a different manner in this room. The ledge he needs to reach is at a right angle to the one he begins on. Start by grappling onto the hook near the ceiling, but hold the R Button to come to a stop. While holding down the R Button, use the Control Stick to rotate Link so that he's facing the direction he needs to go. Now release the R Button and begin swinging back and forth as normal. Cross the suspended platforms up ahead, and use the Grappling Hook once more to reach the door leading out.



Room M may be a dead end, but it contains something very valuable—the **Big Key!** But in order to get it, Link must keep the flames surrounding the chest from scorching him. The flames are controlled by the switch on the floor beside the chest. Simply pressing the switch won't do, though, because the flames flare back up as soon as the weight is removed. To get around this, Link must use the weight of the Magtail to hold down the button while he snags the key from the chest.



Back away from the lava and allow the Magtail to approach Link. Press the L Button to lock onto the monstrosity, and then press the A Button to Jump Attack when it rises up to attack. If you time this correctly, it causes the Magtail to roll up into a ball. Rush in, pick up the frightened insect, and set it down on top of the switch. Snag the precious key, and then return to the large lava fountain in the main cavern. Use the platform resting on it to catch a lift back up to **Room K**.

Third Floor, One Final Visit



Use the jugs of water in Room K to freeze the lava near this room's fountain, and ride it up to the walkway above. Exit through the upper doorway to the outside, and grapple back up the side of the mountain to **Room J**.

Unfound Treasure

Use the Mystical Jar in Room J to return to the entrance of the dungeon. There's still a chest in Room E that you need to find. Use the Grappling Hook to swing across the chasm, and get the **Treasure Chart** from the previously out-of-reach chest.



Grapple across the lava and snag the booty from the chests on the way up the stairs. Behind the ornate door at the top of the stairs lies an enormous beast. Only those with the Big Key and a heart of steel may dare to enter its sanctum.



Dungeon Boss

Gohma

 Required Item: Grappling Hook

GOHMA'S ATTACKS

| Attack | Damage Caused |
|-----------------|---------------|
| Claw Jab | 1/4 Heart |
| Heavy Claw Slam | 1/2 Heart |
| Flames | 1/2 Heart |

It's no wonder Valoo has been so temperamental lately. There's an enormous scorpion living in the cave underneath him! This scorpion is covered in heavy plating that can easily withstand Link's attacks. Unlike the Magtails Link has dealt with, the large blue eye of the scorpion is also impenetrable... for now.



The most important thing Link has to do when fighting Gohma is make sure he avoids its powerful claws. Gohma will bring a swift claw down on Link if he stands still for too long, so always keep moving. The more common attack is for the scorpion to sink both claws into the ground and trap its prey so that it can blow large flames onto it. If Link gets caught between the two claws, quickly roll under the large part of either claw. As long as Link is out from between those claws, he won't get hurt by the flames.



Now it's time to go on the offensive and break Gohma's shell. Use the Grappling Hook and target Valoo's tail as it dangles down from a hole in the ceiling. By swinging on the tail, Link will pull Valoo downward enough to make large chunks of the cave's ceiling fall onto the boss. Although Gohma appears to collect itself and push the rock slab back onto the ceiling, its shell is completely fractured and falls off after the third swing on Valoo's tail.



To make this part of the battle even easier, swing onto one of the wooden platforms high on the wall above the lava. There numerous jars containing hearts up there, and Link won't have to dodge the beast's attacks either!



Once Gohma's shell has been completely knocked off by the falling slabs of rock, leap back down onto the ground and prepare for a final flurry of attacks. Knowing that it has been severely damaged, Gohma will try to keep its eye away from Link. Counter this by using the Grappling Hook to pull it down within reach, and then quickly slash at it before Gohma retaliates. You should only have to do this twice to finish off the boss for good!



Komali Regaining His Courage

After you defeat the scorpion, Link can get a **Heart Container**, which increases his life gauge by a full heart.

With his energy restored, Link is ready to exit the caverns. Walk into the swirling wind in the center of the room to return to the beach. Thanks to Link, the clouds are gone and Valoo is back to his old self. More importantly, Medli and Komali are waiting by the beach to thank Link for his help. Komali wants Link to have the **Din's Pearl**, because he no longer needs it to feel brave.

The group is suddenly puzzled by Valoo's mention of controlling the wind, but Medli thinks he may be referring to the monument on the south side of the island. If you haven't done so already, be sure to swim over to the monument and use the Wind Waker to learn the song engraved on the marker. This summons Zephos, the Wind God, who tells Link about the power he now has at his disposal.

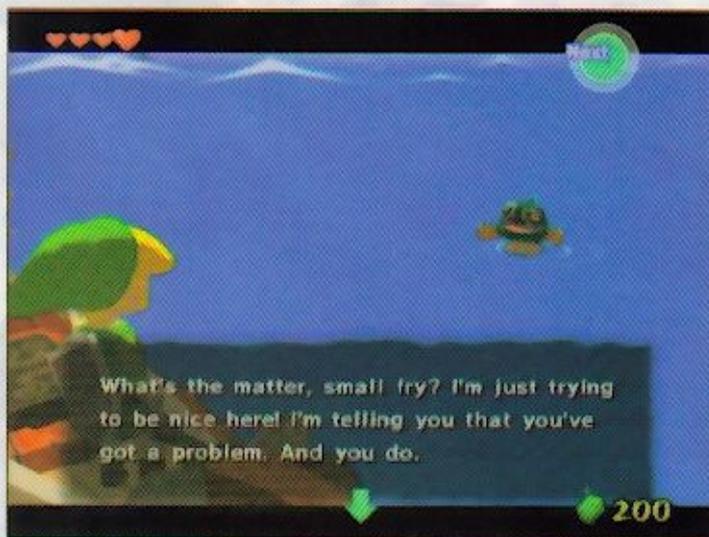
Unfortunately, Zephos' brother, Cyclos, destroyed the other marker. Cyclos is out on the sea terrorizing sailors with terrible winds. Zephos gives Link his permission to let his brother have it!



Setting Sail

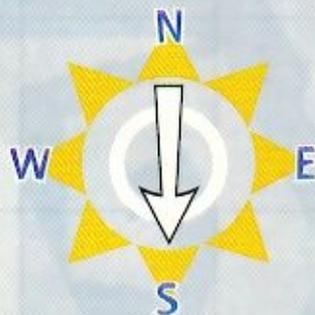
The King of Red Lions informs Link that Ganon has begun sending his soldiers in search of him. They haven't got any time to waste, so they must head south to recover the next pearl.

Stand on the beach and play the Wind's Requiem, changing the direction of the wind so that it blows to the south. Hop into the boat and raise the sail to start traveling southward.



Shortly after you shove off, a Merman leaps from the water and fills in some of the details about Dragon Roost Island on Link's Sea Chart. Each sector on the Sea Chart grid has one of these fish-men. By dropping some All-Purpose Bait into the water, Link can get them to surface and fill in the chart for that area.

Additionally, Merman provides some valuable tips about the island in that area. Be sure to check out the "Island Tours" section of this book for a complete breakdown of each area's Merman tips, secrets, and treasures.



Say goodbye to the Merman and continue sailing southward. Now that Link has the Grappling Hook, he can lower the sail and use the hook to haul up sunken treasure. Keep an eye out for rings of light on the water's surface, and position the boat directly over these spots to have a better chance at hauling up something good.

While finding sunken treasure may be a treat, the sea does have its share of hazards as well. For starters, Link must be on the lookout for Big Octos. Although they only cause 1/4 Heart of damage if they swallow up Link's boat, they can cause a brief delay in Link's plans. Later, once Link has a projectile weapon, he can defend himself against these giant squid by attacking their many eyeballs. He'll win a nice reward for himself to boot!

Also be on the lookout for boats, namely a small boat filled with treasure-seeking scuba divers who work for the Salvage Corp. Link is likely to encounter them in the area of Eastern Triangle Island. They give Link **Treasure Chart 34**, which shows where the buried treasure is for that sector. All Link needs to do is get the Merman to fill in his Sea Chart, match up the location of the treasure as shown by the X on the Treasure Chart, and use it as a guide on where to look.

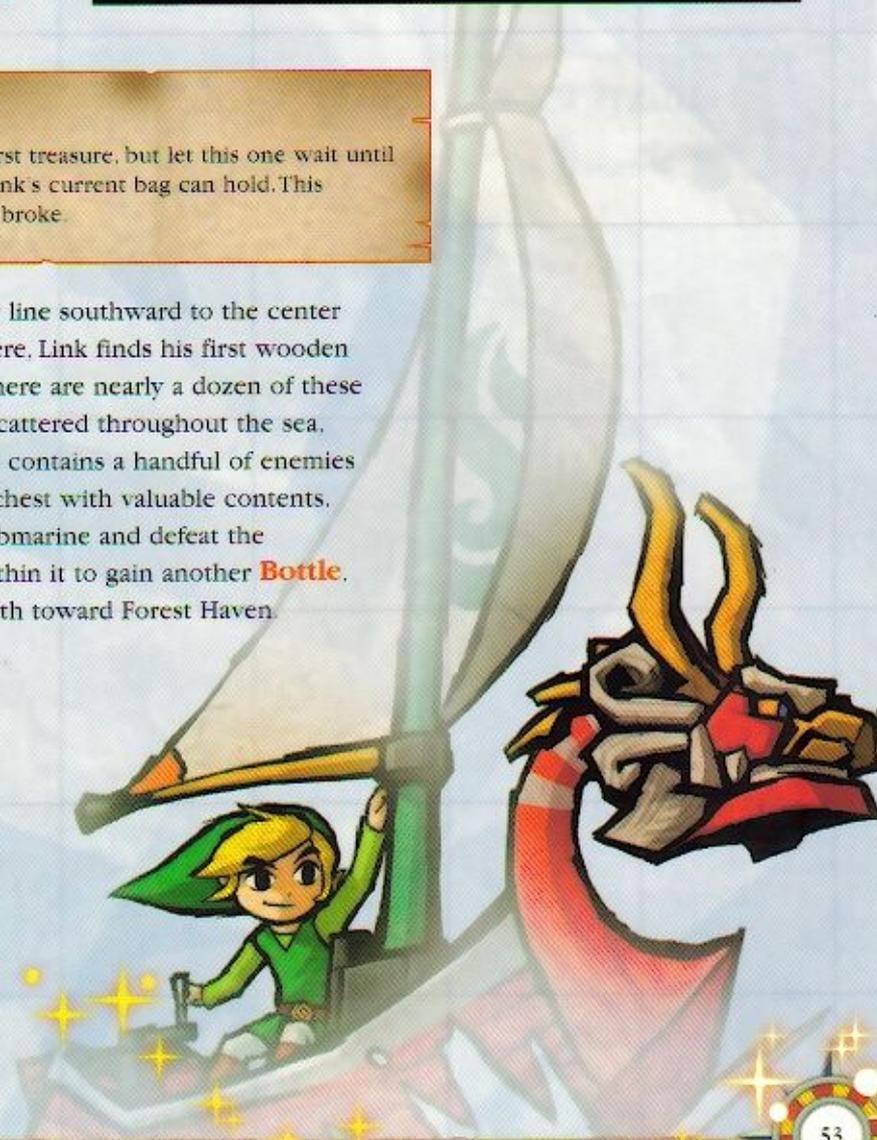


Save It for Later

It's understandable to be excited about hauling up your first treasure, but let this one wait until a later time. The chest contains 200 Rupees, which is all Link's current bag can hold. This treasure will mostly go to waste unless Link is completely broke.



Hold a steady line southward to the center of area F5. Here, Link finds his first wooden submarine. There are nearly a dozen of these submarines scattered throughout the sea, and each one contains a handful of enemies that guard a chest with valuable contents. Board this submarine and defeat the Bokoblins within it to gain another **Bottle**. Continue south toward Forest Haven.



FOREST HAVEN

CHAPTER OVERVIEW

OBJECTIVES



The King of Red Lions believes that the Great Deku Tree can assist Link in his acquiring of the three Pearls. To receive those mystical items, first Link needs to rescue one of the Deku Tree's lost children from the Forbidden Woods.

KEY ITEMS



Deku Leaf



Boomerang

ENEMIES



Boko Baba



Mothula



ChuChu



Octorok



Moblin



Peahat



Morth

CLIFF CLIMBER

MAP KEY



Treasure Chart



Link arrives at Forest Island on a grassy ledge near the water. He needs to reach the interior of this sacred grotto and gain an audience with the Great Deku Tree, in hopes of obtaining Farore's Pearl. Link must hurry because the Korok forest spirits are preparing for their annual festival.

Stop at Beedle's Shop Ship and replenish Link's supplies of bait. Equip the Grappling Hook, and begin climbing the cliffs toward the pool above the waterfalls.

Item Stealing

The Grappling Hook is a great climbing device. Plus, you can use it to steal valuable spoils from enemies! For example, L-target one of the Boko Babas dotting the cliffs on Forest Haven, and attack with the Grappling Hook. Link steals one of their magical Boko Baba Seeds from them.

You can use this technique with numerous enemies to gain large quantities of spoils that you can use in trade at a later time.



The Boko Babas shoot up from the ground as Link draws near. Have the sword ready and attack in a flurry. This causes them to stick their stems up straight and high. Slash through the stems to cut their heads off.



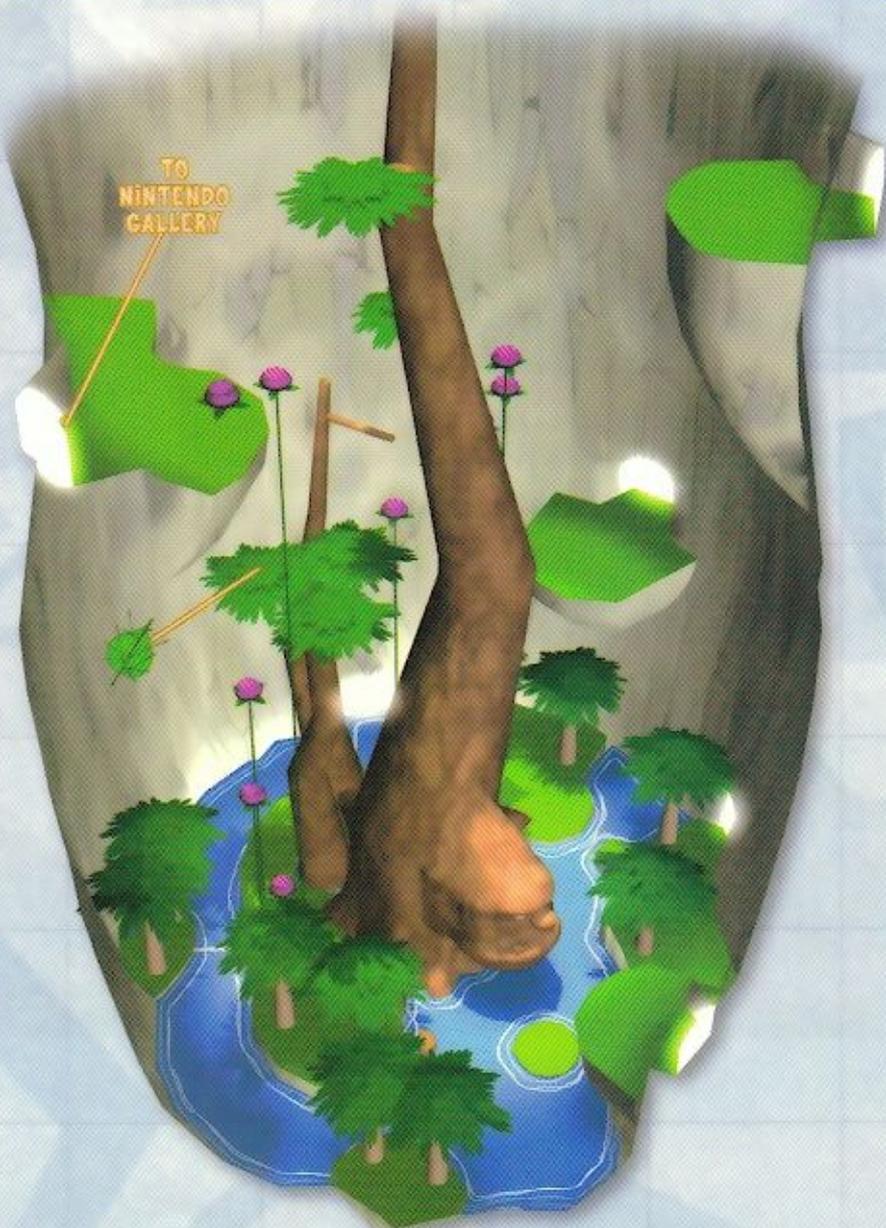
On the uppermost ledge, grapple over to the island at the edge of the waterfall. Be sure to draw the shield as soon as Link touches down, because the Octorok that's upstream can knock Link right off the island with the rocks it spews. Hold down the R Button and use the shield to deflect the rocks back at the Octorok.



Continue hopping across the islands until you reach the one with the sandy top. Link leaps into a hanging position on the edge of this island. Remain in this hanging position until the second Octorok's projectile sails harmlessly overhead. Then climb up and use the shield to fend off the beast's follow-up attack. Grapple over to the uppermost pool and enter the cave to reach the inner area of Forest Haven.



A Meeting with the GREAT DEKU TREE

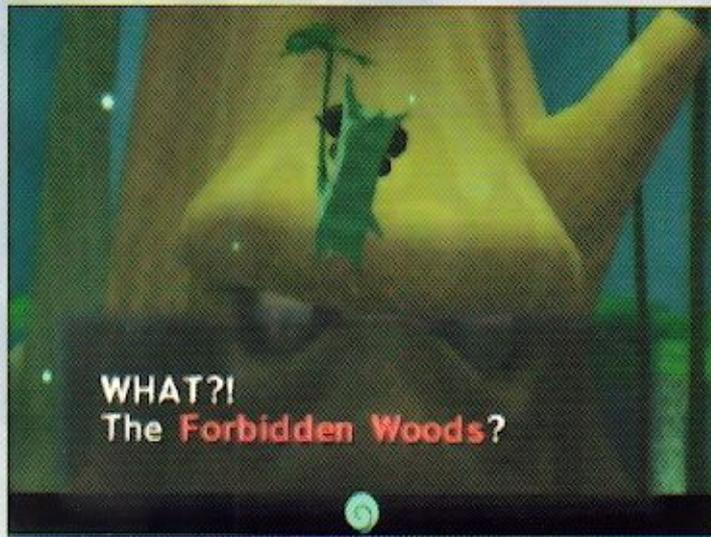




Wade upstream and approach the Great Deku Tree. The wooden spirit of Forest Haven is moaning in agony due to a massive infestation of ChuChus slowly eating away at its spirit. Roll into the base of the tree to shake off these creatures, and then slash through them as fast as possible to end the tree's suffering.

The Great Deku Tree speaks to Link in Hylian, expecting him to know the language well. When it's apparent that Link doesn't understand, the tree begins speaking in English. He correctly guesses Link's reason for being there—to get Farore's Pearl.

The Deku Tree then calls for the Koroks, the children of the forest, and tells them that Link is not their enemy, but a friend they should trust.



Although the Great Deku Tree may have intended to simply give Link the pearl following a brief ceremony, it seems that one of his children, Makar, has fallen into the Forbidden Woods. The Deku Tree asks the great adventurer to fly into the Forbidden Woods to rescue his young. But Link can't fly, so he needs to retrieve a magical leaf from high up in the Deku Tree's canopy. This leaf is said to enable anyone to fly...even a human!

Attention Shutterbugs!

Now that Link has a bottle or two and is in Forest Haven, he can catch one of the glowing fireflies (the *really* bright ones) and bring it back to the pictographer on Windfall Island. The King of Red Lions doesn't want to stray into dangerous waters, so you need to head due north to Dragon Roost Island, direct the wind to blow to the west, and follow the path back to Windfall Island via the route you sailed previously.

Give Lenzo the firefly to finally obtain the **Deluxe Picto Box**. With this special item, Link can begin his Nintendo Gallery collection immediately.



Link Takes to the Air!

Boko Baba Drinks

If Link has an empty bottle and at least 4 Boko Baba Seeds, he can enter the cave behind the Great Deku Tree and have a magical elixir prepared for him. This elixir will fully replenish Link's life and magic gauges.

The leaf that the Deku Tree creates for Link is pretty high up, and getting to it isn't easy! Link has to rely on the Baba Buds to spit him high into the air. He has to blast from one plant to the next, up to the highest boughs of the tree, to reach the prize.

Approach the Baba Bud near the little Korok fellow, and look up at the three tall stems growing out of the ground.

These are stems of much taller Baba Buds. You must position Link so he's shot through the air from one plant to the next. To do this, rotate the Control Stick while inside the plant. When Link is aligned properly, press up on the Control Stick while flying through the air to soar over to the next plant.

It's All in the Approach

When Link jumps into the plant, you have roughly three seconds to rotate the Control Stick to line up with the next bud. Maneuver the camera so that that the next plant is at the very top-center of the screen. That way, you can make Link leap into it by holding Up on the Control Stick.

If the plant isn't directly in the center, just allow Link to be shot straight into the air and drop back down into the same plant. Make any necessary adjustments and then try again.

After three successful jumps, Link lands on a large tree branch. Use the Grappling Hook to swing off the branch, and carefully line Link up with the next Baba Bud. From a complete stop, swing back and forth, and release the rope on the third swing. Link then has to make five consecutive jumps to reach the branch bearing the **Deku Leaf**.

When Link grabs the Deku Leaf, a magic meter appears on the screen below the life gauge. The Deku Leaf allows Link to glide short distances, as long as the conditions are favorable. The distance he travels depends on how much magic is left in the meter, but also which direction the wind is blowing. In addition to gliding, Link can use the Deku Leaf on solid ground to create a gust of wind that blows enemies away or puts fans in motion.

One of the Koroks is on a ledge with a large arrow on it. This is there where Link must go to make the flight over to the Forbidden Woods dungeon. However, don't go there just yet! Instead, assign the Deku Leaf to an Item Use Button, and use it to glide over to the Baba Bud in the distance. Use the plant to gain even more altitude, and then glide over to the large ledge to the right.



Exit through the tunnel here, and Link soars over to the island where the Nintendo Gallery is housed. Be sure to see the "Nintendo Gallery" section of this book for complete information on this impressive addition to the core adventure.

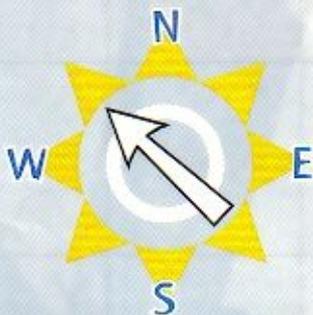


Rather than flying over to the island with the Nintendo Gallery, cut the grass to find some Magic Potions, and use the Baba Bud on the ledge to soar to the highest branch on the Deku Tree. From there, glide over to the uppermost ledge inside the grotto and step outside via the tunnel. Fill the magic meter by uncovering more potions from the grass, and then sail on the prevailing winds down to the little island with the chest.

Open the chest to gain another **Treasure Chart**, and then direct the wind back to the north and use the Deku Leaf to glide back to the ledges below the waterfall. Return to the Deku Tree and use the Baba Buds to reach the ledge with the grassy arrow on it.



Step outside and note the location of the Forbidden Woods entrance. The dungeon entrance cannot be reached directly from the main island. Instead, Link must glide to the island off to the left. Play the Wind's Requiem, and set the wind to blow to the southwest. Glide across to the small island with the tiny updraft encircling it.



Use the Wind Waker again, this time to make the wind blow to the northwest. Refill the magic meter with potions from the grass, and approach the edge of the island while facing the Forbidden Woods. Link needs to jump off the island and use the Deku Leaf directly in front of the updraft that encircles this tiny island. If you time it properly, the updraft gives Link the altitude he needs to reach the entrance to the forest dungeon.

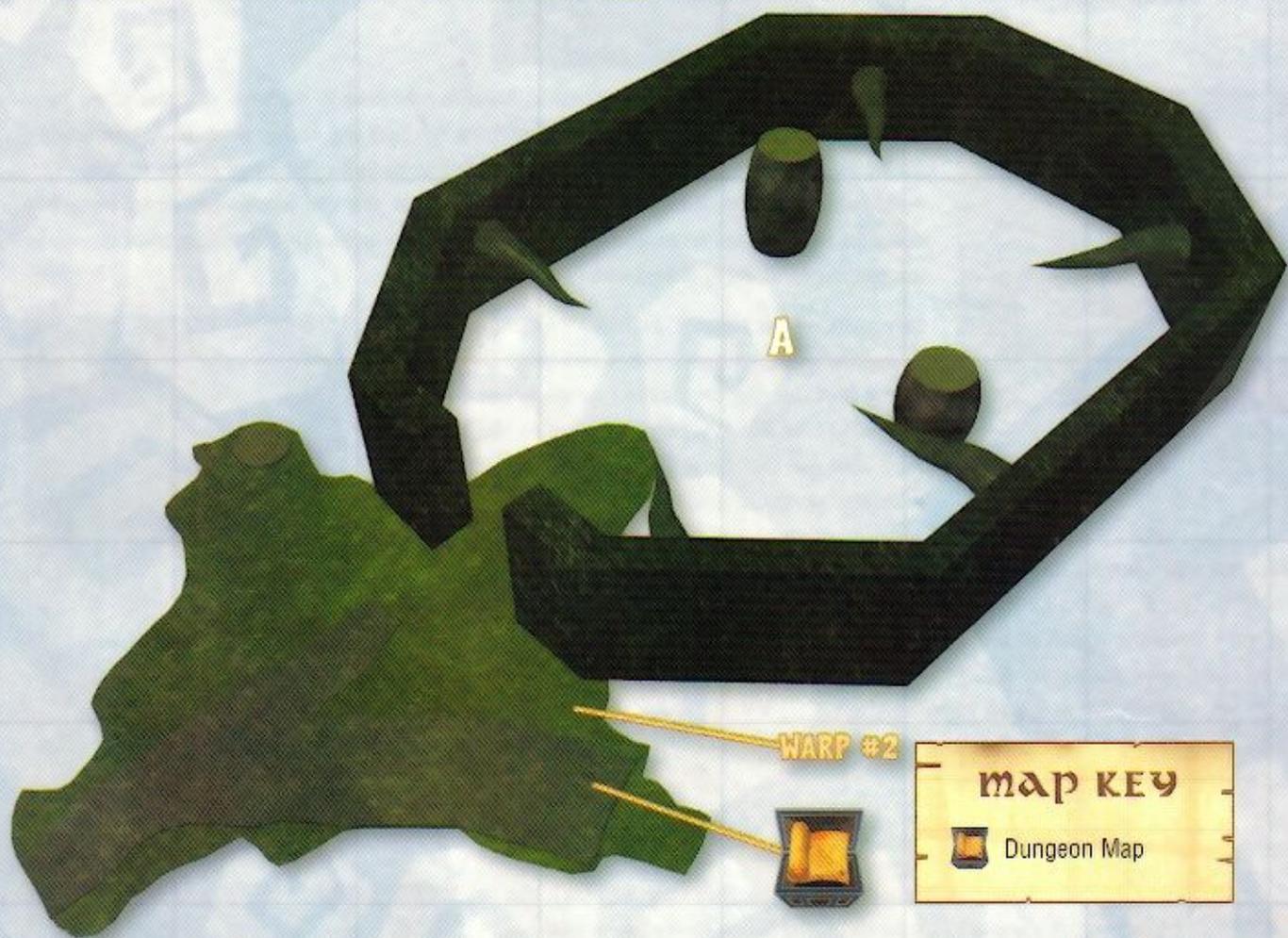


Middair Combat

Gliding over to the dungeon entrance isn't the only challenge. Three flying baddies known as Peahats try to knock Link out of the air. Press the Item Use Button that the Deku Leaf is assigned to, flapping the leaf at the Peahats. This knocks them away from Link.



Forbidden Woods



FIRST FLOOR

It isn't long before Link realizes where the Forbidden Woods got their name. Not only is this forest crawling with dangerous beasts and bottomless pits, but hardy vines cover many of the doors, making advancement through the woods much more difficult. Link encounters this nasty overgrowth on the door leading out of the entry room.

Cut a swath through the gaggle of ChuChus, and head up the path on the right to find a chest containing the much-needed **Dungeon Map**.

Now to deal with the vines on the door. Unfortunately, the plant protects its delicate flower when danger is nearby. Link needs a projectile!



Loop back around past the door to the far-left corner of this area and grab the Boko Nut. Carry the oversized nut up the central path, and heave it at the vines on the door. Don't get too close, or else the flower will take shelter behind the impenetrable outer leaves. Then pass through the door to the next room.

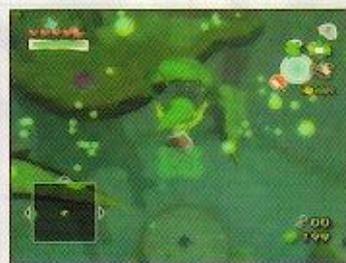


Room A is an incredibly tall room that Link visits on four of the five floors in this dungeon.

For now, drop down to the lower level (B1) and dispose of the Boko Baba plants. It's common for a dead Boko Baba to leave behind a Boko Stick. Look for one of these sticks, and light it on fire with one of the torches. Toss the flaming stick at the flowery vine covering the chest inside the tree trunk. The Knight's Crest is tucked away inside it.



Link can gain some additional loot on the ground floor of this room by using the Deku Leaf to blow away the piles of leaves scattered about. When you're done cleaning up after the felled foliage, use the Baba Buds and the Deku Leaf to scale this tower-like room to the ledge on 2F.



SECOND FLOOR



On the ledge, use a bomb from the Bomb Plant on the right to blow the vine off the door. If you're a treasure hunter, or if you have the Tingle Tuner, explore the higher reaches of this area. Otherwise, simply pass through the door to the next area and come back later.

Tingle Tuner



Treasure Chart

If you have the Tingle Tuner, continue up to the tiny ledge on the third floor in **Room A** via the Baba Bud near the door. Thanks to the Tingle Bombs, it's possible to get at the **Treasure Chart** inside the chest here. If you don't have the Tingle Bombs, you'll need to return to this spot once you obtain the Boomerang from deeper in this dungeon.

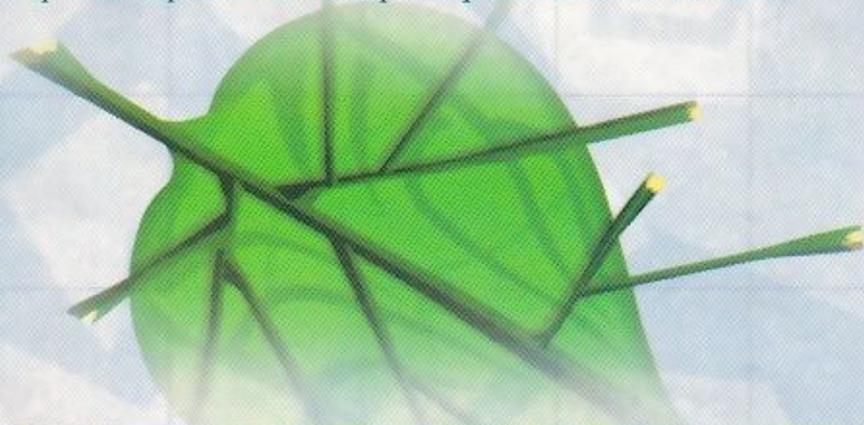


A large chasm separates Link from the next room in this dungeon. Thankfully, a gondola has been strung across the gorge and is connected to a large fan on either side. Use the Deku Leaf to blow a gust of wind at the fan to the left of the door. This brings the gondola to Link. Hop aboard, face opposite the direction you intend to go, and use the Deku Leaf again. This pushes the gondola back across the gap to the far side.

The gondola takes Link to the doorstep of **Room B**. Like the previous area, this one also spans several floors and is *not* for those with a fear of heights. This room contains numerous Boko Baba plants, as well as several Peahats. Stay out of the reach of the Boko Babas, and use the Deku Leaf to blow the Peahats out of the air. When their propeller-like feathers are ruffled, they come crashing to the ground. Only then are they vulnerable to Link's sword attack!

Clear the area of baddies, and use the Deku Leaf to disperse the piles of leaves for some extra treasure.

Use the Baba Bud on the right to get to the ledge above. From there, glide into the alcove in the center of the large tree to access the chest located there. With the booty in hand, return to the ledge to the right, and use the Baba Bud there to leap to the top of the tree stump. This puts Link on the third floor.



Third Floor



The door leading out of **Room B** is currently sealed shut by one of those pesky vines. Use the Deku Leaf to make the fan on the right start spinning and retrieve the gondola from the far side of the room. Ride the gondola across to the other side, and grab the Boko Nut sitting there. Carefully place the Boko Nut on the gondola, and use the Deku Leaf to go back across to the door. Use the Boko Nut to destroy the vine, and then pass through the doorway to the passage on the other side.



Act Quickly!

This particular Boko Nut isn't fully matured yet and deteriorates rapidly after being plucked from its plant. The nut begins to crack and fall apart, so be sure to get the gondola moving as quickly as possible. Otherwise, Link will have nothing but a pile of dust to throw at the vine.

The next area is a long corridor with nothing but a lone Boko Nut in its center. Well, on first glance, at least... In reality, the Boko Nut is surrounded on all sides by an impenetrable wall of vines that only appear as Link draws close. Fortunately, you can blow the Boko Nut off its base with a strong blast from the Deku Leaf. Blow the nut beyond the vines, and then use it to destroy the vegetation on the door.



The large chamber on the other side of the door is the main area of the Forbidden Woods. This is where the Koroks told Link to look for clues.

Room C extends from the depths of the basement all the way to the fourth floor, and it has doorways leading in and out on every floor in-between.

Grab the Grappling Hook and use it to begin working around the perimeter of the room in a counterclockwise direction. Carefully jump onto the moving platforms and ride them around to the main ledge in the distance. The door leading out of the chamber here is locked, so grab the Boko Nut and leap for the hanging tree stump in the center. Snag the loose Rupees, and then hop onto the ledge with the pair of torches. Use the Boko Nut to open the door, and push on to the next section of the dungeon.



The narrow passage leading to the next room has a small valley in it that contains a chest for Link to open. Unfortunately, the valley also contains a swarm of Morths thatglom onto Link and make him look like he's in slow motion. Use the Deku Leaf or the Spin Attack to get rid of the pesky parasites, and continue to the next section.

Room D is a circular room that contains two chests blocked off by thick wooden barricades. Although there's a Bomb Plant in the vicinity of the barricades, getting to it isn't so simple. While the room appears to be relatively empty, it's actually laced with a spiraling network of impenetrable vines that rise from the ground to block Link's progress. Carefully zigzag between the center and perimeter of the room to follow the path to the Bomb Plant.

A Trail of Breadcrumbs

Link might not have any stale bread in his pockets, but he can still leave a trail to follow on the return trip. Cut through the grass en route to the Bomb Plant to create an easy-to-follow path for later.

Use a bomb to get at the chest nearest to the Bomb Plant. This chest contains the **Compass**. Blowing up the barricade atop the ledge in the distance is much trickier, however. Since the vines force you to take a long and windy path to the ledge, carrying the bomb is an exercise in pain. Instead, quickly pluck the bomb, set it down, and then use the Deku Leaf to blow it onto the ledge in the distance.

When the barricade has been destroyed, Link can meander through the vine maze to the chest containing the **Small Key**.



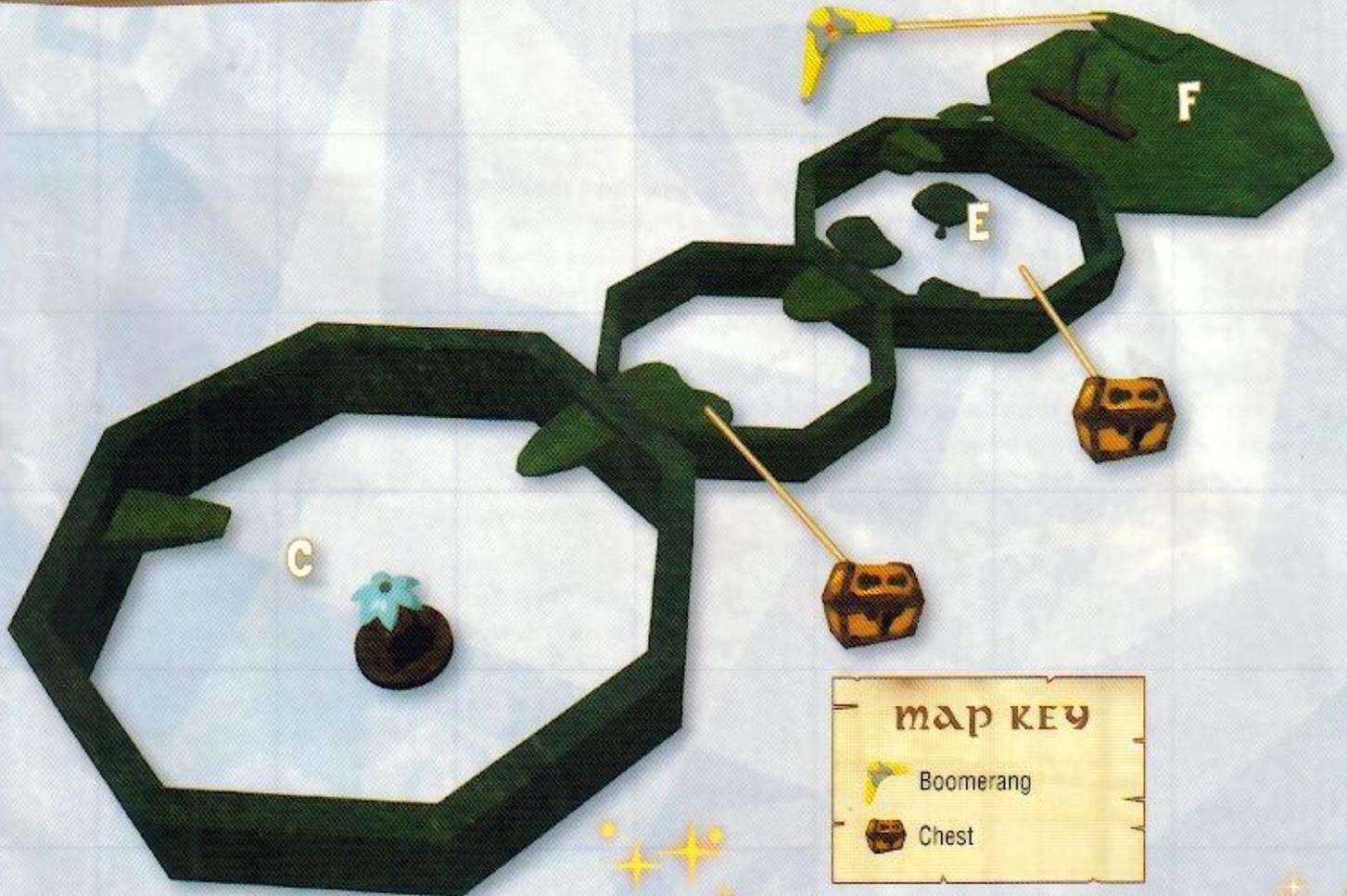


Link can use the Baba Buds on his way out of Room D. Be sure to break all of the vases on the pedestals to regain extra magic, as well as a Joy Pendant. Return to the central chamber and use the key on the locked door. Use the Deku Leaf to cross the water in the next area with the gondola, and continue on.

Link isn't in **Room E** too long before a Mothula rushes in to attack. Slash at it quickly, and be prepared for it to spew a stream of Morths into the air. Lop the heads off the Boko Baba plants, and use one of Baba Buds to soar onto the overhead tree branches. Use the second Baba Bud—the one on the column—to reach the upper set of tree branches. This puts Link on the fourth floor.



FOURTH FLOOR



map KEY

-  Boomerang
-  Chest

Use the Deku Leaf to fend off any remaining Peahats, and then use the Grappling Hook to climb straight up onto the branch sticking out from the wall overhead. From atop the first branch, grapple to the second one and drop down onto the ledge directly below it. From this vantage point, Link can hop onto the moving platforms in the center of **Room E** and ride them up to the chest on the ledge high above.

After retrieving the Joy Pendant from the chest, drop down to the upper set of tree branches and head through the door that's not covered in vines.

The moment Link enters **Room F**, a large Mothula complete with wings swoops down from above the door. Quickly roll out of the way of its piercing attack, and make for the center of the room. The winged Mothula possesses great speed, and can soar close to its prey and knock it back before it can dodge. If Link is to defeat this flying monstrosity, he's going to have to ground it for good!

Grab the Deku Leaf and use it to blow the oversized insect out of the air. When it's back on terra firma, rush in with the sword and slash its wings off. Barring an exceptional combo attack, Link will have to repeat this sequence several times to remove all four wings. When the Mothula has been grounded, it will behave just like the Mothulas.



With the Mothula defeated, Link can retrieve the **Boomerang** from the chest in the alcove. Assign this handy ranged weapon to one of the Item Use Buttons, and move into the center of the room. You can target up to five different enemies or items at once with the Boomerang by holding down the button it's assigned to. Do this now to target both of the switches above the door, and then let 'er rip!

Use the Boomerang to take out the Peahats in the **Room E**—you need to hit them twice to eliminate them altogether—and then approach the door with the two vines on it. Use the Boomerang and target the blue flowers of both vines to destroy them



simultaneously.

Link comes to an area with over a dozen Boko Nuts hanging down from the ceiling on the ends of short vines. Use the Boomerang to slice through the vines, and then glide across to the ledge in the distance with the Deku Leaf. Open the chest to add another Joy Pendant to the Spoils Bag, and then head through the door to the central chamber.





Link appears back in **Room C**, high up on a ledge overlooking the flower atop the tree stump in the center. Glide down onto the flower, and then use the Boomerang to cut through all five of the flower's support vines at once. This sends you and the flower plummeting down from the uppermost floor all the way to the basement of the dungeon.

Basement



Link crash-lands on the bottom floor of the dungeon's central chamber. Rather than worry about finding a way back upstairs right now, go through the door to the Y-shaped room on the other side. Use the Boomerang to quickly clear the Morths off the stepping stones in the water, and slash past the ChuChus and killer vines on the right to continue on.

In **Room G**, jump onto the hanging flower and then over to the chest on the distant ledge. Return to the flower and use the Boomerang to quickly slice through the vines that are holding it up. This causes the flower to drop into the murky water below.



Jump down onto the floating flower and use the shield to deflect the Octorok's attack. Now, using the flower as a bridge, carry a bomb from the Bomb Plant on the left over toward the wooden barricade on the right. Go through the door to **Room H**.

Use the Grappling Hook to swipe a couple of Golden Feathers from the Peahats that swoop in, and use the Deku Leaf to get at the loot under the leaf piles. This room contains a large hollowed-out tree trunk with a vine-covered chest inside it. Although there's a tunnel for you to crawl through to access the chest, you can't stand back far enough to use the Boomerang on the vine. You'll have to take a different approach.

Tingle Tuner



Forbidden Tingle Statue

You can obtain this dungeon's well-hidden Tingle Statue by detonating a Tingle Bomb on the small patch of land beside the door. Stand near the door to avoid the blast, and then hop across to the right to claim the **Forbidden Tingle Statue**.



Clear the small pedestals of their Boko Baba plants, and hop across the platforms to the rear of the area. Use the Deku Leaf to deliver Link across the room on the gondola. Grab a bomb from the Bomb Plant, jump onto the gondola platform, and toss the bomb into the hole atop the tree stump. If you act quickly enough and your aim is true, the bomb will detonate just as it touches down on the vine covering the chest. Jump down through the hole in the stump and claim the **Treasure Chart** inside. Return to the outer room.

A Little Off the Top

Nothing takes care of a Boko Baba plant as swiftly as the Boomerang. This flying weapon can slice the top off one of these man-eating plants in just one toss!



Cut down the flower in **Room G** again, and hop onto it as it floats in the water. Turn Link so that his back is to the watery tunnel, and use the Deku Leaf to give this floral boat a shove in the right direction. Continue using the Deku Leaf to guide Link through the tunnel and around the bend to the next area, but watch out for the Octoroks that guard the far bank!

Roll past the Green ChuChus and the killer vines to reach the next door. Hurry on through it to the temporary safety of **Room I**.

Run up the grassy path to the top of the tree stump and draw the Boomerang. The gate that's keeping Link from the chest underneath him is controlled by the switches set up in a circle around this tree. Link must trigger all the switches with the Boomerang in a particular order. Target all five switches in a clockwise direction, starting with the one at the rear of the room. When the sequence is completed, the gate opens and Link can lay claim to the **Big Key**.



The instant Link grabs the Big Key from the chest, a pair of spear-toting Moblins drops in to attack. Keep a safe distance, and watch the two of them accidentally knock each other down with each swing of their spears. That's your signal to rush in for a *mano-a-Moblin* battle.



After you've won the battle, run to the top of the path and grapple to the upper doorway leading back to the Y-shaped room you visited earlier. Return to the central chamber. It's time to fly!



Now that Link has the Big Key, he's ready to work his way toward the Boss on the second floor! Use the Deku Leaf to give the fan on the left in **Room C** a jumpstart, and then use the Baba Bud on the right to get airborne. Use the Deku Leaf to fly into the updraft created by the fan, and ride it up to the second floor.

Second Floor Revisited

Link touches down on the perimeter of **Room C** on the second floor. Use the Boomerang to remove the flowering vines from the door, and enter the corridor beyond it.

Link encounters a pair of Mothulas on the path ahead. Target them both with the Boomerang from a distance, and stun the two of them with the flying weapon. Rush in and finish them off with the sword while they're dazed. A chest containing a Joy Pendant appears once the Mothulas have been destroyed. Grab the jewelry and head on down the path to the next room.

Room J is littered with Boko Nuts, and many of them have a Green ChuChu or bunch of Morths waiting to leap out and attack. Grab a loose Boko Stick and light it on fire from one of the torches. Use this flaming stick to ignite the wood covering the Mystical Jar in the left-hand corner. Now

Link can warp between the dungeon entrance and **Room J** quickly and easily should the need arise.

Load up on hearts by smashing Boko Nuts, and then use the Big Key to unlock the door to the Boss's Lair.



Dungeon Boss

Kalle Demos



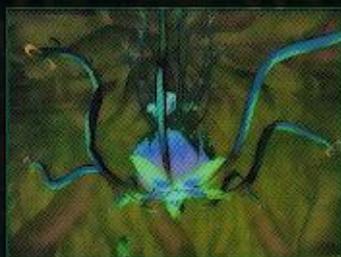
Required Item: Boomerang

KALLE DEMOS'S ATTACKS

| Attack | Damage Caused |
|-----------------|---------------|
| Root Smack | 1/4 Heart |
| Root Slash | 1/4 Heart |
| Swallowed Whole | 1 Heart |

At first, things don't seem too out of the ordinary inside the Boss's Lair. Makar appears to be trapped inside a large, sticky flower, but there's no apparent danger anywhere. Then again, first impressions can be wrong...

Just as Link approaches the little Korok, a flower sprouts up from the petals and engulfs him. It turns out the large sticky flower petals belong to an enormous plant that hangs from the ceiling by a dozen vines. To keep its predators at bay, it has another dozen or so tentacle-like roots that expand outward in all directions.



The wall of waving roots is relatively easy to avoid—just roll or strafe out of the way—but its other attack is harder to dodge. Be extra-careful when all of its roots are hovering in the air overhead. It'll snap one of them in a bullwhip-like fashion that's very difficult to dodge. Fortunately, neither of these attacks does much damage, and you can recover from them by cutting the patches of grass to find extra hearts.

It's important to dodge the roots, but it's even more essential to go on the offensive. Use the Boomerang to target the vines it hangs from. Since there are so many, you need to throw the weapon several times to cut them all.

When the flower falls to the ground, its sensitive innards are exposed. That's your cue to run to the center of the room and unleash a combo attack as fast as you can. You need to act swiftly, because the large flower won't stay down for long.

Before you know it, the beast rises up and swallows Link whole! After a few bites, Link is spit back out into the arena, minus one full heart. Quickly backflip off the flower to avoid being chomped on!



Picto-Op!

If you have the Deluxe Picto Box, snag a quick shot of the boss before getting too caught up in the fury of the battle. Don't worry about the "full frontal" requirement when taking pictos of the boss characters. Just do the best you can!



Ingra-Chop!

You might be able to target only five vines at once, but that doesn't mean you can't cut down a lot more in a single toss. Target two or three vines on one side, and then move the targeting reticule over to the other side without targeting any vines in-between. Target a vine on the opposite side and let the Boomerang fly. If you do it right, the Boomerang flies at an angle straight through numerous other vines!

Kalle Demos has several ways of attacking Link, but they're more of a deterrent than true offensive strikes. The first attack is essentially a quick smack from one of its many roots. The carnivorous plant extends its entire root system in one direction to create a wavy wall in front of Link. Getting hit by one of these flapping, wagging tails causes Link to lose 1/4 of a heart from his life gauge.



Continue attacking the vines with the Boomerang to drop the flower to the ground. After landing a third and final combo attack to the flower's center, you're victorious and little Makar is saved. Makar offers his thanks. Grab the **Heart Container** and step into the swirling wind to be transported back to the Forest Haven.



The Forest Ceremony

Back at the Forest Haven, the Great Deku Tree gives you **Farore's Pearl** as promised. As Makar fires up his violin, all of the other Koroks come out to join in the celebration. Before long, the Great Deku Tree sprouts a bounty of healthy seeds for the Koroks to take with them out into the world, expanding the forest across the Great Sea to other islands.

The Wilted Trees

Unfortunately, the Koroks' newly planted Deku Trees will not grow healthy this year. Be sure to check the "Side Quests" chapter for tips on helping the Koroks' trees regain their vitality.



Setting Sail

Exit the interior of the Forest Haven and allow the waterfalls to spill Link back down to the lowermost ledge outside. The postbox near the King of Red Lions is rocking and bopping. This is the signal that Link has a letter waiting for him!

Dear Link,

If you are reading this letter, it could only mean that you have peeked into one of our many postboxes. I am indebted to you. I am very sorry I let you leave without thanking you. Please accept my heartfelt apology, along with my thanks.

We cannot do much to help you, but we can at least do this: If we get any letters or parcels for you, we will deliver them to a post box near you. If you see any wiggling postboxes, please look inside them.

I suppose you have a long way to go before your perilous journey is done. I have included a gift for you with my letter, in the hope that it might help you. Please accept this small token. I look forward to the day we meet again.

May Fortune Fill Your Wings!

Komali's Father

Package: Heart Piece.

The King of Red Lions is getting very nervous about how rapidly Ganon is regaining his power. The third and final pearl is on an island that is home to a great fish. Set the wind to blow to the northwest, and get sailing!



Make a pit stop at the Submarine near Six-Eye Reef (D4) to gain another **Heart Piece** on the way. Use the Grappling Hook to steal Skull Necklaces from the parade of Moblins, and then knock them out with the Boomerang. After you crack the chest on the Submarine, return to the King of Red Lions and continue due west to the location marked on the Sea Chart.



The Search FOR Jabun

CHAPTER OVERVIEW

OBJECTIVES



Link and the King of Red Lions are too late in getting to Greatfish Isle, the home of Jabun the water spirit. Is it possible that Jabun has escaped Ganon's destruction and fled to a safer locale? Link must find him and obtain the third and final pearl before it's too late!

KEY ITEMS



Bombs

Rupee Bag (1000)

ENEMIES

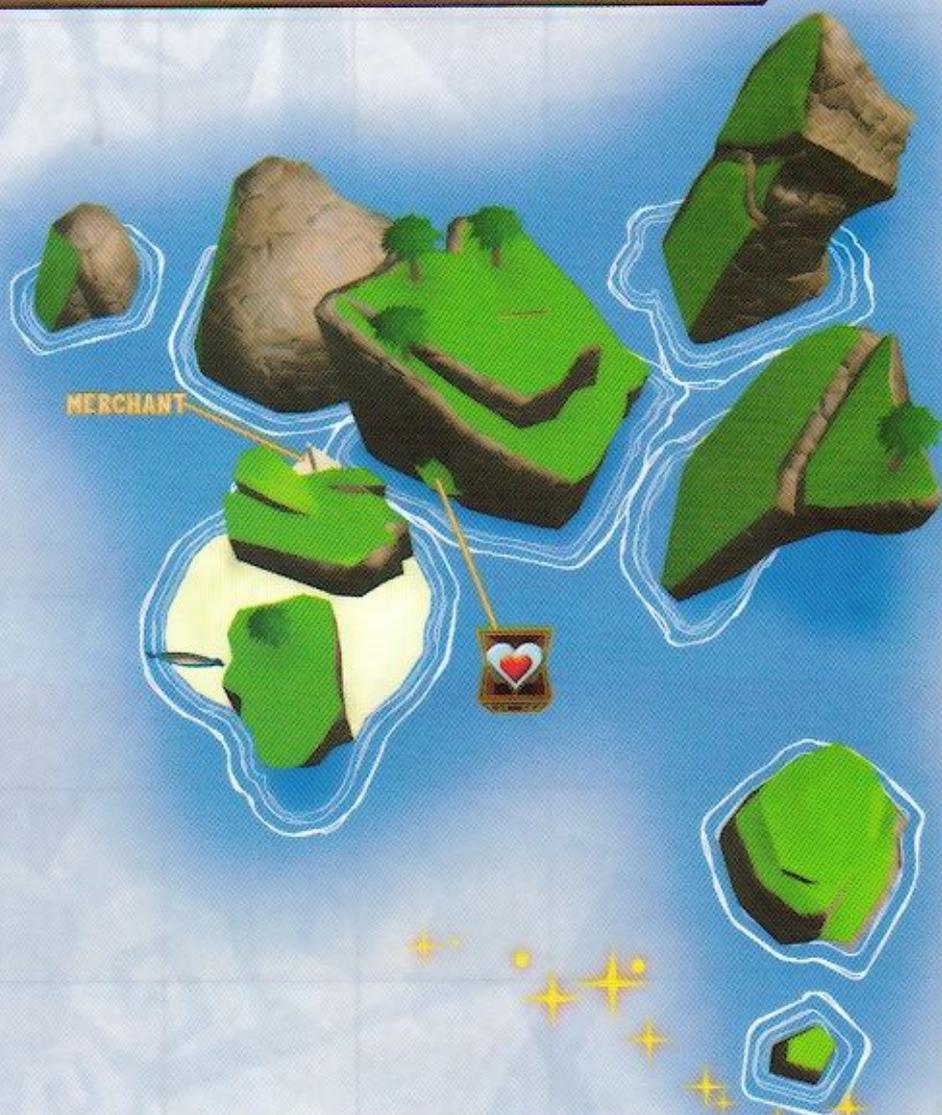


Miniblin



Mothula

Greatfish Isle



MAP KEY



Heart Piece

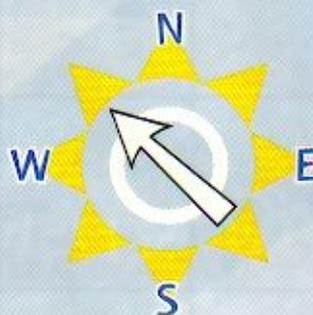
When Link finally steps off the boat and onto Greatfish Isle, it's not at all as he expected it. This once-sacred land has been ripped apart by the power of Ganon, leaving only scattered remains. Shortly after Link arrives, Quill the postman touches down and updates Link as to Jabun's whereabouts. The water spirit has escaped and is now hiding behind a great rock wall on Outset Island, Link's home.

In Quill's search for Link, he came across the pirates at Windfall Island. He doesn't know why they were there, but he does know they're trying to gain access to Jabun's hiding place. Link must beat them to it!

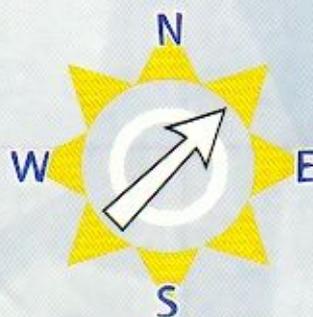


There's very little for Link to do on this desolate isle, other than talk and/or trade with the traveling merchant on the wooden raft. Note that while much of the island has been ripped apart, there's a lone chest on a ledge that Link can reach.

Hop aboard the King of Red Lions and sail over to the spiraling hilltop poking out of the water. Link encounters one of the Koroks and its wilted tree on the top. Approach the edge while facing the remnants of the main island, and play the Wind's Requiem to cause the wind to blow to the northwest. Use the Deku Leaf to glide over to the ledge sticking out of the large mound of rock on the right. The chest hidden on this ledge contains a **Heart Piece!**



Hop aboard the boat. The pirates are up to something, and Link had better find out what it is! Set the wind to blow to the northeast, and shove off for Windfall Island.



Windfall Island

Quill was right, the pirates are indeed on Windfall Island! Most of the shops and buildings are closed at night, so there aren't many places where they can be. If the pirates are truly trying to find a way through a rock wall, there's a good chance they're at the bomb shop.

If you wish to be a true swordsman...find some Knight's Crests and return to me!

Orca

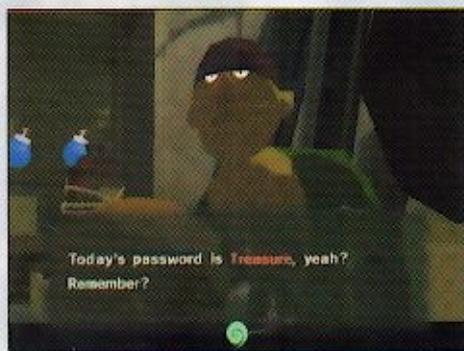
Package: 20 Rupees

The lights are on in the bomb shop, but the door is locked for the night. That's okay. Link sneaked in once before, and he can do it again. Sidle along the ledge on the side of the building by the water, and clamber up the ivy to the tunnel leading into the bomb shop.



Much to Link's surprise, not only are the pirates inside the bomb shop, but they've tied up the proprietor and are stealing his supply of Bombs! The pirates explain to the shop owner that they absolutely need Bombs to get at the treasure they're going after.

A-ha! Now Link knows how *he* can get to Jabun! He must find a way to get his mitts on some of these Bombs.



After some bickering, the pirates agree to place the Bombs aboard their ship and head into town for some grub. Although Tetra notices Link eavesdropping from the rafters, she doesn't tell the rest of her gang that they're being spied on.

After Tetra leaves the shop, a couple of the other pirates discuss the password that has been assigned to the ship's cabin door. Each day the lock on the door is given a new password, and only those who enter the correct word can gain entrance. Take note of the password that's mentioned (it appears in red text), because Link will need it to enter the ship when the coast is clear.



There are multiple passwords used in this password system, so pay attention to what the pirates say. If you miss it or forget how the pirates spell it, visit the King of Red Lions near the docks for a quick reminder.

Once all the pirates exit the shop, jump down onto the floor and head behind the counter to bust up the numerous jars, which contain an abundance of Rupees. Exit the shop and head up the path toward the monument where Tott is normally found dancing, and jump onto the deck of the pirate ship.



A Stowaway Sneaks Aboard

Aboard the pirate ship, approach the door to the cabin and input the password of the day. The password is typically an 8-letter word, beginning with a capital letter and followed by all lowercase letters. The door will unlock if Link provides the correct answer to the riddle. Go through the door and head downstairs.



Tetra's Quarters

If you're a *Legend of Zelda* fan, you'll recognize some of the artwork in Tetra's quarters at the top of the staircase. Did Tetra steal these artworks, or is there some connection between these depictions and this mischievous pirate?



The pirate ship wasn't left completely unoccupied. Niko is still on board making sure nobody steals their Bombs! He isn't much of a guard, though, and his joy at seeing his old swabbie still alive obscures his judgment. Instead of escorting Link off the plank, he challenges Link to another rope-swinging test.

This particular rope test doesn't have any platforms between the ropes. Link must leap from rope to rope to reach the far side of the room before the gate slams shut.

Stomp on the switch and make the jump to the first rope. Hold down the R Button to stop, and rotate Link so that he's facing the ropes on the left. Since all of the ropes are swaying back and forth, it's important to line Link up with the center of the ropes' area of movement. Press the L Button to center the camera directly behind Link, gauge the approximate central position of the rope, and then begin swinging back and forth. Press the A Button on the third swing to make the leap for the next rope.



When Link makes it to the far ledge and sneaks into the room with Niko before the gate slams shut, he's awarded the contents of the chest—**Bombs!** Tetra isn't a fool, though. The moment Link obtains the Bombs, she warns Link via the magical stone that he's going to have some swift competition en route to Outset Island. Link had better get to Jabun before sunrise, because the pirates will be shoving off at daybreak!

Notice from Beedle's Shop Ship!

It's time for our semiannual Big Chance Extravaganza! We have a new product that has burst onto the scene: Bombs!!!

We're having an extra-special sale on this choice item for a limited time only! You'll know where to find it by checking the enclosed **Beedle Shop Ship Chart!**

Visit a Beedle Shop Ship near you today! (Offer not available in all regions!)

Don't miss this HUGE opportunity!!!

Beedle

Package: Beedle's Chart

Return to the King of Red Lions and play the Wind's Requiem to make the wind blow steadily to the south. Link has a long haul ahead of him, and there's no time to waste. Set a course for Outset Island!

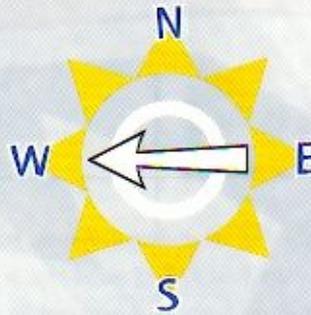
Outset Island

Link's business on Outset Island is mainly with Jabun. But it appears that Ganondorf has cast a spell to keep the sun from rising, so there's no reason to worry about the pirates getting to Jabun first.

The King of Red Lions drops Link off on the pier and advises him to spend some time with his grandmother before going to meet with Jabun.



Before going to meet Granny, return to the Forest of Fairies. Now that you have some Bombs, blow up the large boulder near the spring and see if the legend of the forest is true. Climb to the top of the hill and approach the ledge where the bridge was days ago. Glide across on the Deku Leaf. Climb onto the wooden support, set the wind to blow in a westerly direction, and let the wind carry you across the divide.



Proceed through the forest just as before, and use a Bomb to blow up the large boulder near the signpost. This reveals a secret hole in the ground leading to the lair of some fairies. Drop down the hole and visit with the fairy to receive a new **Rupee Bag**. Now Link can carry as many as 1,000 Rupees at once!

Before leaving the fairies' cave, capture one of the little fairies in an empty bottle—the reason will become clear soon enough! Leave the forest and head straight for Grandma's house.

Much to Link's dismay, his beloved Grandma has fallen sick while he was away looking for Aryll. She can barely manage anything more than some muted moaning and groaning. Unleash the fairy from the bottle while standing next to her, and stand back and watch as it magically cures her sickness. As a "thank you," Grandma quickly fixes up a double helping of her famous Elixir Soup. This concoction refills Link's life and magic gauges, and it doubles his strength until something attacks him.



Parting is always sweet sorrow, but Link must head back out into the driving rain and leave his Grandma alone until another time.

The only other soul awake at this late hour is Orca. He gladly challenges you to a series of trials in which you can try to earn valuable rewards from the old master. Read the "Side Quests" chapter for tips on becoming a master swordsman through Orca's trials.

I'm sorry to disturb you with this unsolicited letter. If the following does not interest you, please throw this letter away without a second thought.

BUT THIS IS YOUR BIG CHANCE!!!

Do you have need of an empty bottle, a Piece of Heart, or a Treasure Chart? We have them at special bargain prices.

BUT WE ONLY HAVE ONE OF EACH!

If you're interested, go to the Shop Ship near Rock Spire Island. First come, first serve! I can't wait to serve you!

To those who took the time to read this letter... please accept my humble thanks.

Asst. Manager, Rock Spire Shop Ship

Package: 1 Rupee

MEETING JABUN

Once you've done all you can do on the island and you're ready to meet the great fish spirit Jabun, return to the King of Red Lions and sail around the island. You soon come to a large whirlpool that takes hold of the boat and spins it around in a slow counterclockwise spiral. Fortunately, this whirlpool just happens to be near the large stone slab that Jabun is hiding behind.

Assign the Bombs to one of the Item Use Buttons, and press it to quickly construct a cannon on board the King of Red Lions. Use the Control Stick to aim the cannon, and press the corresponding button to fire a Bomb. You can hit the slab of rock from all but the outermost portion of the whirlpool, so keep adjusting the cannon's trajectory while firing away.

There are three pieces to the rock wall that you must blow up. When the last of them crumbles, you automatically sail into the exposed cave for a meeting with Jabun.



Inside the cave, you're privy to a very one-sided conversation because the mighty Jabun only speaks in the Hylian tongue. At least the King of Red Lions makes his replies in English! Either way, Jabun eventually hands over **Nayru's Pearl**.



Setting the Pearls

Now that you have the third and final pearl, the King of Red Lions marks the locations of three places on the Sea Chart. You must sail to these three places and place the sacred jewels you've collected. The locations are Eastern Triangle Island, Northern Triangle Isle, and Southern Triangle Island. Set sail for these locations at once!



How are you doing, Link? Do you have enough of Granny's soup? Where are you now?

You may be closer than I suspect!

Are you hungry? Are you warm? You haven't injured yourself, have you?

You always work so hard, Link. Do you have enough Rupees? Your grandma doesn't have a lot but I'm sending you everything I've saved up. As long as I have you and Aryll, I don't need anything else. I just want the two of you to return home safely.

Love,

Grandma

Package: 20 Rupees

When you arrive at each island, climb out of the boat and approach the golden statue. Link then places one of the pearls on the statue. Continue doing this until all three pearls have been placed and the Great Sea is emblazoned with a mighty Triforce insignia.



Beware the Seahags!

The enormous flying fish that guard Southern Triangle Island are known as Seahags. Although it's easy to chop them down to size with the Boomerang or the cannon, you can just ignore them. Either sail away from them or jump out of the boat and climb onto dry land. From there, you can dispatch them easily with the Boomerang without the risk of being rammed.



The three pearls together possess a mighty power that casts a large Triforce over the water and causes a large, ornate tower to rise up from the depths. The unleashing of this power sends Link hurtling through the air into the side of the newly risen tower. His courage and determination are about to be tested...

TOWER OF THE GODS

CHAPTER OVERVIEW

objectives



There's no denying that Link has accomplished a great deal to get this far, but he must prove his mettle here if he's to gain the title "Hero of Wind." The Tower of the Gods is a place where all but the most courageous of adventurers are sure to meet their end.

key items



Hero's Bow

enemies



Armos



Armos Knight



ChuChu



Darknut



Kargaroc



Keese



Red Bubble



Wizzrobe

FIRST FLOOR



MAP KEY



Chest



Compass



Dungeon Map



Small Key



Treasure Chart

Link sails into the flooded tower and finds himself in a large room that remains underwater. In fact, as the tides roll in and out, the water in the tower rises and falls.

Although there's no wind inside the tower, you can still get around by boat. Move through the water by raising the sail and rocking the rudder back and forth to create your own wind. Or simply hold down the R Button and cruise, albeit slowly, to your destination.

Cruise toward the center of the main entryway and raise the cannon on-board the boat. The two walls to the left are both heavily fractured, and you can bring them down with a pair of well-aimed Bombs. You'll have no need for the King of Red Lions in this tower once the walls are brought down, so hop into the water and swim to the far-right corner.

When the tide rises, climb onto the top of the stone column and jump onto the landing near the green and gold tile. Pick up the Armos statue on the right and place it on the glowing floor tile near the barred door. This causes the bars to lift. Enter the next room.



Room A contains a large pool of water that fills and empties with the tides. Hop into the water and wait for it to drain from the tank. There's a glowing switch on the bottom of the pool that causes a bridge of light to extend across the top. Pick up one of the boxes and set it down on this switch. The crate floats up to the surface when the water rises, but as long as you don't knock it out of position, it sinks straight down onto the glowing switch.

Climb out of the tank and cross the magical bridge when it reappears.



In the rear of the room, there's a much fancier statue with a cross-shaped base. Pick up this statue, head back across the light bridge, and exit the room. Place the statue in the cross-shaped indentation on the floor near the green tile outside.



CARRY-ON RESTRICTIONS

Beginning with the Tower of the Gods, occasionally you can carry an item through a door. Although you still can't carry a Darknut's sword or a Moblin's Spear into another room, you can carry certain statues and other very important items and/or characters when appropriate. Just remember not to put the item/person down, and press the A Button while standing next to the door so as to not drop the carried item.

Once the statue has been inserted into its appropriate spot, a large beam of light shines up the ceiling and an enormous golden gate lowers. Now you have access to a more remote part of this dungeon.

Swim across to the nearby area and head through the door there to enter **Room B**. Wait for the room to fill with water, and climb onto the ledge below the cracked wall on the right. Place a Bomb on the ledge, and step out of the way so you don't get thrown off when it explodes.

Once the dust settles, you find a chest containing the **Dungeon Map** in the alcove that's revealed.



There are other alcoves blocked by fractured walls in this room. Although the one directly across from the one with the Dungeon Map has a ledge, the one in the far-left corner does not. In order to access this particular recess, you have to toss a Bomb at the wall from atop one of the crates.

After the wall blows up, slide on top of the crates near the opening while the room is drained, and leap from the crate to the jars inside when the water floods back in. The jar on the left contains a Joy Pendant, so the effort doesn't go unrewarded!

Once you have the Dungeon Map and you've lowered the enormous gate, you're ready to swim to the far-right area of this floor. Place the two Armos statues on the glowing panels, and head through the door to the elongated room beyond it.

The large tank of water in **Room C** contains multiple crates. When the water is low, you need to rearrange these crates so that you can cross the room with a flaming torch.

Jump into the water. When it's low, push and pull the large crates into a long line. Since there are only six large crates, make sure they're close enough together that you can leap from crate to crate without falling into the drink. Pair up the crates into three groups of two, and space the pairs roughly one crate-width apart.





When the crates are in place, wait for the water to rise and take a dry run from one side of the room to the other. You need to make sure you can cross the room without getting wet. When the placement of this makeshift floating bridge is satisfactory, light one of the Boko Sticks and cross the room to the far end. Then light the two torches on fire to reveal the invisible chest containing a **Small Key**.

The King of Red Lions is waiting outside the door for you after you obtain the key. Hop aboard and hold down the R Button to cruise back toward the walls you blasted through earlier. Swim for the wall that remains, and climb over it. Make for the staircase, and head up to the unlocked room in the back corner.

Make sure the Deku Leaf is at the ready, and head through the door to **Room D**. Blast the Red Bubble out of the air, and open the chest to obtain the **Compass** for this dungeon.



A quick glance at the map shows that there's another chest in this room, but you'll have to come back for it because it requires an item you don't have yet.



Exit the room and light a Boko Stick on fire. Wait for the water to lower, and then run down the steps and light the torches near the locked door. This makes another chest appear. Grab the Joy Pendant from the chest, and then unlock the door to **Room E** and head inside.

The moment you enter the room, four electrified yellow ChuChus attack. Stun them with the Boomerang, and then rush in and slash them to pieces with the sword. As soon as the final

ChuChu is destroyed, a magical staircase of light appears. Run up the stairs to the statue and carry it out of the room. Up the stairs in the main hall is another cross-shaped indentation on the floor. Set this statue down just as before.



Timing Is Everything

If you're forced to swim, you'll drop the statue, so make sure to watch the water level carefully. Wait on top of the magical staircase until the water level begins to fall. Quickly hurry down the stairs as the water recedes, and head out the door and up the other staircase before the flood comes back.

With the second statue in place, now you can access the tunnel that leads from the center of the room back toward a series of platforms up to floor 2F. Swim over to the golden tunnel, and go through the door to the area that the Beamos is guarding.

Beamos possess a powerful laser that knocks you to the ground. The Beamos in **Room F** is constantly on the lookout for intruders and is nearly impossible to destroy.

Take out any rats with the Boomerang, and then pick up one of the Armos statues and approach the golden floor. Wait for the Beamos' laser to pass, and then quickly run behind it so as not to be seen. Place the statue on one of the glowing panels in the floor, and return for the other one. Place the second Armos statue on another panel, and then step onto the third panel to complete the circuit.

Once all three glowing panels are weighted down, a series of platforms begin rising and falling in the air. This is your transportation to the second floor!



Second Floor



Tingle Tuner



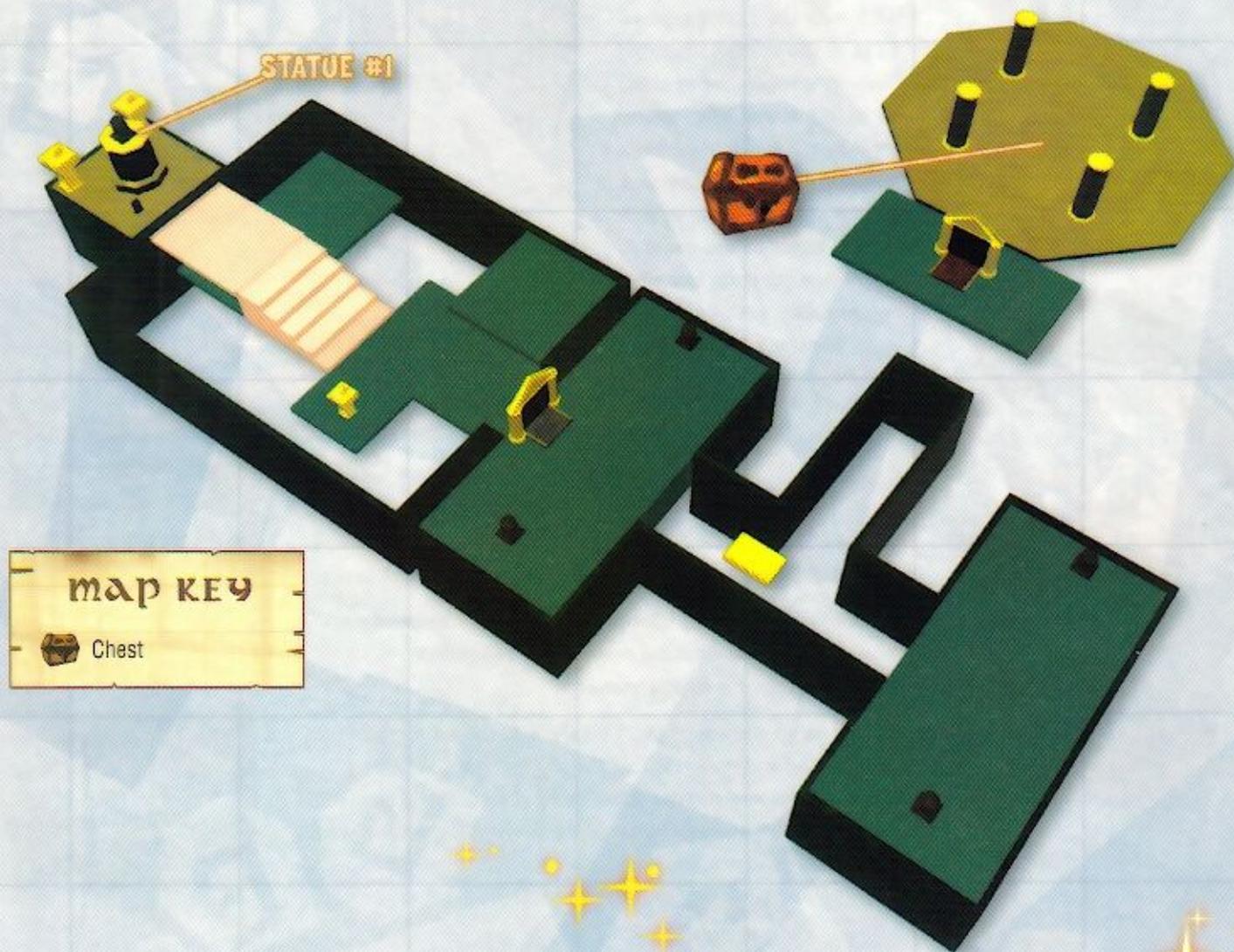
Goddess Tingle Statue

On the second floor landing, jump across the platforms to the stationary platform high above the floor near the Beamos. Stand near the corner of the platform, and detonate a Tingle Bomb in the opposite corner to reveal a secret chest containing the **Goddess Tingle Statue**! Three down, only two to go!



Glide back to the ledge near the door, and pass through to the central worshiping chamber of this godly tower. This is a cross-shaped room with doorways on all four sides. For now, only the door on the right is unlocked. Look for the door with the glowing insignia, and go through it to the eastern wing of the tower.

Second Floor, Part A



map KEY



Chest

Hop onto the floating platform and cruise across to the far side, where a pair of electrified Yellow ChuChus greet you. Go through the door to the easternmost room on this floor, and walk up onto the magical platform. Jump down off the back edge of it onto solid ground, and approach the monument at the rear of the room.

The monument informs you that the "seeker of the goddess guideposts" can call for the spirit to come down from its pedestal with a press of the R Button. How convenient! Call down the spirit-stature by pressing the R Button, and have it slowly follow you across the meandering walkway. Although it would be faster to carry the statue, the magical platform above is too low. Nevertheless, at the edge of the walkway, you'll need to pick up the statue and jump across the gap to reach the doorway.



Continue carrying the statue back over the floating platform to the central chamber. Once you reach the central room, the statue leaps from your hands and hops onto a large pedestal. This causes a golden song tablet to appear in the center of the room. The four-note song inscribed on the tablet reveals the notes for the **Command Melody**.



Climb the steps to the tablet, and grab the Wind Waker to learn the new song. Hold the Control Stick to the left to shift to a 4/4 tempo, and then push the Control Stick to the left, center, right, and center.

The Command Melody allows Link to use his tremendous mind power to control the movements of another character, or in this case, a statue!

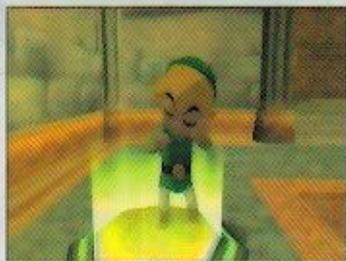
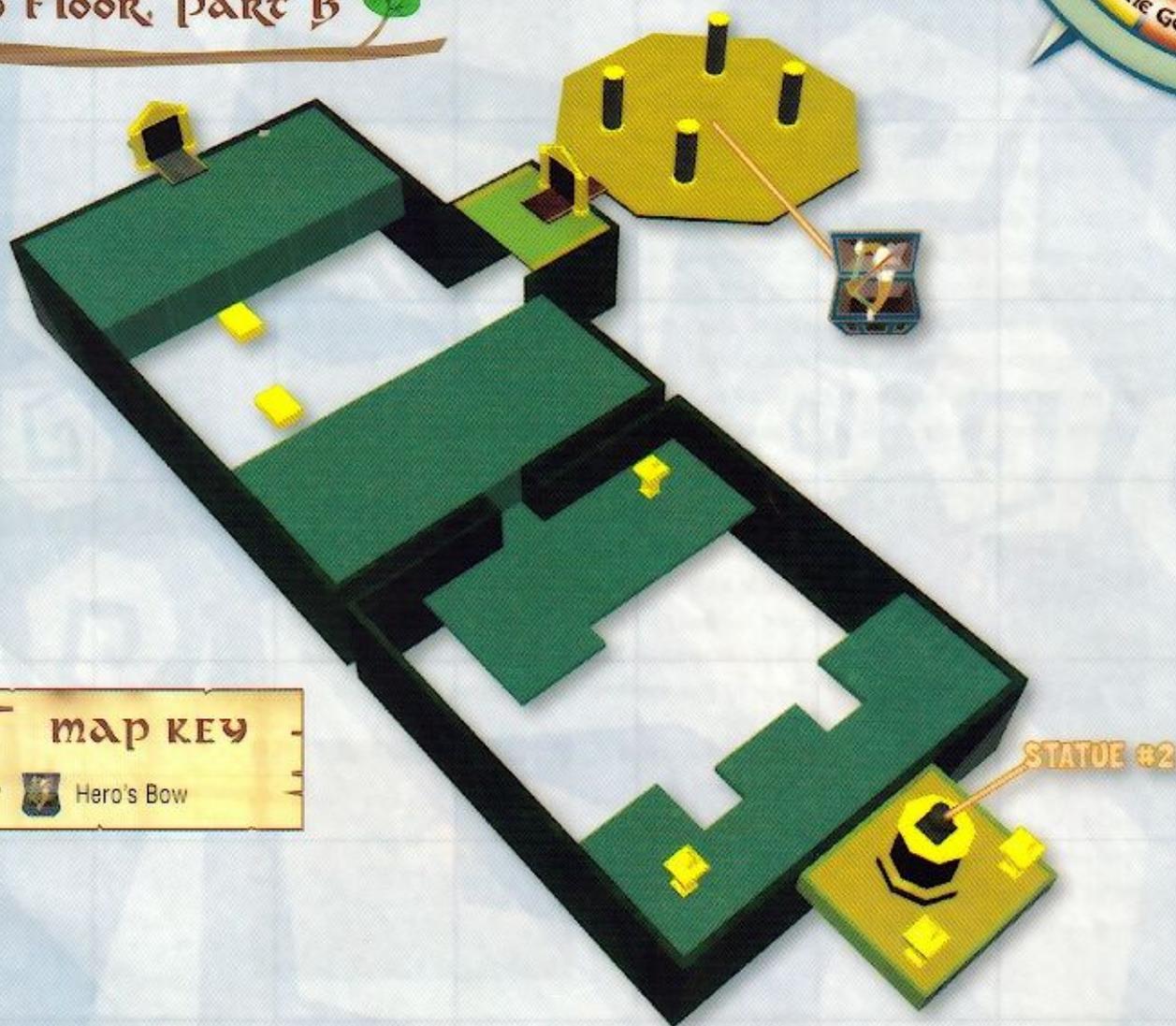
Once you've shown mastery of the Command Melody, the door to the western wing of the floor opens. You're instructed to return two other statues to their "places of truth" so that you can continue on toward a meeting with the gods.

Taking Command

The Command Melody is the key to getting through tough situations when Link's abilities aren't enough. The Command Melody is a song that you'll come to know well. But beware, because any attacks made to the character being controlled will result in a break in the telepathy, and command will be lost.



SECOND FLOOR, PART B



Use the Deku Leaf to blow the pair of Red Bubbles out of the way, and then grapple straight across the gap to the door on the other side. Go through the door to enter the room with the second statue.

Grapple across the gap in the floor to reach the statue, and press the R Button to call it down from its pedestal. As soon as the statue is on the ground and hopping about, run over to the glowing panel and stand on it to cause a magical bridge to appear across the chasm. Play the Command Melody while standing on the panel to take control of the statue, and guide it across the bridge of light. Only when the statue is on solid ground across the room should you press the R Button to release control.



Command Melody



Grapple back across the room to meet up with the statue, and carry it through the door to the previous room. Set the statue down on the glowing panel to raise the bars on the door to the right. Leave the statue here, glide to the landing near this door, and pass through it to the arena on the other side.



A Darknut stands guard over the treasure in this room. Draw the sword and begin strafing around the knight, setting up an opportunity for a parry attack. Wait for the A Button icon to glow, and then press the A Button to roll or leap into position and attack. You need to slash the straps on the Darknut's back to make its armor fall off before he can truly harm him. Similarly, the Darknut cannot be harmed by attacks to the head as long as his helm is securely fastened. A parry attack to the head is the best way of removing the helmet.



Once the cretin is without his armor, stun him with the Boomerang and then move in for a quick combo attack with the sword. It's also quite effective, as well as entertaining, to pick up the Darknut's enormous sword and use it against him—although Link truly struggles under the heft of this monstrous weapon!



The chest that appears after the Darknut's defeat contains the mighty **Hero's Bow**. Now you truly have a ranged weapon of destruction! The Bow can only hold 30 arrows for now, but a couple of visits to the Great Fairy can push that number to a whopping 99 when the time is right.



Using the Hero's Bow

Using the Hero's Bow is similar to using the other items, except that it requires a good deal of practice to fully master.

Assign the Bow to one of the Item Use Buttons, and then press that button to use it. This shifts the view to a first-person perspective. Line up the arrow with the intended target, and press the corresponding button again to fire it. When using the Bow in combat, it's also possible to L-target an enemy and press the button to fire arrows at it automatically with deadly precision. This is the preferred method.

Exit the arena and draw the Bow immediately. You can get in some good target practice by shooting the Red Bubbles out of the air—or you could use the Deku Leaf. More importantly, fire an arrow into the eyeball on the wall across the room. This causes two platforms to appear and begin moving back and forth across the gap in the room.



Glide over to the statue on the left, and carry it across the platforms and through the doorway to the central room. The statue automatically leaps from your grasp and hops into position on one of the other pedestals in the room. The third doorway opens, giving you access to the northern wing of the floor.

Unfound Treasure

Now that you have the Hero's Bow, you can return to previously explored areas and gather up some treasure chests you missed. For starters, return to **Room D** on 1F and fire an arrow at the eyeball on the wall to reveal a chest containing a **Treasure Chart**.

Return to 2F, enter the eastern wing (Part A), and hop onto the floating platform. Shoot the eyeball in the corridor to the right to make another platform appear, and ride it to the arena above.

Toss a Bomb into the gaping maw of each Armos Knight to get another Joy Pendant.



SECOND FLOOR, PART C



Approach the edge overlooking the water, and toss a Bomb down at the fractured wall on the left. Jump down into the resulting opening, and enter the arena through the doorway beyond it. A pair of Armos Knights stands idle on either side of a Wind Mark. Stand atop this blue insignia, and play the Wind's Requiem song with the Wind Waker to make a chest magically appear on the symbol in the center of the room.

MUSIC LYRIC

Wind's Requiem



As expected, the two Armos Knights come to life the moment the chest appears. Quickly leap out of the way of their spikes, and get a Bomb ready. The Armos Knights take three hops at you and then stop in place while their mouths hang open. Toss a Bomb into each open mouth, and watch them spin out of control and explode into pieces. With the Armos Knights out of the picture, open the chest to get another **Treasure Chart**.



Exit the arena, and swim across the pool to the doorway on the far side of the room. The room beyond this door contains a multitude of platforms that rise and fall and slide back and forth in all directions.

Equip the Deku Leaf to help with all of the jumping that's required here. Also, equip the Bow to take out both enemies and eyeball-targets.

Jump onto the nearest platform and ride it down toward the ones below. Blow the Red Bubbles out of the air, and then fire an arrow at the eyeball inside the golden staff. This makes the platform begin to move upward. Hop onto the platform and draw the Bow once more. There are two other eyeball-targets to shoot. Turn and aim at the golden staff on the platform high above, and then aim at the large eyeball on the wall above the doorway. Shooting this target with an arrow causes a treasure chest to appear in this room.



Hop off the first vertical platform onto the ledge with the chest, and open it to get a **Small Key**. Now cross the room via the upper tier of horizontal platforms, and go to the ledge with the chest that appears after you shoot the eyeball on the wall. This chest contains a Joy Pendant. Return to the outer room, and climb the ladder up out of the water.

The two platforms hanging above the water are essentially scales. In order for a platform not to sink under your weight, you must counterbalance the other.

There are four dead Armos statues near the door, each one weighing the same as Link. Toss two of these statues onto a single platform to ensure that the other one stays in the up while you cross to the other side of the room. Unlock the door and enter the room containing the third and final statue.





The statue in this room is protected by an impenetrable force field. Although there's a switch to turn this force field off, constant pressure must be applied to it or else it turns back on and damages you. In order to get to the statue, you must glide over the force field with the Deku Leaf. Leap off the small monument in the center of the room, and float down toward the statue.

On the other side of the force field, press the R Button to summon the statue and then play the Command Melody to take control of it. The statue can pass harmlessly through the force field to the glowing panel on the floor, which turns off the field. Release control of the statue while it's on top of the switch, and then exit the danger area.



MUSIC LYRIC

Command Melody



Carry the statue out of the room and back toward the scales. This time you have to cross the scales while carrying the statue, so you must weigh down one side of the scales with *three* of the Armos statues.

Take out the Wizzrobe with the Bow, and then glide back across the room

to load up the scales with the Armos statues there. Carry the sacred statue out of the room and let it join the others inside the main chamber.

Once all three statues are in place, each one shoots out a triangular beam of light. These beams combine to form a magical column of light leading up to the third floor of the tower. Walk into this column to reach the third floor.



Third Floor

TO BOSS



The first order of business on this floor is to gain access to the chest behind the force field. Carry the two Armos statues over to the glowing panels on the floor, but stick to the center of the room to avoid the Beamos on either side. Once the statues are in place, stand on the third panel to cut off the power to the force field. Now you can obtain the **Big Key** from the chest.

The Armos come to life as soon as you get the Big Key, so grab the Bow and be ready. Fire an arrow into the center hole of each Armos to stop them in their tracks. While they're paused, run around behind them and slash at the red jewels on their backs. This puts them down for the count!



Exit the room onto the staircase that wraps around the exterior of the tower. Although there are many Beamos positioned on these stairs, you can destroy the blue ones by L-targeting their mechanical eyes with the Bow. The blue Beamos can only emit their laser in a straight line directly in front of them, which makes them much easier to avoid. Unfortunately, the red ones contain rotating lasers, so quickly roll past them.



Knuckle's Arrows

If you're playing with the GBA, you'll find yourself at an advantage because you can purchase Arrows from Knuckle via the Hand-Me-Down Tingle Tuner (if you've found it). Arrows play a big role in the upcoming boss fight. Replacement arrows will appear during the battle, but it's always good to start with a full quiver!

Dungeon Boss

Gohdan, The Great Arbiter

 Required Item: Hero's Bow

GOHDAN'S ATTACKS

| Attack | Damage Caused |
|------------------|---------------|
| Fire Projectiles | 1/2 Heart |
| Electric Floor | 1/4 Heart |
| Hand Clap/Pound | 1 Heart |

As Link enters the final room in the Tower of the Gods, a bas-relief comes to life, and a giant face and pair of hands flies out of the wall to give the chosen one his "final challenge." Each hand has an eyeball in its palm, and the face also has two eyes.



Strafe around the arena while targeting the hand nearest Link by pressing the L Button. Fire arrows at its eyeball. The hand flips over after it has been twice, signaling that it's no longer a threat. Then target the other hand and shoot arrows into its eyeball.

The face begins putting up a tougher fight after both hands have flipped over. Roll to dodge its projectile attack, and fire arrows into each of its red eyes. Grab a Bomb and toss it into the beast's mouth as soon as it opens. Link has to hurry to get the Bomb in Gohdan's mouth before both the face and its accompanying hands recover.



EXTRA ARROWS

All is not lost when Link runs out of arrows, as Gohdan drops 10 Arrows from his nose. Remember, Gohdan is only there to challenge Link for the gods, but he also wants to make sure Link has a fair chance at surviving the ordeal.

Gohdan isn't going to just let you run around and poke him in the eye all day. In addition to the occasional projectile attack, Gohdan uses his hands to sweep you off the arena floor and into the electrified pit that runs around the perimeter of the room. Although you don't need to continue firing at the eyeballs on the hands once the face's eyelids open, it's difficult to get a good shot when both hands are swinging around trying to deflect your attacks.



Keep up the attack by constantly L-targeting the red eyes on Gohdan's face. This ensures an accurate shot with the Bow, and it also helps you sidestep the projectile attacks that become more frequent as the battle rages on.

To succeed in this challenge, you must detonate three Bombs in Gohdan's mouth. Then you're given a **Heart Container** and allowed into a place where only the chosen are permitted to enter.



Step into the light to be transported to the roof of the Tower of the Gods. Climb the ladder up to the platform, and grapple onto the handle above to swing back and forth while clanging the giant bell. Once you ring this bell, the pathway Gohdan spoke of becomes clear.

Link and the King of Red Lions automatically sail into this pathway—a great yellow beam of light on the surface of the Great Sea!

HYRULE CASTLE

CHAPTER OVERVIEW

OBJECTIVES



Now it's time for Link to find out just what becoming the "chosen one" entails. He and the King of Red Lions will visit an underwater castle that, for some reason, reminds Link of the ancient legend his Grandma used to tell him.

KEY ITEMS

Master Sword

ENEMIES

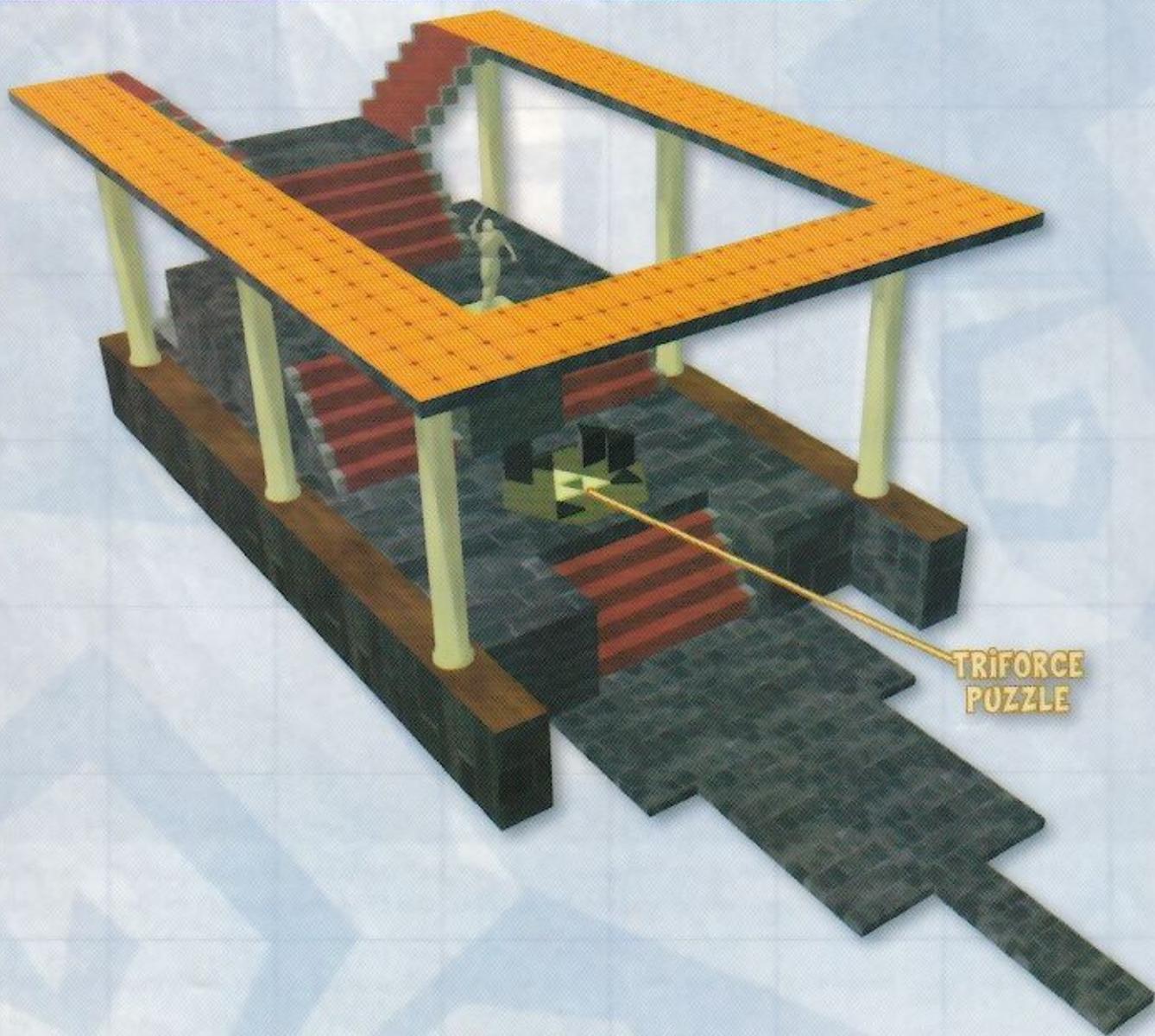


Darknut



Moblin

THE ITEM OF POWER

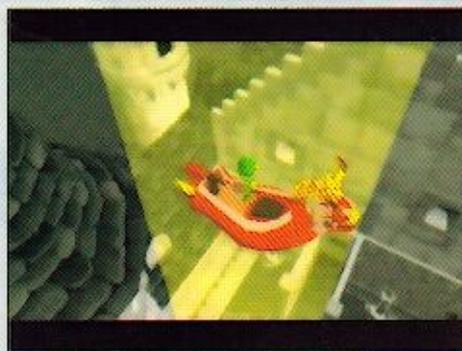


TRIFORCE
PUZZLE

Link and the King of Red Lions will sail into the ring of light that appeared in the water outside the Tower of the Gods. In doing so, the two are brought deep below the waves into a world devoid of light. Slowly, a monochromatic castle comes into view. The King says he doesn't have the time to explain the circumstances in which they find themselves. According to the talking boat, all will become clear once Link strikes down Ganon with the item contained in this castle.



Save your game progress and enter the castle. Don't worry about the King; he won't go anywhere.



FIRST FLOOR



When Link arrives inside the castle, he finds himself transported to a battle long past...yet frozen in the moment as if to remind future generations of the perils of war.

Everywhere he looks he finds Moblins and Darknuts turned to stone with looks of rage, fear, and confusion on their faces. One thing rises up from the solidified hordes: a statue of a young boy with a sword—the legendary Hero of Time stands above all others!

Descend the steps on either side of the statue and approach the hexagonal area with the Triforce insignia in the center. The King of Red Lions will speak to Link through the magic stone in his pocket, informing him that the item he seeks lies sealed away in this castle's basement. To get it, Link must complete a puzzle whose solution resembles the symbol over the entryway.



Link must move the large triangular blocks into position over the Triforce crest on the floor. Because the blocks are too large and heavy to lift, Link will have to rely on spinning them around and around until he eventually rotates them into position. As soon as the third block slides into position, all three of them will sink into the floor and the large Hero of Time statue will slide off its base, revealing a secret staircase that leads into the basement. Descend the stairs to the castle's secret sanctum.



Basement



MASTER SWORD



A voice calls out to Link as he enters the castle's basement. He is instructed to take the **Master Sword** from the center of the room. According to the voice, the sword is the bane of all things evil, and Link has proven himself worthy of wielding it next. It must be used to destroy Ganon!

low On Power

Although the Master Sword definitely packs more punch than the Hero's Sword, it is not nearly at its full power. Link must accomplish a pair of mighty tasks before restoring the Master Sword to its legendary potency.

Just as Link grabs the Master Sword from its resting-place, a band of light erupts in the castle and glorious color gradually sweeps across the upper floor, replacing all grayness with a vivid spectrum. Unfortunately, this is a signal that Link's ultimate test is beginning. Both of the castle's exits are blocked by impenetrable force fields, and Link will be granted a way out only after every last Moblin and Darknut has been defeated in battle.



A BATTLE FOR THE AGES

Return to the castle's main floor, draw the Master Sword from its sheath and begin swinging. Have the Grappling Hook, Boomerang, and Bow at the ready, as they will each come in handy during the battle. The castle is crawling with those from Ganon's army, and Link will have to slash his way through dozens of enemies to escape in one piece.

The key to surviving this ordeal is to keep moving and avoid getting cornered. Use the Boomerang to stun Moblins and rush in and attack without fear. Darknuts obviously require much more patience, but even they can be dealt with swiftly once you knock off their helmet and armor. Link can all but ensure his own success by smashing open each of the spoils balls that are dropped after an enemy is defeated. Link can gain numerous hearts throughout the battle if he's careful to grab them.



Spoils!

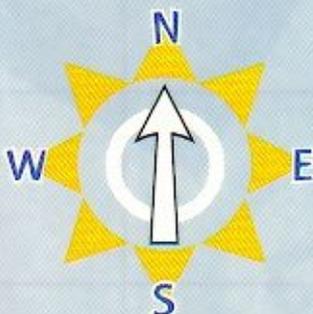
Link can amass a great number of Knight's Crests and Skull Necklaces during this fracas. Remember to use the Grappling Hook to swipe some of these valuable items from the Moblins and helmet-less Darknuts when the opportunity arises.

Although there are numerous Moblins walking along the upstairs balcony, Link's most formidable opponents are the shielded Darknuts that patrol the area near the Triforce puzzle. Rely solely on the parry attacks to slash off their helm and armor, and then stun them with the Boomerang to thwart their attempts at blocking your attacks with their hefty shields. Link can also stealthily attack targets with his Bow. Wait for the Moblin or Darknut to turn its back and then fire away!



Once the battle is over and the force fields are turned off, exit Hyrule Castle through the door at the top of the stairs and hop back into the boat. Cruise back into the ring of light to return to the surface of the Great Sea.

SETTING SAIL



Link knows what he must do. He must head straight for the Forsaken Fortress and confront Ganon once and for all! It's not a bad idea to make a brief pit stop at Eastern Fairy Island first. Play the Wind's Requiem and set the wind to blow northward. Use a Bomb to enter the fairy's shell, and meet with her to receive a **Bomb Bag** upgrade. This upgrade will allow Link to carry 60 Bombs at once!



Exit the shell and hop back onto the boat. Set the wind to blow to the northwest and shove off!



A Meeting with Ganon

CHAPTER OVERVIEW

objectives



The trusty sword of the Hero of Time is now in Link's possession, and it is up to him to bury it in Ganon! Fate has brought Link to this point in time—he must head to Forsaken Fortress and strike down all that is evil!

key items



Skull Hammer

enemies



Bokoblin



Miniblin



Floor Master



Moblin

Return to Forsaken Fortress



map KEY



Skull Hammer

Ganon's troops have refortified the fortress in the time since Link's earlier escapades here. Although he'll have his sword during this visit, all of the searchlights are again manned and fully operational. Make no mistake about it: this is in no way a stealth operation! In fact, Link will need to use his on-board cannon to blast through the heavy wooden gate just to enter the fort.

Link will begin his assault on Forsaken Fortress in the same place he began his previous foray here, on the bottom of the steps near the water. There's no need to don a wooden barrel this time around; just grab the Master Sword and run up the steps to the main yard.



a meeting with Ganon?

Dungeon Boss

Phantom Ganon

Required Item: Master Sword

PHANTOM GANON'S ATTACKS

| Attack | Damage Caused |
|--------------|---------------|
| Magic Blast | 1/2 Heart |
| Sword Strike | 2 Hearts |

The instant Link attempts to enter the fortress, a large ghostly creature appears behind him. The sword that this Phantom Ganon carries is much larger than Link's Master Sword is. It's also capable of unleashing magical energy attacks. Phantom Ganon will take to the air and begin attacking with its energy blasts. Link has two options here. The first option is to volley the energy blasts back at Phantom Ganon by hitting them with your sword in a timely fashion. The alternative is to strafe and dodge the attacks.



Ping

... Pong. Using the Master Sword to volley Phantom Ganon's magical attack back and forth is quite fun, but keep in mind that the energy ball will continue to gain speed with each impact. It could take as many as eight successive returns to finally hit one past Phantom Ganon, so be prepared to press that A Button rapidly!



Whether it's due to Link returning the magical attack, or because the boss simply gets overconfident, Phantom Ganon will eventually move close to the ground. Although this gives Link a chance to attack, it also gives the Phantom a chance to use its mighty sword! Link will not only get thrown through the air should the sword hit him, but the damage will decrease his life gauge by two full hearts! The key is to quickly pinpoint the beast's location and rush in to attack. Land one quick thrust attack to knock it down to one knee, and then unleash a massive combo attack. It will take three of these combination attacks to finally defeat Phantom Ganon.



As soon as Phantom Ganon is defeated, a hoard of Miniblins comes marching up in an attempt to swarm Link. Quickly grab the **Skull Hammer** from the chest that appears and use it to squash the thorny obstacles blocking the ascending staircase. The various searchlights up in the towers will follow Link's every movement during this visit—disabling them is a must!



Why the lights?

One might think that because Link has the Master Sword, getting caught in the searchlights doesn't pose a threat—it does. Not only do the lights draw the Miniblins' and Moblins' attention, but also the cannons will make sidling along the narrow ledges near the top nearly impossible. The Bokoblins manning the lights must be taken out!



Ascend the steps and continue around the bend near the second floor walkway, toward the tower with the searchlight on top. Climb the ladder and dispatch the Bokoblin working Searchlight #1. Return down the ladder and enter the fortress on the second floor.



Link will need to make his way through the second floor just as he did during his previous visit. This time, however, he'll need to use the Skull Hammer to pound obstructions out of the way.



Additionally, the hanging lanterns have been removed. So, rather than swinging from one side of the room to the other, Link must now use the Deku Leaf. Regardless, Link should have little trouble sweeping from room to room on his way to knocking out the other two searchlights.

Rescuing Aryll



Once all the searchlights have been rendered harmless, return to **Room E** on floor 2F (see map) and go through the door atop the staircase to climb the tower. Run up the walkway past the Miniblins and sidle along the ledges to the door that leads to Aryll's cell. Use the Skull Hammer on the plunger to open the door and enter the building.

Just as expected, Aryll and the two girls from Windfall Island, Maggie and Mila, are still in their cell. Aryll is especially happy to see Link again. Although it looks for a moment that Link cannot open the cell door, Tetra's burly pirates show up to lend a hand in the breakout. Gonzo and his partner in mayhem rip the door off the cell and carry the girls out to the pirate ship—they'll be safe there.



Tetra notices Link's sword and has trouble believing her eyes. Could the little boy she took away from Outset Island really be the chosen one? She decides that it really doesn't matter now; she's going to take Aryll back to Link's Grandma and leave Link to deal with the bird that tossed him into the ocean the first time he was here.

The enormous bird swoops in from the hole in the ceiling just moments after Tetra, Aryll, and Gonzo flee the scene. To make matters worse, water begins bubbling up from the grate in the floor. Link has only one place to go—up! Quickly assign the Skull Hammer and the Grappling Hook to the Item Use Buttons and start running up the spiraling walkway.



Splashdown!

All is not lost if Link takes a wrong step and finds himself in the water at the bottom of the room. Although much of the walkway will be demolished, he can still use the Grappling Hook to climb back up to the top of the room. Target the beams that stick out from the sides of the wall, and swing onto the portions of the walkway that are still intact. It will take a while, and the mighty bird will still be on top waiting to squawk in his face, but Link is definitely not down for the count!



The enormous bird will use its mighty beak to break apart sections of the walkway, attempting to trap its prey in the water below. To escape a soggy spill, Link should continue running—and rolling—up the walkway without stopping. Some of the jars on the walkway contain Bokoblin but Link should only strike them with his sword if they pose an immediate threat. Otherwise, just roll past and keep moving toward the top of the walkway!

The bird waits for Link at the top of the walkway. Grab the Skull Hammer and bring it straight down on the bird's beak. The sudden blow to its most tender part will send it reeling over the edge and into the water below. Climb out of the top of the room and onto the roof of Forsaken Fortress.



Dungeon Boss

The Monstrous Helmaroc King

Required Item: Skull Hammer

HELMAROC KING'S ATTACKS

| Attack | Damage Caused |
|------------------|---------------|
| Beak Strike | 1/2 Heart |
| Talon Swipe | 1/2 Heart |
| Blown into Spike | 1/4 Heart |

Just as Link reaches the top of the tower and the metal roof begins to seal shut, the mighty bird soars through the opening and showers Link in a blizzard of feathers. The bird, known as the Monstrous Helmaroc King among Ganon's inner circle, has been fitted with a metallic faceplate to thwart attacks such as the one Link just administered to it. Link has slain creatures far larger than he before, but this is ridiculous! Link really has his work cut out for him this time!



The Helmaroc King will waste no time in getting down to business. Keep an eye on it by keeping the camera zoomed out as best as possible, and target the bird by pressing the L Button as soon as it touches down on the rooftop's center. The bird's primary attack is to slam its beak down onto Link. Dodge this attack so that the beak gets stuck in the floor, and then quickly strike it with the Skull Hammer. The bird will take to the air after suffering this blow to the head. Keep the Skull Hammer in Link's hands and watch for the bird to land for another attack.

Again, dodge and counter with another Skull Hammer blow. Continue this pattern until the beak has been struck three times.



Once you've slammed the Helmaroc King's beak with the Skull Hammer a third time, the bird will get a lot angrier! Keep the camera zoomed out to track its movements. Watch for it to swoop by, dragging its talons on the ground. Another one of its attacks is to hover and flap its wing so hard that Link gets blown into the spikes that protrude from the walls. Link can run against the wind without losing too much ground. However, it's better to back Link up against the sides of the vertical spikes that block the bridge leading off the rooftop. Doing so will keep Link from sliding into harm's way.



A Close Call

There's a good chance that you won't see the Helmaroc King begin its flyby until it's too late to get completely out of the way. When this happens, try to remain perfectly still and hope that the talons streak by without touching you! Believe it or not, the talons will often straddle your position, leaving you unharmed!



The Helmaroc King will eventually settle down and give its beak strike another try. Dodge the attack one last time and hit the bird in the faceplate with the Skull Hammer. This will cause the protective gear to fracture and fall off, thereby exposing the bird's sensitive crest. Using the sword, target the yellow area atop its head and unleash combo after combo while the bird's beak is buried in the ground. After three of these combos, the Helmaroc King will be defeated.



Grab the **Heart Container** and head up the path toward Ganon's hideout! Link may have settled the score with the bird that kidnapped Aryll, but Ganon must be dealt with before his power grows even further.



FACE TO FACE WITH GANON

Spoiler!

Portions of the storyline to *The Legend of Zelda: The Wind Waker* are revealed during the scenes that play out in this section. Those who haven't yet played through this scene are encouraged to avert their eyes!

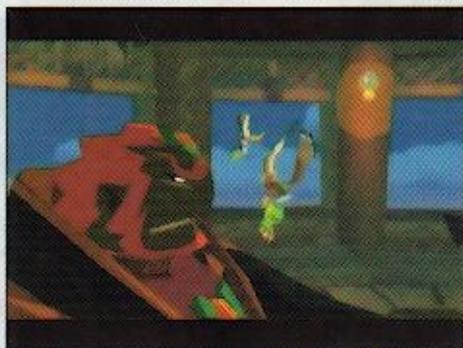
Link will rush in to face Ganon in what has become the boy's trademark recklessness. This is a trait that Ganon admires and he lets Link know it. But that is where the praise stops. Ganon explains to Link that the Master Sword is not just the blade that can banish all evil, but it was also the key that held Ganon's power in check. Now that the key has been removed, Ganon's power has been allowed to grow.



Despite the obvious size and power disadvantages, young Link decides he must act. With a full head of steam, he charges his adversary. The tyrant effortlessly knocks Link back. The Master Sword lacks its power and is useless against Ganon in its current form. Thankfully, Tetra shows up just as Ganon prepares to deliver what would likely be a fatal blow to Link.



Ganon's Triforce of Power begins to shine as he struggles with Tetra—a surefire sign that he is closing in on what he has been searching for all these years! But before he can take advantage of this fortuitous situation, several of the Rito members swoop in and rescue the pair, while Valoo lays waste to the hideout with his powerful breath! Link and this mysterious person known as Tetra are flown all the way to the Tower of the Gods, where the King of Red Lions awaits their arrival.



The Truth Revealed at Hyrule Castle

Major Spoiler Warning!

Link and Tetra's visit to Hyrule Castle reveals a great deal of the storyline in *The Legend of Zelda: The Wind Waker*. If you haven't gotten to this part of the game, stop reading now! Don't say we didn't warn you!

The King of Red Lions will sail Link and Tetra into the ring of light that leads to the underwater castle. Once there, the stone in Link's pocket will request their presence in the castle's basement. Guide Tetra down the steps that lead to the room where Link found the Master Sword.

Attention Shutterbugs!

This is the only chance to take Tetra's pictograph for the Nintendo Gallery during the first play-through of the game. Not only that, but as a bonus, if Link takes Tetra's picto here, he will be awarded the figurines for the entire pirate gang!



Tetra's demand to find out who was speaking through her stone receives an answer that she wasn't quite ready to hear. Not only is the stone one of the legendary Gossip Stones that the Hyrulian King made, but the maker stands before them now. They are in the presence of the Hyrulian King; he is also the King of Red Lions who has guided them to this place.



The King then explains that Ganon had long ago cast the land in permanent shadows. The gods responded by sealing away Hyrule and flooding the kingdom with endless torrential rains. Eventually, all but a few mountaintops was submerged. The mountains became islands, where only the strongest and purest Hyrulians were allowed to continue on. All this happened to Link's ancestors hundreds of years ago.

Once the history lesson is over, the King calls on Tetra to look closer at her necklace. Its charm is a piece of the Triforce of Wisdom, a sacred charm passed down from generation to generation within the royal family. This charm, given to Tetra by her mother, is the very god power that has been hidden from Ganon for all of these years. Tetra's ancestors were charged with protecting the Triforce of Wisdom. Tetra was given this charm not because she is a lowly pirate, but because she is the last in the royal bloodline—she *is* Princess Zelda!



Link is instructed to return to the surface and restore the Master Sword's power to repel evil. He must travel the Great Sea with the King of Red Lions to find the sages who infused the sword with its godly powers. Meanwhile, Zelda must wait here in the sacred chamber where it is safe. Ganon must not get the Triforce of Wisdom!

Return to the exterior of the castle and approach the boat. The King will instruct Link to seek out the sages in the Earth Temple to the south and the Wind Temple to the north.



The Triforce of Courage

Once Link and the King are back above the waves, the King will tell Link a story about the Hero of Time. The Hero of Time was given a piece of the Triforce known as the Triforce of Courage. He managed to keep it safe from Ganon all this time by breaking it into eight shards and hiding it throughout the land. Although the King doesn't know the shards' whereabouts, he does know they are lying on the bottom of the Great Sea...somewhere.

The Order of Business

Although Link has just received multiple objectives from the King...visit two different temples *and* collect eight pieces of Triforce—it's best to concentrate on restoring power to the Master Sword first. Many of the items that Link will acquire during his search for the sages in the Earth and Wind Temples are required when looking for the Triforce of Courage. Everything the player needs to know about finding the shards of the Triforce is contained in Part B of this walk-through.



The Sage of Earth Temple

CHAPTER OVERVIEW

OBJECTIVES



In order to restore power to the Master Sword, Link must find his way through the Earth Temple at Headstone Island. The path to the sage inside is blocked with numerous obstacles. To pass these hurdles Link must find assistance in the forms of magic, strength, and companionship.

KEY ITEMS



Fire & Ice Arrows



Mirror Shield



Power Bracelets

ENEMIES



Blue Bubble



Darknut



Floor Master



Magtail



Poe



ReDead



ChuChu



Fire Keese



Kargaroc



Moblin



Red Bubble

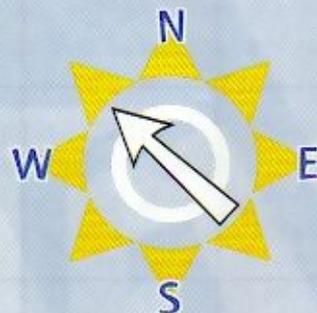


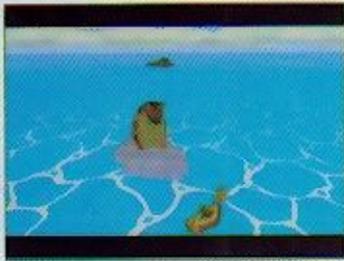
Stalfos

FIRE & ICE

One look at the locations that the King marked on the Sea Chart is all it takes to realize that Link needs a faster way of traversing the Great Sea! Now that Link has the Hero's Bow, that method of transportation can be achieved. Sail in a northwest direction from the Tower of the Gods toward Northern Triangle Island.

Use the Telescope to scan the horizon for an enormous cyclone—much larger than the updrafts that are scattered throughout the ocean—and sail directly toward it. If the winds are favorable, Link will get swept up in the cyclone's fury and Cyclos, Zephus's hostile brother, will rise from the depths of the funnel cloud. Quickly grab the Hero's Bow and shoot arrow after arrow in Cyclos's direction. This dastardly cyclone god may reside high on a cloud obscured by the cyclone's walls, but if Link's aim is true, the arrows will strike their mark.





Link must strike Cyclos with three arrows to teach him what Zephus wanted him to learn. To show that he's not all bad, Cyclos will congratulate Link for his amazing vision and arm strength. Cyclos then rewards him by showing the young adventurer a new song. Pay close attention to Cyclos's movements (Down, Right, Left, Up) and then mimic them with the Wind Waker to play the Ballad of Gales. This song will allow Link to use the power of the cyclones to swiftly warp to various parts of the Great Sea.

MUSIC LYRIC

Ballad of Gales



When the mighty Cyclos bids Link farewell, take out the Wind Waker and play the Ballad of Gales. It's time for Link to visit that part of Mother & Child Isles that he can only reach from the sky, the inner grotto! Select this as the destination from the Sea Chart and press the A Button to be whisked away inside the cyclone!

Warping Along

The Ballad of Gales is an incredibly useful song and will no doubt be one of the most played Wind Waker songs. Nevertheless, Link cannot warp to any sector he chooses. Atmospheric conditions are such that only nine of the 49 areas on the Great Sea are conducive to cyclones. Link will still need to do a good deal of sailing, but this definitely speeds up long-distance traveling.



MOTHER & CHILD ISLES



MAP KEY

 Fire and Ice Arrows

The cyclone will deposit Link and his royal boat inside the large circular grotto on Mother & Child Isles, the area otherwise inaccessible by man! This is the home of the Fairy Queen. Because she has a good feeling about Link, she will empower his Bow with the ability to shoot **Fire & Ice Arrows**. This new ability will draw upon Link's magic power, but the results are truly stupendous. With these special arrows, Link will be able to melt the frozen and cool that which is aflame. Additionally, they can be used as weapons in battle to inflict considerable damage!



Which Arrow to Use?

You can cycle through the various arrow types by pressing the R Button when the Hero's Bow is drawn. Be careful not to overuse these special arrows, as Link may quickly find himself without magic.

Play the Ballad of Gales to exit Mother & Child Isles, and head straight for Fire Mountain by sailing south from Dragon Roost Island. Link needs to find a way past the enormous carving that blocks the entrance to Headstone Island—that route is through Fire Mountain!

Newfound Strength

Fire Mountain



Lower the sail and cruise slowly up to the volcano known as Fire Mountain. Put Link's newfound ability to use by launching an Ice Arrow into the lava that spews from the top of the volcano. The arrow will freeze the lava into solid ice, giving Link five minutes to climb the cliffs, enter the mountain, and reach the chest inside. Failure to reach the chest in time will cause the lava to begin flowing, which will badly burn Link.

Swim over to the island and begin the ascent up the spiraling cliffs. Although some of the ledges may be slightly to Link's left, the path to the summit is predominantly counter-clockwise. Keep an eye out for the Kargaroc on the way up and drop down into the hole in the top.



MAP KEY

 Power Bracelets

Use the Boomerang or the Hero's Bow to blast the Fire Keese out of the air to prevent them from knocking Link into the magma. Run and jump from platform to platform across the lava to the far end of the cave. Once there, draw the Magtails away from the lava and slash at them until they are dispatched. A chest containing the **Power Bracelets** will appear when both Magtails are destroyed.



The Power Bracelets needn't be assigned to an Item Use Button. Link will automatically put them on and never take them off. With these golden bands around his wrists, young Link will gain the strength of a hundred grown men, enabling him to lift objects that are otherwise unmovable. Put them to use by lifting the large stone statue and tossing it into the lava. Proceed along the path that is revealed and exit the cave.

Return to the boat and play the Ballad of Gales to warp to Outset Island. From there, sail east to Headstone Island.

Awakening the Earth Sage

Headstone Island

MAP KEY

 Heart Piece



Headstone Island is little more than a simple rock sticking out of the water and a small beach on which crabs scamper about. Cross the beach to the large head boulder and put Link's new-found strength to use by throwing the obstruction out of the way. Enter the cave that is revealed.



Take to the Skies!

Use a Hyou Pear on Headstone Island's beach to take control of a seagull. Fly the bird around the island to collect Rupees, and then ascend high into the air. A well-hidden **Heart Piece** sits atop the island's uppermost rock!

An enormous stone slab with a song etched into it is inside the cave. This is the Earth God's Lyric (Down, Down, Center, Right, Left, Center). It can be used to open the eyes of the new sage. This new sage must replace Laruto in the Earth Temple, for Ganondorf has stolen Laruto's soul and without it, her prayers cannot supply the power to repel evil to the Master Sword. Link must search for the one who has an instrument similar to Laruto's harp; Link must play the Earth God's Lyric in front of this new sage before all is lost! Link cannot enter the Earth Temple without the new sage.

Laruto had commented that the new sage possesses an instrument just like hers. If Link isn't mistaken, Medli carried a harp on her back! Could Medli be the sage that needs awakening? Return to the boat and warp back to Dragon Roost Island at once!



Dragon Roost Island



The soothing sounds of a harp being played from a ledge high up the mountain greet Link at Dragon Roost Island. Link's memories were correct—Medli must be the sage he seeks! Follow the path to the mail center and go through the door leading to the three-pronged wooden platform. But first stop at the mailbox.

C.O.D = 201 Rupees

To the esteemed Mr. Fairy-Person,

Thank you very much for your purchase. Enclosed is the IN-credible Chart. This chart will show you where you can find the Triforce Charts. I want you to use it to find lots of them—they are my favorite kind of charts.

Oh! And I must say I'm sorry, Mr. Fairy! There is one chart that's not on this map, but I don't know where it is located. I think it moves around at night. Please forgive this tiny oversight.

Tingle

Package: IN-credible Chart

How have you been, Big Brother? I'm here on the pirate ship writing you this letter. Isn't that neat? At first, I was really scared, but they're all actually nice...for pirates, I mean.

Mr. Gonzo is a really big guy, but ever since Miss Tetra left, he's been crying like a baby. It's kind of funny, but sort of sad, too.

Nudge is a little strange, but nice, too, and as for Senza...his beard makes him look pretty mean, but he tells really cool stories when he gets in the right mood. Zuko is kind of weird, and Mako is pretty quiet... Zuko gets mad whenever I try to take Mako's glasses...so I do that a lot. Hee hee!

As usual, Niko is always fooling around. He won't take anything serious. Actually, he seems sad not to have you around anymore. Were you guys good friends?

I helped them all out with their chores, and they actually paid me a little for it, so I'm sending the money to you. Please use it, Big Brother! I'll loan you my telescope for a little longer...but you have to return it to me eventually, OK?

I'm doing fine here, so don't you worry. I'll take care of myself, so you be sure to take good care of yourself. Good luck!

Aryll

Package: 20 Rupees

Once you're on the wooden platform on the side of the mountain, use the Grappling Hook to swing to the ledges on the right. Climb the ladder to continue toward the music. As suspected, Medli is deeply focused on her music and doesn't even realize Link is standing beside her. Grab the Wind Waker to show her that she is not the only musician on the cliff. Medli will immediately ask Link to pick a song for them to play. Play the Earth God's Lyric to teach Medli the song she must learn.



Music Lyric

Earth God's Lyric



Despite never having heard the song before, the Earth God's Lyric seems eerily familiar to Medli. Although it takes a few moments, Medli realizes that she is the sage of the Earth Temple. She's excited to be able to help the people of Hyrule and asks Link to take her to the Earth Temple at once. Link and Medli will descend the mountain and board the King of Red Lions.



Warp to Southern Fairy Island for a quick stop to gain a **Bomb Bag** upgrade. Use the Fire Arrows to burn down the barricade on the seashell, and then drop down the hole. The enemies in Earth Temple are considerably tougher than in the previous dungeons; be sure to grab a fairy with an empty bottle if possible.

Sail southwest toward Headstone Island. Once there, the King of Red Lions will explain to Medli why she is here and what she can expect to face inside. He instructs her to obey Link's commands. He directs Link to use the Command Melody to help Medli get through areas that may otherwise prove too difficult for her to pass.

Guide Medli to the door in the cave and play the Earth's God Lyric in front of the door. Medli will join in with her harp, and soon her music will open the door to the Earth Temple.



Earth Temple



map KEY

-  Chest
-  Compass
-  Dungeon Map
-  Mirror Shield
-  Small Key

FIRST FLOOR



Medli's Abilities

If Link and Medli are to survive the Earth Temple's trials, they'll have to work together. There will be plenty of times in which Link needs to take control of Medli via the Command Melody, but it's important to know what she can do without his assistance. First off, Medli's harp is reflective and can be used to direct sunlight at will. Another important ability of hers is flight. She has come a long way since Link first tossed her into the air outside Dragon Roost Cavern. Not only can she fly for extended periods (by pressing the A Button repeatedly), but she can also carry Link short distances (run and jump off a ledge). Lastly, Link can throw Medli into the air to get her to glide across short distances.

The very first room in Earth Temple contains a ledge to which Link must be carried. Pick up Medli by pressing the A Button next to her, and run off the edge toward the large door under the skull. Medli will take to the air, quickly and effortlessly flying Link to the door. Carry her through the door.

A pair of switches atop two stone pillars controls the door leading out of **Room A**. Link and Medli must work together to trigger these switches, but Link must first deal with the Moblins patrolling the room. After all, Link must take every precaution to ensure the sage doesn't get injured! Once the Moblins have been defeated, run to the top of the stairs and carry Medli off the edge into the air. Medli will have enough strength to carry Link over to the first switch.



Stand atop the switch and use the Wind Waker to play the Command Melody. Now, as Melody, fly over to the second pillar and step onto the switch to complete the circuit and open the door. Fly Medli off the pillar and press the R Button to regain control of Link. Meet Medli on the floor and carry her to the next area.



Command Melody



ChuChus of all colors and varieties will swarm Link and Medli as soon as the pair enters **Room B**. Put Medli down and quickly dispatch the Green and Red ChuChus. The Dark ChuChus, however, are not susceptible to physical attacks. Instead, a ray of light will turn them to stone. You can either take control of Medli and use her harp to reflect the light at the Dark ChuChus, or you can simply lure them into the light. Either way, the Dark ChuChus will turn to stone when the light strikes them, thus giving Link the opportunity to destroy them. Rush over to the solidified ChuChus, pick them up, and toss them to the ground to break them into tiny pieces. Act quickly, though: the solidifying effects of the light are only temporary!





Both of the doors leading out of this room will unlock when the last of the ChuChus is destroyed, but our duo's work in this room isn't done. Link should shoot a Fire Arrow at the Mystical Jar's wooden lid. This is an enormous dungeon, and having a place to warp back to may be important. Once that is done, play the Command Melody and guide Medli into the sunlight. Press the A Button to grab hold of her harp and reflect the sunlight at the shimmering chest in the front of the room. These chests will become accessible once light hits them, so keep an eye out for them. This chest happens to contain the **Dungeon Map!** Medli can also direct the sunlight at the sand statues on the wall opposite the chest. These statues will turn to dust when direct light hits them, often revealing secret passages and items behind them!

Room C is the central room in Earth Temple. It not only has four doorways leading in and out of it, but it also contains a hidden stairway that leads deeper into the temple. The large sun that dominates the room's décor conceals the stairway. It will remain concealed until two rays of light can be reflected into the sun's eyes. The gaseous cloud that covers the floor below the sun is cursed; whenever Link contacts it, he loses the ability to use any of his items or sword. When Link is cursed in this way, his only options are to wait for the effects to wear off or seek a beam of sunlight and let the rays cleanse him of the evil.

Approach the beam of light shining through the ceiling on the right, and use Medli to reflect the light at the plunger located on the gas-covered floor. The light will disperse the gas and allow Link to reach the plunger without being cursed. Use the Skull Hammer to pound the plunger to the ground. This will unlock the door leading south to **Room D**.

Use the Deku Leaf to extinguish the Red Bubbles that emerge from the sarcophaguses, and then guide Medli to the back of the room. Climb the ladder and pull the large block into the small depression on the ledge. This will allow a small ray of light to shine into the room. Have Medli use the harp to reflect the light at the shimmering chest on the platform near the wall. Open the chest to receive a **Small Key**.



As soon as Link grabs the Small Key from the chest, two Floor Masters will appear behind Medli. These dangerous entities will try to grab Link or Medli and yank them through the floor, back to the beginning of the dungeon! These creatures are extremely fast and must be dealt with carefully. Stand out of their reach, target them by pressing the L Button, and fire arrows at the palms of their hands. This is the safest way to dispose of them without being manhandled!

Return to **Room C** with the Small Key in hand and unlock the door leading to **Room E**. Make quick work of the Red and Green ChuChu, and then use the Hero's Bow to send a Fire Arrow into the tattered banner on the wall. When the banner is finished burning, sunlight will flood in through the wall's opening. Lure the two Dark ChuChus into the light. When they've turned to stone, place each of them onto the switches on the floor. The wall will drop down into stairs, but only for a short while. Quickly grab Medli and ascend the steps to the upper level of this room. Push the block off the ledge to open the door.



Go through the doorway to **Room F** and set Medli down near the door. Use the Boomerang or Bow to take care of the Floor Master, and then begin sliding the two blocks along the tracks in the floor. As soon as the first block is pushed against the wall on the left, a hole in the ceiling will open and light will pour in.



Take control of Medli via the Command Melody. Use her harp to reflect the sunlight at the sand statue atop the second block. Do the same for each of the golden symbols on all of the walls. Medli will melt away a heavy statue and two portions of the wall. Link can now access the second Mystical Jar and the third block! Push the unburdened block against the right-hand wall to make a chest appear. Then push and pull the newly revealed block into the gap to unlock the door.



Toss Medli into the air toward the upper level of the room so she can fly up to it. Climb up to the chest above, grab the **Compass**, and proceed through the door to the next area.

Link will barely have enough time to set Medli down on the floor before getting ambushed. **Room G** is crawling with Moblins and Poes, ghostly creatures that can only be harmed by direct sunlight. Although the Poes don't pose too much of a direct threat, they can temporarily take over Link's body and cast a spell on him, reversing all of his controls! The good news is that once a Poe infects Link, it is gone; it will not reappear.



It's best to keep a safe distance from the Poes and use the Bow to slay the Moblins from afar. Once the room is clear of Moblins, take command of Medli. Fly her to the ledge on the right so she can direct the sunlight at the Poes. Also, bathe the sand statues across the room in light. Link will be able to collect another Joy Pendant from the chest that was hidden behind the statues. When the last Poe is defeated, a large staircase will form in the wall across from the door, giving Link and Medli a way out.



Keep Medli on the ledge near the light while Link goes up the stairs and through the door on the left to **Room H**. Several of the upright sarcophagi in this room contain ReDeads, large zombie-like monstrosities that love to chew on young adventurers! Their horrifying shriek will paralyze Link for a few moments, so be ready to duck away as soon the ReDead appears. Link can quickly dispatch a ReDead by tossing a Bomb at it and then finishing it off with the sword as it wobbles around stunned from the explosion. Run past each of the sarcophagi to make them open, and grab the **Small Key** from the one on the end. Climb the ladder and exit the room.

Run past each of the sarcophagi to make them open, and grab the **Small Key** from the one on the end. Climb the ladder and exit the room.



Don't return to Medli just yet; there's still some business to take care of beyond the door at the top of the steps. Enter **Room I** and have some Bombs and the Boomerang ready to dispatch the Stalfos that patrols this corner of the temple. The Stalfos's weakness is its head; this club-wielding skeleton will continue to break apart and come back together until its head is destroyed.

The Stalfos will spin like a top in an attempt to knock Link senseless with its metallic club. Stand back and heave Bombs at it to blow it apart. Watch closely to see where the head goes, and quickly stun it with the Boomerang. The Stalfos's body will try to reform, but so long as Link slashes away at its head it will be unable to mend.

The fun isn't over when the Stalfos is gone—two more Stalfos will enter the fight. Continue using the Bombs and Boomerang to dispatch the Stalfos one at a time. When the last one falls, another secret staircase will appear. Ascend the steps to obtain the **Mirror Shield** from the chest.



As soon as Link obtains the Mirror Shield, part of the ceiling will open and bright light will shine into the room. To open the door, use the Mirror Shield to reflect the light at the small sun plaque hanging on the wall. Return to **Room G** and reunite with Medli.

Position Medli on the ledge so that she can reflect the sunlight straight across the room to where the sand statues had been earlier. Switch control back to Link and move directly into the sunlight coming off of Medli's harp. Use the Mirror Shield to reflect the light back at the golden symbol on the wall below Medli. This will melt away part of the wall, revealing a secret passage tucked away behind it.



A small amount of sunlight pokes through a hole in the wall inside the secret passage. Take control of Medli and have her reflect this light at the sand statue in the corner. Leave her in that position and have Link stand where the statue had been. Now Link can reflect the light back down the corridor toward the golden symbol that marks the weakened wall. Grab the numerous Rupees that were hiding in the alcove behind that wall.

This secret corridor leads directly to a ledge high above the floor in Room C, the room with the enormous sun. Jump off the ledge while carrying Medli to have her fly the twosome down to ground level. Then have Medli reflect the light into one of the eyes on the sun. Return control to Link and have him step into the other light, reflecting it into the sun's other eye. Lighting the sun's face in this manner will cause the floor's curse to be lifted and will reveal a secret staircase. This staircase leads down to the Earth Temple's basement.



FORGOTTEN TREASURE!

Before descending to the basement, return to **Room D** and have Medli step on the switch at the rear of the room. With Link, enter the small area beyond the door and use the Mirror Shield to break down part of the wall where the golden symbols are. Doing so will net another Joy Pendant.

Basement (B1)



MAP KEY

-  Chest
-  Small Key (Chest)
-  Tingle Statue
-  Treasure Chart

Descend the winding staircase to the suspension bridge, and use the Deku Leaf to blow the curse off of the Blue Bubbles floating about. Carry Medli across the bridge and play the Earth God's Lyric in front of the tablet to gain entrance to the rest of this floor.

MUSIC LYRIC

EARTH GOD'S LYRIC



TINGLE TUNER



Earth Tingle Statue

Leap from the near side of the suspension bridge and use the Deku Leaf to glide to the hanging platforms on the left. Hop across the platforms to the ledge around the bend and detonate a Tingle Bomb there to receive the **Earth Tingle Statue**.



Pass through the door beyond the enormous tablet and clear the area of the ReDeads that lie in wait. Now that Link has the Mirror Shield, he can easily destroy these undead beasts by reflecting pure sunlight into their faces! In addition to the ReDeads, **Room J** contains two very large mirrors that can be used to focus enough light to destroy the oversized statues near the walls.

Approach the light in the center of the room. Use the Mirror Shield to reflect it onto each of the two mirrors, as well as the small sand statue on top of the block. Grab Medli and proceed through the door on the right.



Room K is filled with the noxious purple cloud that was on the floor above. It's also crawling with Floor Masters! Leave Medli near the door and take a running leap into the cloudy area. Link can't defend himself inside the cloud, so keep running and rolling all the way to the back of the room. Watch the map in the lower-left corner of the screen, and watch for the chest to appear on screen. Climb out of the pit near the chest and grab the **Small Key** inside.

The cloud will dissipate and light will flood the room as soon as Link pops open the chest. Now it's time to carefully destroy each of the Floor Masters. Grab the Hero's Bow and keep Link's back against the wall to avoid being surrounded. Press the L Button to target and defeat each of the Floor Masters. Should Link run low on arrows, immediately switch to the Boomerang; it may not defeat the Floor Masters by itself, but it will leave them vulnerable to a sword attack! Once the very last Floor Master has been destroyed, another chest will appear. This one contains a **Treasure Chart**.



Attention Tingle Tuners!

There's no denying that the Floor Masters are among the toughest enemies to defeat, especially when there are this many of them. If you're using the Tingle Tuner item, consider assigning the Tingle Shield to the B Button on the GBA and using it to protect Link from being dragged through the floor.



Return to the room with the two large mirrors and proceed through the door on the opposite side. This leads to **Room L**, another curse-filled area. As before, set Medli down and dash across the cloudy floor to the far side of the room. Pull the large mirror forward and then use the Skull Hammer to pound the plunger atop the ledge. This will trigger an opening in the ceiling. A ray of light will shine onto the mirror and reflect through a fence into the neighboring room. Pick up Medli and carry her back to the previous room.

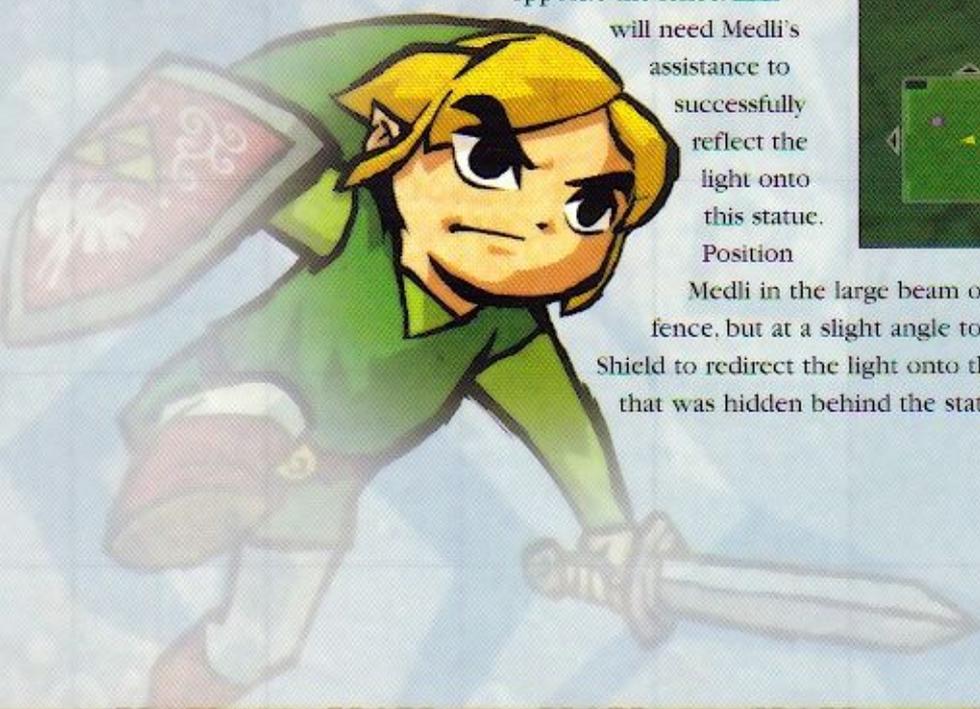
Use the Small Key to unlock the door and carry Medli through to **Room M**. The light reflecting through the fence is precisely what Link needs to destroy the Poes that are here. Bounce the light off the Mirror Shield and into the Poes' faces, and then slash them to pieces with the sword once they are knocked into the physical realm.

The light also serves a much more important purpose. It breaks apart the statues in this room! Although Link can destroy the statues against the side of the room, the most important one to obliterate is opposite the fence. Link

will need Medli's assistance to successfully reflect the light onto this statue. Position



Medli in the large beam of light, and have her reflect the light toward the fence, but at a slight angle to the right. From there, Link can use his Mirror Shield to redirect the light onto the sand statue. Exit the room through the door that was hidden behind the statue.



The hall that follows is lined with sarcophaguses that open as Link draws near. Leave Medli at the door and quickly run through the corridor to draw out all of the baddies that dwell here.



Once the coast is clear, lead Medli to the large stone tablet and play the Earth's God Lyric once again. This will allow the pair to advance to the Earth Temple's final floor.

MUSIC LYRIC

EARTH GOD'S LYRIC



Descend the curving staircase to the first landing. Use a Bomb to obliterate the boulder atop the Mystical Jar, and then continue down the staircase to the lowermost floor.

SUBBASEMENT (B2)



The dungeon's bottom floor may have the fewest rooms, but **Room N** is definitely the most intricate room in Earth Temple, if not all of Hyrule. This room consists of multiple mirrors that must be shifted around, several walls that must be reduced to dust, and even a few chests that require some light. The one thing this room doesn't have is an enemy, so Link and Medli have nothing to fear.



1. The first step in solving this light-bending puzzle is to fly Medli onto the center platform and step onto the switch there. This will open part of the ceiling and allow the light to enter.



4. Position Medli on the pedestal and have her direct the light back into the far-right corner of the room (as viewed from the entrance). Using Link, redirect this light onto the wall with the golden symbols to reveal yet another mirror. Slide this mirror into place. Now the light can reach the left half of the room.



2. Next, Link must push the two large mirrors at the back of the room into position. Slide them along their tracks until they drop into place.



5. Stand on the pedestal in the back corner and shine the light onto the other shimmering chest, the large statue near the center, and then the lone golden symbol. Follow the secret corridor to the small arena and defeat the three Stalfos to gain another **Treasure Chart**.



3. Hop onto the right-hand pedestal and reflect the light onto the shimmering chest and then toward the statue near the center of the room. Pull the mirror out from the center of the room and slide it into position.



6. Guide Medli onto the taller of the two pedestals on the left. Have her reflect the light onto the other pedestal. Now, with Link, shine the light at each of the four golden symbols on the wall to access the final mirror. Slide this mirror into position.

Once you've completed this puzzle, light should be shining across both of the two pedestals in the very front of the room, near the large sun. Position Link and Medli on these pedestals and have each of them focus the light into the eyes on the sun, as they did before. Once completed, a sacred tunnel that leads to a heavily guarded room will open.



Once in **Room O**, all that stands between Link and the remaining treasure chest is a Darknut...or so it seems. As the battle between Link and the Darknut gets underway, several of the skulls lying on the floor take the air and reveal their true identity—Blue Bubbles! Dodge the Darknut and use the Deku Leaf to blow the Blue Bubbles out of the air. Destroy the two Blue Bubbles and the Darknut to gain access to the chest, which contains the **Big Key**.



Carry Medli back to the spiral stairway, and climb the ivy back up to the Mystical Jar. Leap off the ledge near the jar and fly over to the landing near the Boss's Lair.



Dungeon Boss

Jalhalla, Protector of the Seal

 Required Item: Mirror Shield & Power Bracelet

JALHALLA'S ATTACKS

| Attack | Damage Caused |
|-------------------|---------------|
| Blown Into Spikes | 1/4 Heart |
| Flaming Lanterns | 1 Heart |
| Flame Breath | 1 1/2 Hearts |
| Belly Flop | Cursed |

As helpful as Medli was throughout the Earth Temple, she will not accompany Link into the Boss's Lair; it is far too dangerous for her. When Link passes through the golden door and sees over a dozen Poes running around, one can't help but wonder if it's not too dangerous for Link as well. As soon as the Poes realize that there's an intruder in their midst, they huddle together and jump into a ghostly mask. Together, these Poes form Jalhalla, an enormous Poe capable of tossing fire and other nasty surprises onto its prey.



Jalhalla may be much larger than the regular Poes, but it is defeated with nearly the same strategy. The first thing Link needs to do is seek out the source of the rotating light. Run to the light and use the Mirror Shield to reflect the light onto Jalhalla. Should Link manage to keep the light on it long enough, it will be forced out of the spirit realm and into a physical form that Link can damage. Rush toward the giant ghost and press the A Button to pick it up. Slowly rotate while standing in place until you're facing one of the purple columns of spikes that extend up the wall. Press the A Button again to toss Jalhalla into the spikes, effectively popping it.



The explosion will release all of the Poes into the room. This is Link's chance to severely weaken Jalhalla by destroying as many Poes as possible before they reunite inside Jalhalla's mask. Link can use any of his weapons to destroy as many Poes as he can. In fact, everything from Arrows to Bombs to the Boomerang will help finish the job.



Jalhalla will soon regroup, with all of the Poes taking shelter within it. Perhaps sensing that its size is a disadvantage against the squirrely adventurer, Jalhalla will increase the frequency of its attacks. Link can expect the giant ghost to blow its lantern flames at him, try to blow him right into the spikes on the wall, and even try to belly flop right onto him! Although these attacks are somewhat difficult to avoid, Link can regain lost Hearts by slashing at the skulls that litter the floor.



Light Cures Curses

Link will become cursed if Jalhalla manages to flop onto him. Although the flipped controls will make guiding Link more difficult, try your best to steer Link into the light in order to erase the curse.

Link will get less and less time to attack the Poes as the battle wages on. Nevertheless, Link is sure to prevail if he remains focused and doesn't miss too many opportunities to strike. Once the battle is over, collect the **Heart Container** and watch as Medli takes over her new role as sage of the Earth Temple. The power is returning to the Master Sword, but there is still another sage to find.



The Sage of Wind Temple

CHAPTER OVERVIEW

objectives



Link has succeeded in restoring some of the power to the Master Sword, but he must awaken the second sage to restore its power to repel evil. Link knows what he must do; the question is with whom?

key items



Iron Boots



Hookshot

enemies



Armos



Blue Bubble



ChuChu



Floor Master



Peahat



Wizzrobe



Armos Knight



Bokoblin



Darknut



Keese



Staflos

Standing Firm

MAP KEY



Treasure Chart



Ice Ring Isle



Link will find that any attempt to enter the cave on Gale Isle is met with complete failure. The reason for this is because Link is just far too light to avoid being blown around by the forceful winds coming from the mouth of the cave. Just as he needed a special item to access Headstone Island, he must find another item to enter Gale Isle.

Play the Ballad of Gales and warp to Forest Haven. From there, sail westward to Ice Ring Isle and have a Fire Arrow on hand.



Sail in real close to Ice Ring Isle and launch a Fire Arrow into the heart of the blizzard to take the nip out of the air. A five-minute timer will begin, just like on Fire Mountain—Link will have to get inside the isle and reach the chest inside before time expires.

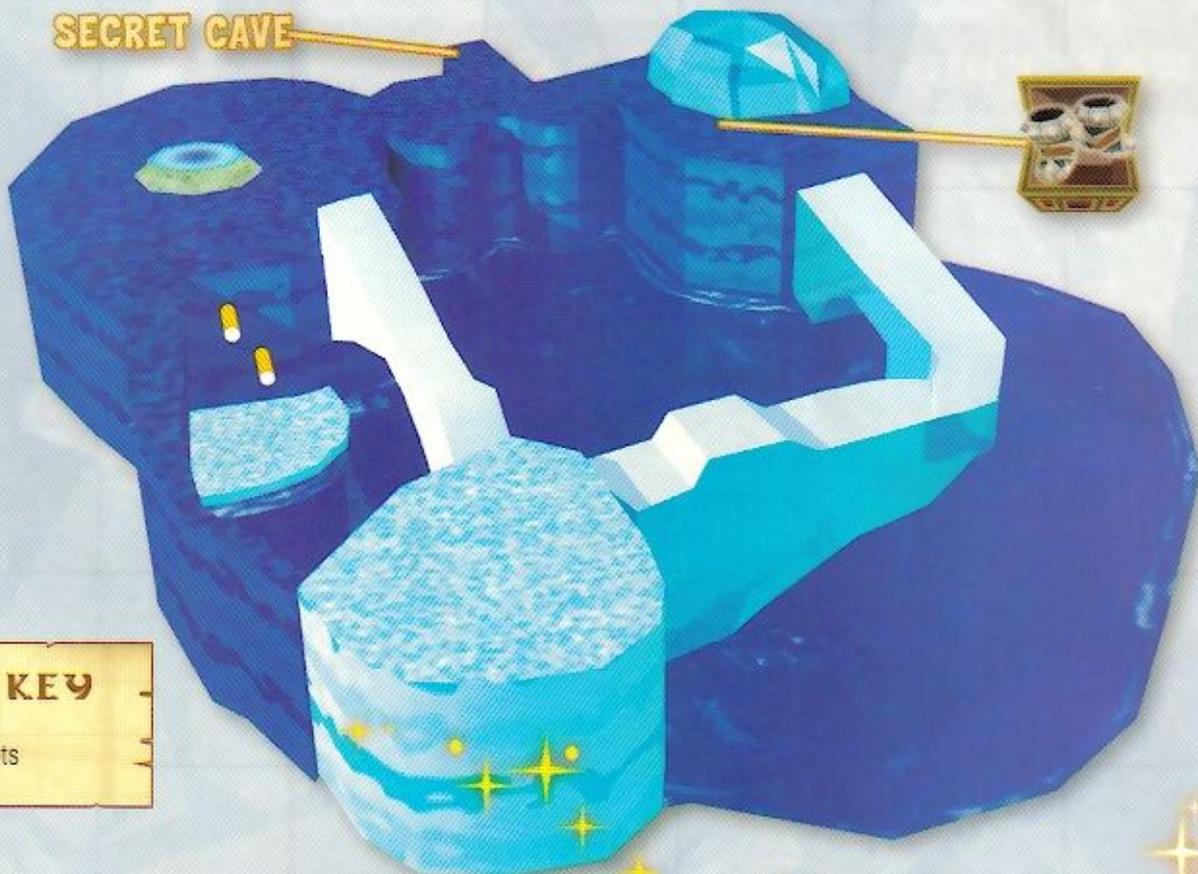
Swim ashore and seek out the chest in the ice block near the water. Melt the ice with another Fire Arrow to gain a **Treasure Chart**. Then climb onto the slippery ice ledges. Link will slip and fall on the ice, so be sure to stay in the center of the ledges as much as possible. Although it isn't necessary, the Deku Leaf can be used in to help Link leap across the floating icebergs en route to the cave entrance.

MUSIC LYRIC

Ballad of Gales



SECRET CAVE



MAP KEY



Iron Boots

Dispose of the Keese with the Boomerang, and then slide down the narrow ice ledge to the corner landing. Although it will cost you some time if you fall into the frigid water below, you can grapple your way back to the entrance of the cave. Use a Fire Arrow to melt the ice around the jar in the corner, and break the jar to free three fairies!



Link only needs to traverse the skinny, curvy, ice slide to reach the chest at the end of the cave. Approach the slide's center and angle Link toward the inside of the curve. Hold the Control Stick to the left as you go through the curve to fight the momentum and to keep from sliding off the slide over the outside wall. Once you're at the bottom, climb onto the rocks and open the chest to gain the

Iron Boots!



Approach the narrow ledge leading back to the exit and don the Iron Boots. It's mighty hard to walk in these boots, but their extreme heft keeps the gale-force winds from blowing you off the ledge. Walk directly into the howling wind to reach the hole in the ground. Drop down into the Secret Cave below.

Exit the cave and return to the boat. Warp to Windfall Island and sail north to Gale Isle at once!

ICE RING ISLE'S SECRET CAVE

The Secret Cave contains several enemies encased in large blocks of ice. Melt each of these blocks with Fire Arrows (one at a time) and destroy all of the enemies that emerge from them. As soon as all of the enemies have met their demise, a chest containing 100 Rupees will appear!

Awakening the Wind Sage





Gale Isle



Gale Isle is very similar to Headstone Island, except hurricane-force winds block the entrance to the cave, rather than a large statue. Step into the Iron Boots and begin the trudge up the beach against the powerful winds. Link will eventually reach a statue from which the wind originates. Deliver a crushing blow to the statue with the Skull Hammer and enter the cave that is revealed.



Approach the stone tablet at the rear of the cave and play the song that is engraved on it. This is the Wind God's Aria (Up, Up, Down, Right, Left, Right). You must teach it to the one with the same instrument as Fado, the sage that appears after Link plays the song. Fado has a violin that is made from a leaf. Not only that, but Fado says he's from the Kokiri tribe.



Wind God's Aria



Link can't be positive, but if he recalls correctly, Makar played a violin during the celebration in Forest Haven! Could that little troublemaker be the next sage of the Wind Temple? There's only one way to find out—exit the cave and warp back to Forest Haven!

Forest Haven



Climb the ledges near the postbox and approach the base of the waterfall on the left. The sound of soothing violin music permeates the area around the cascade. Could someone be playing the music from behind the waterfall? Launch the Grappling Hook up to the branch high overhead and swing directly into the waterfall to access a hidden cave. There, inside the cave, is little Makar practicing his violin lessons.



Jump down to the bottom of the cave and use the Wind Waker baton to conduct the Wind God's Aria in front of Makar. Makar will follow Link's lead just as Medli did. Yes, Makar certainly has the blood of the

sage flowing through his veins! Makar asks to be taken to the Wind Temple at once so he, too, can help in this fight for Hyrule!

Link and Makar will return to the boat. It's time to revisit Gale Isle! Guide the sage up the beach to the stone tablet in the cave. Play the Wind God's Aria here to open gateway to Wind Temple.



Wind God's Aria



Wind Temple



First Floor

map KEY

-  Big Key
-  Chest
-  Dungeon Map
-  Tingle Statue

Makar's Abilities

Makar is much smaller than Link, so he won't be able to physically aid him as much as Medli did. Nevertheless, Makar can use the leaf he carries with him to fly, and he's able to plant fast-growing trees in dry patches of dirt. While this may not sound like much, it will prove invaluable inside Wind Temple.

Carry Makar through the door to **Room A** and jump down off the ledge onto the grass below. Quickly set the little fellow down and use the Fire Arrows to dispatch the Wizzrobe that appears. Play the Command Melody to take control of Makar, and approach the circular patches of dirt on the floor. Press the A Button while standing atop these spots to plant the seed for his instant-growth trees. A chest containing 100 Rupees will appear after both trees have been planted.



Magic Lyric

Command Melody



Retain control of Makar and fly him up onto the lofty ledge at the rear of the room. Step onto the switch on the right to turn off the ceiling fans, and reclaim control of Link. Defeat the Stalfos beyond the trees, and use a Fire Arrow to burn the cover off the Mystical Jar on the left.

To rejoin Makar, Link must soar a great distance. Head back toward the entrance and climb onto the large metal springboard on the ground. Use the Iron Boots to compress the spring, and then remove the boots to be tossed high into the air. Do this to reach the ledge near the door, where another springboard is positioned. Face the far end of the room and use the springboard to get tossed high into the air again. This time, use the Deku Leaf to glide to the distant ledge where Makar is positioned. Carry Makar through the doorway.



Room B contains a large wall that can be raised or lowered by using the Deku Leaf to blow on the fan in the center of the room. Right now, the wall is in its down position. Use the Hero's Bow to take out the two Armos that come to life, and then use the Deku Leaf to raise the wall. Carry Makar past the sliding blades, and have him plant seeds in the two patches of dirt near the door. Doing so will unbar the door, and the two will be able to continue to the next room.

Tingle Tuner



Wind Tingle Statue

In **Room C**, set Makar down and have Link drop off the ledge onto the grass below. Use the GBA to detonate a Tingle Bomb in the center of this area, between the two cliffs, to uncover the final **Tingle Statue**.



The door leading out of **Room C** is locked. The only way to open it is to have Makar plant trees in the dirt patches on each of the two lower cliffs in this area. Plant the trees in each of the two lower patches, and then fly him up to the final patch of dirt near the other barred door.

The moment the third tree is planted and the doors are unlocked, four Floor Masters appear and grab hold of Makar. There's nothing Link can do; Makar has been abducted! Link has no way of reaching the upper part of this room right now, so head through the door to the right—Makar has to be around here somewhere!



The large, circular room that Link is now in is Wind Temple's **main chamber**. **Room D** is three stories high, has numerous rooms connected to it, and it also contains a host of ledges and alcoves where Makar could be hiding. Use the Grappling Hook to steal a Golden Feather from each of the Peahats and then finish them off with the Boomerang.

Free Makar!

Makar wasn't taken too far; in fact, he's stuck behind the enormous statue on the left. Unfortunately, Link doesn't have any means of breaking him out of the slammer just yet. Makar will have to sit tight a little longer. If only something could be used to yank that statue out of the way...

Run past the Armos Knights across the room and continue easterly through the Wind Temple via the doorway they guard. Clear the Peahats out of **Room E** and drop through the hole in the floor to land on a springboard below. L-target the Floor Master and take it out with the Bow before you get dragged back to the previous room.

Use the Deku Leaf to blow the fan on the floor to raise the wall out of the way. Cross to the other half of the room, turn around, and flap the Deku Leaf at the fan again, this time to lower it back to its original position. Use the springboard with the Iron Boots and Deku Leaf to reach the upper level of the room. Once on top, blow the fan near the sliding blade to rotate the wall into a "floor" position. This will allow Link to grab the Chest in the alcove in the center of the room. Exit through the door on the right.



Room F isn't so much a room as it is a large indoor canyon. You must monitor your magic supply carefully if you're to successfully clear this room, for you will need to fly great distances with the Deku Leaf. For starters, fly into the updraft to reach the ledge to the left of the fence. Step on the switch to tilt the fence's gate from vertical to horizontal. Assign the Hero's Bow to an Item Use Button and leap onto the gate. A Wizzrobe will attack Link almost instantly, so be ready.

Use the Deku Leaf to glide to each of the ledges on the left. Cut the grass for magic jars, and then glide through the fence's opening to the ledge in the very back corner of the room. Link will find a chest containing the **Dungeon Map** on this ledge.



Glide back through the fence's opening toward the updraft. Use the increase in altitude to land on the ledge between the two fences on the left. Fences section off the rest of the canyon. You must fly through these fences to reach the door on the top of the ledge in the distance. Glide through the opening and use the updraft to reach the horizontal gate in the following fence. Slay the Wizzrobe near the door, and break the skulls on the gate to regain some lost magic power and arrows.

Go through the door to return to **Room D**. This time, however, Link will be high up on a ledge above the floor. Use a Fire Arrow to burn the wooden cap on the Mystical Jar to the right. Then climb onto the metal button. Don the Heavy Boots to depress the button, which will then cause the floor to open up, revealing the Wind Temple's basement. Drop off the level to explore the lower floor.



BASEMENT



Proceed through the unlocked door to the south to enter **Room G**. This is a two-level room, and you must drop through the cracked pieces of tile near the door to the lower floor. Once on the bottom level, you must arrange the crates so you can pop through the opening in the rear of the room to reach the chests beyond the spikes.

Step onto the broken tile in the center and put on the Iron Boots to crash through to the lower level. Use the Hero's Bow to destroy the Floor Masters. Then push the crate with the springboard on it into position under the opening in the ceiling. Use the other crate to reach the springboard, and then pop up onto the grass above. Now you can open the chest with the **Small Key** in it.





As soon as you grab the Small Key, the spikes in the upper part of the room will retract. You can make a second chest appear in this room by using the Iron Boots to break through each of the cracked tiles near the door. Each time you fall through to the lower level, more enemies will attack, but you can eventually earn a **Treasure Chart** by continuing this pattern.



Return to the main room and use the key to unlock the door to **Room H**. Link will fight with a high-level Wizzrobe. These creatures are such powerful magicians that they can summon all types of enemies, even other Wizzrobes! The battle will begin with the Wizzrobe summoning a Darknut and another Wizzrobe into the room.



Dispose of the lesser enemies as quickly as possible. Then move to the center of the room and get the Fire Arrows ready. The high-level Wizzrobe will primarily stick to the ledges above the floor, so scan the room, quickly I-target the Wizzrobe, and fire an arrow before it gets the chance to summon more enemies. It won't take more than three hits with the Fire Arrows to drop this creature.

As soon as the battle is over, a chest containing the **Hookshot** will appear. This item is similar to the Grappling Hook, but it can be used to quickly pull Link up to higher ledges by shooting it at trees and at the bull's-eye plaques that appear throughout the Wind Temple. It can also be used in conjunction with the Iron Boots to pull large items down off the wall.

Use the Hookshot to pull Link up to the ledge with the plunger on it. Target the plaque on the wall and release the button when the yellow target icon appears. Smash the plunger with the Skull Hammer to unlock the door leading back out.

Return to **Room D** and use the Hookshot to begin scaling the wall back to the upper floor. Hoist yourself up to the highest ledge you can reach with the Hookshot, and then glide across the room to the springboard on the far side. Grab the **Compass** from the chest, and then use the springboard to get launched up to the ledges leading back to the first floor.



First Floor Revisited

When you return to the first floor, it will be near Makar's cell on the northern side of the room. Slip into the Iron Boots and use the Hookshot to target the bull's-eye on the statue. The added mass of the Iron Boots will cause the statue to topple over, thereby freeing Makar!





Rush into the enclosure and grab the Joy Pendant from the chest. Then, more importantly, pick up Makar. Drop back down to the very bottom of Room D, and take command of Makar via the Command Melody. Use his

seed-planting ability to grow two trees in the dirt patches on the western side of the room. This will activate a huge fan below the floor.

MUSIC LYRIC

Command Melody



With Makar, fly up to the ledge directly overhead on the first floor. Press the R Button to regain control of Link, and leap into the updraft with the Deku Leaf in hand to ride the air currents back to where Makar awaits. Pick up the Kokori and head through the door to **Room C**.

Now that you have the Hookshot you can use it to latch onto the trees that Makar planted before he was abducted. Use the Bow to destroy the

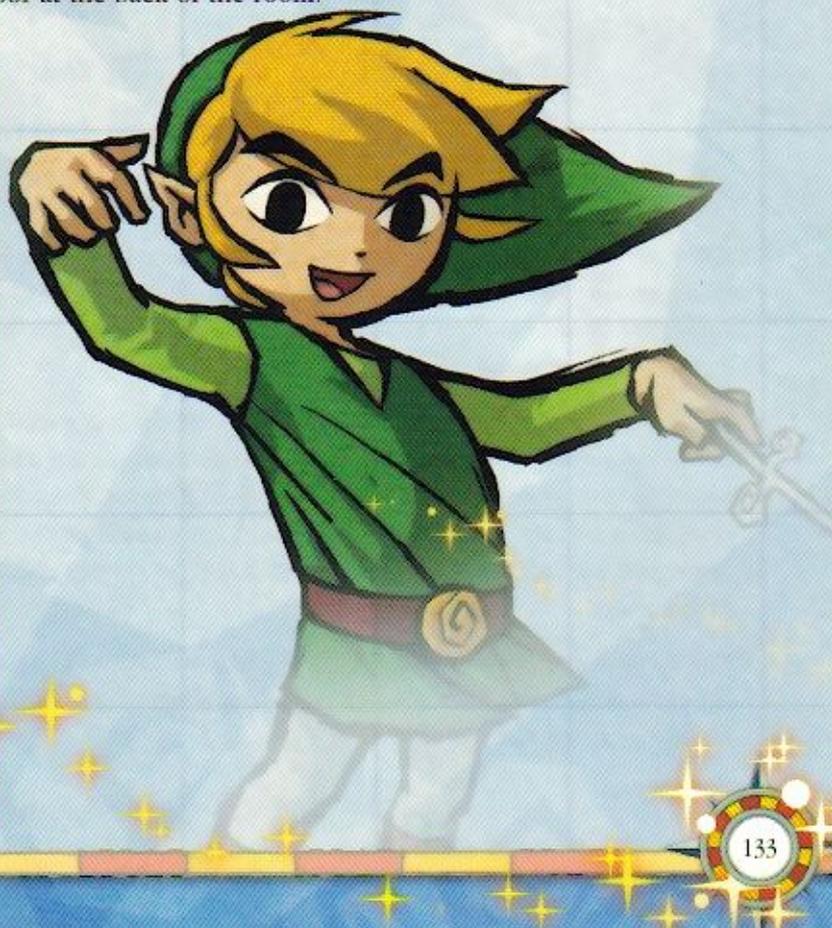
Wizzrobe milling about on the cliffs, and then Hookshot up to the ledge near the door. Take control of Makar and fly him up to Link.

The room continues beyond the door in a very similar fashion, except a handful of Blue Bubbles patrol the area. Rid the skies of as many Blue Bubbles as possible. Then take control of Makar and plant trees on each cliff top leading up to the door at the back of the room.

With Link, Hookshot up after Makar and go through the door.



Be extra careful when flying up to the top ledge with Makar, as a Floor Master is lurking on the left side of the room. Approach the planting patch from the right, and then back away toward the door after the tree grows.



Second Floor



The pair will find themselves high above the floor in **Room D**. Place Makar down on one of the switches, and then make Link stand atop the other. This will cause the floor above the fan in the basement to slide open, revealing a secret passage deeper in the temple!

Leave Makar where he is for now, and jump off the ledge into the updraft. Glide toward the windmills across the room and go through the door there. The moment Link enters **Room I**, six Armoses will attack. Grab the Hero's Bow and start firing Arrows at the leaping statues. Once the last of the Armoses has been destroyed, the doors will unlock and Link will be able to claim the **Small Key** in the chest.

Return to Room D and glide over to the landing between the windmills and Makar to grab the contents of this floor's last chest. Glide down to the landing where the second Mystical Jar is located on the the first floor.



FIRST FLOOR, ONE FINAL VISIT



Guide Makar down to the landing where Link is waiting. Together, they must return to the large stone tablet bearing the Wind God's Aria in **Room E**. The most direct way there is to run along the grassy floor of **Room F**. Doing so is both quick and relatively free from danger.



Play the Wind God's Aria with Makar in front of the tablet to access the arena beyond it. Link will have to leave Makar at the door, as the battle that wages between Link and the three Darknuts on the other side is no place for a violinist!



Wind God's Aria



Link mustn't let his guard down for an instant during this battle. Continue to L-target whichever Darknut is closest and strafe around it, waiting for the right moment to initiate a parry attack. Keep the Boomerang handy for when their helmets have been knocked off. That way, Link can stun them just long enough to attack without fear of being surrounded. When you've dealt with the Darknuts, the doorway at the rear of the room will open and you can retrieve the **Big Key**.

Exit the room and carry Makar back to Room D. Drop down to the basement, wait for the fan to stop, and then slip between the blades to the secret area below.



BASEMENT REVISITED

Use the key obtained upstairs to unlock the door, and carry Makar through to the next area. **Room J** contains a pair of Stalfos and a Wizzrobe. Concentrate on the Stalfos first; toss Bombs to blow them up and then attack their dislodged heads with the Boomerang and sword.

Once all of the *visible* enemies have been destroyed, use the Hookshot to latch onto the hanging statues, and climb up to the room's uppermost ledge. Stomp on the metal switch with the Iron Boots to release the bars on the door. Then begin pulling all of the statues off the wall with the Iron Boots and Hookshot. You will uncover a hidden Bokoblin; dispose of it to make the last chest in Wind Temple appear. Grab the **Treasure Chart** from within it, and take Makar out the opposite door.



Make quick work of the Bokoblins in **Room K**, and then advance toward the Armos Knights. When the coast is clear, fly Makar over to the dirt patch on the next rock ledge. Plant a tree and then have Link Hookshot over to him. Use the Bow to destroy the Floor Master and Peahats, and continue to the next, and last, room.

Room L may not feature any enemies, but it does have a tricky puzzle to solve in order to reach the door to the Boss's Lair. The room contains three large metal crates, three sliding blades, and two large fans that are almost impossible to walk against—even with the Iron Boots on! Link must position the crates so that he can carry Makar past the blades without getting hit.



Pick a Side

Be sure to pin the blades between the right-hand wall and the crates. Then, when Link is moving forward with the next crate, he'll be safe so long as he stays to the left.



1. Approach the left-hand crate and push it forward until it blocks the path of the first blade. Move it slightly to the right to get some extra room on the left to maneuver.



2. Slide the next crate past the first one and into the path of the second blade. Leave enough room on the left for the third crate to slide past.



3. Push the final crate past the first two and into the gully in front of the third blade to form a bridge. Again, leave some room on the left-hand side.



4. Return to the very first crate and pull it toward the fans. Push it over the crate filling in the gully to block the third and final blade. Push it further than it needs to go to make room for Link and Makar around its left side.



5. Return to the door and grab Makar. Hug the left wall and carefully walk past the first blade as quickly as possible. Link will need to wear the Heavy Boots to avoid getting pushed backward by the wind, but he'll be able to walk fast enough to avoid the first blade if the attempt is well timed.

Play the Wind God's Aria in front of the stone tablet to pass the final obstacle before meeting the boss. Uncover the Mystical Jar in the next area, and smash the jars to load up on hearts, fairies, and Rupees.



Dungeon Boss

Molgera, Protector of the Seal

 Required Item: Hookshot

MOIGERA'S ATTACKS

| Attack | Damage Caused |
|----------------------|---------------|
| Baby Molgera Bites | 1/2 Hearts |
| Dive Attack | 2 Hearts |
| Chewed Up & Spit Out | 2 Hearts |

The final dungeon boss is Molgera. This is an enormous sand worm capable of leaping high out of the ground and diving directly at Link with its mouth open wide in an attempt to swallow him whole. Its only weakness is its tongue, which it will stick out of the sand to lure its prey closer. Link's only hope of defeating Molgera is to use the Hookshot to pull the tongue far enough out of the mouth so that he can slash at it without fear of becoming worm food.



The battle begins with Molgera rising to the surface and showing Link its vulnerable tongue. Stand near the edge of the hole in the sand and L-target it with the Hookshot to draw it out of the mouth. Quickly slash at it with the sword to inflict serious damage before it retracts back into the beast's mouth.



Molgera wasn't expecting Link to be so cunning and will unleash its children on the young adventurer to distract him—and it works! The baby Molgeras constantly swarm Link throughout the remainder of the battle, thereby making it terribly difficult to L-target the boss's tongue. Link will have to aim the Hookshot manually for the duration.



Stay on the move throughout the battle. Rolling will help avoid getting sucked into the holes that open up in the ground around Molgera's mouth. Rolling also makes it harder for the baby Molgera's to catch up with you. You can pick up a couple of Hearts by slaying the baby Molgeras, but it's much better to ignore the little guys and focus all offensive efforts against the big guy. Nevertheless, this battle is considerably more difficult than those that preceded it, so you should have at least a fairy and some Elixir Soup in case things get ugly.



You must land four combination attacks on the tongue in order to win the battle. Once you do, you'll receive a **Heart Container**, the last full one he can earn during his adventure. Furthermore, your trusty Master Sword will finally be restored to its legendary power. You can now bid adieu to Makar and set out on your quest to find the eight shards of the Triforce of Courage!



The Triforce of Courage

Now that you have finished restoring power to the Master Sword, you can begin salvaging the eight Triforce shards from the floor of the Great Sea. In order to pinpoint each of the shards, however, you must first find its corresponding Triforce Chart. That's not all. Because the Hero of Time wrote the charts in an unreadable language, you must take them to Tingle on Tingle Island to have them deciphered at a fee of 398 Rupees per chart!

You don't have to wander the ocean without any direction, though! The IN-Credible Chart that you received from Tingle shows the locations of all of the Triforce Charts. Also, as Tingle may have



pointed out, you should definitely seek out the two Great Fairies, who will increase the size of your Rupee Bag from 200 to 1000 and then to 5000! Consult the "Fairies List" section of this guide for information on the whereabouts of these mystical creatures.

Because you must find the eight Triforce Charts, along with more than 3000 Rupees, this is the perfect time to do a sector-by-sector sweep of the entire Great Sea! You will be able to salvage dozens of treasure chests, and there is an abundance of secret caves, submarines, and side quests for you to explore. While this may sound like a lot to do, it's a good idea to become as powerful as possible before you enter the final showdown with Ganondorf. Use this chapter in conjunction with the "Island Tours" and "Side Quests" chapters to find every outstanding Heart Piece and Treasure Chart in the game! Little can stop you when your life gauge reaches 20 Hearts...including Ganon!

TRIFORCE CHART 1

Islet of Steel, BS



Required Items



Bombs

Use the on-board cannon to sink the gunboats guarding the Islet of Steel. Once you've sunk the last boat, take out the gun turrets flanking the



entrance to the fort. Sail into the fort and cruise up to the steps. Stand upon the Wind Mark on the floor and play the Wind's Requiem. This will cause a chest containing **Triforce Chart 1** to appear.



Wind's Requiem



TRIFORCE CHART 2

PRIVATE OASIS, E5



The first step in obtaining the treasure in the basement of the cabana is to secure the Cabana Deed from Mrs. Marie at Windfall Island. The Windfall Island section of the walk-through mentioned that you would learn about Mrs. Marie's adoration of Joy Pendants after you beat the Killer Bees in a game of hide-and-seek. Once you solve the problem Mrs. Marie has with her delinquent students, you can begin giving her the precious jewelry she desires. In return for 20 Joy Pendants, Mrs. Marie will give you the **Cabana Deed**, the one piece of paper that can get you past the butler at the Private Oasis!

Enter the cabana and use the Grappling Hook to pull on the lever hanging from the ceiling. This will extinguish the fire in the fireplace, thus revealing an entrance to the cabana's basement. Drop down the hole and get the Skull Hammer and the sword ready for some spelunking!



Required Items

Cabana Deed



Skull Hammer



Grappling Hook



TRIFORCE CHART 3

BIRD'S PEAK ROCK, G5

Required Items

Hyo Pear

Grappling Hook

Hero's Bow

Heavy bars block the Secret Cave entrance on this island. The only way to open it is to fly a seagull into each of the six switches that sit atop the stone spires nearby. Unfortunately, Kargarocs nest on each of those spires, and they will defend their nests against any seagull visits!

1. Climb down **Ladder A** to the lower level, and crawl through the maze to **Ladder B**.
2. Use the Skull Hammer on the two plungers to open the two nearby gates, and descend **Ladder C** to the lower level.
3. Crawl through the maze to the chest to gain 100 Rupees. Then crawl back in the opposite direction to reach **Ladder D**.
4. Slog through the water to the hole in the floor near the plunger. Drop down into the brown room below and defeat the two ReDeads there.
5. Crawl through the final passage to the Wind Mark, and play the Wind's Requiem to gain **Triforce Chart 2**.



Wind's Requiem



6. To leave, climb up **Ladder E** and pound the plungers to open the remaining gates.



Grapple onto the upper ledge above the cave entrance, and use the Hero's Bow to take out all the visible Kargarocs. This will take some practice, but it is possible to hit almost all of them from this ledge. Once you've diminished the Kargaroc numbers, place a Hyoi Pear on Link's head and take control of a seagull.



Fly into the lower four switches first, and avoid going behind the large central tower, as that's where the remaining Kargarocs are nested. Once you've hit the first four switches, fly around to the back to hit the fifth switch. Press the A Button to swiftly ascend away from the monstrous bird, and go for the switch on top of the central pillar. This will open the gate blocking the Secret Cave entrance.

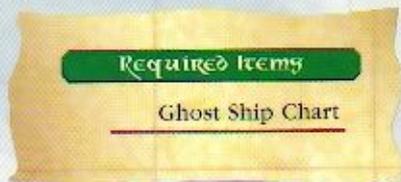


The Secret Cave contains no enemies and no tricky puzzles to solve, just a simple Wind Mark on the ground. Play the Wind's Requiem atop this mark to make a chest containing **Triforce Chart 3** appear.



TRIFORCE CHART 4

THE GREAT SEA



Merman has been hinting at strange nightly occurrences near some of the islands. These subtle allusions refer to the mysterious pirate ghost ship that appears at certain islands, but only when the moon is in a particular phase. Should you meet up with this pirate ghost ship before you're ready to board, you will simply sail straight through it. However, if the time is right and you have the Ghost Ship Chart in your possession, then you can actually board this ghoulish apparition!



The first step in getting this next Triforce Chart is to go to Diamond Steppe Island and navigate the Mystical Jar maze within the Secret Cave (see "Island Tours" for details). Doing this will net you the mysterious Ghost Ship Chart. This chart shows which island the ghost ship will be sailing to during any given lunar phase. In fact, the chart will actually show you the ghost ship's location at night by placing a pirate ship icon at the appropriate spot.



Play the Song of Passing to fast-forward to nightfall, and look at the chart to see which of the islands is hosting the ghosts tonight. Quickly sail to that island and use the telescope to spot the ship on the horizon; it has a very ominous and unmistakable blue glow!

Once you've spotted the ghost ship, sail directly into it and prepare for a battle. You will automatically enter the ship and find yourself in a room just like the one where Miko trained you aboard Tetra's ship. Equip the Fire Arrows, Boomerang, and Bombs and jump down toward the ray of light on the right. You have to outlast a small army of ghoulish creatures.

Fix your sights on the Wizzrobe first, and then reflect the light onto the Poes to make them susceptible to damage. Lastly, use the Bombs to destroy the Stalfos. Once you've dispatched the last of the enemies, the ladder leading up to the chest with **Triforce Chart 4** will drop. Grab the chart and smash the jars to gain several hundred Rupees, too!



TRIFORCE CHART 5

NEEDLE ROCK ISLE, A5



Locate the gunboats cruising around the island, and target the golden one with the on-board cannon. Land three direct hits with the cannon's Bombs to sink it. A light ring will appear where the boat sinks. Cruise over to the light ring and salvage the treasure chest from the wreckage with the Grappling Hook. The chest that you hoist up will contain **Triforce Chart 5**.

Required Items



Bombs



Grappling Hook

TRIFORCE CHART 6

OUTSET ISLAND, B7



This is the most time-consuming Triforce Chart to retrieve, as it is deep within a Secret Cave on Outset Island. It's so deep that you will have several chances to bail out if the going gets too rough! Climb the hill on Outset Island and use the Deku Leaf to glide to the cliff with the stone head statue on it. Toss the statue aside and drop into the Secret Cave.

Required Items



Power Bracelet



Deku Leaf

Fuel Up!

There hasn't been much talk about potions and elixirs yet, but that's because few points in the game really require them. The following Secret Cave is an exception. This labyrinthine area has 51 floors filled to the ceiling with monsters of every imaginable shape and size. Fill a bottle with the Elixir Soup and fill the others with either the Red or Blue Potion; they may just save your life.

THE SAVAGE LABYRINTH



The Savage Labyrinth contains a whopping 51 floors and will take you into a heated battle with every single enemy type in all of Hyrule. Although the chart you seek is just over halfway through the labyrinth, we encourage you to continue all the way to the end to gain another **Heart Piece**. You will occasionally find jars you can break to gain some additional hearts and loads of Rupees, but you won't get much more assistance; none of the creatures here even drop spoils, so don't bother looking for them!

You must clear each room of all of its enemies to access the hole that leads to the next floor in the cave. Every tenth floor contains some jars with hearts and Rupees in them, as well as a transport back to Outset Island's surface. Once you reach B31F you'll get the opportunity to play the Wind's Requiem atop the Wind Mark to gain **Triforce Chart 6**. Consult the following table to see what's coming next and make the proper adjustments to your Item Use Buttons. Good luck!



Wind's Requiem



To Be Continued

In order to pursue the Heart Container on B51F you must reflect the rays of light at the large sand statue. This will reveal a hole in the floor that allows you to continue exploring the Savage Labyrinth.

| Floor | Enemies Present (Qty) |
|-------|--------------------------------|
| B1F | -Entrance- |
| B2F | Keese (10) |
| B3F | Miniblin (8) |
| B4F | Bokoblin (4) |
| B5F | Red ChuChu (6) |
| B6F | Magtail (4) |
| B7F | Keese (4), Miniblin (4) |
| B8F | Fire Keese (4), Magtail (2) |
| B9F | Bokoblin (4), Fire Keese (2) |
| B10F | Moblin (2) |
| B11F | -Recovery & Bail Out- |
| B12F | Peahat (6) |
| B13F | Green ChuChu (4) |
| B14F | Boko Baba (5) |
| B15F | Bokoblin w/torches (4) |
| B16F | Mothula (5) |
| B17F | Boko Baba (3), Peahat (3) |
| B18F | Bokoblin (4), Green ChuChu (4) |
| B19F | Mothula (3), Bokoblin (2) |
| B20F | Winged Mothula (2) |
| B21F | -Recovery & Bail Out- |
| B22F | Wizzrobe (3) |
| B23F | Armos (4) |
| B24F | Armos Knight (2) |
| B25F | Yellow ChuChu (6) |
| B26F | Red Bubble (4) |

| Floor | Enemies Present (Qty) |
|-------|--|
| B27F | Bokoblin (2), Darknut (1) |
| B28F | Armos (3), Wizzrobe (1) |
| B29F | Armos Knight (2), Red Bubble (2) |
| B30F | Darknut (2) |
| B31F | -Triforce Chart 6- |
| B32F | ReDead (6) |
| B33F | Blue Bubble (5) |
| B34F | Dark ChuChu (6) |
| B35F | Poe (5) |
| B36F | Winged Mothula (3) |
| B37F | ReDead (3), Moblin (2) |
| B38F | Dark ChuChu (5), Winged Mothula (1) |
| B39F | Poe (5), Moblin (2) |
| B40F | Blue Bubble (4), Stalfos (2) |
| B41F | -Recovery & Bail Out- |
| B42F | Miniblin (24) |
| B43F | Red ChuChu (10), Green ChuChu (10), Yellow ChuChu (10) |
| B44F | Wizzrobe (5) |
| B45F | Bokoblin w/torches (8), Bokoblin (8) |
| B46F | ReDead (4), Stalfos (2) |
| B47F | Moblin (3), Darknut (2) |
| B48F | Wizzrobe (3), Darknut (2) |
| B49F | Stalfos (3) |
| B50F | Darknut (4) |
| B51F | -Heart Piece and Exit- |

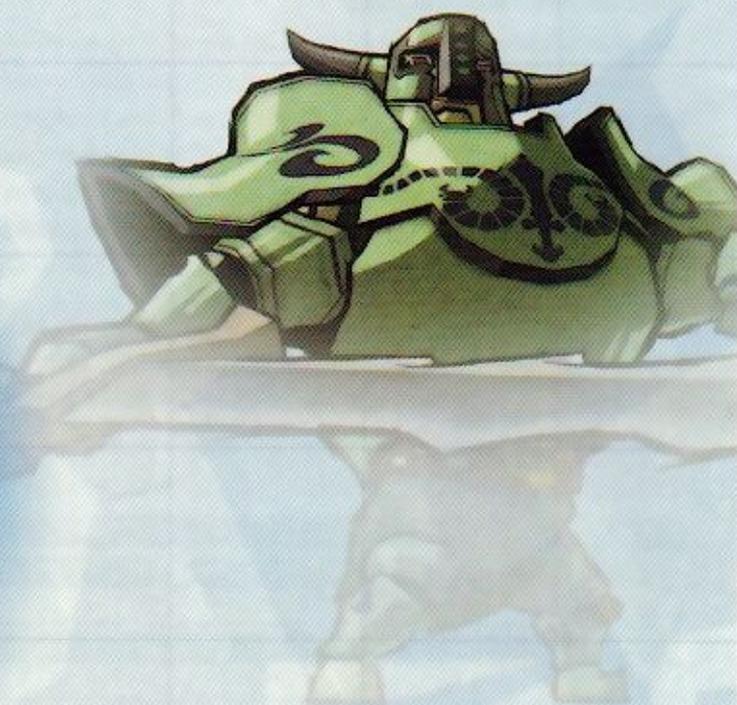
TRIFORCE CHART 7

STONE WATCHER ISLAND, C5

Required Items



Power Bracelets



Use the Power Bracelets to move the enormous stone head out of the way. Drop down into the Secret Cave to enter a dungeon comprised of a series of circular rooms linked to one another. The only differences in these rooms are the enemies that inhabit them. You must defeat every one of them to enter the final room. Once you've cleared a room of its enemies, a flame will appear over the doorway. Continue entering rooms that do not bear the flame until the final doorway is unbarred.

You will face small contingents of Bokoblins, Armoses, Wizzrobes, Moblins, and then finally, a pair of Darknuts. Defeat all of the enemies to unlock the final room. Go in and play the Wind's Requiem while standing atop the Wind Mark. This will cause a secret chest containing **Triforce Chart 7** to appear.



music lyric
Wind's Requiem



TRIFORCE CHART 8

Overlook Island, GI

Required Item



Hookshot



Pull the boat up next to the tall black column of rock, and use the Hookshot to latch onto the palm tree on top of the rocks. Continue using the Hookshot to hop from cliff to cliff until you reach the Secret Cave opening near the top. Drop down the hole to enter the cave.



This mini-dungeon is set up the same as the one on Stone Watcher Island, where you found **Triforce Chart 7**. The only difference here is that Link will face Bokoblins, Wizzrobes, Stalfos, and Armos Knights in the four perimeter rooms. Then, instead of just two Darknuts, you will face four of them! Maintain a constant L-target on whichever Darknut is the closest, and stand back far enough to allow them to blindly swing their swords into one another. Then, when they've shed some of their hefty armor, move in to finish them off one at a time!

After you finish off the Darknuts, the door to the treasure room will open. Enter the

room, stand upon the blue Wind Mark, and play the Wind's Requiem with the Wind Waker. This will cause a chest to appear with **Triforce Chart 8**.

MUSIC LYRIC

Wind's Requiem



DECIPHERING THE CHARTS

Once you have found a Triforce Chart and have collected the 398 Rupees that Tingle requires, warp to Tingle Island and visit him in his tower. Tingle will smell the musty charts and will begin deciphering them as soon as you fork over the cash. Get all eight of the Triforce Charts deciphered, and then use them to salvage the sunken Triforce Shards, just as if they were Treasure Charts.



Only when you've found all eight Triforce Shards and the Triforce of Courage has been reassembled can you return to Hyrule and start the march toward your ultimate showdown with Ganondorf. Fortunately, you will still have time to continue collecting Heart Pieces and completing the various side quests after you have found the final shard. Although the King of Red Lions will encourage you to return to Hyrule immediately, you are free to go whenever you choose.



The Final Encounter

The Final Encounter

The pathway to Ganon will only become passable after you've assembled the Triforce of Courage and the Master Sword is returned to its full, legendary status. Prepare for the arduous road ahead by filling a bottle with Grandma's Elixir Soup. Fill at least two others with Blue Potion. Although there is no minimum number of hearts that you should have in your life gauge, the more you have the better your odds at survival. On the other hand, you are advised to free the Great Fairy trapped within the Big Octo near Two-Eye Reef—the doubling of your magic gauge is extremely helpful!

The Path from Hyrule Castle

Return to the Tower of the Gods and sail into the center of the exterior ring. You must show the gods the Triforce of Courage to pass below the waves to Hyrule. The gods open up the yellow light path that will aid you, and they deem your actions up to this point worthy of true hero status. The gods dub Link the Hero of Winds, for his actions have been the very definition of heroic!



Once at Hyrule Castle, return to the basement to check on Princess Zelda. Ganon got to her, after all! Go to Ganon's Tower to rescue Princess Zelda, but first you must fight past the two Mighty Darknuts that Ganon released. Although the capes they wear make severing their armor straps more difficult, you should fight these Darknuts in the same manner as the others, but with a bit more patience. The flames encircling the arena will dissipate as soon as you dispatch them. Return to the main floor of the castle and exit via the door at the far end of the hall.



You will come to a semi-visible barrier. Previous attempts to break it would have failed but now that the Master Sword's inner power is awakened, you can break it down with one overhead slash! Beyond this barrier lies a long dirt path leading from the lush confines of Hyrule Castle to the dank and imposing darkness of Ganon's Tower.

Have the Hero's Bow and the Boomerang ready, as you'll encounter several Peahats, Moblins, and Darknuts along this path. Use the Hookshot to cross the gaps in the trail and enter the cave ahead.



Ganon's Tower

First Floor



The first room you come to in Ganon's Tower is a lava-filled chasm with four rope bridges leading in different directions. Directly across from the entrance is a heavy door bearing four sigils that are currently darkened and barely visible. You must cross each of the bridges and navigate a short canyon that resembles each of the four primary dungeons you've traversed to reach this point. Should you clear the environmental challenge that lurks behind each of the four doors, you must then survive a rematch against the respective dungeon bosses.

Although your strength and ability have grown considerably since your first boss encounters, the bosses have remained the same. In fact, since you first showed them the edge of your blade, they have been reduced to shadows of their former selves—each of the bosses will appear in monochrome! Begin this assault down memory lane with the area to your left. Proceed in a clockwise direction around the central room to face the enemies in the same order as earlier in the adventure.

Item Availability

You will have access to your entire arsenal of weapons and gadgets as you traverse the canyons that precede each of the bosses. However, once you engage a boss in combat, your inventory will be limited to the items that were available when you first fought the beast.

FIRST FLOOR, PART A



The cavern beyond the first door on the left is filled with lava. You'll have to perform some airborne acrobatics to safely cross. Approach the ledge on the left and use the Boomerang to take out the Red Bubbles high on the beams overhead. Once you've reduced the airborne threat, grab a jar of water from the floor and toss it down onto the lava. Quickly grab a second jar and jump down to the newly solidified rock. Toss the second jar onto the bubbling lava and ride the rock platform up into the air when the fountain erupts.



Run and jump off the platform atop the fountain, and use the Deku Leaf to glide toward the solid rock floating on the lava in the distance. Position the camera to get a top-down view and carefully drop down onto this platform. Use the Grappling Hook to latch onto the beam directly overhead and climb up to it. Use the Deku Leaf to glide over to the boss's door.



A Pinkish Hue

The Red Bubbles at the rear of this cavern can pose quite a threat if you're not careful. Those who helped Zunari with his shop on Windfall Island would be wise to use the Magic Armor while trying to grapple up to solid ground.



Gohma Strategy

These fights are carbon copies of your first encounters. Detailed tactics for dealing with Gohma can be found in the "Dragon Roost Island" chapter of the walk-through.



FIRST FLOOR, PART B



The second canyon contains the elements of the Forbidden Woods. Approach the cliff and use the Deku Leaf to give the fan on the left a blast of air. This will bring the gondola across the chasm. Hop on and use the Deku Leaf to power the gondola deeper into the area.



Jump onto the platform on the right, and time its movements so that you give the fan on the lower-left a shot of wind from the Deku Leaf. Once the second gondola is moved into position, wait for the platform to rise to its upper position and glide over to it.

Ride the gondola further into the canyon and then glide over to the pair of platforms in the distance. Use the Deku Leaf to glide from one to the other, but be careful to avoid the thick vines that protrude from the walls. Use the Hero's Bow to slay the Peahats, and then glide over to the ledge where the boss's door is located.

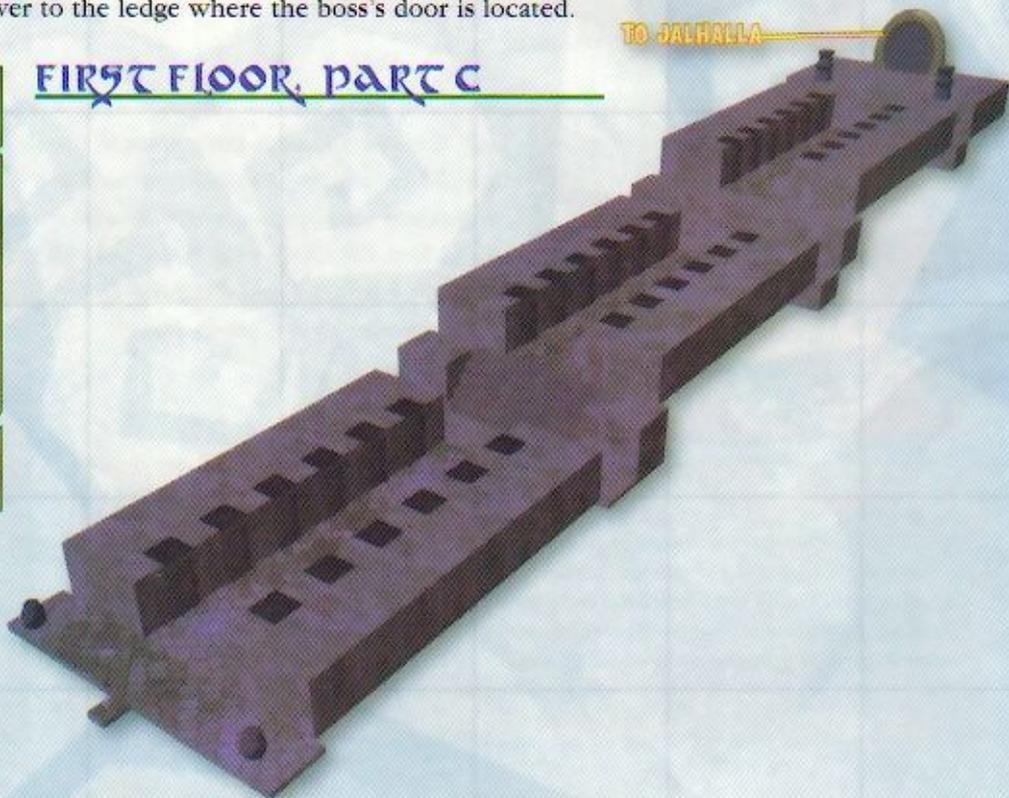
TO JALHALLA

Kalle Demos Strategy

The strategy for fighting Kalle Demos can be found in the "Forest Haven" chapter of the walk-through.



FIRST FLOOR, PART C



The area beyond the third rope bridge is a lengthy hall containing numerous enemies, such as ReDeads, Red Bubbles, and Dark ChuChus. Navigate the first section of the corridor, being watchful of the collapsing sarcophaguses that line the walls. Many of these sarcophaguses contain monsters, but some contain valuable item replenishments, and one even has a fairy in it!



Climb the first set of steps and locate the switch on the left. Lure a Dark ChuChu out from one of the sarcophaguses, and then double back to the sunlight that seeps in near the staircase. Reflect the light onto the Dark ChuChu and place its solidified mass onto the switch. This will cause the next staircase to take shape. Run the length of the corridor to climb the steps before the Dark ChuChu reverts to its gelatinous state.



The area above the second staircase is very similar to that below the steps. The only difference here is that the sunlight is at the third set of

steps—a long way from the switch that controls them! Go to the sunlight at the far end and reflect the light back at the Dark ChuChu nearest the switch. Dash back down the corridor and place the Dark ChuChu on the switch. Then run (and roll for speed) back toward the steps before they retract!

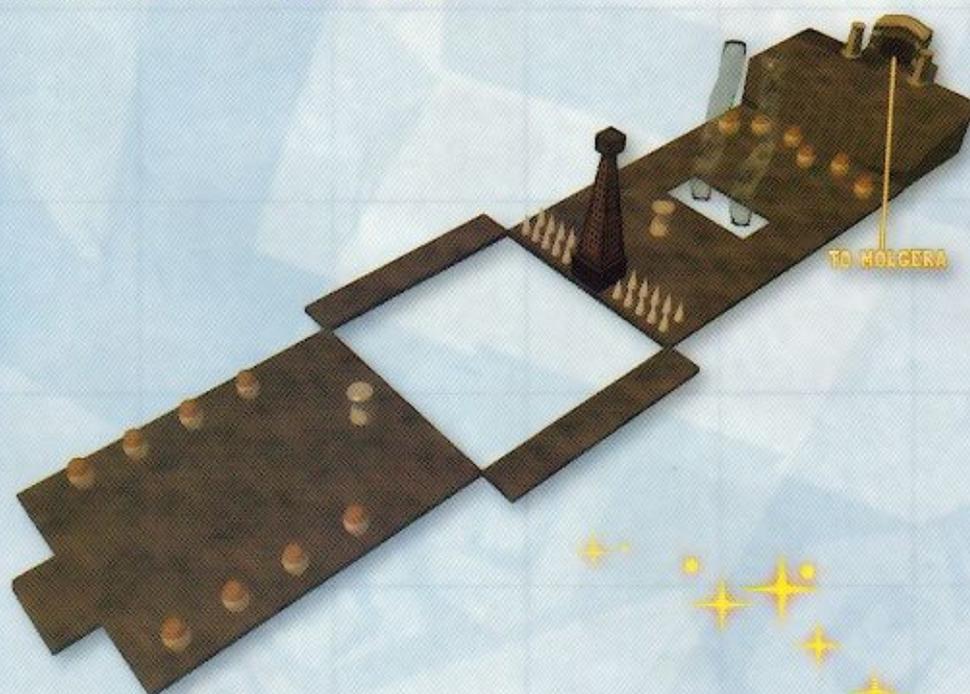


Jalhalla, Protector of the Seal Strategy

Tips for defeating Jalhalla can be found in the "The Sage of Earth Temple" chapter of the walk-through.



FIRST FLOOR, PART 3



The final area is modeled after Wind Temple and, as the name would suggest, it is quite breezy in here!

Grab the Hero's Bow and notch a Fire Arrow as soon as you enter the room, as there's a Wizzrobe prowling the far side of the ditch. Climb onto the springboard and put on the Iron Boots to compress the spring. Remove the boots to get catapulted into the air, and immediately grab the Deku Leaf to soar into the distance.

Glide over the spikes and drop down onto the second springboard behind the tower in the center of the room. Get some additional hang time off of this springboard, and glide between the downdrafts, down to where the numerous jars are located. Slay the Bokoblin and then use the Hookshot to climb up to the landing near the boss's door.

The door leading deeper into Ganon's Tower will crumble to pieces once you've destroyed the last of the four gatekeepers. Cross the stone bridge and go through the opening to reach the stairs that lead to the tower's second floor.

Save your game progress and fight past the Miniblin on the steps. Go through the door atop the staircase to begin exploring the second floor.

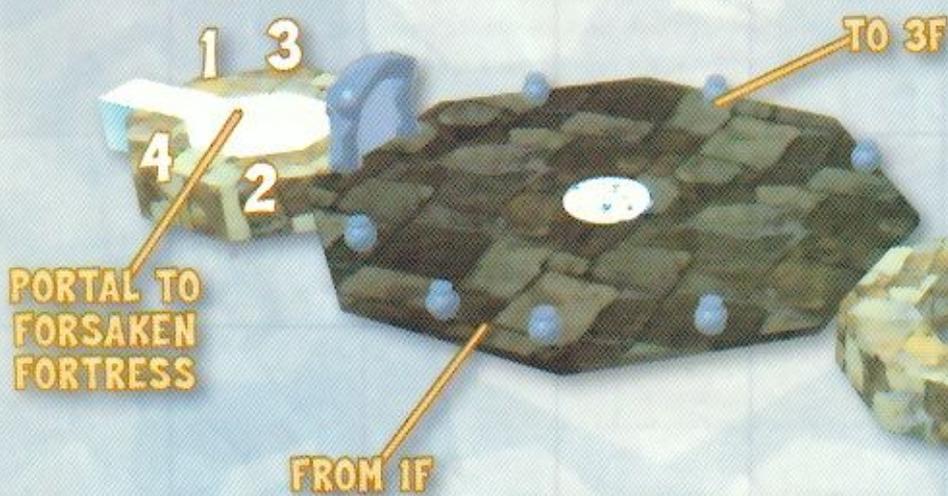


Molgera, Protector of the Seal Strategy

Tips for defeating Molgera can be found in the "The Sage of Wind Temple" chapter of the walk-through.



SECOND FLOOR



OPENING THE PORTAL

The area has two doorways in it, both of which seem to lead to empty, nondescript rooms. Enter the one on the right and study the candelabras on the wall. Each fixture has a different number of candles on it. Note the location of each candelabra and the number of candles it contains. There are four switches on the wall in the room opposite this one, and the candles show the order in which the switches must be hit with the Boomerang.

Return to the entrance and enter the other room. Stand atop the off-color patch of ground and use the Boomerang to hit the switches in the order that the candles indicated. By completing the sequence, you will trigger the appearance of a portal that connects this room with the exterior of Forsaken Fortress. Not only that, but the King of Red Lions will enter the room via the waterway and agree to take you wherever you need to go. Use this portal to return to the Great Sea to replenish lost supplies or to drop off pictographs at the Nintendo Gallery!



THE PHANTOM PUZZLE

Return to the room with the candles and drop down the hole to begin a tortuous maze of identical rooms, Phantom Ganons, and dead-ends! Each of the rooms in this maze contains four doors leading into another identically shaped room.



The Phantom Ganons that dwell in this dungeon are almost identical to the one you faced at Forsaken Fortress (see the "A Meeting With Ganon" section). The difference here is that they seldom come down from their midair perch, and you must rely almost entirely on volleying their energy blasts back at them to inflict any serious damage. You must return anywhere between four

and eight volleys to finally land a hit. The good news is that the Master Sword has become so powerful that it takes only one slash to destroy a Phantom Ganon! Pounce on the Phantom Ganon when it falls to one knee and bury the Master Sword into it.



Watch the direction in which the ghouls' sword falls, and go through the door to which the hilt of the sword points. You must defeat eight Phantom Ganons to reach the end of this maze, but the prize is worth it! A chest containing the legendary **Light Arrows** awaits you at the end of this ordeal!

The Light Arrow is the final item that you will gain, and it is *by far* the most

lethal. It takes only one shot with this arrow to bring down every monster and phantom except Ganon himself!

By the Hilt of Thy Sword!

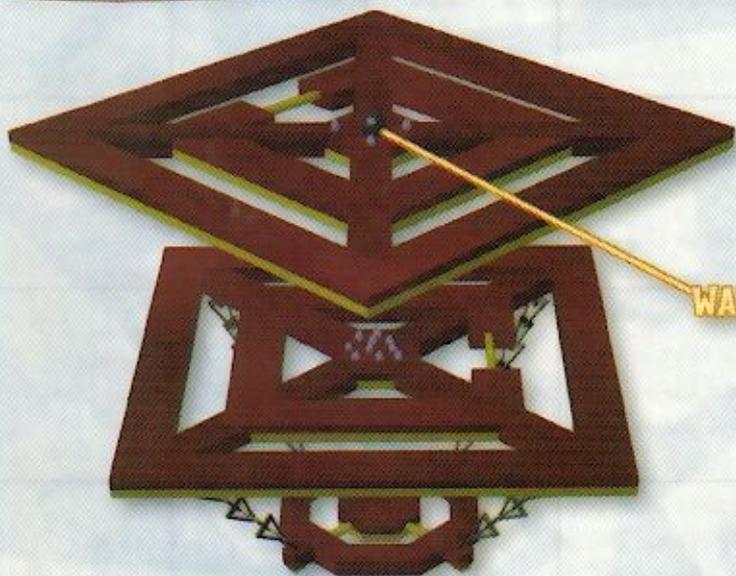
Although it is possible to ignore the Phantom Ganons and navigate the maze simply by referring to the above map, those who seek the full experience should destroy every Phantom Ganon. When you defeat one, pay close attention to the orientation of its sword as it lies on the ground. The hilt of the sword will point directly at the door you must go through. Failure to go through the correct door could lead to a dead end and a trip back to the main room above.



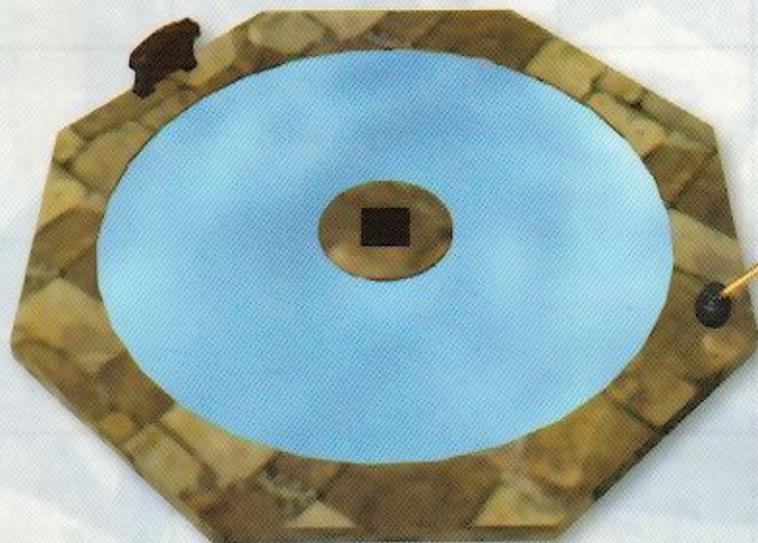
Go through the door that opens to be whisked away back to the entrance room on this floor. You will face one last Phantom Ganon, but it's never been so simple! Draw the Hero's Bow and fire a Light Arrow straight into the Phantom Ganon's heart to burst it wide open! Pick up the sword it drops, and use it to smash the brick wall across from the entrance door.

Proceed through the door and start climbing the stairs to the upper floor. You'll encounter several Moblins and Darknuts on the stairs, but the landings have jars containing magic replenishments, so you can use the Light Arrows to dispatch them without breaking a sweat. Go through the door at the top to begin the final escalation toward the face-off with Ganon.

THIRD FLOOR



WARP #2



WARP #1



You'll wade across a shallow reflective pool toward Princess Zelda's bed—only, she's not alone. Ganondorf is there, waiting for you, and he launches into what has become his trademark: a lengthy diatribe denouncing Link's gods and ridiculing the King of Hyrule. Ganondorf has been waiting for another Hero to come along and now that Link, the newly anointed Hero of Winds, is here Ganondorf can hardly contain himself. Ganondorf metamorphoses before your eyes and the battle begins...



Dungeon Boss

Puppet Ganon

 Required Item: Light Arrow

PUPPET GANON'S ATTACKS

| Attack | Damage Caused |
|------------------|---------------|
| Physical Contact | 1 Heart |

Puppet Ganon has three forms: a marionette, a spider, and a snake—how appropriate. Each of these forms is incredibly large compared to Link's tiny frame. They will use their immense size to dole out physical punishment at every opportunity. The other common feature among the different forms is the crystal ball each possesses. This is your target. To defeat Puppet Ganon, you must hit this crystal ball with three Light Arrows during each phase of the battle.

Link's Gone Batty!

Because Link runs a distinct risk of running out of magic during this battle, be sure to destroy each of the Keese that appear. The Keese will often drop jars of magic and hearts as spoils after being slain.

PHASE 1: THE MARIONETTE

Six thick, blue strings and a red string suspend the marionette version of Puppet Ganon. Use the Boomerang to cut through the blue strings just as you split the vines that held Kalle Demos. The difference here is that you must hit the strings twice with the Boomerang before they break.



Once you've cut several of the strings, the beast will start to spin wildly. Although it's possible at this time to hit the crystal ball on its tail as it whips past, it's much more efficient to cut the remaining blue strings, which will make the beast hang limply in place. Quickly dash toward the ball as it rests on the ground and draw the Hero's Bow to hit the crystal with a Light Arrow.



If Link fails to deliver a "hit" on the crystal ball in time, the marionette will be hoisted back up into the rafters. Continue the battle until you've struck the crystal ball three times. Nevertheless, Link's leaps for joy are unwarranted; Puppet Ganon is far from dead!



PHASE 2: THE SPIDER

When Puppet Ganon reconfigures itself in the form of a spider, the battle shifts toward becoming a game of roulette. The spider will be yanked up to the ceiling and spun around in circles. It will then suddenly free fall to the ground in an attempt to squash you, blanketing much of the floor.

No matter where you are when the spider comes crashing down, you'll be trapped between two thick, immovable spider legs. The trick is to tilt the camera to watch the spider's reflection in the pool of water on the floor. Move toward the area underneath the crystal ball, and step back away from the water as the spider plummets to the ground. If you do this properly, you'll find yourself standing next to the crystal ball with a clear shot. Launch a Light Arrow into the ball to land another hit. Continue this tactic until you've hit the crystal ball three times.



PHASE 3: THE SNAKE

The final phase of the battle comes in the form of a snake. Puppet Ganon will be dragged around the arena by its red string, and you must land three final hits on the crystal ball at the snake's tail. This portion of the battle is much more chaotic than the previous two, as the snake constantly gains speed, making it very difficult to hit the crystal ball without running out of magic and arrows.



Link is likely to take a few lumps during this fight, so if you haven't assigned a Blue Potion to an Item Use Button, this is a good time to do so. Although it's possible to slash the snake in the face with the Master Sword to make it temporarily stop its runaway behavior, this is far too risky. Instead, hunker down against the wall and try to hit the crystal ball on the end of the snake as it streaks around the room.



The destruction of Puppet Ganon only serves to convince the real Ganondorf that you are indeed worthy of a head-to-head battle. Climb the red rope to the wooden platforms overhead, and use the Grappling Hook to scale the structure to the very top of the third floor. Use a Fire Arrow to remove the lid off the Mystical Jar, and be sure to smash all of the jars to regain lost hearts and magic. Finally, use the Hookshot to reach the door leading onto the roof of Ganon's Tower.

Link will find Ganondorf standing over an unconscious Princess Zelda on the tower's windy rooftop. Ganondorf finally has what he was always after: three bearers of the Triforce! Ganondorf leaps upon the unsuspecting Hero of Wind and knocks him senseless with a flurry of punches and slaps. The fate that has bound these three throughout history has come to its climax; Ganondorf has reunited the three pieces of the Triforce! The gods will answer to him now!

But things take a sudden turn and the forces of good make one last stand...



Dungeon Boss

Ganondorf

 Required Items: Light Arrow, Master Sword

GANONDORF'S ATTACKS

| Attack | Damage Caused |
|-------------|---------------|
| Sword Slash | 1 Heart |

Princess Zelda will come to, and she and Link will decide to give their all to defeat Ganondorf. Link will lend the Hero's Bow and the Light Arrows to Princess Zelda who, for being a princess, has pretty good aim! When the battle begins, Princess Zelda will instruct Link to attack Ganondorf as much as he can while she covers him with the Hero's Bow.



Ganondorf will immediately leap on you with his twin swords swinging. Jump to the side and watch as Princess Zelda lands a Light Arrow in him. Rush in and deliver a swift combo attack with the Master Sword. Ganondorf is strong, though, and it will take more than this one combination to destroy him.



Fighting Ganondorf is similar to fighting the Mighty Darknuts, only Ganondorf has two swords and is much faster. You won't land any strikes while you're standing face to face with Ganondorf; you must rely on the parry attack! Follow up a successful parry attack by slashing away at Ganondorf's backside, and then move away quickly before he rises again. Continue to distract him while Princess Zelda fires Light Arrows at him.



After three hits from Princess Zelda's Light Arrows, Ganondorf realizes that he shouldn't take the youthful duo lightly. Ganondorf will rush toward the Princess and knock her unconscious. You're on your own for the time being. Assign the Soup Elixir to an Item Use Button to have it handy in case things go awry. Continue to fight Ganondorf with the Master Sword by waiting for the perfect time to parry, and don't forget to use the shield to deflect some of his vicious attacks.



Once you land your third parry attack on Ganondorf, Princess Zelda will awaken. Seeing that he is once again outnumbered, Ganondorf will step up his abilities to the point where he is virtually impossible to hit. Zelda will eventually sense this and tell you to deflect the Light Arrows at Ganondorf with the Mirror Shield. That's right, Princess Zelda begins firing the all-powerful Light Arrows at you! Hold the R Button continuously to keep the shield in the proper position, and move around so that Ganondorf gets caught in the crossfire with Princess Zelda. When you succeed at deflecting a Light Arrow at Ganondorf, rush in and perform a swift parry attack to bury the Master Sword in Ganondorf's forehead!



Spoiler-Free Ending

Want to know how this epic story ends? Well, you'll just have to defeat Ganondorf to find out. Good luck and enjoy!

Bonuses

Be sure to save your game to an empty file after completing it. There are numerous bonuses available for those who decide to play through the game a second time.

Link's Pajamas

Link won't ever receive the Hero's Clothes from Grandma. Instead, he'll wear his blue pajamas throughout the adventure.



Aryll's Skull Dress

Aryll will have the purple "skull" dress on throughout the game. She is given this dress while in Forsaken Fortress.

Deluxe Picto Box

Link will start his new adventure with the Deluxe Picto Box. Now he can take color pictographs right from the start!



Nintendo Gallery

If Link started his figurine collection in the first play-through, have no fear! All of the figurines, as well as the film in the Deluxe Picto Box, will carry over to the second game save.



Hyllian to English

All of the text that appeared in the indecipherable Hylian language during the first play-through will now be displayed in English! Now Link can see what Jabun, Valoo, and the Great Deku Tree were saying about him!

SIDE QUESTS

The *Legend of Zelda: The Wind Waker* is filled with numerous quests and mini-games that add to the main adventure. Although optional, these quests will often yield important items and valuable treasure that will aid your quest to save Aryll and defeat Ganondorf.

Lenzo's Research Assistant

- Where: Windfall Island
- Required: Picto Box
- Reward: Joy Pendant and Deluxe Picto Box

Once you've found the Picto Box in the cave beyond the jailhouse maze, you can then return to the pictographer's shop and go upstairs to view his collection. After Lenzo is finished describing the photos on display, leave the shop and then return to it moments later. Lenzo will invite you to be his assistant. If you agree, you'll be subjected to three tests.

The pictographer wants to see your ability to properly compose a pictograph. After you take each picto, return to the shop and show it to Lenzo to see if it meets his approval. If it does, he'll provide you with another challenge.

EXERCISE 1: A LOVE LETTER

Run down to the docks and wait for the guy in the red coveralls to approach the mailbox. Take a picture of him just as he starts to place a letter into the mailbox. One of the most important lessons in pictography is patience, so stay out of sight and wait for the right moment.

EXERCISE 2: THE FACE OF FEAR

Enter the café upstairs from where Link bought the sail. Grab a jar and throw it at the head of the man sitting at the table. Quickly grab the Picto Box and take full body snapshot of him shaking. Be sure to stand far enough away so that his face and body can be seen straight on.

EXERCISE 3: THE SECRET COUPLE

Head up the hill toward the school and wait by the small arch for the red-headed man to stop and talk with the lady in the orange dress. Watch out for the school kids, as they can get in the way. Take a picture of the man and woman making small talk.



Once you've completed the third assignment, Lenzo will reward you with a **Joy Pendant**. He has one final task in store for you, however. You must return from Forest Haven with one of the mysterious glowing fireflies trapped in a bottle. Once you give Lenzo the firefly, you'll receive the **Deluxe Picto Box**. The Deluxe Picto Box will allow you to participate in the incredible Nintendo Gallery and other side quests. Be sure to check the "Quests in Color Pictography" section later in this chapter.



A Merchant's Oath

- Where: Windfall Island
- Required: Delivery Bag
- Reward: Magic Armor and a Heart Piece

Bring the Delivery Bag back to Windfall Island and speak with the shopkeeper who sold you the sail. Zunari will tell you that his store is doing quite poorly and, while brainstorming for ideas, he will recognize the Delivery Bag and make you an offer you can't refuse. He offers a partnership under the "Merchant's Oath" and asks you to expand this oath among the merchants you encounter during your travels. By trading items with the other merchants, the shopkeeper on Windfall Island will be able to stock much more rare, and therefore expensive, items in his store.

You will be given the **Town Flower** as your first item. Keep this item in the Delivery Bag until your journey takes you to Greatfish Isle. Once there, trade away the Town Flower for a **Sea Flower** (fee = 20 Rupees). Not only will you now have a rarer item, but also under the principles of the Merchant's Oath, the traveling merchant at Greatfish Isle will immediately begin sending shipments of Sea Flowers back to the shop on Windfall Island! Additionally, the merchant will tell you that he is in great need of a Shop Guru Statue and is willing to extend a "heart-filled reward" to whoever should bring it to him.

The Traveling Merchants

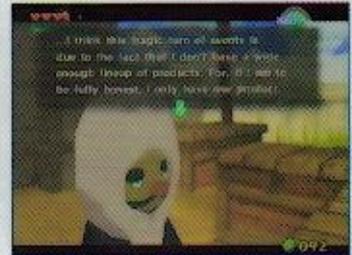
There are three merchants spread across the Great Sea: one on Greatfish Isle, another on Mother & Child Isles, and a third on Bomb Island. You must trade with these merchants in a particular order to receive items that are more valuable. By continuing to extend the "Merchants Oath," you will be able to amass quite an assortment of items for Zunari's shop.

The Trading Game

Return to Windfall Island and purchase a Town Flower from Zunari. Trade the Town Flower to the merchant at Mother & Child Isles for a Sea Flower (fee = 20 Rupees).

Trade the Sea Flower to the merchant at Greatfish Isle for an **Exotic Flower** (fee = 25 Rupees).

1. Now bring the Exotic Flower to the merchant at Mother & Child Isles and trade it for a **Pinwheel** (fee = 55 Rupees).
2. Deliver the Pinwheel to Bomb Island and trade it with the merchant there for a **Sickle Moon Flag** (fee = 40 Rupees)
3. Take the Sickle Moon Flag to Greatfish Isle and trade it for a **Fountain Idol** (fee = 65 Rupees).
4. Bring the Fountain Idol to Mother & Child Isles and trade it for a **Big Sale Flag** (fee = 35 Rupees).
5. Carry the Big Sale Flag to Bomb Island and trade it for the **Hero's Flag** (fee = 75 Rupees).
6. Return to Greatfish Isle and trade the Hero's Flag to the merchant for a **Postman Statue** (fee = 100 Rupees).
7. Bring the Postman Statue to Mother & Child Isles and trade it for the coveted **Shop Guru Statue** (fee = 200 Rupees).
8. Lastly, deliver the Shop Guru Statue to the merchant at Greatfish Isle to claim a much-deserved reward.



Reward #1

Return to Windfall Island after obtaining the Exotic Flower. Zunari will award the **Magic Armor** as a gift.



Reward =2

You will receive a **Heart Piece** from the merchant at Greatfish Isle in return for the Shop Guru Statue.



The General Store

Thanks to Link's hard work, Zunari's store has blossomed into a multi-stall market! Link can purchase up to three of Zunari's items at any one time and use them to decorate Windfall Island and the Private Oasis. Each of these items will fit into the brown metal base plates that Zunari has scattered throughout the island. Just be sure to let the Joyous Volunteer Association know what you're up to!

| Item | Sale Price |
|------------------|------------|
| Town Flower | 10 Rupees |
| Sea Flower | 20 Rupees |
| Exotic Flower | 25 Rupees |
| Pinwheel | 55 Rupees |
| Sickle Moon Flag | 40 Rupees |

| Item | Sale Price |
|------------------|------------|
| Fountain Idol | 60 Rupees |
| Big Sale Flag | 35 Rupees |
| Hero's Flag | 60 Rupees |
| Postman Statue | 100 Rupees |
| Shop Guru Statue | 200 Rupees |



Quests in Color Pictography

A Lonely Man's Riddle

- Where: Windfall Island
- Required: Deluxe Picto Box
- Reward: Treasure Chart 31



Talk to the man in the black garb that sits idly all day long on the steps near the potion shop. After repeat conversations, you'll be able to convince the man that you do *understand* how the poor fellow feels. The man will then present you with a riddle as a test of your earnestness. You must show the man a picture of something "perfectly round and pale." If you show him a photo of his favorite thing, then he will acknowledge that you do indeed understand what makes this loner tick.



A clue to solving this riddle can be obtained by returning to Windfall Island at night and seeing what the man is up to. Rather than sitting on the stairs, this peculiar gent routinely finds a spot high on the wall where he can stare at the moon through his telescope. Be sure to check out the phase of the moon each night, wherever you are, and snap a nice color pictograph of the moon when it is in its "full" phase. Return to Windfall Island during the daylight and present the picto to the man to complete the riddle.

You're Still Beautiful, Baby!

- Where: Windfall Island
- Required: Deluxe Picto Box
- Reward: Treasure Chart 33

Talk to the lady in the apron outside the potion shop. She's not very shy and will not so subtly hint that you should give her a pictograph of herself. Take a few steps back to get her whole body in the frame, and then snap the pictograph. The woman is quite proud of how she looks and doesn't mind telling you how stunning she is. In return for making her day, she gives you **Treasure Chart 33**.



A Match Made on Windfall

- Where: Windfall Island
- Required: Deluxe Picto Box
- Reward: Heart Piece

Talk to the lady in the long orange dress to learn about the fortune that Lenzo foretold to her. He told her that if she sends a pictograph of herself to the one she has a crush on, true love would blossom between the two of them. She then asks you to take a pictograph of her and deliver it to the man in whom she is interested.

Back far enough away from her to take a clear, full-body picto. Once the picto is saved in the Picto Box, search the island for the man with the orange hair—he's no doubt enjoying his daily stroll!



The man will become so excited by the pictograph that he will declare today the day he asks her out on a date! Use the Wind Waker to play the Song of Passing twice to fast forward to the next day, and then go to the café above Zunari's shop to meet the couple on their date. The date is going so well that the enamored couple gives you a generous gift as a show of gratitude.



Song of Passing



The Scoop on Lenzo

- Where: Windfall Island
- Required: Deluxe Picto Box
- Reward: Treasure Chart 24

The gossiping ladies near Zunari's shop can't help but wonder if Lenzo, the "dreamy" pictographer, is starting to date someone on the island. If you happen to approach them, you'll hear them wishing aloud that somebody would take a pictograph of Lenzo and his mystery girlfriend so they could figure out if the rumors are true.



Because Lenzo is obviously keeping his friendship with this lady a secret, you'll have to go about getting this pictograph in a stealthy manner. Ascend the stairs inside the Zee Fleet shop, leap off the awning by the Ferris wheel, and glide over to the balcony high on Lenzo's shop. Enter the secret room, open the chests inside if this is your first visit to this room, and then crawl through the tiny passage in the rear wall. This will drop you down into the shop at the bottom of the staircase.



Sure enough, Lenzo is enjoying a conversation with the former beauty queen. Lenzo will scold you for sneaking around, but that doesn't mean you can't grab the pictograph of Lenzo and his lady friend! Take the pictograph and run out the door and back to the gossipy ladies. Upon seeing the pictograph, they'll know that Lenzo is just friends with the lady and there is no reason to be alarmed. Nevertheless, they will give Link a little thank you to show their appreciation for showing them the error of their ways.



The Joyous Volunteer Association

- Where: Windfall Island
- Required: Town Flowers
- Reward: Heart Piece

Once Link enters into his agreement with Zunari and more products start coming into town, Zunari will spread little brown base plates throughout the island. These metal pedestals can be used to hold everything from flowers to flags to pinwheels—Zunari makes certain that each of his items can be placed in one of these fixtures!

Pay a visit to Mrs. Marie once the little holders appear and ask for an explanation on "volunteering." She'll explain that Zunari wanted to do his part in increasing the island's beauty. Although Zunari kindly placed the holders throughout the island, it seems that the others lack the funds to decorate the island with the flowers and trinkets that Zunari hoped to sell. But you do!



Purchase Town Flowers from Zunari's shop and begin placing them in all of the pedestals throughout the island. Be sure to talk to Sam, the man sitting on the bench, as he is one of the members of the JVA and is excited to see people take an interest in the island's appearance. Continue placing Town Flowers in all of the pedestals inside and outside of the buildings. Check back with Sam when most of the pedestals have a Town Flower. When the island looks "joyous" enough, he'll reward Link with a **Heart Piece**.



Rags to Riches

Rescue the Girls

The following quests can only be completed after you have helped rescue the kidnapped girls from Forsaken Fortress. Mila and her father will find themselves separated from their riches due to Tetra's heavy reward demands, and Maggie and her father will suddenly find themselves in a life of luxury.

Mila the Thief

- Where: Windfall Island
- Required: N/A
- Reward: Bottle



Return to Windfall Island at night and ascend the steps toward Zunari's shop. You will have a run-in with a suspicious looking girl named Mila who abruptly tells you to scram. What could she possibly be doing out this late? And why does she not want anybody around? You'd better follow her!

Start running away from her, but work to position the camera so that you can see her ever so slightly. Hiding by the rocks across from the potion shop is a safe bet for now. Mila will make a sudden move toward the arch and then suddenly stop to see if she's being tailed. Continue to watch from afar and avoid being seen!

Mila will continue to slowly make her way around the island, pausing and turning around every so often to make sure nobody sees her. Yep, she's definitely up to something! Follow from a safe distance and stay hidden as much as possible. Mila will go up the wooden ramp near the jail and then down the stairs near the Zee Fleet game on her way to Zunari's safe!



Stay far enough away to avoid being seen, but close enough to catch her in the act of breaking into Zunari's safe. Run up to her while she's at the safe and announce that you are an "ally of justice." Agree to hear her tale of sorrow but refuse to let her go on the grounds of being an honest person. This will show Mila that although she has suffered a cruel change of fortune after her kidnapping, she mustn't resort to petty thievery. Mila will suddenly see the error of her ways, and as a reward for being such a good role model, she'll offer you a **Bottle**.



Maggie the Broken-Hearted

- Where: Windfall Island
- Required: Delivery Bag
- Reward: Heart Piece



Enter the mansion through the upstairs door and talk to Maggie's father. This crotchety old man almost mistakes you for the postman, and by the sounds of it, the man certainly doesn't like postmen! Turn away from the man and approach Maggie near the window. Maggie isn't nearly as mean as her father is, but she is struggling with a broken heart. Apparently, fell in love with one of the Moblins at Forsaken Fortress while she was being held prisoner there.



Moe, her loveable, squeezable Moblin, has not returned any of her love letters and although she has almost given up hope, she has written another letter to him. Maggie will hand the letter to you, hoping that you'll drop it in the postbox on your way out of town. Take the letter from Maggie and put it in the postbox down by the docks (the postage will cost you five Rupees).



Return to the mansion the following day to find Quill and Maggie's father arguing. For some unknown reason, Maggie's Father will not allow Quill to deliver Moe's letter to Maggie. Eventually, Quill will leave the mansion and go somewhere to "cool his feathers." That's right: Quill is headed for the local watering hole. Go to the café and agree to deliver the letter to Maggie on Quill's behalf. Maggie will thank Link for this gesture with a **Heart Piece**, so don't delay!

The Student Becomes a Master

- Where: Outset Island
- Required: Hero's Sword or Master Sword
- Reward: Rupees and a Heart Piece

At any time during your adventure, you can return to Outset Island and partake in a series of trials with Orca, the old swordsman. Each of these trials consists of a swordfight in which you have to land a certain number of strikes before Orca hits you three times. As you increase in rank from a lowly Page to that of a Knight, a Swordsman, and ultimately a Master, you can count on Orca putting up stiffer and stiffer competition.

If landing 100 blows before Orca lands three sounds difficult, then surely landing 1000 before he reaches three sounds impossible. Don't fret young warrior; the way is not easy, but it is passable. The key to increasing one's rank and earning the coveted **Heart Piece** is being patient and relying on the amazing reach of the horizontal slice.



You may be tempted to rush in and go for lengthy combos and fantastic parry attacks, but these will ultimately work against you. Orca may be a bit slow in the foot and long in the tooth, but he is extremely cunning and will strike when you least expect it. Work to keep Orca in the center of the room and stand a few paces away from him. Hold the L Button to target him throughout the battle and, without too much motion on the Control Stick, slash at him with the sword. Land three or four strikes and immediately step back or pull the shield up for protection. You'll find that you can easily dodge Orca's spear by using this combination of offense and defense.



| Initial Rank | # of Blows | Prize | Rank Upgrade |
|--------------|------------|-------------|--------------|
| Page | 50 | 50 Rupees | Knight |
| Knight | 300 | 100 Rupees | Swordsman |
| Swordsman | 500 | Heart Piece | - |
| Swordsman | 1000 | 200 Rupees | Master |

The Wilted Deku Trees

- Where: Forest Haven and the Great Sea
- Required: Bottle of Forest Water & Ballad of Gales
- Reward: Heart Piece

You have no doubt witnessed the wilted Deku Trees scattered throughout the islands of the Great Sea. These unfortunate saplings are from the seeds planted by the Koroks after the festival at Forest Haven. Something has gone terribly wrong with this year's planting and the Great Deku Tree must be informed of the situation.

Return to Forest Haven with an empty bottle (and preferably a completed Sea Chart) and talk to the Great Deku Tree about the Koroks and the Forest Water. The Great Deku Tree will ask you to care for his Koroks.





Link can meet this request by taking a bottle of the magic Forest Water to each of the wilted Deku Trees and sprinkling a little bit on each one. The Forest Water will replenish itself within the bottle for up to 20 minutes, so you only have to take one bottle of the special water with you. If the Sea Chart has been completed, the Great Deku Tree will mark on your map where all of the Koroks have planted their trees.



Because you have only 20 minutes to water trees on eight different islands, you need a plan. Heed the following directions to complete this task with plenty of time to spare. And remember that all of the trees will begin to wilt again if they all aren't watered within 20 minutes! Have the Ballad of Gales memorized, as warping is the only way to accomplish this task within the time limit.

music Lyric

Ballad of Gales



1. From Forest Haven, sail east to Cliff Plateau Isles. Cross through the Secret Cave to reach the upper ledge where the tree is. This is the most time-consuming tree to reach, so it's good to get it out of the way.
2. Warp to Southern Fairy Island and sail west to Shark Island.
3. Warp to Tower of the Gods and sail south to Private Oasis.
4. Warp back to Tower of the Gods and sail north to Eastern Fairy Island.
5. Warp to Greatfish Isle to water the tree on the spiraling hilltop.
6. Sail southwest from Greatfish Isle to Needle Rock Isle.
7. Warp to Tingle Island and sail northwest to Mother & Child Isles. Do not warp to Mother & Child Isles, because Link will be stuck in the grotto.
8. Sail due north to Star Island to water the final Deku Tree and to earn the **Heart Piece!**

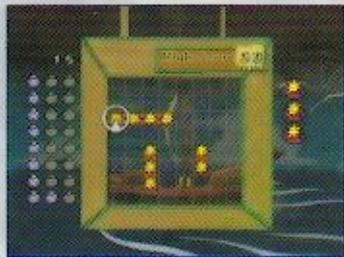


Mini-Games

ZEE FLEET

- Where: Windfall Island
- Required: 10 Rupees
- Reward: Heart Piece, Treasure Chart 7, Treasure Chart 23, 100 Rupees, 50 Rupees

Enter the building across from the school and talk to the man behind the counter. He'll invite you to play this mini-game for 10 Rupees. Three giant squid will be hidden throughout the grid, and it's up to you to guess at their locations and destroy them. The squid are in groups of various sizes: the small group requires two hits, the medium group requires three, and the large squid group will require four hits to be destroyed. You must rid zee fleet of the giant squid before running out of bombs to win the prize.



Although you have 24 bombs and you'll win very good prizes for simply beating this game three times, you'll earn larger cash prizes for besting the record number of bombs posted. Once you've won the three main prizes, you'll get 50 Rupees each time you win. However, should you beat the existing record, you'll win 100 Rupees.

The key to winning this game is to spread out the attacks in order to cover a wider area. When you start, don't fire within four squares of a previous shot, as it's unlikely that a squid is hiding there. Only after sinking the large and medium squid groups should you start firing at adjacent spaces. This is because the two-hit squid group can fit into tiny places and may sometimes be positioned adjacent to a larger grouping. Last but not least, the squid groups will *not* be positioned diagonally!



Free Money

Running out of money trying to win that other Treasure Chart? Don't worry, there are 50 Rupees hiding behind the fake ship on display. Climb over the counter and scoop up the hidden Rupees to gain another three chances at the big prize!

Mail Sorter

- Where: Dragon Roost Island
- Required: No fee
- Reward: Rupees and a Heart Piece



Approach the counter on the second floor of the mail center and talk with the postal worker there. He'll ask if you want to apply for the part-time job. If you say yes to this question, you'll get the chance to sort 10 letters. Simply toss the letters onto the shelf with the matching seal. If you manage to get at least 10 letters correctly sorted, you will be paid one Rupee for every two letters that you sorted correctly. You'll have 30 seconds to perform the task.



You can continue working at the stand. The second assignment will challenge you to sort at least 20 letters in 30 seconds. Should you complete the job successfully, the Rito will pay you one Rupee per letter—a 100% pay increase!

The third and final task is to sort 25 or more letters in 30 seconds. It's not an easy task, but it is definitely possible. Just keep trying, and eventually there will be enough letters with the same seal that you can sort them effortlessly. Succeed in reaching the mighty mark of 25 letters in 30 seconds and the postman will pay three Rupees per letter!



Your score of 25 letters will go down in legend at the Mail Center. Return later to check on the new employee that takes the part-time position; he's quite a fan of yours. In fact, he'll encourage you to your historic 25-letter performance! Keep trying until you've matched your previous effort.

The part-timer will be amazed at what he sees and will immediately ask you to mail his mom a letter that tells her all about your amazing mail-sorting abilities. Yes, he does work at a mail-center, but he's low on cash and wants you to pay the postage... Go figure. Drop the Note to Mom in the postbox (postage is five Rupees) outside the mail center. Play the Song of Passing to fast-forward to the next day. There will be a letter from the part-timer's mom waiting for you at the postbox.

MUSIC LYRIC

SONG OF PASSING



To my son's superior,

Thank you very much for looking after my boy. This isn't much, but I hope you'll accept it all the same. I politely request your continued kindness toward my son.

Kashiko (Baito's mother)

Package: **Heart Piece**

C.O.D. = 10 Rupees

Yo! How ya been, man? I gotta tell ya, you really helped me out back there at the Mail Center. I appreciate it! I've been trying real hard ever since then, but my postman skills are still weak. I just can't seem to hit 22 letters! I doubt I'll ever be as good as you, man.

So, anyway, I've been hearing all kinds of crazy tales about you, and I figured I just had to write you a letter. It sounds like you're doing some pretty amazing stuff, man! You're great! You're awesome! You're...the man, man! You can probably tell that I had no idea what to write, but hey I figured the least I could do was send a letter of encouragement.

So... Yay, man yay! Go, man, go! Go! Go! Never give up! Never lose hope! And while I don't make much, I'm sending you the wages I've earned lately. Just doing my part! I hope it helps!

I'm really sorry I had to send this C.O.D., but I guess that's the price of fame! Take care! Thanks again boss!

From Baito

Package: **20 Rupees**

Piggy-Sitting

- Where: Windfall Island
- Required: 3 Skull Necklaces
- Reward: 50 Rupees

The pirate standing on the dirt path near the bomb shop has a thing for Skull Necklaces, but he's also very interested in raising his pet pigs and offering financial assistance. Seriously. Fork over three Skull Necklaces to play a fun game.

His three pigs are scattered about the area, and he's giving you two minutes to bring them back. Carefully pick up each pig and bring it back to the pirate. Don't throw it—press the R Button while standing next to the man to set the piggy down at his feet. He'll be kind enough to let you know how much time you have left after each pig is returned.



1. The first pig is on the grass near the beach.



2. The second pig is also on the grass near the beach, but closer to the bomb shop.



3. The final pig is on the grassy slope leading up to the jail cell.

At the Auction. . .

- Where: Windfall Island
- Required: Deep pockets
- Reward: Treasure Chart 38, Joy Pendant, Heart Piece, and Treasure Chart 18

Zunari rents out the mansion on Windfall Island every night and hosts an auction there. The auction is open to the public and features many valuable items that can't be found anywhere else! Zunari will try to trick you into saying you don't need an explanation of the rules, so watch out! Make sure to answer that you are "NOT fine with that" so that he *will* explain how the auction works.

When an item is put on the auction block, Zunari will give the crowd one minute to bid on it. In order to earn the right to bid, you must repeatedly press the A Button. At that point, you can offer any amount of Rupees so long as it is higher than the current bid and it doesn't exceed your total amount of Rupees.

Because many people at the auction have a good deal of Rupees, you should bring no less than 200 Rupees to each auction. You will likely spend less, but auctions can be unpredictable. You must have enough money to make a large bid at the last second in order to shock the other bidders!

The people at the auction are all rather kind and will typically raise the bid by only three to six Rupees at a time. This works to your advantage because you can literally shock the crowd into bewilderment by raising the price considerably higher (15 to 25 Rupees, for example). Shocking the other bidders is a way to consume time and can ensure that you get the final bid.

Every time you make a bid on the item, Zunari will announce how much time is left on the clock. Although you don't have to participate much until the very end, you should make at least one or two small bids during the process just to learn how much time is left. Zunari will eventually make announcements about the time when there are 30, 10, and 5 seconds left. Rapidly press the A Button after the second announcement to get the gauge nearly full. Hold off on the final few presses until immediately after the five-second warning. Rapidly press the A Button to finish filling the meter and offer a bid at least 20 Rupees higher than the current price. This will shock the crowd into disbelief and will guarantee a win!



| Item | Opening Bid | Approximate Winning Bid |
|-------------------|-------------|-------------------------|
| Treasure Chart 38 | 60 | 175 |
| Joy Pendant | 40 | 125 |
| Heart Piece | 80 | 225 |
| Treasure Chart 18 | 60 | 175 |

Target Practice with Merman

- Where: Anywhere on the Great Sea
- Required: Hero's Bow and All-Purpose Bait
- Reward: Rupees

Scatter some All-Purpose Bait on the Great Sea after obtaining the Hero's Bow and agree to play a game with Merman. This feisty fish will offer you 10 Rupees for every time you hit him with an arrow. Merman will even give you 10 arrows to use!

Watch Merman's shadow as he swims around underwater, and wait for him to leap into the air. Try to anticipate where he'll fall, and fire the arrow at him on the way down. Although you have 10 arrows, there is no time limit. Remain patient and wait for Merman to take a smaller leap so that he doesn't fly out of your field of vision. Aim below Merman to catch him with the arrow just before he splashes into the water. Merman will give you 10 Rupees per hit, and if you hit him with all 10 arrows, he'll give you 200 Rupees!



Barrel Shoot

- Where: Spectacle Island
- Required: 50 Rupees
- Reward: Heart Piece, Treasure Chart 17, and 100 Rupees

In this mini-game, you get 10 attempts to sink five pirate ships, er, barrels in the water. Use the Control Stick to tilt and rotate the cannon, and press the A Button to fire a cannonball.

The cannon must be lined up with a barrel to have a chance at sinking it, so the real variable here is the trajectory. Pay close attention to the cannon's angle (given in degrees on the right side of the screen) and adjust it accordingly. If the cannon is tilted up, the angle will increase and the cannonball will sail further. The lower the angle, the shorter the cannonball's flight.



The locations of the barrels in this mini-game are randomized. Ultimately, you must develop a sense for the angle needed to hit them. Most of the barrels will be within the 25- to 40-degree range. Also, a slight margin for error is allowed in targeting the barrels. For example, if a cannonball fired at a 36-degree angle lands directly in front of the barrel, the next attempt should be made at 39 degrees. Even if the absolute correct angle is 38 degrees, a plus/minus margin of one degree will work in your favor. By putting this information to work, you can avoid firing two errant shots extremely close to one another.



Like most mini-games, you will get better at it the more often you play. Continue trying to hit the targets to win all three prizes. And don't stop then! You can rack up a lot of Rupees with consecutive wins at this game.

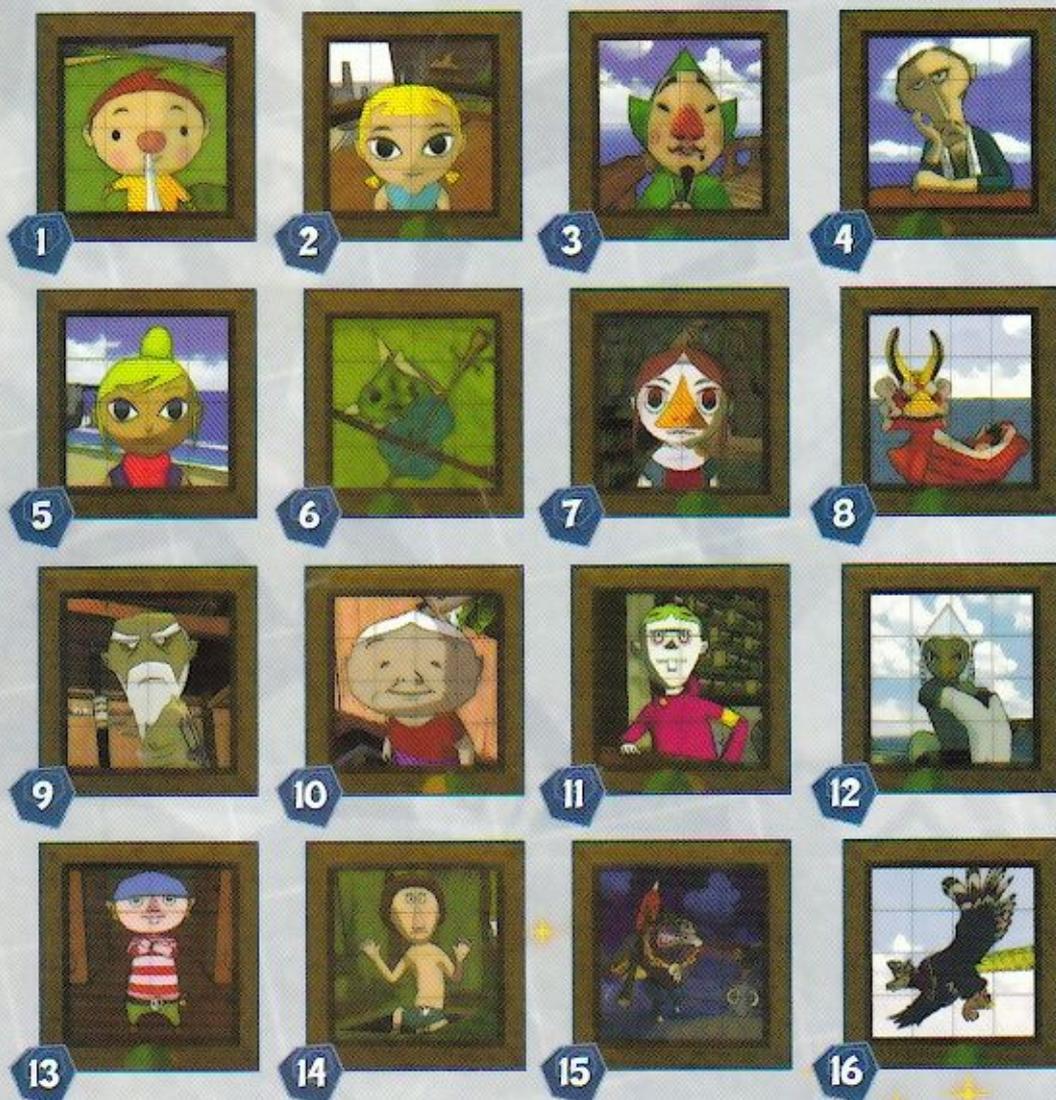
Sliding Picture Puzzles

- Where: Private Oasis
- Required: Cabana Deed
- Reward: Rupees... lots and lots of Rupees

The cabana's picture windows on Private Oasis are, in fact, puzzles. Using the picture in the left-hand window as a guide, approach the window on the right and slide the various tiles into place by using the Control Stick. Each picture has one missing tile to make room for the tiles to shift. The empty space will always end up in the top-right corner.

One approach is to set the picture's top and bottom rows first and then try to keep them intact while working on the middle of the puzzle. Use the upper corners to shift things around, but try to keep the bottom row in position until the puzzle is complete.

There are 16 of these puzzles, and you will receive 50 Rupees for every puzzle you complete. Should you manage to complete all 16, the butler at the door will grant you a bonus of 200 Rupees! Refer to the following pictures when you work on the puzzles. Have fun!



Island Tours

Wondering which sectors of the Great Sea have submarines in them? Want to know what Merman's tip is at Southern Fairy Island, but ran out of bait? Answers to questions such as these and many others can be quickly found by flipping through the following pages. All the information for each and every island in the Great Sea is presented in this chapter, organized by sector as they appear on the map.



Forsaken Fortress

21

Friendly Advice

Merman: I hear there's a fellow on Windfall Island who's collecting Skull Necklaces! You know who it is, fry? I don't. Sorry. What I CAN tell you is that those piggish monsters you see here in the Forsaken Fortress seem to carry those Skull Necklaces around all the time. Not that I think it's easy work stealing anything from the likes of those guys.

Old Man Ho Ho: Ho ho! Fuh-Frightening!

TREASURE

Use Treasure Chart 25 to find 200 Rupees.



Star Island

B1

Detonate a Bomb near the boulder in the southwest corner of the island, and drop into the Secret Cave that is revealed. Defeat the Magtails, Bokoblins, and Moblins that attack in successive waves to obtain a Heart Piece.



Friendly Advice

Merman: I hear that somewhere out in the wide world is an arrow that can freeze anything. With an arrow like that you could even freeze that nasty monster in the Forsaken Fortress... for a while, anyway. But then, what would you do with a frozen monster, you say? Good question, fry. Why, I'd say you give that thing a whack and watch it shatter into teeny-tiny pieces!

TREASURE

Use Treasure Chart 7 to find 200 Rupees.



OTHER

Wilted Deku Tree



Northern Fairy Island



The Great Fairy that resides on this island will provide an upgrade to Link's Rupee Bag.



Friendly Advice

Merman: The little shop master on Windfall Island apparently got his hands on a truly amazing treasure. He calls it Magic Armor or something like that. It's a pretty cool magical relic, from what I've heard. If you want him to give it to you, try staring deep into his eyes and winning him over with flattery, fry! Ahhhh ha ha ha ha ha ha ha!

Old Man Ho Ho: Ho Ho! So THAT is how that works...

TREASURE

Use Treasure Chart 24 to find 200 Rupees.

OTHER

Submarine: Treasure Chart 22



Gale Isle



Friendly Advice

Merman: Are you thinking you want to get into that cave, small fry? The one that's protected by the crazy winds on that island? Heh heh heh! Ok, then, let me just tell you a little secret... If you go five squares south and one square east from here, you'll reach Ice Ring Isle, where you'll find an item that will make you as heavy as stone! If you get that item, you won't have to worry about getting blown over by winds.

TREASURE

Use Triforce Chart 2 to find a Triforce Shard.



Crescent Moon Island

E1



Climb out of the boat and onto the crescent-shaped rock. Link will find **Treasure Chart 10** inside the chest that sits on the island.

Crescent Moon Island is surrounded by large jars floating atop wooden rafts. Although these rafts will sink when Link gets too close to them, he can break the jars from a distance with the Hero's Bow. Once the jars are broken, the rafts will remain afloat and Link can collect the Rupees that are revealed.



Treasure

Use Treasure Chart 11 to find a Heart Piece.



Other

Submarine: Treasure Chart 9

Friendly Advice

Merman: You'd best be careful sailing these waters on nights when the moon is full. Well, if you like pure, soul-freezing horror, fry, then maybe you can handle it.

Old Man Ho Ho: Ho ho! I see. I do, indeed.

Seven-Star Isles

F1



Treasure

Use Triforce Chart 7 to find a Triforce Shard.

Other

Big Octo (12 Eyes): Heart Piece

Platform: Treasure Chart 16



Friendly Advice

Merman: If you see seagulls flying all around some sea waters, that's a sign you need to be wary, fry. Because the seagulls flock to wherever Big Octos appear... **BIG OCTOS**, I tell you! Those things don't mess around!

Overlook Island

G1

Friendly Advice

Merman: Hey, small fry, do you know about the golden Triumph Forks? They're there, I tell you... On that island... The chart's there, is what I mean to say. But the cliff there rises sharply, and even if you wanted to climb it, there aren't any ledges or footings for you to grab on to. So? What are you going to do, small fry?

TREASURE

Use Treasure Chart 13 to find the Secret Cave Chart.



Four-Eye Reef

A2

Use the on-board cannon to destroy all of the gunboats and cannon turrets to reveal a chest containing **Treasure Chart 19**.



TREASURE

Use Treasure Chart 41 to find the Great Fairy Chart.



Friendly Advice

Merman: You've seen those weird rings of light that appear on the surface of the sea, haven't you, small fry? Did you know that some of those rings only appear at night? Didn't think so.

Mother & Child Isles

B2



Mother & Child Isles is home to the Queen of the Fairies. She will grant Link the Fire & Ice Arrows magic. To reach her inside the large circular grotto, Link must play the Ballad of Gales and drop in from the sky.

TREASURE

Use Treasure Chart 29 to find 200 Rupees.

OTHER

Traveling Merchant
Wilted Deku Tree



Friendly Advice

Merman: They say that inside the ring of rock that makes up the perimeter of that island, there lives an incredibly beautiful fairy! But the thing is, nobody's ever met her. Supposedly, the only way you'll ever meet her is to take a ride on a whirlwind and drop inside that rock perimeter from the sky above. Doesn't sound easy, fry...

Spectacle Island

C2



See the "Side Quests" section of this guide for tips on playing the Barrel Shoot mini-game on this island.

TREASURE

Use Treasure Chart 22 to find 200 Rupees.

OTHER

Beedle Shop Ship



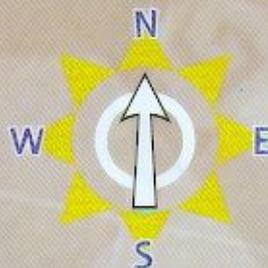
Friendly Advice

Merman: Beware the night when the crescent moon faces up! That's all I can tell you, small fry!

Windfall Island



Much of what Link can do on Windfall Island was covered in detail within the "Walk-through" and "Side Quests" chapters. Nevertheless, Link can access a special treasure chest on this island once he obtains the Fire Arrows. Meet with the man in the yellow hat who operates the Ferris wheel and play the Wind's Requiem song. Direct the wind so that it blows north and then talk to him.



The man will inform Link that the switch needs to be pressed in order to get the Ferris wheel running. Climb onto the railing nearest the door and jump down to the ledge where the ladder begins. Climb the ladder and step onto the switch to start the Ferris wheel.



Return to where the man stands and hop onto one of the Ferris wheel's gondolas. Take a ride to the top and have your Fire Arrows ready. Fire a flaming shot straight into the opening on the lighthouse to make a chest containing a **Heart Piece** appear on the small island near the bomb shop. In addition, the man with the yellow hat will reward Link with a **Heart Piece** for getting his operation up and running.



TREASURE

Use Treasure Chart 18 to find one Rupee.

OTHER

Beeble Shop Ship

FRIENDLY ADVICE

Merman: Out on the cape of this island is this crazy dancing fool who can't tell day from night! The guy's nuts...but you got to respect someone who's not afraid to let it all hang out like that, you know? I've been watching him, thinking I'd try to learn that dance and compete with him from out here in the ocean... But I just can't seem to swing with that crazy funky rhythm of his. That guy's incredible!

Pawprint Isle

E2



Crawl through the opening in the turtle-shaped structure, and leap down the hole to enter Pawprint Isle's cave. Several of the passages are blocked by boulders and will require a Bomb to get past them. Head to the far corner of the cave to claim a **Heart Piece**.



Blow through the boulders to reach the other chests, and then return to the center of the cave. Grapple to the top of the rock wall using the beams that protrude from the face. Link will find yet another chest on top of the wall.



Leave the turtle dome and hop back into the boat. Use the Hookshot to latch onto the oddly shaped tree, and drop down the hole near it to enter the Secret Cave. Take out the Wizzrobes in the cave with the Fire Arrows to gain a chest full of 200 Rupees!

Pawprint Cave



Friendly Advice

Merman: Do you know what a ChuChu is, small fry? No, I'm not talking about the sound you make when you kiss someone! I'm talking about ChuChus! They're those slimy, monster-like puddles of goo that turn into blobs of jelly, stand up, and start jumping at you like crazy when you come near them. Well, in any case, there's lots of them on that island over there, so if you see any, I'd avoid them. They can get...nasty. Now that I think about it, every once in a while I see the potion brewer who lives on Windfall Island come here... Now why would he do that, fry?

TREASURE

Use Treasure Chart 30 to find a Heart Piece.

OTHER

Beedle Shop Ship



Dragon Roost Island

F2



Dragon Roost Island plays a major role in the main adventure and is discussed time and again during the "Walk-through" chapter. Nevertheless, there are a few things that you may not know. First, Link can deliver 20 Golden Feathers to the Rito guard outside of Medli's room. The guard will give Link 100 Rupees, but more importantly, his girlfriend will thank Link for this gesture by mailing Link a letter.

Dear Link,

I recently received some Golden Feathers from my boyfriend, who mentioned you. I'm something of a bird enthusiast, so I know how hard it must've been to get all of these feathers. I want you to be as happy as we are, Link, so I'm sending you this Heart Piece as a token of our affection.

Package: **Heart Piece**

Friendly Advice

Merman: There is a real peculiar cave toward the backside of this here Dragon Roost Island. Yeah, real peculiar. But I doubt you'll ever get to see it, small fry—unless you manage to sprout wings and fly, that is... 'Cause you won't be getting there otherwise!

TREASURE

Use Treasure Chart 39 to find 200 Rupees.



Other

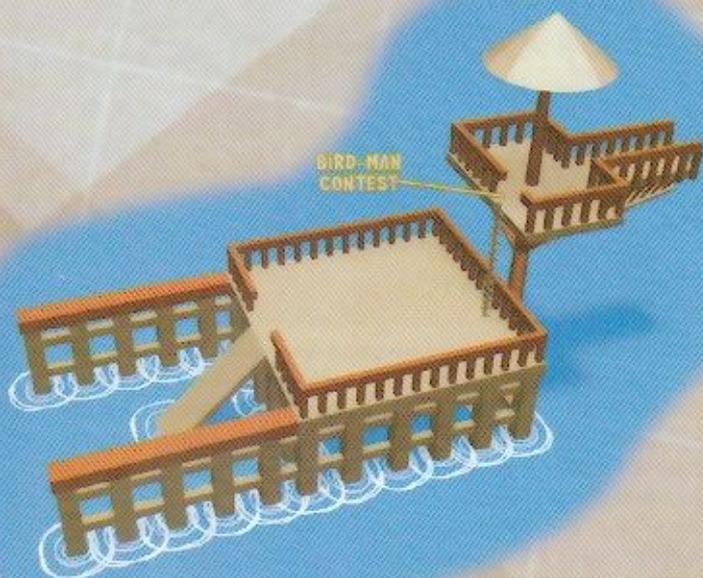
Beeble Shop Ship

There is also the matter of a hidden cave in the side of the mountain. Go outside on the second floor and approach the left landing platform. Using the Wind's Requiem song and the Deku Leaf, fly from the platform to the rock spires to the left. You will have to make three separate flights, but you'll eventually reach an obscure cave containing a chest with 100 Rupees in it!



Lastly, if you didn't access it with a Tingle Bomb during an earlier visit, be sure to blow up the large boulder on the beach near the Wind Shrine. The secret cave underneath it contains multiple enemies, but also the chance to gain more Rupees.

Flight Control Platform



Once you have the Deku Leaf and the double-sized magic meter (from rescuing the Great Fairy from the Big Octo at D7), you can compete in the Bird-Man Contest. The goal of the contest is simple: to see who can fly

the furthest! The participation fee is a mere 10 Rupees and the prize is much more valuable!

Play the Wind's Requiem and make the wind blow to the northwest so it will be blowing at your back. Run and jump from the platform and use the Deku leaf to glide toward the finish line in the distance. There are five updrafts on the course, but be careful not to hit too many of them as you *barely* have enough magic to reach the finish line if you're flying perfectly straight. Aim for the second and third updrafts and try to avoid the others if possible.

Friendly Advice

Merman: To the west of here, over on Dragon Roost Island, you'll see all kinds of rocks. Big ones, little ones...you get the picture. Anyway, they say that long ago there used to be treasure hidden inside those things. Who knows? There may still be some left, so you should open your eyes and take a good look around...from as high up as the sun to as low-down as your toes!

Old Man Ho Ho: Ho ho! All the way out there? I see! I see! Quite so!

TREASURE

Use Treasure Chart 19 to find the Island Hearts Chart.

OTHER

Submarine: Platform Chart



MUSIC LYRIC

Wind's Requiem



Once you reach the finish line, you will be crowned the new champion. And, as befits the special occasion, you are awarded a **Heart Piece**.

Western Fairy Island

Q3



Use the Skull Hammer to pound the plunger in front of the seashell. Enter the shell to meet the Great Fairy of this island. She'll offer to help Link by upgrading the number of Arrows he can carry.



TREASURE

Use Treasure Chart 8 to find 200 Rupees.



Friendly Advice

Merman: I hear the bird-people who live on Dragon Roost Island east of here have invented an incredibly useful device that they call a Grappling Hook... No lie, fry! I hear that you can throw that thing at monsters and use it to grab treasure they've hidden in their pockets. Talk about cool. Oh, and have you seen those imp-like creatures called Bokoblins that hang out on the lookout platforms at sea and stare through their telescopes? I hear those guys keep Joy Pendants hidden in their pockets, so if you get one of those Grappling Hooks, you can use it to swipe their pendants!

Rock Spire Isle

B3



TREASURE

Use Treasure Chart 02 to find Heart Piece

OTHER

Beedle's Special Shop Ship

Platforms: 100 Rupees



Run up the slope to the ledges above the water, and toss Bombs at each of the boulders to unblock the path to the Secret Cave. Drop into the hole and use a Boko Stick to light the torches across the room. As soon as Link adds some light to the cave, several dozen Keese will appear. Use the Boomerang to make quick work of the Keese—five at a time! Once the last of the Keese has been destroyed, a chest containing **Treasure Chart 37** will appear.



Friendly Advice

Merman: I wonder how long it's been since the light in Windfall's lighthouse went dark... It was quite a grand sight, I tell you, the way that ray of light shone out like a shaft of gold through the cold darkness. I used to gaze at it with dear Gillian... Anyway, I bet if someone could shoot a powerful spark into the top of that lighthouse, it would light up again! Of course, that's just my intuition talking... Then again, you should never doubt a fish's intuition, small fry!

Tingle Island



C3



Tingle and his brothers live here on this island and it is here that you must come when it's time to decipher your Triforce Charts. Unfortunately, Tingle charges 398 Rupees per chart so listen to the Merman's advice and bring lots of Rupees!

In addition to coming here for all your deciphering needs, those utilizing the Tingle Tuner can come here to view their collection of Tingle Statues. Be sure to talk to Ankle up in the tower if you collect any of the Tingle Statues because he'll reward you with 50 Rupees per statue, plus an additional 500 Rupees if you collect all five! Lastly, you can come to this island to meet and photograph Knuckle, the long lost brother of Tingle...if you can find him on Outset Island, that is!

Friendly Advice

Merman: Let me tell you a little something about that island over there, small fry... The guy who lives there is named Tingle, but he won't grow up and act his age. He still dresses like a little kid. That... is not normal. Still, from what I hear, he can decipher maps like nobody's business! It just goes to show you that you can't judge a person on appearance alone, fry! Of course, the thing about this Tingle guy is that when it comes time to pay his deciphering fee, you'd better be ready to fork over some serious dough. Anyone who doesn't have a deep wallet won't be reading any maps, that's for sure.

TREASURE

Use Treasure Chart 10 to find 200 Rupees.

OTHER

Big Octo (12 Eyes):
Heart Piece



Northern Triangle Isle



D3

Friendly Advice

Merman: Let me tell you, something, small fry... The school on that Windfall Island has one gorgeous teacher! But the thing is, this gang of four little hoodlums is always causing trouble for her. Those little delinquents like to cause all sorts of trouble. They go climbing trees and hiding behind buildings instead of going to school... What a bunch of savages. Somebody's got to scold those scoundrels and set them straight for the sake of that poor teacher! You hear me, fry?

TREASURE

Use Treasure Chart 26 to find the Octo Chart.



Eastern Fairy Island



E3

Use a Bomb to destroy the boulder blocking the entrance to the seashell. A visit to the Great Fairy on this island will net you an upgrade to your Bomb-carrying ability!

Friendly Advice

Merman: Word is, they hold an auction every night over there on Windfall Island. Every night the people gather in the Hall of Wealth to amuse themselves by spending a little money. Ah, the rich! Auctions may be a race to see who can bid the highest, but I'll let you in on a little secret: the key to winning an auction is to be patient. I'm serious, fry! From what I hear, they get some great things up on that auction block, too... Like heart-shaped stuff, among other things. Maybe that's just a rumor. You should try it out, small fry. You just might like it!

TREASURE

Use Treasure Chart 3 to find 200 Rupees.

Other

Wilted Deku Tree



Fire Mountain



F3

TREASURE

Use Treasure Chart 37 to find 200 Rupees.

Other

Big Octo (8 eyes): 100 Rupees



Friendly Advice

Merman: You see that there volcano that's spewing out lava like no tomorrow? Yeah, well, they say there's a great treasure hidden inside that thing. The thing is, everyone who's ever tried to get inside has just been blasted away by the great balls of fire that come shooting off the top. If you want to get inside, you ought to find the island that's one square north and four squares west of here. That's where the power to freeze anything is hidden... Or so they say. Maybe it's not true. But it wouldn't hurt to look, fry!

STAR BELT ARCHIPELAGO

63

Friendly Advice

Merman: I wouldn't sail through these seas on nights when the left half of the moon is missing... You'll regret it if you do, fry! I'm warning you! It's not my fault if you get so scared that you can't go to the bathroom at night anymore!

TREASURE

Use Treasure Chart 27 to find 200 Rupees.



THREE-EYE REEF

64

Friendly Advice

Merman: I met a really weird guy on the island due east of here. He had a pack on his back bigger than any pack I've ever seen. I mean, it was B-I-G, fry! He said he was looking for treasure, but what does he expect to find in a place like that? I tell you...the guy is completely obsessed!

TREASURE

Use Treasure Chart 38 to find a Heart Piece.



Use the on-board cannon to destroy all of the gunboats and cannon turrets to reveal a chest containing **Treasure Chart 32**.



Greatfish Isle

BY

Friendly Advice

Merman: You should come around these parts on nights when just a wee bit of the left half of the moon is missing... That's when IT appears, fry!

TREASURE

Use Triforce Chart 1 to find a Triforce Shard.

Other

Beedle Shop Ship
Wilted Deku Tree
Traveling Merchant



Cyclops Reef

CY

Friendly Advice

Merman: You've seen those weird rings of light that appear on the seas at night, haven't you? Yeah, well, those things are a sure sign that there's treasure in the deeps, fry! But let me tell you, there are some lights that don't always shine. Yeah. There are these special ones that shine like crazy, but only when you open a Treasure Chart! They say that those mark the spots where the greatest treasures are hidden!

TREASURE

Use Treasure Chart 21 to find the Light Ring Chart.



Use the on-board cannon to destroy all of the gunboats and cannon turrets to reveal a chest containing **Treasure Chart 21**.



Six-Eye Reef

D4



Use the on-board cannon to destroy all of the gunboats and cannon turrets to reveal a chest containing **Treasure Chart 26**.



Friendly Advice

Merman: They've got a shop over there on Windfall Island—a nice outdoor shop! Did you know that, small fry? And in that shop they've got this really fine safe that looks to be brimming with riches...and they just leave it sitting outside—day and night! I tell you, one of these days that thing is going to get hauled off by a thief! Mark my words, fry! Of course, if I were to find a thief in the act of thieving, I'd stop the perpetrator right there and catch the rat red-handed! I'm sure if I did, the owner of the shop would thank me. Yeah, he'd be happy... That would be the honest thing to do!

Treasure

Use Treasure Chart 6 to find 200 Rupees.

Other

Submarine: Heart Piece



Tower of the Gods

E4



Friendly Advice

Merman: I've done a fish-fortune on you, small fry, and from what I can tell, it looks like you're fated to come to this place many times. And the keys that control that fate are none other than the lucky items known as the Triumph Forks! Yeah, they're some sort of magical utensils! If you want to learn more about the Triumph Forks, talk to that guy, Tingle! That's what the fish-fortune told me! Now, I know I may only be a fish, but my fortune-telling is uncannily accurate! You'd better believe it, small fry!

Treasure

Use Treasure Chart 14 to find 200 Rupees.

Other

BeeDle



EASTERN TRIANGLE ISLAND

F4

TREASURE

Use Treasure Chart 34 to find 200 Rupees.

Other

Beedle's Shop Ship



Friendly Advice

Merman: Tell me, small fry... have you ever caught a fairy before? 'Cause from what I've been told, when you've been beaten to a pulp by monsters and such, and you think that you've finally met your match... If you've got a fairy with you then you've got nothing to worry about. Don't you wish you had something handy for carrying fairies around with you, fry? If you want one, go south from here until you see a miserable-looking submarine floating on the sea. Look there!

THORNED FAIRY ISLAND

G4

Use the Skull Hammer to pound the three plungers in front of the seashell. Doing so will force the impenetrable vines to slither back into the ground, thus opening a way into the seashell. The Great Fairy who lives on this island will provide Link with increased Arrow-carrying capacity.



TREASURE

Use Treasure Chart 5 to find a Heart Piece.



Friendly Advice

Merman: Tell me, small fry, do you have any of them Golden Feathers? I hear those things are all the rage with Rito ladies on Dragon Roost Island these days. They just go g-a-g-a over them! But the thing is, the only way to get a Golden Feather is to defeat one of those bird-monsters... or so they say. Yup! Rito men who have girlfriends sure have tough lots in life, I tell you!

NEEDLE ROCK ISLE

AS



Friendly Advice

Merman: You've seen the boats sailing around here with the real huge cannons, right, fry? I bet you those things have their hulls packed with treasure! Of course, if you don't have a cannon yourself there's no way you'll ever sink one of them...

TREASURE

Use Treasure Chart 28 to find 200 Rupees.

OTHER

Wilted Deku Tree



Use a Fire Arrow to melt the block of ice covering the Secret Cave, and drop down through the hole to be transported to a ship graveyard. You must light six hidden torches with Fire Arrows. The torches blend into their surroundings very well so look carefully and don't forget to use the Telescope!

1. The first torch is near the signpost where you arrive in the area.
2. There is a torch on the bow of the ship to the right.
3. Stand on the raised mound near the exit, and send an arrow through the opening in the railing straight ahead; a hard-to-see torch is on the ground there.
4. Another torch is on the left part of the deck of the ship, way in the distance.
5. There is a torch on the left, high up on the ship.
6. The last torch is also the furthest away. This one is up in the crow's nest of the wreckage in the back-left corner of the area.



Once all six torches have been lit with Fire Arrows, a chest will appear on the ground near the exit. Open the chest to gain 100 Rupees, and then exit the Secret Cave.

The Secret Cave isn't home to the only chest on this island. In fact, there's another one sitting out in the open—it just happens to have a ring of fire around it. Use the Hero's Bow to deal with the Kargarocs encircling the rock tower, and then use a Hyoi Pear to take control of a seagull. Fly high into the sky, out over the water, and then double back toward the rock tower. Hit the switch on the rock tower to remove the flames surrounding the chest. Link will find another **Heart Piece** inside the chest.



Islet of Steel

BS



Friendly Advice

Merman: Tell me, small fry, have you ever heard of the fabled set of Triumph Forks? Well, it's right there, my young fry... On that island... You know... A chart showing you where to find them... Of course, getting it is the hard part.

TREASURE

Use Treasure Chart 35 to find 200 Rupees



Stone Watcher Island

CS



Friendly Advice

Merman: So tell me, small fry, have you heard about the golden Triumph Forks? There are such things... And there's a chart that will show you where to find them on that island there. If you want it, try asking that grouchy-looking stone watcher. I doubt you could even budge the thing, though... You've got skinny arms, fry.

Old Man Ho Ho: Ho ho! My, that battery of mounted guns is a dangerous thing. If only someone could blow the entire lot of them to bits! It is a shame that they exist, for there is something wonderful hidden there!

TREASURE

Use Triforce Chart 3 to find a Triforce Shard.

Other

Platform: Heart Piece (must destroy all gun turrets)



Southern Triangle Island

DS

Treasure

Use Triforce Chart 6 to find a Triforce Shard.

Other

Beedle Shop Ship



Friendly Advice

Merman: A famed pictographer lives far to the north of here on Windfall Island. He's apparently real wise and talented in the ways of pictography. He's even said to have a legendary pictograph that he treasures above all other things. He keeps it hidden away in a safe, or so they say. By the way, small fry... What exactly is a pictograph, anyway?!

Private Oasis

ES

Use the Hookshot to ascend the cliff above the waterfall. Stand atop the railing on the deck of the cabana, and latch onto the tree on top of the cliff. You will find a chest containing **Treasure Chart 27** high above the Deku Tree.

Although the primary reason for entering the cabana is to seek the Triforce Chart that is hidden in the basement, there is also a series of 16 sliding picture puzzles to be completed. See the "Side Quests" chapter for information on how to solve these picture puzzles, and what you get for doing it.

Treasure

Use Treasure Chart 1 to find 200 Rupees

Other

Wilted Deku Tree
Big Octo (8 eyes): 100 Rupees



Friendly Advice

Merman: So, tell me, small fry... Have you heard of the golden set of Triumph Forks? It's right there, I tell you! A chart that shows you where they are! In that house! If you want it, you'd better scour the place from floor to ceiling!

Old Man Ho Ho: Ho ho! One flying seagull! No! Two flying seagulls! Wait I see more seagulls! Three! Four! Five! Now six! No! No! Seven seagulls! Eight! This is madness! Eight seagulls...

Bomb Island



FS



Use a Bomb to detonate the boulder on top of the island, and drop down into the Secret Cave below. You'll have to use the Magtails in this cave to depress various switches, starting with the one in front of the door. Jump and slash the blue eye of the Magtail, and then set its rolled-up body onto the switch, just as you did in Dragon Roost Cavern.



In the next room, you'll have to toss the Magtails onto the switches in the fire-ringed depressions. First, tiptoe along the ultra narrow ledge to the switch with no flames nearby. This will extinguish the flames blocking the main path.

Lure the Magtails away from the lava and strike them in their blue eyes to make them roll up into a ball. Pick them up, approach the holes beyond the torches, and toss them in. The Magtails must land in the center of each "basket" in order to depress the switch. Once both switches have been depressed, the flames will die down and you can claim the **Heart Piece** in the chest.



TREASURE

Use Treasure Chart 20 to find a Heart Piece.

OTHER

Submarine: Bottle
Travelling Merchant



Friendly Advice

Merman: You ought to come sail these seas on nights when the right half of the moon is missing... It'll give you shivers, fry!

Old Man Ho Ho: Ho ho! To think that over there... There would be such a container...

Bird's Peak Rock



GS

Friendly Advice

Merman: Tell me, small fry, have you ever heard of the golden Triumph Forks? They're there, on that island... Or, at least, a chart leading to them is there. Where's it hidden, you ask? Well, for the answer to that, you'll have to ask a gull.

TREASURE

Use Treasure Chart 36 to find 200 Rupees.



Diamond Steppe Island



Use the Hookshot to latch onto the trees, and hoist Link up to the top of the island, one ledge at a time. At the top, drop into the Secret Cave to explore another ship graveyard.

You'll end up in a puzzling maze where you must navigate a confusing series of Mystical Jars to eventually warp to the chest that holds the valuable treasure Merman mentioned. The maze is crawling with Floor Masters, but you can easily ignore them by rolling and running past them. Or, if you prefer additional action, take them out with the Hero's Bow.

Friendly Advice

Merman: Oh, I've got some great information, small fry! Lucky you! If you use the treasure that's hidden on that island there, the thing that vanishes as soon as you get near it...it won't vanish anymore! You know...IT! I'm talking about IT! That thing that appears on nights when a wee bit of the right half of the moon is missing! Don't you know what I'm talking about?! IT!

Treasure

Use Treasure Chart 23 to find Heart Piece.

Other

Big Octo (8 eyes): 100 Rupees



1. Hop into the Mystical Jar near the starting point. You'll be spit out beside the next one you need to take. Use a Fire Arrow to remove the lid and then climb in.



2. Ignore the Mystical Jar next to the one from which you emerge. Run past the Floor Masters toward the pair of Mystical Jars at the other end of this area. Climb into the one on the right.



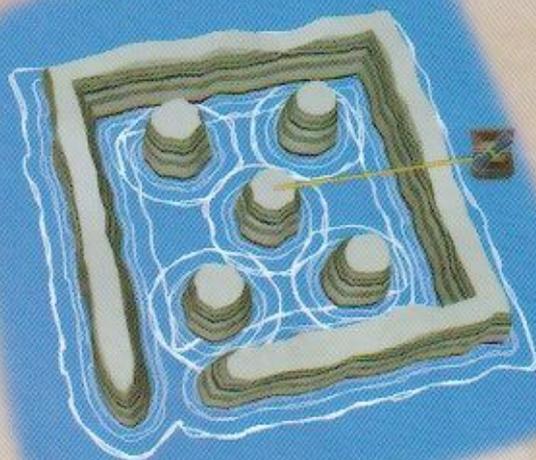
3. The next area is just like the previous one. Ignore the jar next to the one you emerge from and head toward the pair of Mystical Jars beyond the Floor Master. This time, however, take the left one.



4. Link will arrive at the chest containing the **Ghost Ship Chart**.

FIVE-EYE REEF

BO



Friendly Advice

Merman: Long ago, there was this huge fairy that lived to the south of here, in the forest on Outset Island. But now, all that's left is the ruins of the fairy fountain where she lived... It's sort of sad... But to tell you the truth...I hear there still IS a fairy there. Yup! She's still alive and kicking down there, fry!

Use the on-board cannon to destroy all of the gunboats and cannon turrets to reveal a chest containing **Treasure Chart 41**.

TREASURE

Use Treasure Chart 12 to find 200 Rupees.



Shark Island

CG



Friendly Advice

Merman: Tell me, small fry, have you ever been caught in one of those cyclones? The wind deity, Cyclos, uses those cyclones to fly across the sea instantaneously, or so I've heard. Could be just a rumor. Boy, if you had that power, you wouldn't have to spend so much time sailing back and forth across the sea all the time. Wouldn't that be nice, fry? But let me tell you, there's no way he'll give up his power easily! You can't get near the guy, so you'll have to figure out how to shoot him from a distance. Don't you have a weapon that can pierce things from a distance? You know, fffwip? FFFIR, I tell you! You get my point, fry?!

The Secret Cave on Shark Island contains what is arguably the most frantic battle in the entire game. Wave after wave of Bokoblins, Moblins, and Darknuts will enter the lone room in an attempt to do you in. Stay on the move and be sure to snag all the spoils after you slay each enemy.

Those Hearts will be invaluable by the time the Darknuts start attacking! Additionally, keep an eye peeled for Wizzrobes because their fire magic attack can really hinder your performance against the Darknuts. When all is said and done, you will be rewarded with a chest containing 200 Rupees.

TREASURE

Use Treasure Chart 16 to find 200 Rupees.

Other

Beedle Shop Ship
Wilted Deku Tree



Shark Island contains four switches that you must trigger in a particular order. First, you'll need the Skull Hammer and the Iron Boots to complete this sequence, so if you don't have them yet, come back some other time. Assign these items to two Item Use Buttons ahead of time and then climb onto the ledge above the flames.

Step onto the switch on the ledge, and then run toward the plunger and pound it with the Skull Hammer Double back past the flames, and strike the white switch with the sword to turn it yellow. The final switch is a heavy metal button far out on the "tail" of Shark Island. Run over to it and quickly hop onto it with the Iron Boots. If you do this correctly, the flames around the Secret Cave entrance will dissipate.



Southern Fairy Island



Use the Fire Arrows to burn down the wooden barricade blocking the entrance to the seashell. Meet the Great Fairy inside to receive an upgrade to Link's Bomb-carrying capacity.



Friendly Advice

Merman: Listen up, small fry—this just between you and me... On Outset Island, buried beneath the black soil...there's some serious treasure. I know it sounds like I'm trying to pull your leg, but I'm serious. Try digging there!

TREASURE

Use Treasure Chart 4 to find a Heart Piece.

Other

Platforms: Treasure Chart 40



Ice Ring Isle



Friendly Advice

Merman: There's this amazing treasure hidden inside that freezing ring of ice over there. But even if you wanted it and tried to get inside, you'd just be frozen solid as soon as you approached the shore. But...if you go four squares north and three squares west, you'll find the power to melt any ice—no matter how cold! Search for it, small fry!

TREASURE

Use Treasure Chart 17 to find 200 Rupees.



FOREST HAVEN

FG



Friendly Advice

Merman: Just a wee bit north of this island is a merchant with incredible girth with a monstrous pack on his back. Now, what could he be doing on that lonely little isle? I tell you, there are some strange folk in the world, fry...

TREASURE

Use Treasure Chart 31 to find a Heart Piece.

OTHER

Beedle Shop Ship



You'll make frequent stops at Forest Haven during the main course of your adventure, and dozens more if you've become an active member of the Nintendo Gallery. Look to the "Side Quests" chapter for information on helping the poor wilted Deku Trees scattered throughout the Great Sea.

CLIFF PLATEAU ISLES

GG



The only way up onto the taller of the cliffs is to travel through the Secret Cave. Run up the angled ledge and jump across the different islands to reach the Secret Cave entrance, and drop down the hole.

Run and jump across the field of floating tree stumps, toward the grassy ledges in the distance. Use the Boomerang to pluck the Rupees off the many tree stumps, and then keep it handy to deal with the Boko Babas that attack. Follow the torches for a clear path through the nasty vines. Use the Baba Bud to soar up and onto the tree trunk at the rear of the cave. Drop down toward the chest surrounded by vines, and open it to gain another Joy Pendant.

Use the Baba Bud again, and this time launch a Fire Arrow at the wooden barricade on the upper ledge. Once it's done burning, glide over to it with the Deku Leaf, and exit the cave to the upper part of the island. This part of the island has a wilted Deku Tree and a chest containing **Treasure Chart 25**.

TREASURE

Use Triforce Chart 5 to find a Triforce Shard.

OTHER

Wilted Deku Tree



Friendly Advice

Merman: Hey, small fry, do you know about the Nintendo Gallery? The only way in there is to hit a switch that's way up high on the Forest Haven. But the only way to do THAT would be to bribe one of the gulls by putting a little bait on your head.

Horseshoe Island

27



Numerous walls of vines block the path around Horseshoe Island. Although you can't get past the ferocious fauna, you can get them to leave you alone by rolling a Boko Nut into the hole beyond the vines—consider it Hyrulian golf. Toss the Boko Nut through the vines, and then use the Deku Leaf to blow the nut into the hole near the flag. Continue counter-clockwise around the island, until you reach Old Man Ho Ho.

Once the last nut goes into the hole, a chest containing **Treasure Chart 28** will come into view on the center pillar. Glide over to the chest to claim your prize, and then enter the Secret Cave near Old Man Ho Ho.

The Secret Cave contains several Mothulas. Arm yourself with the Fire Arrows and light the overgrown insects aflame. When all of them have been destroyed, a chest containing **Treasure Chart 8** will appear.



Friendly Advice

Merman: On the island due east of here lives an old man who was once a master swordsman. He's got proof of it, too: he has a Knight's Crest. Want to know what that thing is, fry? Well, too bad... I can't go giving away every secret!

Old Man Ho Ho: Ho ho! So beautiful! Incredibly beautiful! I'm so glad I bought this kaleidoscope!

TREASURE

Use Treasure Chart 9 to find 200 Rupees.



Outset Island

B7



Early on, before Link ever shoved off with the pirates, Orca promised to teach him a powerful attack when and if he ever returned with 10 Knight's Crests. Return to Orca once you've collected them to learn the Hurricane Spin. This powerful attack consumes magic as it is performed, but its effects against surrounding enemies are well worth the expense, not to mention the dizzying side effects!

You did something else before you shoved off: you brought the lady on the hill some wild pigs for her pen. Well, you would be surprised at how enormous the black pig has grown! And boy can he dig! You'll need the Power Bracelets to lift him, but if you carry the pig to black patches of soil and spreads some All-Purpose Bait on the ground, the pig will dig up buried treasure. In fact, if you can get the pig to dig in the black soil across the bridge from Orca's house, the pig will dig up a **Heart Piece**.



Friendly Advice

Merman: I heard that beneath the big-head boulder on top of the hill here on Outset is where the greatest treasure of all, the golden Triumph Forks, is buried. But actually, fry, I must have misheard or something... 'Cause this one guy told me that what was actually buried beneath that weird rock was a chart to this shard of something called a Triforce. Whoever heard of that? That's crazy! There's a big difference between "Triumph Forks" and "Triforce!" I mean, I think someone intentionally buried something misleading there.

Old Man Ho Ho: Ho ho! So close! If only I could fly to the top of the hill! If only! Beneath that rock head... The Trifirmpm... Oh! I nearly spoke aloud without thinking. It is a secret. Yes. Quite a secret...

TREASURE

Use Triforce Chart 4 to find a Triforce Shard



OTHER

Beedle Shop Ship

Headstone Island



C7

Friendly Advice

Merman: Small fry, there's a real heavy stone head blocking a cave on that island. Don't you wonder what's behind it? Don't you want to get in there? Heh heh! Let me tell you a great secret! If you go north four squares and east three squares to Fire Mountain, you'll find an item that gives you the strength to easily lift anything, no matter how heavy it is. With that thing, you could lift that stone and toss it out of your way as if it were light as a feather.

TREASURE

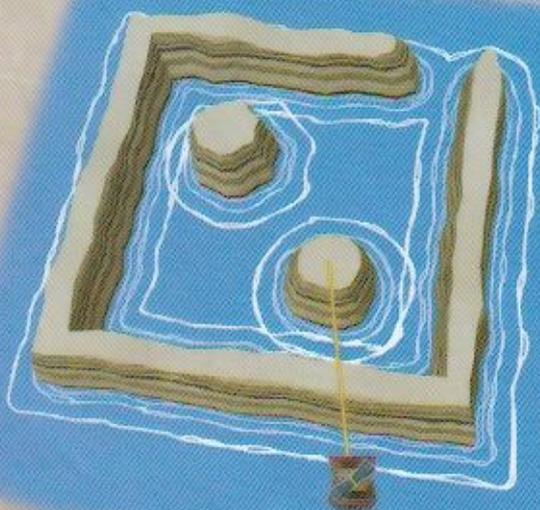
Use Treasure Chart 40 to find 200 Rupees.

Other

Submarine: Treasure Chart 14



Two-Eye Reef



D7

Friendly Advice

Merman: I tell you, lately no one around these waters has seen the beautiful fairy that bestows magic power. She used to live here, fry. All anyone ever sees anymore are the Big Octos that have been appearing lately. Maybe they scared her off... Oh no! I sure hope...they didn't eat her!

TREASURE

Use Triforce Chart 8 to find a Triforce Shard!

Other

Big Octo (4 eyes):
Great Fairy



Use the on-board cannon to destroy all of the gunboats and cannon turrets to reveal a chest containing **Treasure Chart 13**.

Angular Isles

E7



Two islands make up the Angular Isles. Enter the Secret Cave on the smaller of the two isles. There is a stack of blocks in the cave leading up to a ray of light. Pull the loose block from the base on the left and use it to create a step pattern on the right side of the pile. Climb to the top and use the Mirror Shield to reflect the light at the shimmering chest. Glide over to the chest to pick up the 200 Rupees that are inside it!

The larger island has several blocks that need to be pulled out and slid into the slight indentations in the ground. Look for the blocks with the symbols on them and slide them into position. Climb to the top of the blocks to get the **Heart Piece** from the chest.



TREASURE

Use Treasure Chart 15 to find a Heart Piece.



Friendly Advice

Merman: Northeast of here is the Forest Haven... They say a truly unique kind of firefly is indigenous to that place. You heard of it, small fry? It emits bursts of light in seven colors! Supposedly, it's as beautiful as a rainbow! If you want to capture one though, you'd best have a bottle to keep it in.

Boating Course

F7



Float across to smaller island and drop down into the Secret Cave. Use some All-Purpose Bait to distract the Miniblins, and then use the Boomerang to flip all three of the switches. The chest that appears contains the **Submarine Chart**.

The Boat Course is a place where you can put your sailing abilities up against the clock in a contest to win 150 Rupees. The Boating Course contains numerous floating barrels that you can aim for to pluck Rupees off of them. You must leap over some barrels (R Button), while you can cruise directly through others.

You'll have four minutes to complete the course on your first attempt and you can keep whatever Rupees you collect. Because there isn't a bonus for finishing with a lot of time left on the clock, don't hesitate to double back for any missed Rupees. The course is automatically set up with the current wind direction in mind, so there is no reason to use the Wind Waker. Each time you complete the course within the time limit and choose to compete again, the clock will start with 10 fewer seconds than the previous time. This is one of the fastest ways to accumulate large sums of Rupees in the game, so take advantage of it!

Friendly Advice

Merman: Lemme ask you something, fry... Have you been using the R Button to make your boat jump? Well? Have you? Of course, going out to sea just to jump around would be real dumb, if you ask me. Anyway, what you can do is tilt the Control Stick left/right to move your tiller just as you land... That's how you make a sharp turn. If you didn't know that, why don't you try it out?

TREASURE

Use Treasure Chart 32 to find the Sea Hearts Chart.



FIVE-STAR ISLES

G1

Friendly Advice

Merman: Have you seen it, small fry? ...The Ghost Ship? 'Cause it's real. It's even been seen here, in these very waters... On nights when the crescent moon faces down... That's when horror rises...

TREASURE

Use Treasure Chart 33 to find a Heart Piece.

Other

Submarine: Heart Piece



HEARTS LIST

Being new to adventuring, Link begins the game with just three hearts in his life gauge. While this may be fine for his early run-ins with the baddies lurking in the woods above his village, he will certainly need to increase his capacity if he hopes to see to his sister's safe return. It won't be easy, but Link can eventually build upon this meager start to amass a total of 20 hearts! Link increases his life gauge by collecting Heart Containers that automatically increase his Heart count by one full heart. Additionally, Link can prolong his longevity by collecting Heart Pieces. Heart Pieces represent just 1/4 of a Heart and are not as valuable as Heart Containers. However, Heart Pieces are easier to acquire and are found in greater abundance throughout the world. Find four of them and Link will gain an additional Heart in his life gauge.

How Many?

It stands to reason that the more Hearts Link has in his life gauge the better his chances are at surviving the tough battles that lie ahead. On the other hand, finding many of the Heart Pieces (and some of the Heart Containers) is purely optional and may not be critical for skilled players. Nevertheless, we encourage all players to have at least 12 Hearts in their life gauge before entering the game's final area.

HEART CONTAINERS

Link can count on earning a Heart Container as a reward each time he defeats a dungeon's boss character. In addition, there are other similarly daunting challenges throughout the game that will yield a Heart Container to those hearty enough to complete them.



| Heart Container | Island | Map Location | How to Get |
|-----------------|---------------------|--------------|--|
| 1 | Dragon Roost Island | F2 | Defeat Gohma |
| 2 | Forest Haven | F6 | Defeat Kalle Demos |
| 3 | Tower of the Gods | E4 | Defeat Gohdan, The Great Decider |
| 4 | Forsaken Fortress | A1 | Defeat The Mighty Helmaroc King |
| 5 | Headstone Island | G7 | Defeat Jajhalta, Protector of the Seal |
| 6 | Gale Isle | D1 | Defeat Molgera, Protector of the Seal |

HEART PIECES



Because Heart Pieces are only one-fourth as valuable as Heart Containers, they are understandably easier to find. Many of the Heart Pieces are found in chests lying on the floor of the Great Sea. Link can simply haul them up with the Grappling Hook after pinpointing their location with the sector's Treasure Chart. Other Heart Pieces are earned by scoring well in various mini-games and by completing tasks presented to Link throughout his adventure.

Link may eventually find two charts that show the distribution of Heart Pieces on land and in the water. These are the Island Hearts Chart and Sea Hearts Chart, respectively. All told, there are 33 Heart Pieces on land and 11 in the water.

TREASURE CHARTS

More information concerning the Treasure Charts listed here can be found in the "Charts List" section of this guide.

HEART PIECES ON THE SEA FLOOR

| Heart Piece | Great Sea Location | Treasure Chart |
|-------------|--------------------|----------------|
| 1 | E1 | 11 |
| 2 | E2 | 30 |
| 3 | B3 | 2 |
| 4 | A4 | 38 |
| 5 | G4 | 5 |
| 6 | F5 | 20 |

| Heart Piece | Great Sea Location | Treasure Chart |
|-------------|--------------------|----------------|
| 7 | A6 | 23 |
| 8 | D6 | 4 |
| 9 | F6 | 31 |
| 10 | E7 | 15 |
| 11 | G7 | 33 |

MISCELLANEOUS HEART PIECES

| Heart Piece | Island | Map Sector | How to Get |
|-------------|-------------------------|------------|---|
| 12 | Forsaken Fortress | A1 | Use the button on the floor in Room C to enter the jail cell and open the chest. |
| 13 | Windfall Island | D2 | Tag all four children in a game of hide-and-seek. |
| 14 | Windfall Island | D2 | Win the Zee Fleet mini-game once. |
| 15 | Forest Haven | F6 | Receive thank-you letter from Komali's father after defeating Kalle Demos. |
| 16 | Six-Eye Reef | D4 | Defeat 3 Moblins in Submarine. |
| 17 | Greatfish Isle | B4 | Float from the spiral island to the ledge on the main island. |
| 18 | Windfall Island | D2 | Get the guy who likes to walk around the island to ask the lady in the orange dress out on a date. Meet them in the coffee shop the next day. |
| 19 | Headstone Island | C7 | Use a seagull to fly to the mountain's summit and grab the Heart Piece off the rocks. |
| 20 | Windfall Island | D2 | Win it at the nightly auction. It's the third item to be auctioned. |
| 21 | Outset Island | B7 | Receive in a letter after giving 20 Golden Feathers to the guard outside Medli's room at Dragon Roost Island. |
| 22 | Windfall Island | D2 | Place Town Flowers in the metal holders and then talk to the guy on the bench near the cliff. |
| 23 | Windfall Island | D2 | Get the Ferris wheel going and ignite the beacon in the lighthouse with a Fire Arrow. Speak to the Ferris wheel attendant to receive a reward. |
| 24 | Windfall Island | D2 | Get the Ferris wheel going and ignite the beacon in the lighthouse with a Fire Arrow. Open the chest that appears on the small island. |
| 25 | Dragon Roost Island | F2 | Mail the part-timer's letter to his mother. Check the mailbox the following day. |
| 26 | Star Island | B1 | Defeat all of the enemies in the Secret Cave. |
| 27 | Pawprint Isle | E2 | Drop into the cave beneath turtle dome and open the chest at the very rear of the cave. |
| 28 | Spectacle Island | C2 | Win the barrel shoot mini-game once. |
| 29 | Rock Spire Isle | B3 | Purchase from Beedle's Special Shop Ship for 950 Rupees. |
| 30 | Needle Rock Isle | A5 | Use a seagull to hit the switch on top of the rock tower. This will remove the flames around the treasure chest on the ground. |
| 31 | Stone Watcher Island | C5 | Use the on-board cannon to blow up all the turrets below the platform. |
| 32 | Bomb Island | F5 | Detonate the rock on top of the island and enter the Secret Cave. Toss the Magtails into the holes to depress the switches to put out the flames. |
| 33 | Outset Island | B7 | Battle all the way to the 51st floor in the Secret Cave atop the cliffs above Grandma's house. |
| 34 | Outset Island | B7 | Carry the large black pig across the wooden bridge and set it down near the black dirt. Spread All-Purpose Bait on the ground and watch him dig. |
| 35 | Angular Isles | E7 | Climb the block puzzle on the larger island and open the chest on top. |
| 36 | Five-Star Isles | G7 | Clear the Submarine of its enemies. |
| 37 | Flight Control Platform | G2 | Beat the champion's distance in the Bird-Man Contest. |
| 38 | Seven-Star Isles | F1 | Defeat the 12-eyed Big Octo with the Boomerang and haul up the treasure it drops. |
| 39 | Tingle Island | C3 | Defeat the 12-eyed Big Octo with the Boomerang and haul up the treasure it drops. |
| 40 | Forest Haven | F6 | Fill up a bottle with Forest Water and then water the 8 withered Deku Trees within 20 minutes. |
| 41 | Windfall Island | D2 | After witnessing the rich father turn away the postman, retrieve Moe's letter from Quill in the café and deliver it to Maggie. |
| 42 | Outset Island | B7 | Land 500 blows against Orca before he lands 3 while fencing. |
| 43 | Windfall Island | D2 | Participate in the Joyous Volunteer Association's drive to beautify the island. |
| 44 | Greatfish Isle | B4 | Deliver a Shop Guru Statue to the traveling merchant stationed there. |

Fairies List

There are eight Great Fairies throughout the expanse of the Great Sea. They love nothing more than sharing part of their powers with an honorable young hero, such as Link. With Ganon and his army lurching about, many of the Fairies have grown quite scared and have taken to barricading themselves inside their dens. For this reason, Link will not be able to reach each of the Fairies whenever he wants; a particular item is often needed to get to them. In fact, a four-eyed Big Octo in the very southern reaches of the Great Sea has even swallowed up one of the Fairies!



| Fairy Location | Sector | Item Required | Upgrade |
|-----------------------|--------|--------------------|-------------------|
| Northern Fairy Island | C1 | N/A | Rupee Bag |
| Mother & Child Isles | B2 | Ballad of Gales | Fire & Ice Arrows |
| Western Fairy Island | A3 | Skull Hammer | Arrows |
| Eastern Fairy Island | E3 | Bomb | Bombs |
| Thorned Fairy Island | G4 | Skull Hammer | Arrows |
| Southern Fairy Island | D6 | Fire Arrows | Bombs |
| Outset Island | B7 | Deku Leaf and Bomb | Rupee Bag |
| Two-Eye Reef | D7 | Boomerang | Magic Meter |

Although there are eight Fairies total, several of them will enhance the same object, such as Link's Rupee Bag. Regardless of which Fairy Link visits first, the increases will always follow a two-step progression.

For more detail on each Great Fairy, please consult its corresponding island in the "Island Tours" section of this guide.

| Item | Initial Capacity | After 1st Upgrade | After 2nd Upgrade |
|-----------|------------------|-------------------|-------------------|
| Rupee Bag | 200 | 1000 | 5000 |
| Bomb Bag | 30 | 60 | 99 |
| Arrows | 30 | 60 | 99 |



Don't Forget the Little Ones

When it comes to visiting their special caves, the Great Fairy is certainly the star of the show, but don't forget to bottle up one or two of the little fairies as well. They definitely come in handy as a healer if Link starts taking considerable damage.

Songs List

If Link is to succeed in his quest to save Aryll and ensure that Ganondorf doesn't regain power of the land, he'll need to learn several different songs to play with the Wind Waker. Link will first acquire the Wind Waker when he arrives on the beach of Dragon Roost Island. Although the King of Red Lions will not teach Link any songs, it won't be long before he begins to learn the various tunes that allow him to borrow the power of the gods.

| Song | Notes | Where Learned |
|-------------------|---|--|
| Wind's Requiem | Up, Left, Right | Dragon Roost Island's Wind Shrine |
| Song of Passing | Right, Left, Down | From Tott on Windfall Island |
| Ballad of Gales | Down, Right, Left, Up | Teach Cyclos a lesson with the Arrows while at sea |
| Command Melody | Left, Center, Right, Center | In the Tower of the Gods |
| Earth's God Lyric | Down, Down, Center, Right, Left, Center | In the temple inside Headstone Island |
| Wind's God Aria | Up, Up, Down, Right Left, Right | In the temple inside Gale Isle |

MUSIC LYRIC

Wind's Requiem



This song allows Link to change the direction of the wind. Link will learn this song from the monument at the Wind Shrine on Dragon Roost Island. Approach the blue stone tablet and draw the Wind Waker to be shown the notes of the song.



MUSIC LYRIC

Song of Passing



This song allows Link to change day into night and night into day.

Head to Windfall Island and approach the dancing man near the stone monument on the cape. Take out the Wind Waker to set the rhythm that Tott was trying to hit. Watch his dance moves and then repeat them with the Wind Waker to learn the song.



MUSIC LYRIC

Command Melody



This song allows Link to take control of other characters.

Link will learn this song while in the Tower of the Gods. Once he returns the first statue to its sacred place, a golden monument will rise in the center of the room. Approach the monument to learn this important song.



MUSIC LYRIC

Ballad of Gales



This song allows Link to warp to different sectors of the Great Sea.

Link must sail into a cyclone while in possession of the Arrows, and then start shooting the god that hovers on a cloud inside the storm. Continue hitting him with the Arrows until he relents. Follow his movements to learn the notes to the Ballad of Gales.



One Way In

There's only one way to reach the Fairy inside the main grotto of Mother & Child Isles. That's through the air via the Ballad of Gales. When the time comes to obtain the Fire & Ice Arrows, be sure to use this song to warp to Mother & Child Isles!

MUSIC LYRIC

Earth God's Lyric



This song is used to awaken the spirit within the new sage, and to assist the sage in taking Laruto's place in the Earth Temple.

Use the Power Bracelet to toss the large stone head out of the way on Headstone Island. Then enter the cave it blocked. Once inside, approach the slab of stone and play the song engraved on it to learn the Earth God's Lyric.



MUSIC LYRIC

Wind God's Aria



This song is used to awaken the spirit within the new sage, and to assist the sage in taking Fado's place in the Wind Temple.

Use the Iron Boots to walk up the beach on Gale Isle without being blown back by the forceful winds. Break the statue apart with the Skull Hammer and enter the cave. Once inside, approach the slab of stone and play the song engraved on it to learn the Wind God's Aria.



CHARTS LIST

Link will come to possess dozens of maps throughout the course of the game. While many of these maps will mark buried Treasure, others indicate the locations of shops, watchtowers, submarines, etc. The different varieties of maps are grouped by their different colors in the World Map Screen.

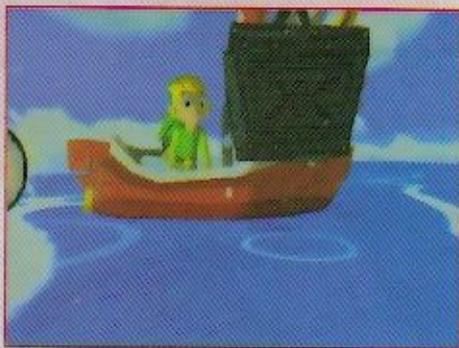
| Chart Color | Type of Chart |
|-------------|----------------------|
| Blue | Treasure Charts |
| Green | Miscellaneous Charts |
| Red | Quest Charts |
| Purple | Triforce Charts |

The Sea Chart

The most important map of all is the Sea Chart that shows the entire sea. This is obtained from the King of Red Lions while on Windfall Island. Without it, the other charts are all useless.

TREASURE CHARTS

Link's hometown village is just one of the dozens of islands that he will explore in his quest. If he's to have a fighting chance at restoring peace to the world, he'll need to find much of the sunken booty that lies at the bottom of the sea. Lucky for him, all 49 areas of the Sea Chart (represented by a 7x7 grid) have a corresponding Treasure Map that pinpoints the location of a lost treasure chest. All of these chests contain either 200 Rupees, a Heart Piece, or, in some special cases, another Treasure Chart.



When Link has a Treasure Chart and the friendly Merman has filled in the matching area on the map, a beam of light will shine out of the water to mark the chest's location. This ray of light will disappear as Link approaches, so it is best to lower the sail and drift in slowly while carefully monitoring Link's position on the Treasure Map. He must be positioned directly over the "X" on the Treasure Map to collect the treasure.



How Big Is Your Wallet?

Because the majority of sunken Treasure Chests contain a Silver Rupee worth 200 Rupees, it's important to wait until you have at least one of the Rupee Bag upgrades before you start hauling them up. There will come a time during the adventure that you'll need large sums of Rupees to continue—leave the treasure safe and sound at the bottom of the sea until then!

| Treasure Chart | How to Obtain | Chest Location | Chest Contents |
|----------------|--|----------------|---------------------|
| 1 | Find in Forbidden Woods. | E5 | 200 Rupees |
| 2 | Give Maggie's rich father 20 Skull Necklaces. | B3 | Heart Piece |
| 3 | Fly from the uppermost ledge above the Great Deku Tree to the island beside Forest Haven. | E3 | 200 Rupees |
| 4 | Purchase from Beedle's Special Shop Ship near Rock Spire Island for 900 Rupees. | D6 | Heart Piece |
| 5 | Find in Wind Temple. | G4 | Heart Piece |
| 6 | Find in Tower of the Gods. | D4 | 200 Rupees |
| 7 | Win playing Zee Fleet mini-game on Windfall Island. | B1 | 200 Rupees |
| 8 | Clear the enemies out of the Secret Cave on Horseshoe Island. | A3 | 200 Rupees |
| 9 | Inside the Submarine near Crescent Moon Island. | A7 | 200 Rupees |
| 10 | Inside the treasure chest on Crescent Moon Island. | C3 | 200 Rupees |
| 11 | Find in Dragon Roost Cavern. | E1 | Heart Piece |
| 12 | Find in Earth Temple. | B6 | 200 Rupees |
| 13 | Destroy all of the cannon boats and turrets at Two-Eye Reef. | G1 | Secret Cave Chart |
| 14 | Clear the submarine near Headstone Island of all its rats. | E4 | 200 Rupees |
| 15 | Find in Forbidden Woods. | E7 | Heart Piece |
| 16 | Clear the enemies off the platforms near Seven-Star Isles. | C6 | 200 Rupees |
| 17 | Win the barrel shooting game a second time at Spectacle Island. | E6 | 200 Rupees |
| 18 | Win at the auction on Windfall Island. | D2 | 1 Rupee |
| 19 | Destroy all the gun turrets and cannon boats at Four-Eye Reef. | G2 | Island Hearts Chart |
| 20 | Find in Earth Temple. | F5 | Heart Piece |
| 21 | Destroy all the gun turrets and cannon boats at Cyclops Reef. | G4 | Light Ring Chart |
| 22 | Gain from the submarine near Northern Fairy Island. | C2 | 200 Rupees |
| 23 | Win playing Zee Fleet mini-game on Windfall Island. | A6 | Heart Piece |
| 24 | Show the gossipy ladies on Windfall Island a color pictograph of Lenzo chatting with his lady friend. | C1 | 200 Rupees |
| 25 | Use the underground passage at Cliff Plateau Isles to reach the high cliffs on the other side of the island. | A1 | 200 Rupees |
| 26 | Destroy all the gun turrets and cannon boats at Six-Eye Reef. | D3 | Octo Chart |
| 27 | Use the Hookshot to scale the cliff near the waterfall at Private Oasis. | G3 | 200 Rupees |
| 28 | Succeed in blowing Boko Nuts into all of the holes on Horseshoe Island. | A5 | 200 Rupees |
| 29 | Inside secret upper room of Lenzo's shop on Windfall Island. Jump from the Ferris wheel and enter through the balcony. | B2 | 200 Rupees |
| 30 | Find in Tower of the Gods. | E2 | Heart Piece |
| 31 | Show the man on the steps at Windfall Island a color pictograph of a full moon. | F6 | Heart Piece |
| 32 | Destroy all the gun turrets and cannon boats at Three-Eye Reef. | F7 | Sea Hearts Chart |
| 33 | Show the woman outside the potion shop on Windfall Island a color pictograph of herself. | G7 | Heart Piece |
| 34 | Obtain from Salvage Corp. | F4 | 200 Rupees |
| 35 | Find in the Wind Temple dungeon. | B5 | 200 Rupees |
| 36 | Melt the ice-encased treasure chest on Ice Ring Isle. | G5 | 200 Rupees |
| 37 | Slay all the bats in the Secret Cave on Rock Spire Isle. | F3 | 200 Rupees |
| 38 | Win at the auction on Windfall Island. | A4 | Heart Piece |
| 39 | Find in Dragon Roost Cavern. | F2 | 200 Rupees |
| 40 | Clear the enemies off the platforms near Southern Fairy Island. | C7 | 200 Rupees |
| 41 | Destroy all the turrets at Five-Eye Reef. | A2 | Great Fairy Chart |

QUEST CHARTS

There are many other maps to find in addition to those that lead to lost riches. These maps show the distribution of everything ranging from watchtowers to Beedle's Shop Ships. One of these maps even shows the locations of something far more important...



| Chart | How to Get | Notes |
|---------------------|---|--|
| Tingle's Chart | Free Tingle from his jail cell on Windfall Island. | This simple drawing shows (sort of) that Tingle Island is southwest of Windfall Island. |
| Beedle's Chart | Complete the second swabbie test to obtain the Bombs and then check the mailbox for a letter from Beedle. | Shows the location of every Beedle's Shop Ship. |
| IN-credible Chart | Receive after learning the truth about Hyrule, Princess Zelda, and Ganondorf. Requires a 201-Rupee C.O.D. | Shows the location of the Triforce Charts. |
| Platform Chart | Clear the Submarine near Flight Control Platform. | Shows the locations of all the viewing platforms scattered throughout the Great Sea. |
| Light Ring Chart | Use Treasure Chart 21 to locate the chest near Cyclops Reef. The chest contains this chart. | This map shows the locations of light rings that only appear under the light of the full moon. |
| Ghost Ship Chart | Navigate the Mystical Jar maze on Diamond Steppe Island. | Shows the location of the Ghost Ship on each night, based on the moon phase. |
| Sea Hearts Chart | Use Treasure Chart 32 to locate the sunken treasure near Boating Course. | This chart shows where the Treasure Charts that lead to Heart Pieces can be found. There are 11 Heart Pieces to be found at sea! |
| Submarine Chart | Head to the Boat Race area and flip all the switches in the Secret Cave. | Shows the locations of all the Submarines. |
| Secret Cave Chart | Use Treasure Chart 13 to find the sunken treasure near Overlook Island. | This chart plots all of the secret caves that exist across the stretches of the Great Sea. |
| Island Hearts Chart | Use Treasure Chart 19 to find the sunken treasure near Flight Control Platform. | Shows the distribution of all the Heart Pieces that can be found on land. There are 33 total! |
| Octo Chart | Use Treasure Chart 26 to find the sunken treasure near Northern Triangle Isle. | Shows the locations of all the Big Octos, as well as how many eyes each of them has. |
| Great Fairy Chart | Use Treasure Chart 41 to find the sunken treasure near Four-Eye Reef. | This chart shows the locations of the 8 Great Fairies throughout the Great Sea. |

TRIFORCE CHARTS

The IN-credible Chart points to the locations of eight Triforce Charts. Each of the Triforce Charts is won through hard-fought battles and challenging puzzles, but even when they are in Link's hands they are still virtually useless. The Triforce Charts are written in a foreign language that only Tingle can translate. Despite freeing him from jail, Tingle charges you a hefty fee of 398 Rupees per chart for his decoding services. Only after Tingle decodes a Triforce Chart will Link be able to pinpoint the chest containing the shards of Triforce.

| Triforce Chart | Island | Sea Location | How to Get | Triforce Sea Location |
|----------------|----------------------|--------------|--|--------------------------|
| 1 | Islet of Steel | B5 | Sail into the fort and play the Wind's Requiem atop the Wind Mark. | Greatfish Isle |
| 2 | Private Oasis | E5 | Get the Cabana Deed and then navigate the maze in the basement of the cabana. | Gale Isle |
| 3 | Bird's Rock Peak | G5 | Use a seagull to flip the 5 switches that control the gate blocking the Secret Cave. | Stone Watcher Island |
| 4 | N/A | N/A | Meet up with the Ghost Ship at night after obtaining the Ghost Ship Chart to enter it. Defeat the enemies to gain access to the chest. | Outset Island |
| 5 | Needle Rock Isle | A5 | Use the on-board cannon to sink the golden gunboat. | Cliff Plateau Isles |
| 6 | Outset Island | B7 | Glide over to the ledge that holds a stone statue and enter the Secret Cave underneath. Fight through the labyrinth to the Wind Mark. | Southern Triangle Island |
| 7 | Stone Watcher Island | C5 | Move the stone head and clear the enemies in the Secret Cave. | Seven-Star Isles |
| 8 | Overlook Island | G1 | Use the Hookshot to reach the Secret Cave and defeat all the enemies inside it. | Two-Eye Reef |

Big Octos List

The Great Sea is not only home to Great Fairies and pirates, but also Big Octos! These enormous relatives of the Octorok are essentially sedentary creatures with no means of direct attack. However, when one appears it creates a strong whirlpool that could suck a boat into its mouth if the Big Octo isn't first beaten into submission.

The most defining feature of the Big Octo is that it has multiple eyeballs. These eyeballs represent its only weakness; they also serve as an indicator of what Link might receive for slaying the beast (see the following table).

If Link is to go Big Octo hunting, he needs to know how to find them. Because the Big Octo only rises out of the water when there is a boat directly overhead, Link will have to look for flocks of seagulls. This is the telltale sign that a Big Octo is present.

Once Link finds a flock of seagulls—at least a half-dozen of them—he should get his Boomerang ready and cruise toward the birds. The Big Octo will rise to the surface, and Link will get caught in its whirlpool. Use the Boomerang to target up to five eyeballs at a time, allowing multiple hits with one throw. Since each eyeball requires three hits to debilitate it, and because some Big Octos have as many as 12 eyeballs, there is no substitute for the Boomerang in this situation. The good news, however, is that if Link doesn't defeat the Big Octo on the first try, the only consequence is that he and his boat will get sucked in and spit out back into the water.



| Big Octo | Sector | No. of Eyeballs | Reward | Big Octo | Sector | No. of Eyeballs | Reward |
|----------|--------|-----------------|--|----------|--------|-----------------|-------------|
| 1 | D7 | 4 | Great Fairy doubles Link's magic gauge | 4 | F3 | 8 | 100 Rupees |
| 2 | A6 | 8 | 100 Rupees | 5 | C3 | 12 | Heart Piece |
| 3 | E5 | 8 | 100 Rupees | 6 | F1 | 12 | Heart Piece |

Enemies

Link will face countless enemies during his struggle to stop Ganondorf from coming to power, both inside dungeons and out on the Great Sea. This chapter provides all aspiring adventurers need to know about defeating these foes swiftly and with minimal risk to Link.



Armos

Variants: N/A

Spoils: N/A

The Armos is a spike-rimmed statue that comes to life and hops aggressively toward Link. Shoot an Arrow through the opening in its front to paralyze it, and then slash the red gem on its back.



Armos Knight

Variants: N/A

Spoils: N/A

The Armos Knight, as its name implies, is a much larger version of the Armos. It's so large that only tossing a Bomb into its gaping maw can destroy it. It's possible to paralyze it by firing an Arrow into its eye, but the risk is not worth it. Instead, wait for it to open its mouth after its third hop and toss a Bomb in.



Big Octo

Variants: 4-eye, 8-eye, and 12-eye

Spoils: See the "Big Octo List" in this guide

These cousins of the Octorok live deep below the surface of the Great Sea and surface only when Link happens to sail across the waters above them. Despite their mythological size, all these sea creatures will do is trap Link in a whirlpool and then spit him to another part of the sector. Link can destroy them by using the Boomerang to target each of its eyes. Hit each eyeball three times to break free from the whirlpool and to gain some very valuable rewards.



Boko Baba

Variants: N/A

Spoils: Baba Seeds

Boko Babas are the mimics of Forest Haven, and they resemble Baba Buds from afar. Unfortunately, as their prey draws closer, these carnivorous plants spring into action, clamping down on whatever they can fit into their mouths, such as little adventurers dressed in green! Link can deliver instant death with the Boomerang by severing their heads.



Bokoblin

Variants: May be armed with Boko Stick, machete, or fiery torch

Spoils: Joy Pendant

Bokoblins are the most common enemy creature and, as such, aren't too difficult to defeat. Link can effectively hack away against any number of these creatures and come out the victor.



Bubble

Variants: Red and Blue

Spoils: N/A

Bubbles are essentially floating skulls that possess either a fiery (Red Bubble) or cursed (Blue Bubble) aura around them. Use the Deku Leaf to blow the protective clouds off the skull, and then rush in to deliver a finishing blow to the skull as it lies on the ground.



ChuChu

Variants: Green, Red, Blue, Yellow, and Dark

Spoils: Chu Jelly

ChuChus are gelatinous creatures that slither on the ground in the form of an oozing puddle. As Link gets closer, the ChuChus rise into their semi-solid form and bounce their way toward him to attack. Red and Green ChuChus are very meek and can be easily dispatched. Blue and Yellow ChuChus are electrified and must be stunned with the Boomerang before striking. Dark ChuChus are a very special breed; Link can demolish them only by turning them to stone with a ray of sunlight and then tossing their solidified forms onto the ground.



Darknut

Variants: Shielded and Caped

Spoils: Knight's Crest

Darknuts are at the top of the Hyrulian food chain... at least in Ganon's eyes. These well-armored knights carry the largest swords of all enemies and know how to use them. In fact, they're so well trained that they can use any weapon they happen to pick up during a battle. Or they can rely on their very effective martial arts maneuvers. To defeat them, Link must strafe around, waiting for the right time to launch a parry attack. Only when the Darknut's helm has been knocked off and its armor straps sliced can it be attacked in a traditional fashion. Shielded Darknuts are more difficult to hit straight on and should be stunned with the Boomerang. Caped Darknuts require more parry attacks before their armor straps become accessible to damage.



Floor Master

Variants: N/A

Spoils: N/A

Floor Masters are arguably the fastest of all the enemies lurking in the dungeons. Although they look like ordinary holes in the floor, their lengthy arms and lightning-quick reflexes enable them to grab hold of passersby and pull them to other areas in the dungeon. It is possible to defeat them with standard swordplay, but it is much safer to stand back and target the palm of their hand with the Hero's Bow. Some Floor Masters will grab nearby jars and skulls and throw them at Link.



Gyorg

Variants: N/A

Spoils: N/A

Gyorgs are the sharks of the Great Sea and will pose a threat to Link while he is sailing. Gyorgs will often swim toward Link's boat head-on or, more commonly, they will attack in large groups, encircling Link to make sure he doesn't get away. It's possible to flee from the lone Gyorg by jumping over it as it swims by, but it's best to use the Boomerang or Hero's Bow to damage its dorsal fin.



Kargaroc

Variants: N/A

Spoils: Golden Feather

Kargarocs are a significant airborne threat to Link, as well as the seagulls he will no doubt control from time to time. Use the Hero's Bow to shoot them out of the air before they become too much of a nuisance.



Keese

Variants: Fire Keese

Spoils: N/A

These bat-like creatures attack in large numbers and can inflict small amounts of damage to Link as he tries to navigate the dungeons. Although one or two of them can be handled at close range with the sword, it's more efficient to use the Boomerang against them.



Magtail

Variants: N/A

Spoils: N/A

Magtails are hard-shelled, water-hating centipedes that possess an incredibly strong pair of pincers. They possess extremely thick armor to protect them from the lava lakes in which they live, and the only way to injure them is to strike their lone blue eye. Magtails are often better left alive, though. Once struck, the Magtail will curl up into a ball, which makes them convenient for placing atop floor-mounted switches.



Miniblin

Variants: N/A

Spoils: N/A

Miniblins represent the bottom of the barrel in Ganon's army. These pint-sized critters can be dealt with in a variety of ways, but one of the most entertaining is to simply feed them and walk away. Yes, it's true, the Moblins and Bokoblins don't leave much food for these little guys, and they will be more than happy to give up their pursuit of Link in order to eat some All-Purpose Bait. On the other hand, they can attack in extremely large numbers. In those rare instances, unleash the Hurricane Spin attack and watch them suffer.



Moblin

Variants: N/A

Spoils: Skull Necklace

Moblins are bulky, green spear-toting ogres and are the security force of choice at Forsaken Fortress. They are considerably stronger than Bokoblins, but lack the armor of the Darknut. Nevertheless, they are quite skilled with the spear and are able to use its length to their advantage. Stun them with the Boomerang and then dash in with a lunging attack.



Mothula

Variants: Winged Mothula, Morth

Spoils: N/A

Mothulas are the reason the Forbidden Woods are, well, forbidden. Due to their incredible quickness, these enormous insects can trample Link before he knows what hit him. The many Morths they spawn aid Mothulas in battle. Morths won't cause any direct harm to Link, but they will stick to him and slow his movements considerably. Fire Arrows work especially well against the Mothula, and when it comes time to shed the parasitic Morths, the Spin Attack can't be beat.



Octorok

Variants: River Octorok and Ocean Octorok

Spoils: N/A

Octoroks are squid-like creatures that rise out of the water and spit rocks at their prey. Although they aren't nearly half as large as their aptly named relatives, the Big Octos, they are much more aggressive. River Octoroks are stationary creatures and should be dealt with by deflecting the rocks they spit back at them. Ocean Octoroks move around a lot more and will attack in numbers. Use the on-board cannon or I-target them with the Hero's Bow and watch them pop.



Peahat

Variants: N/A

Spoils: Golden Feather

These small, golden domes with feathers flutter about many of the areas around Forest Haven and can really pose a threat to Link if he doesn't have the Boomerang. Although they can be destroyed with a single Arrow, they are impervious to sword attacks—even from the Master Sword—until after their feathers have been knocked off. Use the Deku Leaf or Boomerang to knock them out of the sky, and then strike them dead with the sword.



Poe

Variants: Assorted Colors

Spoils: N/A

These ghostly creatures exist in an alternate plane and can infect Link with a curse that reverses the controls that guide him. Link must avoid their transparent form and find a nearby light source. He can then reflect the light at the Poe with the Mirror Shield, which delivers them to the physical realm where they are both harmless and vulnerable.



ReDead

Variants: N/A

Spoils: N/A

These lumbering corpses possess a bone-chilling screech and an insatiable appetite for human flesh. That said, ReDeads are very simple to avoid due to their lack of speed. So long as Link avoids their vicious gnawing action, he'll be able to defeat them in any number of ways.



Seahat

Variants: N/A

Spoils: N/A

Seahats are the ocean-going equivalent of the Peahat, only they're significantly faster, larger, and more aggressive! Seahats commonly attack in very large numbers and are best dealt with by using the on-board cannon. Hold steady while the Seahat charges and then blast it with a Bomb from the cannon.



Stalfos

Variants: N/A

Spoils: N/A

Surprisingly, these skeletons are among the hardest creatures in all of Hyrule. The Stalfos will spin like a top in an attempt to knock Link across the room with its oversized mace. Link must avoid the mace at all costs but also try to land Bombs under the Stalfos to blow the skeleton apart. Destroying the skull is the only way to defeat it, so quickly strike the skull with the Boomerang to keep it from rejoining the body, and unleash a fury of sword strikes against it.



Wizzrobe

Variants: High Level Wizzrobe

Spoils: N/A

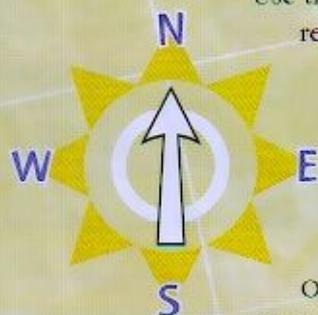
Wizzrobes are the magicians of Ganon's army and will call upon their arcane skills to rain fire down on Link or to summon other enemies. High Level Wizzrobes (dressed in orange) can even summon other Wizzrobes! To make matters worse, Wizzrobes will disappear and reappear in different spots every few seconds. The most effective way to dole out destruction to the Wizzrobe is to have a Fire Arrow cued up. Try to I-target the Wizzrobe as soon as it appears. This will require you to anticipate its movements, so look around and be ready to attack!

Nintendo Gallery

- Where: Forest Haven
- Required: Deluxe Picto Box and Deku Leaf
- Reward: An amazing collection of figurines depicting each and every character and enemy in the game!

Of all the side quests in *The Legend of Zelda: The Wind Waker*, none are more epic in scale than the Nintendo Gallery. Once Link acquires the Deluxe Picto Box—either by completing his apprenticeship with the photographer on Windfall Island or by you finishing the game—he can bring color pictographs of all the enemies and people he meets to the carver near Forest Haven. If the pictos are deemed acceptable, the carver will use them to make figurines that can be viewed in their corresponding room.

Become a Member!



Use the Deku Leaf and Baba Bulbs to reach the middle ledge in the area around the Great Deku Tree. Head outside, and play the Wind Requiem to direct the wind so that it blows to the north.



On the island near the heavy, vault-like door, talk to the man with the bag. He says there's a switch high up on the main island that opens the vault door.



Use a Hyoui Pear to take control of a seagull, and fly it into the switch on the mountain to gain access to the area below. Not only does this open the hatch on top of the island, but it also lowers a ladder to the water so that you can access the Gallery directly from the water on future visits.

Inside the Gallery, the man behind the counter says this area is strictly for hardcore fans and contains a figurine shrine that members can browse. Although all seven doors are currently locked, Link can become a member by bringing pictos that meet the following specifications:

1. The pictograph must be in color, not black & white.
2. The subject of the pictograph must be facing forward.
3. The picto must be a full-body shot of a person or creature.
4. The picto must be related to one of the Gallery's themes: Forest Haven, Dragon Roost Island, Common Enemies, High Level Enemies, Outset Island, Windfall Island, and the Great Sea.

After the carver accepts a pictograph, he spends the next day working on the figurine. You can return the following day to view the figurine and/or drop off additional photographs.

Example Pictographs

The following pictographs illustrate acceptable submissions.



Instant Membership!

Don't have any pictos ready to submit? That's okay, you can meet the requirement for membership by taking a full-body picture of the man with the tote bag standing near the counter. Snap the photo and show it to the proprietor of the Gallery to gain membership. Quick and easy!

The following pictographs do *not* meet the modeler's strict standards.



Fast-Forwarding Time

After dropping off the pictograph, exit the Gallery and play the Song of Passing two times. This turns day into night and night into day, making it tomorrow in an instant! This way, you can jump back down the hole and hand the carver another pictograph without having to wait too long.

The Collection

This section contains a complete listing of each and every figurine in the game. Each figurine is shown in its proper room, along with some brief notes describing the history of the character.

Note that it's impossible to complete the entire collection during the first play-through of the game. Many figurines can only be obtained during the second play-through, so be sure to save the completed game data to an empty slot.

Also, several of the required pictographs must be obtained from Lenzo. These "legendary" pictos are only available on particular days of the week, and only after Link encounters the character in a cinematic, such as Jabun.



Room 1: Forest Haven

There are 14 figurines to collect for this room.



Makar

Birthplace: The Forest Haven

Personality: Frivolous

Makar is in charge of the musical performance at the ceremony held each year by the Koroks in the Forest Haven. His instrument appears to be a cello, but it's actually a violin.



Fado

Birthplace: Kokiri Forest

Personality: Somewhat saucy

Long, long ago, the Kokiri sage Fado offered up his prayers in the Wind Temple so that the Master Sword would continue to house the power to repel evil. You can only attain this figurine by purchasing it from Lanzo on the second play-through.



Deku Tree

Birthplace: The Forest Haven

The Deku Tree is both an earth spirit and the guardian of the forest. He has lived for many long years, so his wisdom is vast. However, his roots run deep into the earth, so he cannot move. As a result, he's often afflicted by parasitic enemies...



Elma

Birthplace: The Forest Haven

One of the Korok forest spirits. After the annual ceremony in the Forest Haven, Elma flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on an island five squares west and one square north of the Forest Haven.



Hollo

Birthplace: The Forest Haven

One of the Korok forest spirits. Even after the Korok ceremony, Hollo remains in the Forest Haven to research potion-making. If you bring him Boko Baba seeds, he'll make a potion for you that replenishes magic power. Onjalla! Manjalla! CHO-WAY!



Olvio

Birthplace: The Forest Haven

One of the Korok forest spirits. After the annual ceremony in the Forest Haven, Olvio flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on an island one square west and three squares north of the Forest Haven.



Drona

Birthplace: The Forest Haven

One of the Korok forest spirits. After the annual ceremony in the Forest Haven, Drona flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on an island one square west and one square north of the Forest Haven.



Rown

Birthplace: The Forest Haven

One of the Korok forest spirits. After the annual ceremony in the Forest Haven, Rown flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on an island four squares west and four squares north of the Forest Haven.



Irch

Birthplace: The Forest Haven

One of the Korok forest spirits. After the annual ceremony in the Forest Haven, Irch flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on an island three squares west of the Forest Haven.



Linder

Birthplace: The Forest Haven

One of the Korok forest spirits. After the annual ceremony in the Forest Haven, Linder flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on an island four squares west and two squares north of the Forest Haven.



Aldo

Birthplace: The Forest Haven

One of the Korok forest spirits. After the annual ceremony in the Forest Haven, Aldo flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on an island one square east of the Forest Haven.



Oakin

Birthplace: The Forest Haven

One of the Korok forest spirits. After the annual ceremony in the Forest Haven, Oakin flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on an island four squares west and five squares north of the Forest Haven.



Carlov the Sculptor

Birthplace: Unknown

Occupation: Nintendo Gallery Master

When Carlov sculpts figurines, he's the world's greatest sculptor. It's said that the reason he won't let anyone watch him sculpt is because he does so in his underwear. Lately, his club has been losing membership because he hasn't done anything "cool" with it. But as long as Link hangs around, everything will be all right!



Manny

Birthplace: Windfall Island

Favorite Thing: Figurines

Manny used to sit at home and rarely went outside, but his passion for the Nintendo Gallery kept him moving, and he finally earned membership in it.

Room 2: Dragon Roost Island

There are 18 figurines to collect for this room.



Medli

Birthplace: Dragon Roost Island

Personality: Serious and sincere

Medli is Valoo's attendant and puts incredible effort into everything she does. Even so, there are times when she seems to be spinning her wheels. Her greatest treasure is the harp that she carries on her back.

Laruto Birthplace: Zora's Domain
 Long, long ago, the Zora sage Laruto offered up her prayers in the Earth Temple so that the Master Sword would continue to house the power to repel evil. You can only attain this figurine by purchasing it from Lanzo on the second play-through.

Komali Birthplace: Dragon Roost Island Personality: Mama's boy
 Komali had very little confidence in himself, so he closed himself off from the world outside his tribe's aerie. With just a little help from Link, though, he has regained his confidence and is becoming a confident and mature Rito adult.

The Rito Chieftain Birthplace: Dragon Roost Island
 Head of the Rito tribe. The Chieftain is a very gifted leader who is adored by his people. Due to his position, he must be strict with his relatives, but as with any father, he worries about his son.

Kogoli Birthplace: Dragon Roost Island
 Kogoli always seems to be worrying about the state of the island, but no one has ever seen him working to improve it... Link must take Kogoli's pictograph before Medli wakes up.

Pashli Birthplace: Dragon Roost Island Personality: Gentle
 For reasons unknown, Pashli's always busy.

Skett & Akoot Birthplace: Dragon Roost Island Occupation: The chieftain's guards
 Skett and Akoot are said to be the top two Ritos when it comes to talent and strength, which is why they're the chieftain's guards. The reason they get along so well is because they're childhood friends. Their style of speech can be somewhat antiquated.

Koboli Birthplace: Windfall Island Occupation: Mail sorter
 Koboli is the third generation in a family of postmen, but rumor has it that a distant ancestor of his was also a postman...

Baito Birthplace: Unknown Personality: Earnest
 Baito is very earnest when it comes to mastering a job. He often misses his mother and gets homesick, which can be quite hard on him. He wants to be like Link.

Hogkit Birthplace: Dragon Roost Island
 Hogkit's biggest worry is getting a present for his girlfriend. He looks quite easygoing, but he's always thinking of his girlfriend. He values his friends tremendously.

Quill the Postman Birthplace: Dragon Roost Island Personality: Dutiful, passionate
 Quill has courage, if nothing else. He is admired by his fellow Rito, and the chieftain places great trust in him.

Valoo Birthplace: Dragon Roost Island Occupation: Sky Spirit
 Valoo has lived on Dragon Roost Island and protected the Ritos since long, long ago. He has a habit of speaking only Hylian, which is understood only his attendant, Medli.

Zephus & Cyclos Birthplace: Dragon Roost Island
 Zephus and Cyclos are two lighthearted sibling deities who control the wind. They teach Link the Wind's Requiem and the Ballad of Gales.

Ilari Birthplace: Dragon Roost Island Occupation: Windfall Island Postman
 Ilari is quite kind, as long as he's calm. But when things don't go well, he quickly grows impatient and can get rough with his speech. He apparently has a hard time remembering people's faces...

Namali Birthplace: Dragon Roost Island Personality: Worrisome
 Namali doesn't really have any distinct characteristics per se...

Basht & Bisht Birthplace: Dragon Roost Island Occupation: Island police
 Being extremely honest and sincere Ritos, Basht and Bisht were chosen to be the island's police force. When you talk to them, they speak frankly about events on the island.

Obl Birthplace: Windfall Island Hobby: Dressing up
 Obl has such an unhealthy obsession with the Ritos that he's begun dressing as a Rito and running the famed Bird-Man Contest. He's the older of the laudable brothers who host the contest.

**Willi**

Habitat: Windfall Island

Hobby: Dressing up

Willi used to be a very average carpenter on Windfall. He so longed to soar the skies that he began dressing as a Rito. He's the younger of a laudable pair of siblings.

Room 3: Common Enemies

There are 19 figurines to collect for this room.

**Floor Master**

Habitat: Forsaken Fortress

Personality: Surprisingly lonely

These creatures use their long hands to grab victims, which they then yank into another room. Occasionally, they grab nearby vases and throw them.

**Magtail**

Habitat: Dragon Roost Caver

Weakness: Water

These creatures are covered in a hard exoskeleton that not even the searing heat of lava can penetrate. Their eyes are their only weakness. Magtails can be picked up and carried around when they've rolled into a defensive position.

**Keeze & Fire Keeze**

Habitat: Dragon Roost Cavern

Least Favorite Thing: Projectiles

These bats fly around dark places and attack anything that moves. Take great care around Fire Keezes that appear during times of volcanic activity.

**Bokoblin**

Habitat: Forsaken Fortress

Food: Joy Pendants

These little imps wield sharp machetes and Boko sticks when attacking. If they have no weapon, they attempt to fight hand-to-hand.

**Red Bubble & Blue Bubble**

Habitat: Tower of the Gods

Stronger Form: Blue Bubble

The cursed blue flames of the Blue Bubble steal the power away from all of your attacks. You can easily blow away bubbles with the Deku Leaf.

**Rat**

Habitat: Forsaken Fortress

Favorite Food: All-Purpose Bait

These creatures attack spontaneously and attempt to steal Rupees. The ones that carry bombs around are apparently known as Bombachus.

**Boko Baba**

Habitat: Forbidden Woods

Spoils: Boko Baba Seed

These creatures, which mimic Baba Buds, attempt to swallow anything that comes near. Defeat them by stunning them with a jump attack and then cutting their stems.

**MimiBlin**

Habitat: Forsaken Fortress

Talent: Herd movements

These little beasts are quick and agile. They scurry along walls and gather in great numbers. You should deal with them individually so they don't surround you.

**ChuChu**

Habitat: Varied

Spoils: Chu Jelly

There are ChuChus of many different colors, each color with its own distinct characteristics. In general, they're most susceptible to projectile weapons.

**Peahat**

Habitat: Forbidden Woods

Talent: Rotating

These strange creatures use their propeller-like wings to float in midair. You can knock them out of the sky easily with either projectiles or a Deku Leaf.

**Gyorg**

Habitat: The Great Sea

Weakness: Projectiles

These so-called ocean killing machines are plentiful in the Great Sea. You should attack them with arrows or bombs before they can knock you into the sea.

**Octotek**

Habitat: The Forest Haven, Great Sea

Winner of the Perfect Attendance Award. When approached, these creatures tend to hide in the water. You can defeat them easily by using a sword or shield to deflect the rocks they shoot.

**Zeahat**

Habitat: The Great Sea

Weakness: Projectiles

These tremendous flying fish can be found only in the Great Sea. They tend to ram ships to knock their prey into the sea, so it's best to attack them from a distance.

**Kargaroc**

Habitat: Dragon Roost Island

Spoils: Golden Feathers

These fierce and dangerous opponents often carry Bokoblins and Mablins into battle. You can use your Grappling Hook to steal their Golden Feathers.

**Armos**

Habitat: Tower of the Gods

Vulnerability: Arrows

These small statues shift into autopilot and attack prey. Shoot them in the eyes with an arrow to silence them, and then destroy them by hacking their crystal backs.

- 
Armos Knight | Habitat: Tower of the Gods | Vulnerability: Bombs
 These auto-homing statues were created to deter intruders. To destroy them, you must toss bombs into their gaping mouths.
- 
Morph | Habitat: Forbidden Woods | Least Favorite Thing: Deku Leaves
 These creatures attack in groups and cling to the bodies of their prey. A spin attack is the best way to shake them off. They're light, so they're vulnerable to Deku Leaf blasts.
- 
Poe | Habitat: Earth Temple | Best Attack: Possession
 These ghostly creatures have no physical form, so physical attacks pass right through them. Shining some light on them with the Mirror Shield makes them take form.
- 
ReDead | Habitat: Earth Temple | Least Favorite Thing: Mirror Shield
 These undead creatures live only in the darkest depths of the earth. Their icy-cold gaze paralyzes their victims with fear. Shake it off and attack them from behind.

Room 4: Ganon's Army

There are 18 figurines to collect for this room.

- 
Darknut | Habitat: Tower of the Gods | Spoils: Knight's Crest
 These mighty knights are protected by heavy-duty armor. Rather than attacking from the front, it might be best to slip around behind them and cut off their armor straps.
- 
Gohdan, The Great Archer | Habitat: Tower of the Gods | Effective Weapon: Arrows
 This monstrous machine was created by the gods as a trial for the great hero. The only way to take it down to the ground is to pierce its hands and face with arrows. Once it has fallen, you can defeat it by immediately tossing a bomb inside it. Oddly enough, arrows occasionally drop from its nostrils.
- 
Darknut | Habitat: Tower of the Gods | Spoils: Knight's Crest
 These knights are well-protected by their round bucklers and mighty armor. If you use a parry attack to jump up and knock off their helmets, it'll spell their doom.
- 
Wizzrobe | Habitat: Tower of the Gods | Magic: Fire, Summons
 These mighty mages are adept at wielding flame and summoning other creatures to their aid. The only way to defeat them is to predict their movements and attack them during the brief moments when they assume physical form.
- 
Mighty Darknut | Habitat: Hyrule Castle | Spoils: Knight's Crest
 These are Darknut captains. Some wear capes that must be burned off before their armor straps can be cut.
- 
Moblin | Habitat: Forsaken Fortress | Spoils: Skull Necklaces
 These mighty enemies swing their long spears with the greatest of ease. They've knocked Link around with that attack countless times.
- 
Phantom Ganon | Habitat: Forsaken Fortress | Effective Weapons: Light Arrows, Master Sword
 This is a phantom that Ganondorf created in his own likeness. Use your sword to knock back the balls of magic that he hurls, and then attack him when he's stunned. You can also use empty bottles to deflect his magic attacks. *It's possible to obtain this figurine by purchasing it from Lenzo on the second play-through. Also, Link can take the pictograph during the final battle.*
- 
Wizzrobe | Habitat: Wind Temple | Magic: Summons
 These high-level mages use the magic of summoning to aid them in battle. They're the only Wizzrobes who can summon other Wizzrobes, which makes them formidable.
- 
Stalfos | Habitat: Earth Temple | Weakness: Its head
 These skeleton warriors attack by violently swinging their gigantic maces around. Even if they're shattered to pieces, they'll reform unless their heads are destroyed.
- 
Jalhalla, Protector of the Seal | Habitat: Earth Temple | Underlings: Poes
 This gigantic ghost rules over all Poes. After reflecting light onto it with the Mirror Shield, you can lift it and throw it around.
- 
Ganondorf | Base of Operations: Ganon's Castle | Effective Weapons: Light Arrows, Master Sword
 The possessor of the Triforce of Power, Ganondorf controls many fell beasts. It is useless for Link to try to face him alone. He must look for an ally who can aid him in battle.

| | | | |
|--|---------------------------------------|------------------------------|---|
|  | The Monstrous Helmaroc King | Habitat: Forsaken Fortress | Master: Ganondorf |
| The Helmaroc King is a monstrous bird that has been fitted with a mighty steel mask. Split the mask with a hammer to reveal its tender beak. | | | |
|  | Mothula | Habitat: Forbidden Woods | Effective Weapons: Deku Leaf, projectiles |
| This gigantic moth scatters its scales through the air. Even using projectiles to clip its wings won't assure your safety—it can still run around swiftly and release larvae. | | | |
|  | Puppet Ganon | Habitat: Ganon's Castle | Effective Weapon: Light Arrows |
| This is a gigantic marionette created by Ganon himself. It transforms into three different shapes, but all three are vulnerable to rays of light. Rather than shooting at it randomly, try to deduce when it's can be targeted easily and then take your shot. | | | |
|  | Molgera, Protector of the Seal | Habitat: Wind Temple | Effective Weapon: Hookshot |
| This evil guardian burrows deep into the sand. Use the Hookshot to draw out its tender tongue, and then slash at it with your blade. | | | |
|  | Kalle Demos | Habitat: Forbidden Woods | Favorite Thing: Makar |
| This plant-monster is a gigantic parasite that lives in the depths of the Forbidden Woods. Cut loose all of its disgusting tentacles with the Boomerang to reveal its tender core. | | | |
|  | Gohma | Habitat: Dragon Roost Island | Effective Weapon: Grappling Hook |
| This gigantic shelled insect inhabits areas of lava and magma. The only way to penetrate its hard bio-armor is to drop an entire sheet of bedrock on it. | | | |
|  | Big Octo | Habitat: The Great Sea | Effective Weapons: Projectiles |
| There are said to be six of these legendary giant squid in different reaches of the Great Sea. When ships pass by, the Big Octos create tremendous currents to try to sink them. The only way to escape without being sucked in is to shoot at their weak spots—their eyes—with projectiles. | | | |

Room 5: Outset Island

There are 14 figurines to collect for this room.

| | | | |
|--|-----------------------|-----------------------------|--|
|  | Crab | Birthplace: Unknown | Talent: Crab-walking |
| These creatures are crabs, plain and simple. | | | |
|  | Mesa | Birthplace: Outset Island | Personality: Slacker |
| Mesa performs his chores at very much his own pace. His vegetable patch is always full of weeds, and he spends most of the year trying to clear it out. He's surprisingly timid and can't fall asleep at night. He's currently looking for a wife. | | | |
|  | Jabun | Birthplace: Greatfish Isle | Occupation: Water Spirit |
| Jabun can only speak Hylian, so hardly anyone understands a word he says. <i>You can only attain this figurine by purchasing it from Lenzo on the second play-through.</i> | | | |
|  | Orca | Birthplace: Outset Island | Talent: Swordplay |
| In his younger days, Orca had hoped to be a swordsman, but he suffered a serious injury that ended that dream. He soon returned to Outset Island to become a fisherman. On a ledge on one wall of his house is a memento from his days of training with a blade. Orca is a lifelong bachelor. | | | |
|  | Sturgeon | Birthplace: Outset Island | Personality: Extremely Serious |
| Known as Outset's living encyclopedia, Sturgeon is quite wise, boasting an abnormally high IQ. He has extremely sensitive nerves—quite the opposite of his younger brother, Orca, who lives downstairs. Surprisingly, Sturgeon was an accomplished swordsman in his youth. | | | |
|  | Sue-Belle | Birthplace: Windfall Island | Personality: Serious |
| Sue-Belle was born and raised on Windfall, but she became concerned for the health of her grandfather, Sturgeon, so she decided to live with him on Outset Island. Morning, noon, and night, she fills vases with water and carries them on her head from the well to their house. Strangely enough, she actually enjoys the task. | | | |
|  | Seagull | Birthplace: Unknown | Talent: Flying |
| Seagulls soar freely over the Great Sea. They love Hyoui Pears above all other foods, and eating it simply steals their hearts. | | | |
|  | Aryll | Birthplace: Outset Island | Personality: Kind and true to her family |
| Link's energetic younger sister is adored by all who meet her. Her current goal is to learn how to fetch water so she can help her grandmother. Her most treasured belonging is a telescope bearing a drawing of a seagull. <i>You can only get Aryll's figurine on the first play-through by taking a pictograph of Grandma.</i> | | | |
|  | Link's Grandma | Birthplace: Outset Island | Personality: Worrywart |
| This kind old woman works hard to raise her two grandchildren. She's a very talented cook—her special Elixir Soup is sure to raise anyone's spirits. Also, she can be somewhat mischievous and enjoys playing the occasional prank on Link. | | | |

- | | | | |
|--|-----------------|---------------------------|-------------------------------|
|  | Wild Pig | Birthplace: Unknown | Talent: Digging holes |
| Wild pigs are found primarily in the fields of Outset Island. They love All-Purpose Bait above all other foods, and when they eat it, they can't help but tear into the earth. | | | |
|  | Rose | Birthplace: Outset Island | Favorite Thing: Animals |
| The mother of Joel and Zill, Rose is a woman of refreshingly simple tastes... but she's a demanding mother. She has the bad habit of trying to laugh her way out of lies. | | | |
|  | Abe | Birthplace: Outset Island | Greatest Treasure: His family |
| Abe is a family man who takes good care of his wife and two kids. In his younger days, his dashing good looks and baritone voice made him quite the ladies' man. Then one day, he was instantly smitten by a woman named Rose. Even though he was consistently rebuffed, he persisted and finally convinced Rose to marry him. | | | |
|  | Joel | Birthplace: Outset Island | Main Interest: Sticks |
| Joel's dream is to grow up as soon as he can so he can jump across boulders just like Link. Both he and his younger brother Zill distinctly resemble their father, Abe. | | | |
|  | Zill | Birthplace: Outset Island | Talent: Sniffing |
| Zill is a hyper-inquisitive young boy who speaks his thoughts as soon as they come to mind. He can often strike a nerve without realizing it. He likes to imitate his older brother Joel. And strangely enough, it seems that he actually lets his nose run on purpose... | | | |

Room 6: Windfall Island

There are 27 figurines to collect for this room.

- | | | | |
|--|---|-------------------------------|--|
|  | Minenco | Birthplace: Windfall Island | Favorite Thing: Pictographs |
| This former beauty became famous after being dubbed Miss Windfall Island... about forty years ago. There isn't a younger woman who could take that title away. | | | |
|  | Anton | Birthplace: Windfall Island | Favorite Activity: Kickboxing |
| Anton's second-favorite hobby is taking walks because it keeps his legs in shape. He's had his eye on a certain young lady lately. | | | |
|  | Miggy | Birthplace: Windfall Island | Her Son: Dampa the Sailor |
| She's just an ordinary elderly woman. | | | |
|  | Kreeb | Birthplace: Windfall Island | Least Favorite Proverb: "Only smoke and fools love high places." |
| This young guy's trademark is his yellow hat. He seems to have an unusual interest in the town's Ferris wheel and lighthouse. | | | |
|  | Garrickson | Birthplace: Windfall Island | Personality: Passionate |
| Garrickson is constantly thinking of someone on a faraway island. He's apparently a very passionate man, and he has a very hip sense of fashion. | | | |
|  | Pompie & Vera | Birthplace: Windfall Island | Hobby: Gossiping |
| Pompie and Vera are the town's most talkative pair of ladies, and they're always spreading idle gossip. Lately, they've been obsessed with Lenzo. | | | |
|  | The Shop Guru, Zunari | Birthplace: A C-C-COLD Island | Pet Phrase: "Dear me!" |
| Even on the hottest days of summer, Zunari can be found in his shop, wearing the beloved hood that his mother made for him. He keeps a great treasure in his safe there. On a side note, he turns 40 this year and is now recruiting for a wife. | | | |
|  | Tott | Birthplace: Windfall Island | Talent: Dancing |
| This young fellow dreams of becoming a professional dancer. He dances before a strange stone monument day and night. This smooth dancer may still be practicing, but he's also recruiting for a partner. | | | |
|  | The Pictographer, Lenzo | Birthplace: Unknown | Personality: Hard to grasp |
| Lenzo is a famed pictographer known to all. His mysterious personality is quite popular with the ladies in town. | | | |
|  | Windfall's Gang of Boys, The Killer Bees | Birthplace: Windfall Island | Main Objective: Raising Trouble |
| This small gang of four calls itself the Killer Bees. Starting from the left, the members are the leader, Ivan: A very talented and reliable leader. Leave all tree-climbing to him. Jin, the fox: Ivan's quick-witted advisor. His wry insults can be hard to take. Jan, the blue-hair: Uses his innocent looks to avert trouble. He's the Killer Bee's thug. The pig-nosed Jun-Roberto: Secretly aims to be the next gang-leader. He was raised in a bourgeois family and has developed into a terrible little tyrant. When these four are together, they fear absolutely nothing! | | | |



The Joyful Teacher, Mrs. Marie

Birthplace: Windfall Island

This Year's Lucky Number: 20

This is the 20th year this splendid individual has worked as Windfall's school teacher. Her hobby is collecting Joy Pendants. Her goal in life is to raise unique and creative students. The most unique thing she's ever created is her own hairstyle.



Potova & Joanna

Birthplace: Windfall Island

Nickname: The Little Tipsters

These two girls are talented at spreading island rumors, seemingly without any tips or advice from others. Children can be really frightening sometimes.



Maggie's Father

Birthplace: Windfall Island

Personality: Not particularly good

Surprisingly, Maggie's father is quite confident that he's the epitome of fashion. It would probably be more accurate to say that the clothes he wears are "distinct." He seems to especially like vintage clothes and jewelry.



Maggie

Birthplace: Windfall Island

Favorite Things: Love and romance

Maggie was dirt-poor before being kidnapped and held captive in the Forsaken Fortress. She's quite popular with all the boys... but she prefers "wild" boys over all others. Lately she has taken to writing poems, and soon she'll have one published called "A Woman's Heart Is Blue."



Mila

Birthplace: Windfall Island

Personality: Harsh

This poor girl was filthy rich until she got rescued from her prison in the Forsaken Fortress. Now that her family has fallen on hard times, she works for the shop on Windfall Island to help ease their hardship.



Mila's Father

Birthplace: Windfall Island

Favorite Thing: Money

His hobby was once collecting expensive vases, but unfortunately, they were the kind of vases one wants to break as soon as one catches sight of them. Those who did and were forced to compensate him for his losses were said to regret it afterward.



Gummy the Sailor

Birthplace: Windfall Island

Favorite Spice: Pepper

No one knows where Gummy gets his spending money from, but this nifty sailor spends night after night unwinding at the auction.



Kane the Sailor

Birthplace: Windfall Island

Favorite Occupation: Artist

Long ago, Kane longed to be an artist or a sculptor, but circumstances in his home life forced him to become a sailor. He's still critical of all artistic expression, though.



Dampa the Sailor

Birthplace: Windfall Island

Favorite Animal: Pigs

Dampa recently got some pet pigs, and now they're all he can think about. He really confirms the old adage about pets and their owners...



Candy the Sailor

Birthplace: Windfall Island

Good at Cooking: Grapes

At first glance, Candy looks a little intimidating, but he's actually extremely kind and quite knowledgeable. He's always happy to share his knowledge, too. He's energetic and sort of a scamp for a 17-year-old.



Linda

Birthplace: Windfall Island

Best Friend: Sue-Belle

Lately, her childhood friend, the delicate Kamo, has become smitten with her, but she's apparently oblivious to his feelings.



Sam

Birthplace: Windfall Island

Favorite Spot: The sea view bench

Sam thinks that a little composure is of the utmost importance in life. He's a card-carrying member of the Joyous Volunteer Association.



Gillian

Birthplace: Windfall Island

Workplace: The Café Bar

Gillian manages the café in place of her now-ill father. It seems she once had a boyfriend, but that info is TOP SECRET!



Goggack

Birthplace: Windfall Island

Personality: Not brave

There isn't much to say about Goggack.



Bomb-Master Cannon

Birthplace: Windfall Island

Mood: Shifts violently

Cannon is the world's only maker of bombs. He considers himself a magician with gunpowder and other explosives. His hairstyle is as unique as his talent.



The Potion Master, Doc Bandam

Birthplace: Windfall Island

Favorite Food: Chu Jelly

Doc Bandam spends his days researching ChuChus in his potion shop. He visits Pawprint Isle now and then to collect the Chu Jelly he uses to make his potions. He considers himself a potion artist, and he's quite whimsical.



Kamo

Birthplace: Windfall Island

Years with No Girlfriend: 18

Ever the romantic, Kamo loves to gaze at the night sky. He and his dear friend Linda were once classmates at Mrs. Marie's School.

Room 7: The Great Sea

There are 24 figurines to collect for this room.

Minicoro Gallery

| | | | |
|--|----------------------------|-------------------------------------|--|
|  | Fairy | Birthplace: Unknown | First Impression: Good |
| Fairies are the most reliable of creatures. When their master's life energy has been depleted, they immediately come to his or her aid. They can be carried in bottles. | | | |
|  | Great Fairy | Birthplace: Aeolian Isles | Talent: Powering-up |
| The seven Great Fairies who are destined to aid the Great Hero by increasing his powers are hiding in seven different reaches of the Great Sea. You can only attain this figurine by purchasing it from Lenzo on the second play-through. | | | |
|  | Queen of Fairies | Birthplace: Fairy Island | Talent: Empowering arrows with fire and ice |
| The Queen of Fairies appears to be but a child, but she's much greater and more powerful than the Great Fairies. She grants Link the power to add fire and ice to his arrows. You can only attain this figurine by purchasing it from Lenzo on the second play-through. | | | |
|  | Traveling Merchants | Birthplace: Unknown | Favorite Food: Rocks |
| These businessmen are traveling the world in search of curios and oddities, each with the hope of someday opening his own shop. Nobody knows where these wandering merchants have come from or where they're headed. | | | |
|  | Old Man Ho Ho | Birthplace: Unknown | Favorite Thing: Telescopes |
| Old Man Ho Ho found his first telescope after retiring from his job, and he's been traveling in search of new sights ever since. A new discovery always awaits at the far end of his telescope. | | | |
|  | Mako | Personality: At first glance, quiet | Least Favorite Thing: Having his glasses touched by strangers. |
| Mako is called the brains of the ship and the king of invention. He may look like a weakling, but his glasses give him keen eyesight, and he's unstoppable when he's mad. Not many know this, but he keeps a knife hidden in that thick book of his. To get this figurine during the first play-through, Link must succeed in taking Tetra's picto. | | | |
|  | Niko | Personality: Merry | Least Favorite Thing: Gonzo's underwear |
| Niko is the bottom rung on the pirate ladder, so he's responsible for all the odd jobs on the ship. He's quite childish and rarely thinks of the consequences of his actions. Surprisingly, though, he has what it takes to get by, and the pirates like him for that. To get this figurine during the first play-through, Link must succeed in taking Tetra's picto. | | | |
|  | Zuko | Personality: Taciturn | Talent: Spying |
| Zuko is in charge of keeping watch. His sharp eyes can read signs a mile off. No one really understands what he says, though, so they rarely know what he's seen. To get this figurine during the first play-through, Link must succeed in taking Tetra's picto. | | | |
|  | Nudge | Personality: Who knows? | Talent: Sewing |
| Nudge seems to understand Tetra best of all the pirates and often counsels her. He's actually stronger than Gonzo. To get this figurine during the first play-through, Link must succeed in taking Tetra's picto. | | | |
|  | Genza | Personality: Mild-mannered | Talent: Ummm... talking, maybe? |
| Genza is in charge of keeping the pirate ship in order. He's a mild-mannered speaker, but his persuasive skills are said to be unmatched. To get this figurine during the first play-through, Link must succeed in taking Tetra's picto. | | | |
|  | Gonzo | Personality: Short-tempered | Favorite Thing: Miss Tetra |
| The leader of Tetra's family of pirates, Gonzo seems to be quite strong... but he cries at the drop of a hat. To get this figurine during the first play-through, Link must succeed in taking Tetra's picto. | | | |
|  | Tetra | Personality: Elusive | |
| Tetra seems bossy and strong-willed, but she's actually quite kind. Orphaned at a young age, Tetra followed in her mother's footsteps, becoming a pirate and watching after her mother's gang of lovable swabbies. Tetra and her crew are in search of a legendary treasure hidden beneath the waves of the Great Sea. To get Tetra's figurine, Link must take a pictograph of her at the Tower of the Gods before she awakens as Princess Zelda. | | | |
|  | Merman | Birthplace: The Great Sea | Personality: Honorable, dutiful, and surly |
| Apparently, these fish were added to the Great Sea long ago by the King of Red Lions, which is why they're now willing to offer Link valuable information. Unfortunately, much of their information is off the mark. For many long years they have suffered from stiff necks, but none know how to cure it. | | | |
|  | King of Hyrule | | |
| The King of Hyrule was unable to protect his kingdom from evil and left its fate up to the gods. The King of Red Lions is merely his disguise. His full name is one that is truly fit for royalty: Daphnes Nohansen Hyrule. You can only attain this figurine by purchasing it from Lenzo on the second play-through. | | | |





Link & the King of Red Lions

Birthplace: Outset Island

Manual Preference: Left

Link, the Hero of Wind, uses the Wind Waker to control the wind and sail the seas on his mysterious boat (which is actually the King of Hyrule). Surprisingly, he seems to have an unnatural interest in figurines and has at last completed his collection! He is now the master of the Nintendo Gallery. Link can only get this figurine by attaining every other figurine in the Nintendo Gallery (excluding Knuckle). Carlov awards it to him for becoming the Master of the Nintendo Gallery. Keep in mind that once Link receives this figurine, he cannot ever obtain the Knuckle figurine!



Princess Zelda

Princess Zelda is the legitimate heir to the Hyrulean royal family. She's actually the pirate Tetra. Take Princess Zelda's picto during the final boss battle, save the game, and reset to return to the castle's entrance. Link can then sail back to Forest Haven to drop off the picto.



Salvage Corp.

Birthplace: Angular Isles

Talent: Searching for sunken treasure

These young men found friendship through their common interest in searching for sunken treasure. Soon afterward, they formed the Salvage Corp. With their first haul of treasure, all they could afford to buy was their diving suits. Now they dream of finding one huge haul to make them all rich. They're currently searching for the legendary treasure sunken beneath the sea.



Salvatore

Birthplace: Windfall Island

Talent: Drawing Pictures

Long ago, Salvatore hoped to be a famous painter, but that dream didn't last long. Eventually he returned to his hometown and came up with his current business plan. It's been a huge success, allowing him to purchase his own island. He's opened up the second store in what he hopes will become a huge chain. He's now busy trying to think up his next big endeavor.



Loot the Sailor

Birthplace: Windfall Island

His Only Fear: The Mermen

Loot spends his day working far from home at the boating course. He takes his earnings straight to the café bar on Windfall to enjoy a relaxing beverage.



Beedle

Birthplace: Unknown

Favorite Thing: Bugs (especially beetles)

A businessman by nature, Beedle's sales pitch is unmatched. He hopes to open a chain of trading posts where people can buy, sell, or trade anything.



Tingle

Birthplace: Unknown

Favorite Things: Fairies, deciphering maps

It's been several years since Tingle first became enchanted with deciphering maps to find fairies, and he's lost many things during that time. He's raising funds to begin his search for fairies, hoping to embark sometime in his thirties, while his lust for life is still upon him. At the age of 35, the pressure's on!



Ankle

Birthplace: Unknown

Favorite Proverb: "One may as well hang for a stolen sheep as for a stolen lamb."

Since being taught how to decipher maps by his older brother Tingle, Ankle has been supporting his good-for-nothing twin brother Knuckle. The only time he feels he can truly be himself is when he's tending to the Tingle Island flower garden.



David, Jr.

Birthplace: Windfall Island

Occupation: Treasure Hunter

Seventeen-year-old David Jr. set out to sea with dreams of finding the treasure of the Ghost Ship that his now-deceased father once saw. He gets seasick quite easily, and he was in just such a state when he awoke in a daze on Tingle Island. Ankle told him that "Self comes before wealth," and he's been working in the tower ever since. He really hates the uniform.



Knuckle

Birthplace: Unknown

Occupation: Carver

Knuckle is another of Tingle's younger brothers—he happens to be Ankle's twin. He finished carving Tingle Tower when he was 10 years old. The tower's head is his studio. Supposedly, he felt unsatisfied completing his collection without this figure. He loves his special vertically aligned Tingle Tuner. Link can only obtain this figurine by following the clues on his Tingle Tuner while at Outset Island. If he succeeds at Knuckle's challenge, the long-lost Tingle brother will surrender. Return to Tingle Island and look for Knuckle in the flowers on the ground.

THE LEGEND OF
ZELDA[®]
OCARINA OF TIME[®]



WALKTHROUGH, PART 1

QUEST 1: GET THE KOKIRI'S EMERALD

In the opening cinema, Navi's mission from the Deku Tree is clear: to find the boy without a fairy, and lead him to the Deku Tree.

AREA 1: IN THE KOKIRI FOREST

THINGS TO DO:

- 1 Talk to everyone in Kokiri Forest to gain clues.
- 2 Get the Kokiri Sword in the Forest Training Center and equip it.
- 3 Get the Deku Shield and equip it. You can buy one in the Kokiri Shop.
- 4 Talk to Mido, who will let you see the Deku Tree.



A good place to practice Link's various moves is in the Forest Training Center in the middle of the Kokiri Forest. Here you can also practice picking up items and throwing them, as well as crawling through small openings.

Enter the Hole of "Z" within the Forest Training Center, and follow the path to the Treasure Chest, which contains the Kokiri Sword.



To avoid the rolling boulders, stay in the recessed areas and then outrun the boulders. When you leave this tunneled area, you can practice Link's swordsmanship on the plants. Make sure you equip your sword when you get it.

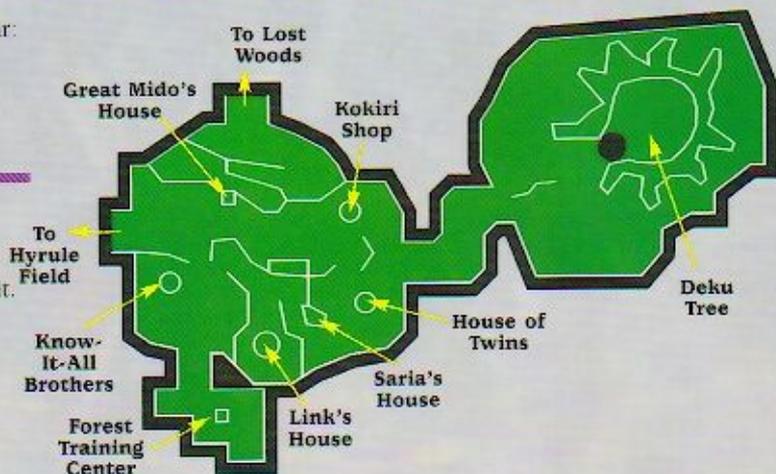
KOKIRI SHOP

Inside the shop, you must buy the Deku Shield, which costs 40 Rupees. If you don't have enough money, search around town until you do. You can't leave this area without the Deku Shield, so earn Rupees wherever you can!



The Know-It-All Brothers

You can learn about the game icons, maps, and items from the Know-It-All Brothers.



The Great Mido's House

Open the chests in the Great Mido's house. Inside the chests, you will find Rupees which you can use to buy items for use on your quest. You will also find a Recovery Heart.



After talking to Mido, he will give you access to the Deku Tree. However, he will only do so when you are properly equipped with sword and shield.



You'll experience your first battles against the Deku Babas on your way to the Deku Tree. Defeat the Deku Babas, and you're rewarded with Deku Sticks.

AREA 2: THE DEKU TREE

While at the Deku Tree, you will learn that a curse has been placed upon it. The Deku Tree asks for your help to be released from this curse, and invites Link and Navi inside.



Inside the Deku Tree

Battle the plants inside and grab any Deku Nuts you find. Climb the ladder or the vines, and follow the path around to the Treasure Chest to get the Dungeon Map.



NOTE:

Don't try climbing the wall just yet. You should have the **Fairy Slingshot** to make it past the Skullwalltulas. You'll return here very soon, so for now, just keep going.

Enter the door at the end of the path, and raise your shield to defend against an attack from a Deku Scrub. The scrub will spit



Deku Nuts at you until you deflect one back at it and hit it with the nut. After hitting the Deku Scrub, chase it down and talk to it. You can also stand on its plant base to get it to talk to you. It will provide you with a clue about jumping from high places.



Go through the next door and quickly jump from the center block to reach the Treasure Chest on the other side. This chest contains the Fairy Slingshot. Chopping down the plants below will get you some Deku Seeds, which you can use as bullets in the Fairy Slingshot.

TIP:

If the boulder crumbles before you reach the other side, you can climb up the wall to reach the Treasure Chest.



After grabbing some Deku Seeds, use the Fairy Slingshot on the ladder across from the Treasure Chest. This causes the ladder to fall, so Link can climb it and leave this area.

Return through the next room to the wooden path. When you reach the Treasure Chest, climb up the vines to access the next level of the dungeon.

When you reach the next path, enter the door. Use your Deku Stick on the fire in the torch to light the unlit torch. Lighting the fire unlocks the door behind you that earlier locked when you entered the room.



Stepping on the floor button raises the center pillars, which in turn, enables you to cross the room. To the left (before crossing the room) you will see a Gold Skulltula guarding a small Treasure Chest; however, you need to watch out for the Big Skulltula that will drop down just as you reach the ledge. Defeat the Skulltula and open the chest to pick up a **Recovery Heart**. After defeating the Gold Skulltula, you will receive a Gold Skulltula token.

WARNING:

As you climb the wall, watch out for the Skullwalltulas. They will chase Link and knock him off the wall. Use the Deku Seeds in your Fairy Slingshot to blast them off the wall before climbing. There are three Skullwalltulas, so blast all three before starting your climb.



The second (and larger) Treasure Chest across the room contains the **Compass**. Now Link can see inside areas of the dungeon.

There are three Big Skulltulas on the third floor of this dungeon, which Link must defeat before continuing. Two targeted sword slashes or two shots from the Slingshot will take out these creepy crawlers. Wait until the Big Skulltula has its belly facing toward you, and then slash or shoot away!



After defeating a Big Skulltula, carefully aim and jump to the web on the bottom floor from your lofty third floor perch. When you reach the web, it will break and cause Link to fall through and land in the water.



Stepping on the floor button lights a torch, revealing a Treasure Chest with a **Recovery Heart** inside.

Light a Deku Stick from the torch's flame, and then carry the fiery stick to the cobweb wall covering the door. Place the fiery Deku Stick on the cobweb wall.



TIP:

When crossing the water with your Deku Stick, make sure you stay on the upper (shallow) ledge. Walking into the deep water will extinguish the fire on the Deku Stick.



Shoot the Gold Skulltula on the watergate to receive a Gold Skulltula token.

Use your Fairy Slingshot on the Gold Skulltula on the viney wall to receive another Gold Skulltula token. Climb up the wall if you want to return to the dungeon floors.

After passing through the door, another Deku Scrub throws a Deku Nut at you. Use Link's Deku shield to guard against the attack, and then talk to the Deku Scrub. It will tell you to punish its brothers in the following order: 2 3 1, twenty-three is number one.



Use the Fairy Slingshot on the eyeball above the iron bars. This causes the bars to slide up, enabling you to leave the room.



Jump into the water and center yourself above the button on the underwater floor. This causes the water level to lower. Now return to the entrance, and hop onto the lowered, moving ledge. Stay on the ledge and ride it back and forth. Soon, the water will start to rise. You must be on the side of the room opposite the entrance when the water rises, so you can jump onto the ledge that starts to rise with the water.



Use Link's sword or Slingshot on the Big Skulltula that is guarding the block. Push or pull the block over and climb it to access another door.



To unlock both doors, you must use a Deku Stick to light the two torches. Exit the door on the east

side of the room; note, however, that there's a Big Skulltula waiting to fight beyond this room. As you look up at the ceiling, do you notice the pulsating pods? If you cross the center of the room, the Gohma Larvae will drop down and attack. Use the Deku Shield for protecting against their attacks, and then slash each one with Link's sword or use the Slingshot in between attacks.

Light a Deku Stick from a torch, use it to burn off the cobwebs from the east tunnel, and then crawl through the opening. Push the block off the ledge. Light another Deku Stick, and then place it on the web in the center of the room to burn off the cobweb.



When you jump into the hole, you will land in the water. For protection, you should have Link's shield ready because you're about to fight the Deku Scrub Brothers. Remember the clue you received earlier? Defeat the Deku Scrub Brothers in the following order: 2, 3, 1.

After defeating the Deku Scrub Brothers, the Secret of Queen Gohma is revealed. To unleash the final blow to Queen Gohma, strike her with Link's sword while she's stunned. Also, keep in mind that the Gohma becomes vulnerable when her eye is red.



At this point, you should now see a skull on the map subscreen when you access it or on the lower righthand corner map. Guess whose room that is? Go through the now unbarred door, and introduce yourself to Queen Gohma.

QUEEN GOHMA

As you enter Queen Gohma's domain, you'll hear the skin-crawling sounds of "something" rustling above you. Without warning, Queen Gohma drops from the ceiling, revealing herself in all her armored, arachnid glory.



When you run from Queen Gohma, she'll climb to the ceiling and drop Gohma Larvae down to attack. When you defeat the three babies, Queen Gohma returns to the floor and offers a more personal attack. It's best to eliminate the Gohma Eggs before they hatch, because they're much easier to manage in that state.



Take advantage of the regenerating plants on the ground. You'll need to keep up your health if you're going to outlast Queen Gohma.





Just as Queen Gohma starts to attack, her eye turns red in color. After she unleashes her attack, switch to Z Targeting and use the Fairy Slingshot to hit Queen



Gohma's eye. Hitting her in the eye causes it to turn green, plus it momentarily stuns her. Now's your chance to hit her green eye with your sword. This will weaken Queen Gohma and force her to retreat to the ceiling and drop more eggs. Continue to pummel her with your Fairy Slingshot when her eye turns red, and then use your Sword to damage her. After about four or so successful hits, you will defeat the Queen.

After destroying Queen Gohma, Link receives a Heart Container that completely replenishes his health and adds one permanent heart to his heart meter. Step into the blue ring of light in the center of the room to be returned to the outside world.



When Link returns outside the Deku Tree, he learns that his efforts to save the Deku Tree were in vain. It is dying and there's nothing Link can do. Before the Deku Tree dies, however, it tells Link about a man

in the desert searching for a key to the **Sacred Realm**. This is also the same man who placed the curse on the Deku Tree.

As Deku murmurs his last few words, he rewards Link with the **Kokiri's Emerald**. Emerald in hand, Link now returns to the Kokiri Forest.

NOTE:

Listen closely as the Deku Tree tells you about the **Triforce** and the three goddesses in Hyrule. Whenever you see the symbol of the three triangles, it is aligned with the sacred realm.

QUEST 2: THE GORON'S RUBY

KOKIRI FOREST

After leaving the Deku Tree, head to Kokiri Forest. Exit the village through the stump leading to Hyrule Field. Saria will stop you on the bridge outside the forest to bid you farewell and give you the Fairy Ocarina. After exiting the bridge, you'll find yourself in Hyrule Field.



HYRULE FIELD

NOTE:

At this point, the game begins to keep track of time. As time passes from day to night, it will change the course of how you travel, and it triggers the occurrence of certain events. Refer to the "Game Basics" chapter for more information on the time feature.

WARNING:

Hyrule Castle closes at **6:00 pm**. Link must run to the castle before it closes, or he will get locked outside. Monsters lurk in the field at night, so run to the castle as fast as possible. When the sky and ground turn red in color, it signifies that it's getting dark. To get Link to the castle on time, try rolling!



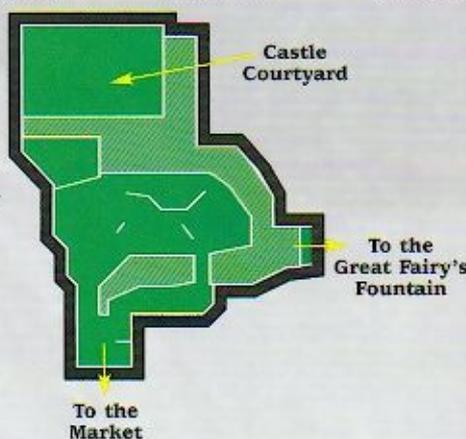
As you head toward Hyrule Castle, locate the tree with the owl and speak with it. Return briefly to the Market, and then go back to the area where the owl was. Talk to the girl standing near the vine-covered wall. She informs you that she is Malon and that her father has gone to the castle to get some milk and hasn't returned. Malon also tells you that her father, Talon, has probably fallen asleep somewhere near the castle. She asks you to find her father and gives you the Weird Egg in return. The guard at the gate will not let Link in. To get past him, drop off the nearby ledge and approach the fork in the road. Climb up the wall to the left of the guards, but stay out of the guards' view. If they spot you, you'll get kicked out of the castle, forcing you to start all over again.



HYRULE CASTLE

THINGS TO DO:

- ① Get the Weird Egg
- ② Wake up Talon
- ③ Get Zelda's Letter
- ④ Learn Zelda's Lullaby



Find the brick wall and climb up it. Stay near the left wall and drop down to the ledge. Next, drop into the moat and let the current carry you to the far embankment past the guards.



You can find Malon's sleeping father on the side of the castle near the moat and crates.

Speaking to Talon won't wake him up, so instead you must use the chicken which hatches from the Weird Egg. He'll rush off to find his daughter. Now you can push the crates on the walkway along the grooves where Talon had been sleeping. One after another, push the crates into the moat.

Climb the crates and jump over to the small water duct in the wall. Crawl through the duct to enter the castle. Note that the guards will block the path at night-time, so wait until daytime to gain admittance into the castle courtyard.



CASTLE COURTYARD

The castle courtyard is comprised of five sections that you must sneak through while avoiding the guards. If the guards catch Link, he'll get kicked out prompting you to start over again.



NOTE:

To successfully get through an area full of guards, make sure that Link passes the guards when their backs are turned. Also, it's best to stay as far away from them as possible.

Find the area with one guard patrolling a center statue. You should see some Rupees, but resist the temptation. Climb on top of the upper, viney walkway and cross over slowly.



When you reach the inner courtyard, head to the far side and speak with the young girl standing outside a window. This is your first meeting with Princess Zelda!



After a brief introduction, she asks that you help her protect Hyrule from a man named Ganondorf, who she feels is bent on world domination. Princess Zelda also asks that you assist her in retrieving the two remaining Spiritual Stones. She gives you a

Letter when you agree to help her. After Zelda offers to have her nanny, Impa, escort you outside the castle, head to the exit of the courtyard.





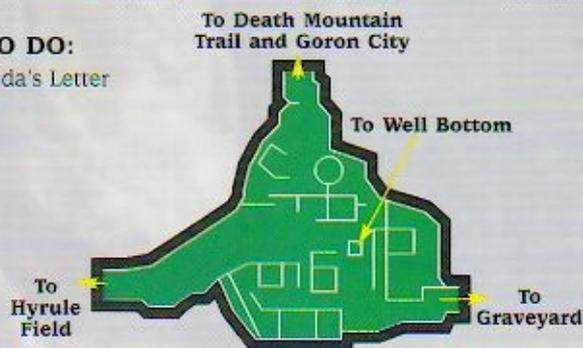
Impa teaches you to play your first song on the Ocarina: *Zelda's Lullaby*. She tells you that this song is only taught to members of the Royal Family and should help you prove your connection to the Royal Family. After she leaves, head to Kakariko Village and Death Mountain.



KAKARIKO VILLAGE

THINGS TO DO:

- 1 Show *Zelda's Letter*

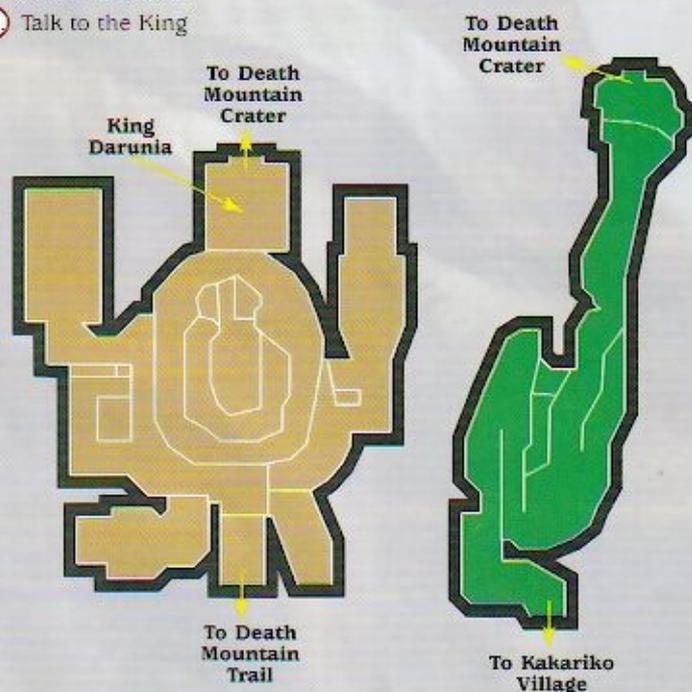


After entering Kakariko Village, speak with the Guard at the rear gate. When you show him the *Letter* he opens the gate, enabling you passage further up Death Mountain.

DEATH MOUNTAIN

THINGS TO DO:

- 1 Talk to the King



Scale the hilly mountainside until you reach the entrance to Goron City. All of the inhabitants of the village will tell you that the entire area is suffering from a famine. Make your way down to the bottom of the city, and locate the soft carpet in front of an engraved doorway.



Stand on the carpet and use the Ocarina to play *Zelda's Lullaby*. When the door opens, climb the path to reach King Darunia. Because of the troubles plaguing the city, King Darunia refuses to give you any information about the *Spiritual Stone of Fire*. If you

play *Zelda's Lullaby* in the room for the King, he'll ask that you play him a "green" tune so that he can dance.

Exit the room and head down Death Mountain to return to Kokiri Forest.



KOKIRI FOREST

THINGS TO DO:

- 1 Talk to the Great Mido



LOST WOODS

Listen to the background music when you enter the Lost Woods.

NOTE:

If you enter a tunnel and the music begins to fade, you'll know you've taken a wrong turn. Return to the previous area and head down a different tunnel while listening for the music. Just follow the music to reach the right spot.

The louder the music gets, the closer you are to the Sacred Forest Meadow and Saria. Head through the right tunnel into the next area, and then walk through the left exit. Continue to the right, and then proceed through the left tunnel. In the next area, head straight through the tunnel and turn left, then right to emerge in the Sacred Forest Meadow.



SACRED FOREST MEADOW

THINGS TO DO:

- 1 Learn Saria's Song

In the Meadow, approach the gate at the far end; however, watch out for Wolfos emerging from the field. You can easily defeat the Wolfos by guarding with Link's shield to get in close. Then after the Wolfos attack, strike with Link's sword. The gate opens after defeating the Wolfos.

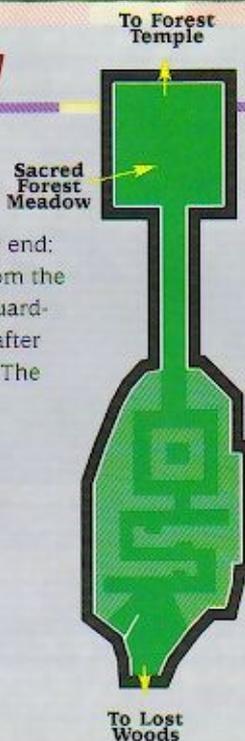
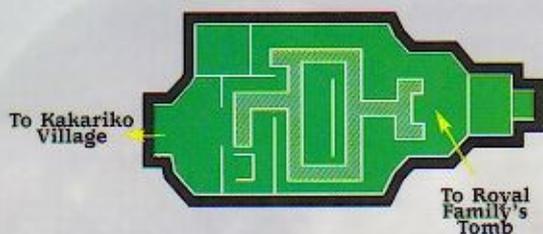


Follow the map in the lower, right-hand corner of the screen through the next area to reach the northern exit. When you emerge in the large field, Saria is waiting for you. Saria will teach you Saria's Song, which not only has mysterious power, but it will also enable you to communicate with Saria for clues or advice from any point on the map. Exit the Sacred Forest Meadow and the Lost Woods to return to Goron City.

To get the Sun's Song, go to the Kakariko Graveyard at the rear of Kakariko Village. Approach the back row of tombstones, and locate the large headstone with the Triforce symbol in front of it. Examine the headstone and play Zelda's Lullaby while standing on top of the symbol. Drop down the hole that leads to the Royal Family's Tomb.



Kill the four bats in the first chamber to open a door at the back of the room. Now climb up and head through the doorway. In the next area, avoid the ReDeads and continue through the far door. Read the back wall in the next room to learn the Sun's Song. When Link plays this song, the music causes day to change into night, or night to change into day. Return to the graveyard.



Visit the Kakariko Graveyard at night to find the tombstone with flowers planted in front of it. Pull the headstone to reveal an entrance, and then follow the secret passage to receive the Mylian Shield from a Treasure Chest.

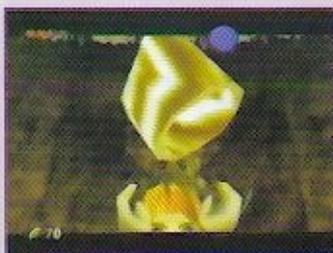
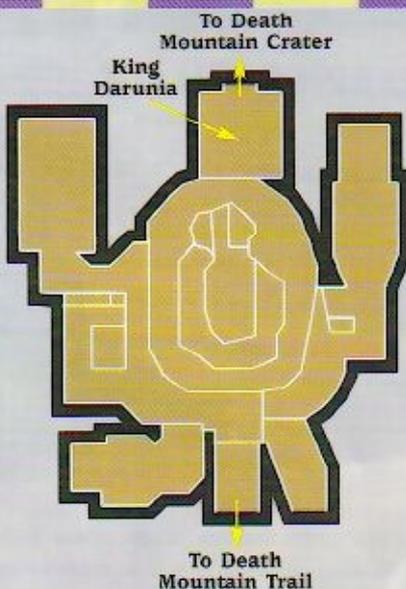


GORON CITY

THINGS TO DO:

- 1 Talk to the King
- 2 Get the Goron's Bracelet

Return to Goron City and speak with the King. After playing Saria's Song for him, he introduces himself as Darunia and then tells you more about the Goron's Ruby, which is located in the Dodongo's Cavern. The King then asks that you destroy the giant Dodongo, which apparently has quite an appetite for Gorons. To aid Link in this quest, the King gives him the Goron's Bracelet, which enables Link to pick up Bombs from Bomb Flowers.



Exit the city and locate the area near the entrance that has a lone Goron villager and a Bomb Flower. Speak with the villager, and pick up the Bomb from the Bomb Flower.



Toss the Bomb directly off the cliff from the area near the flower with the low fence. This causes the Bomb to explode far below, revealing the entrance to the Dodongo's Cavern in the process.



If you backflip at an angle from the cliff in the low-fenced area near the Bomb Flower, you can land on a ledge below that contains a Heart Piece.



DODONGO'S CAVERN



To Death Mountain Trail

Make your way down to the cavern entrance and enter it. Now use Bombs to open the covered doorway. In the entrance hall, hop onto the center platform, and jump across the smaller platform to reach the west ledge. Use a Bomb to destroy the wall that is currently blocking the center alcove. Open the chest inside to pick up the **Dungeon Map**.



Enter the room, and defeat the two Lizalfos. Keep your shield up when they attack, and use your targeting techniques on this duo. Eliminating the Lizalfos unlocks a new doorway.



Continue into the next room and use a Bomb Flower to destroy the rock wall just inside. Now you can buy Deku Sticks from the Business Scrub in this room (if you need them).



Use a Deku Stick to light the three torches scattered around the room. With the torches lit, make your way to the doorway on the west side. Link will now emerge in a hallway with a floor switch. Step on it to remove the bars on a door opposite the main entrance hall. Hop across and enter this area. You'll notice a large stone column in the center surrounded by rows of Bomb Flowers. Find the lone Bomb Flower along the perimeter of the room, and use it to destroy the rock wall behind the Bomb Flower.

Head inside the room, and destroy the middle statue with a Bomb. You'll receive a Compass from a Treasure Chest once you do.



Now return to the room with the stone column. Take a Bomb from the lone Bomb Flower, and place it in the empty space along the row of Bomb Flowers surrounding the stone column. This triggers all of the Bombs to detonate, lowering a stone staircase in the process.



Climb the staircase and follow the upper walkway around to a doorway. Defeat the Gold Skulltula opposite the doorway and then go through the door. In this new room, locate the statue in front of the ladder leading to the top of the center platform. Push the statue out of the way, and then climb the ladder to press the switch on the platform.



TIP: Near the area where you picked up the **Dungeon Map** is an alcove with a **Business Scrub** in it. Force it to emerge from its hole by hitting it with a **Deku Nut** that it lobbs at you. Doing so prompts it to sell you a **Deku Shield**.



Hop across the center platform to reach the ledge on the east side of the entrance hall. Use a Bomb to destroy the doorway near the top to discover a new path.



Locate the nearby area with two statues and one switch, and then move a statue over the switch to weigh it down. This opens a doorway above that you can climb to. Defeat the two bats in the next room.

TIP: You can lure and kill the **Baby Dodongos** near the door. When they blow up, the door will be exposed.

Exit the room and cross the bridge leading to the opposite side of the main entrance room. Head into the next room (which is filled with floor spikes), and carefully head to the far side. Now locate a moveable block just below a blocked doorway, and pull it against one of the high pillars directly across from the doorway. Climb on top of one of the pillars, and pick up a Bomb. Use the Bomb to destroy the blocked doorway by tossing it so that it explodes upon hitting the doorway. It may be easier for Link to throw the Bomb so it lands on the ledge behind the top of the ladder. Jump across to the ladder, and climb up through the door.



WARNING:

Beware of the two Fire Keese in this area. If they hit Link, they will burn his wooden Deku Shield.

In the next room, use Link's Slingshot to hit the eye above the large doorway. This enables you to proceed into another room guarded by two Lizalfos. To open the next door, you must defeat them both. Once you do, continue to the next room and use the Slingshot to hit the two eyes and eliminate the flames so Link can exit.



Head to the corner of the next room to pick up a **Bomb Bag** from a Treasure Chest. Head down the small passage and press the switch to raise a circular platform in the main entrance hall.

Cross the high bridge and stop at the gap. Drop down to the skull head and drop a Bomb into each of the eye sockets of the giant skull. When both eye sockets turn red, its mouth will open and provide access to a new area. Drop down and enter the opening in the jaw, and then head for the next area.



TIP:

In the maze area with blocks and Flying Keese, smash the pots near the exit door. If you have an empty Bottle, find and capture a Fairy.



TIP:

Climb onto the ledge of the recessed wall. Use a Bomb to destroy the recessed wall above the ledge, and then enter the side room to get the **Gold Skulltula** inside.



In the next room, push the block onto the floor and then pull and push it into the center square to open the door. Once inside the new area, pick up the Bombs and place one on the center square. This makes a new hole appear in the floor. Drop into the square hole in the ground, and prepare to face King Dodongo!



BOSS: KING DODONGO

Toss a Bomb into King Dodongo's mouth when it begins powering up for flame breath. When it explodes, it stuns the King and enables you to hit its head with your sword. Stand close to the wall or on the sloped section of the path near the lava to avoid the ensuing Dodongo Roll. It will stop, and then prepare to start over again by opening its mouth. Repeat this Bomb/sword pattern four times to defeat King Dodongo, and you receive another Heart Piece for your hard work.





After defeating King Dodongo, you'll emerge from the Cavern. Darunia will give you the Goron's Ruby and tell you to see the Great Fairy on top of Death Mountain. The Goron villagers will steer you along the path, leading you further up the mountain.

Locate and climb up the laddered wall along the mountainside, killing any Skullwalltulas with your Slingshot. At the top of the wall, use a Bomb to destroy the smooth door wall. Enter the cave and stand on the top of the Triforce symbol. Then play Zelda's Lullaby to summon the first of the Great Fairies.

The Great Fairy of Power teaches Link the sword technique, "Spin Attack." She also grants Link the use of the Magic Meter. Before she leaves, she also mentions that another Great Fairy lives near Hyrule Castle, so keep this in mind.

Exit the cave and talk to the owl, who gives you a ride down to Kakariko Village. It's now time to begin your next quest to find the third and final Spiritual Stone.

TIP:
Enter the small cave along the path to find some Rupees.

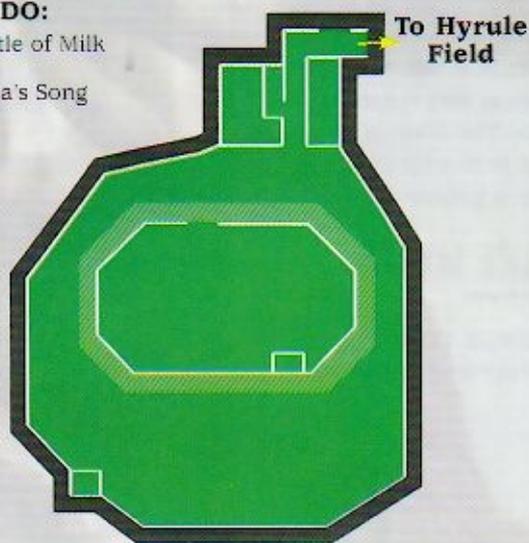
WARNING:
Death Mountain is in fact an active volcano, so whenever it begins to erupt take cover! It's difficult to avoid getting hit by the boulders during an eruption, so keep an eye on Link's Life Energy.

QUEST 3: ZORA'S SAPPHIRE

LON LON RANCH

THINGS TO DO:

- 1 Get the Bottle of Milk
- 2 Learn Epona's Song



Go to Lon Lon Ranch (note that this is optional, but essential for getting the horse, Epona's Song, and another Bottle). Enter Talon's house and speak with him. He'll ask you to play a game: you must choose three super Cuccos from a gaggle of normal Cuccos. When you select the correct Cuccos in the time allowed, Talon gives you a Bottle filled with Lon Lon Milk.



Go to the stable during the day and talk to the always disgruntled Ingo. Link soon tires of his grumpy conversation and leaves the stable. Now go to the corral and meet Malon, who introduces Link to her favorite horse, Epona. However, Malon notices that

Epona doesn't warm up to you very well. Show her the Ocarina after she sings her mother's song, and she will teach you Epona's Song. Play this song, and Epona will quickly warm up to Link.

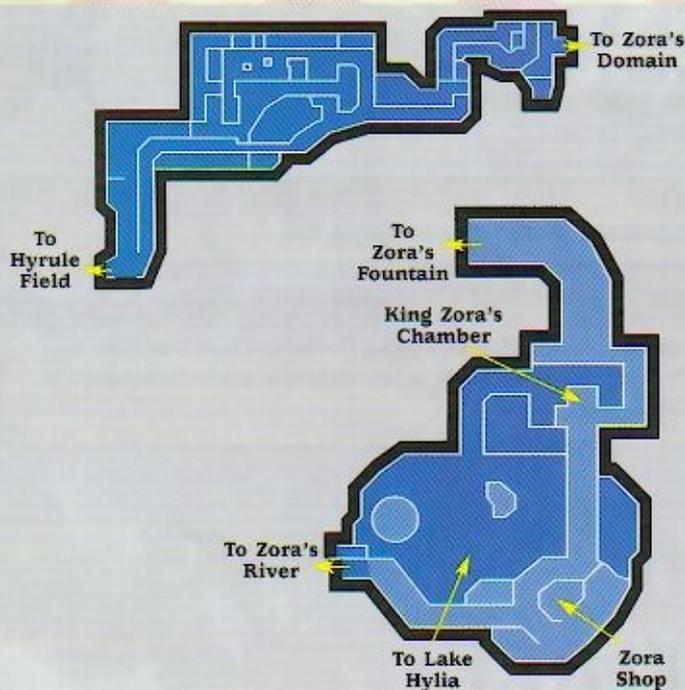
Find the small stonekeep with cows in it. You can get Lon Lon Milk from them if you have an empty bottle and play Epona's Song. Move the crates away from the corner wall to reveal a tunnel. Crawl through it and pick up the Heart Piece. Exit the ranch and head to Zora's Domain.



ZORA'S DOMAIN

THINGS TO DO:

- 1 Get the Silver Scale
- 2 Buy Magic Beans (at Zora's River)
- 3 Find the Letter in a Bottle (at Lake Hylia)
- 4 Get the empty Bottle
- 5 Catch a Fish



Jump across and head through the opening to meet the aquatic Zora people.

MINI-GAME:

You can light torches along the walkways by using a Deku Stick on the lit torch at the top of the path. Light them all, and you'll receive a **Heart Piece**.

All pathways lead to King Zora. Speak with him and he'll tell you about his missing daughter, Princess Ruto. It's up to Link to find



her. Head down the tunnel that leads to the Diving Practice area. Note that you must take part in this mini-game—it is not optional. You need to complete the diving practice to receive the Silver Scale. Without it, you can't complete your quest for King Zora.

Zora's Domain is to the east of Hyrule Field between Kakariko Village and Kokiri Forest. Use Bombs to clear away any rocks that are blocking the way.



This is the only area where you can buy Magic Beans from the vendor along the riverbank. (Magic Beans increase in price by 10 Rupees each time you buy one.) Buy some now if you can afford it, as well as each time you return to visit. There are special areas around Hyrule where you can plant these beans to obtain secret items and grow magic plants. These areas are fairly obvious; just look for square dirt patches on the ground with one hole in the center.



Make your way across the land bridge to the waterfall.

MINI-GAME:

Find the fallen log in the river. If you pull out the Ocarina, the frogs will give you Rupees for songs that you play. Continue playing and you'll win other prizes as well!



At the waterfall, stand on the plaque on the bridge and use Link's Ocarina to play *Zelda's Lullaby*. A door behind the waterfall will open.

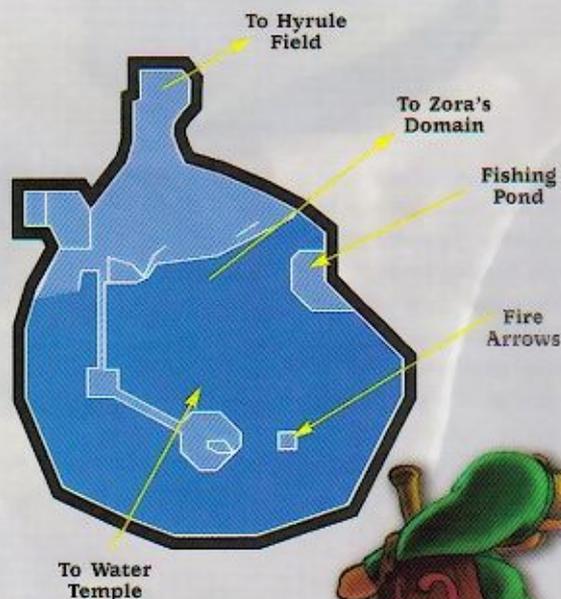
Pay the 20 Rupees to enter the Diving Game. Dive down and attempt to pick up as many coins as possible within the time limit. Pick up all five coins and return them to Zora to receive the Silver Scale. The Silver Scale enables Link to dive for longer periods of time at greater depths.



LAKE HYLIA

THINGS TO DO:

- 1 Find the Letter in a Bottle





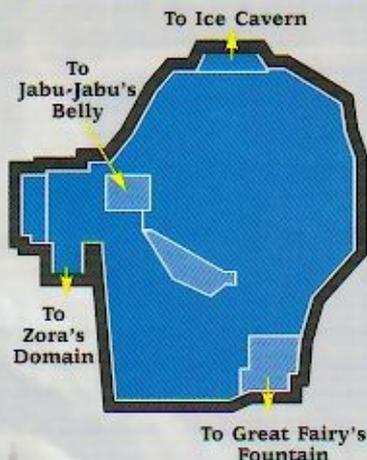
Dive back into the water and swim through the small tunnel to reach Lake Hylia. Then dive deep into the center of the lake to find a bottle with a letter in it. Return to Zora's Domain with the bottle, and hop back onto dry land. After reading the letter, you'll discover that Princess Ruto is trapped inside the belly of a whale named Jabu-Jabu.



ZORA'S DOMAIN

THINGS TO DO:

- 1 Get the Empty Bottle
- 2 Catch a Fish



Return to King Zora and show him the letter, which he keeps; however, in return he gives you a Bottle. Asking for your help, the King gives you access to the door behind him leading to Zora's Fountain, which has become Jabu-Jabu's domain.

It might be wise to take a fish into battle, knowing that you have to confront a whale. Take the Bottle to the shallow part of the lake in Zora's Domain and catch a fish. If you'd rather not go this route, you can always purchase a fish at the Zora Shop if you have an empty bottle. But be warned that this item comes at a hefty price—200 Rupees!



Head through the opening behind King Zora to reach Zora's Fountain.

ZORA'S FOUNTAIN

Find the small island along the wall of the lake, and use a Bomb to clear the wall behind two different colored rocks. This opens another Great Fairy's Cave. Go inside it to receive Farore's Wind, which works like a warp spell in dungeons.



Near the Fairy's cave, roll into the tree to cause a Golden Skulltula to drop.



Head to Jabu's platform and feed Jabu the fish from inside the Bottle. As he eats, he'll suck Link into his belly right along with the fish.

INSIDE JABU-JABU'S BELLY

THINGS TO DO:

- 1 Find Princess Ruto
- 2 Get the Boomerang
- 3 Defeat Bigocto
- 4 Defeat Barinade

Follow the path down Jabu's belly, and then use the Slingshot on the small uvula above the clear barrier to open the doorway. Find the room with six holes in the floor to locate Princess Ruto. After talking with the Princess, she'll drop down the nearest hole and Link should follow.



After repeatedly speaking with the Princess, she will eventually demand that you carry her. When you pick her up, you'll notice that you can't fight or swim if you have her on your back. While carrying Princess Ruto, you must throw her to dry land if you need to carry out a specific action. If the princess lands in deep water, she automatically returns to the last area from where you picked her up.



Enter the door behind where Ruto was waiting, go through the tunnel, drop down into the water, and toss Ruto onto the opposite ledge. Drop down and hit the square yellow switch to cause the water level to rise, and then swim across and join Ruto on the other side.



SUB-BOSS: BIGOCTO

After using the Slingshot to hit another uvula, head through the next doorway and down the hall. In the next room, use your Shield to deflect the Octorok's rocks. When it is gone, hop with Ruto to the platform that rides up. Jump to the ledge and reenter the room where you first met Ruto. On the other side of the room, exit into the next hallway and take the right-hand passage. With Ruto on your shoulders, hop onto the raised switch to open the corresponding door. Once you're inside, set Ruto down and take out the numerous Stingers with your Slingshot which will trigger a Treasure Chest to appear with the Boomerang inside.



Jump onto the platforms and it will take you to the upper ledge. Exit and head down the opposite hall. Place Ruto on the switch to activate it and keep it down. Leave Ruto on the switch and enter the newly opened room. Use the Boomerang to lock onto the red tentacle to destroy it with four hits. Pick up the **Dungeon Map** from the chest, return to the previous room, and pick up Ruto from the switch. Make an immediate left and enter the next room. Destroy the bubbles in the allotted time to receive the Compass. (Note: If Link does not destroy the bubbles in the time allotted, Ruto will return to the room with six holes.)



Find and destroy the remaining tentacles in the next series of rooms to enable Link to return to the room with six holes. The green tentacle that was previously blocking one of the holes along the side of the room is now gone.



Drop down the hole previously blocked by the green tentacle, then proceed through the nearby door. Ruto will find Zora's **Sapphire**, which soon activates an attack by Bigocto.

Bigocto has one attack: a lunge that only causes minimal damage (one-half of a heart). You can only cause damage to Bigocto by hitting him from behind. When you connect with a solid hit, a big green sore will open up in his back. Use Z Targeting and hit Bigocto with the Boomerang. The octopus will change color while it's temporarily stunned. Use timing to throw the Boomerang as it is about to start moving again. When Bigocto is stunned with its weak spot facing Link, it's time to use your sword to cause some real damage. Repeat this sequence, and you'll defeat it easily.



After defeating Bigocto, ride the center platform up to the next room. Use the Boomerang to stop the wiggling platforms in the following room and proceed to a room with a ledge. Ride it up and place a crate on the switch to open a nearby door. In the next room is a Gold Skulltula and another uvula-type switch. Hit the switch to open the door to Barinade's lair.





BOSS: BARINADE

Keep your distance from this spinning Boss. When you lock onto its center, attack and it releases all of the jellyfish surrounding it. Destroy the jellyfish first; if you don't, he will pick them up again, while at the same time shooting electricity. Without his jellyfish babies, hit Barinade with the Boomerang to stun him. Then, while he's in the stunned state, hit the Boss with your sword. It only takes four attacks of this type to destroy Barinade.

After defeating Barinade, you will receive a Heart Piece, and the princess will be waiting for you.



Princess Zora rewards you with the **Spiritual Stone of Water**—Zora's Sapphire for rescuing her. Now that Link has all three spiritual stones, return to Hyrule Castle to see Princess Zelda.

Cinematic

As you approach Hyrule Castle, the drawbridge lowers and Zelda rushes by on horseback with Impa. She tosses an object into the castle moat as she disappears into the darkness of the night. She is then followed by Ganondorf; however, he stops and questions Link regarding Zelda's whereabouts. When Link refuses to answer him, he gets punished by one of Ganondorf's spells.



HYRULE CASTLE

THINGS TO DO:

- 1 Get the Ocarina of Time

When you regain control of Link, hop into the moat and pick up the Ocarina of Time from the bottom.



Cinematic

Zelda tells Link how to use the Ocarina of Time, and teaches him a melody called the **Song of Time**. Zelda then tells Link to use the melody in front of the altar in the Temple of Time to fulfill his destiny and protect the Triforce from Ganondorf.

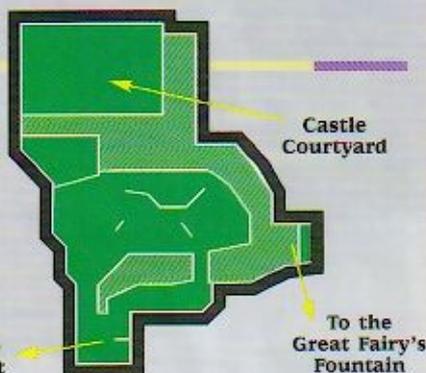
MINI-GAME:

If you want, you can go to the Market and play the Bombchu Bowling Game to win the Bomb Bag, upgrade a **Heart Piece** or other prizes.

HYRULE CASTLE

THINGS TO DO:

- 1 Receive Din's Fire
- 2 Get the Master Sword



Climb the vines near the entrance to the castle, and hop down from the bridge to find a rock against a wall. Use a Bomb on it to reveal a small crawl space leading to another Great Fairy cave. Play Zelda's Lullaby while standing on the Triforce symbol to make the Great Fairy of Magic appear. The Great Fairy then gives Link Din's Fire (surrounding firewall attack).



Return to the Market, and go past the Mask Shop to enter the Temple of Time. After playing the Song of Time in front of the Altar,



the three Spiritual Stones will emerge and rest in the altar, opening the large stone door behind it. When you enter the new area, you'll see the **Master Sword** resting majestically on the Pedestal of Time.

After picking up the Master Sword, a cinematic scene will follow. Unbeknownst to Link, Ganondorf has followed him into the Temple, and with a chilling smirk and deathly stare, he thanks Link for leading him to the Sacred Realm. Ganondorf's evil laugh echoes as the scene fades.

WALKTHROUGH, PART 2

QUEST 1: THE FOREST MEDALLION

After a period of mysterious darkness, Link awakens in the Chamber of Sages in the Temple of Light. He is greeted by Rauru, the last of the Ancient Sages in the Temple of Light.

Rauru tells Link that the Master Sword was the last key to the Sacred Realm. The Master Sword could only be removed by the Hero of Time, but Link was too young when he performed the feat to accept the responsibility. Now it is seven years later, and Rauru informs Link that he must seek out each of the Sage's Medallions to contain the evil that has been freed by Ganondorf.



After receiving the Light Medallion from Rauru, Link emerges in the Temple of Time. Once there, Link meets a mysterious person named Sheik. Sheik tells Link all about the Five Medallions and how he must visit different areas to speak with each

Medallion's specific Sage ("one in a deep forest, high mountain, vast lake, house of the dead, goddess of sand"). In a flash, Sheik is gone, leaving Link with many unanswered questions.

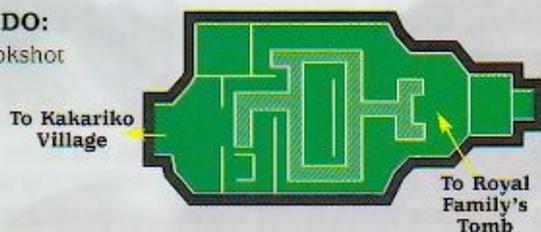
KAKARIKO VILLAGE

After talking to the villagers, Link discovers that Impa has gone to the graveyard. After doing so, Link will learn the Song of the Storms.

KAKARIKO GRAVEYARD

THINGS TO DO:

- 1 Get the Hookshot



Head to Kakariko and speak with the townspeople. You'll learn that many things have changed over the past several years. The main problem that seems to have the citizens of Kakariko Village shivering in the shadows is that the Graveyard is haunted. The ghost in question is that of the old Gravekeeper, Dampe.



Since the townspeople are anxious to expel Dampe's ghost from their Graveyard, Link takes up the challenge. Head to the Graveyard. Find the tombstone along the side row with some flowers growing in front of it. Pull the tombstone from behind to reveal an entrance.

When you drop down the opening, Link will come face to face with Dampe's Ghost. He'll challenge you to a race through the catacombs. Chase after Dampe's Ghost, avoiding the flames that it drops in your path. If you lose sight of it, always opt to take the path without any Rupees, since they are set in the catacombs to distract you.



When you finally finish the race with Dampe's Ghost, you're rewarded with a Treasure Chest containing the Hookshot. Dampe's Ghost will no longer pester the people of Kakariko Village. Exit the catacombs by playing the Song of Time in front of the blue stone. You'll come out in the windmill. Be sure to collect the Heart Piece and play the Ocarina for the organ grinder. He'll teach Link the Song of Storms. If you want to get Epona, you can now proceed to Lon Lon Ranch.



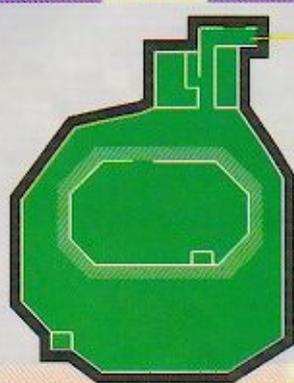
Once you obtain the Hookshot, revisit Dampe's grave in Kakariko to participate in the same race. You must complete the race in approximately one minute or less. To do this, roll as fast as you can and avoid Dampe's flames. You'll receive a Heart Piece when you win.

LON LON RANCH

To Hyrule Field

THINGS TO DO:

- 1 Get Epona





If it's nighttime when you reach Lon Lon Ranch, play the Sun's Song. This will cause Ingo to appear by the horse corral's gate. When you speak to Ingo, you discover that he is now in charge of Lon Lon Ranch after a deal he made with Ganondorf.

Ingo will let you ride a horse if you pay him 10 Rupees. Play Epona's Song to summon Epona. Ride Epona around for a little while, then speak to Ingo again. Ingo seems impressed with your riding skills and asks if you would like to race against him.



Since you were able to escape, Ingo will be humbled and give the ranch back to Malon. Actually, you learn he's just afraid of Ganondorf's reprisal for allowing someone else to have Epona. You can now return to Lon Lon Ranch at any time to speak with Malon.

Re-enter Lon Lon Ranch and meet with Malon at the corral. Malon is impressed that Epona is no longer afraid of you. Talk to Malon a second time and she will tell you that you can try your skills with Epona on an obstacle course.



Basically you must beat the 50-second record. This is tougher than it sounds, so it may take you a few times to succeed.

Race Tactics

Stay on the inside track and try to keep in front of Ingo. He'll attempt to cut you off a few times, but don't let him. If you stay on the inside and don't let Ingo pass, you'll win.



TIP:

Use a carrot to increase your speed. It's best to use them just before attempting to jump a high fence in order to clear it. Don't use too many carrots too quickly, though, or you'll run out. The carrots will refill, but it takes longer if you use up the entire row. If you leave one or two, the others will refill faster.



When you win, Ingo will challenge you to another race. If you win, Ingo will reward you by letting you keep the horse. Naturally, you want to race again, but this race is much tougher—the stakes are higher.



Ingo is definitely tougher to defeat this time. Use the strategy you used in the previous race and you'll be victorious. At the end of the race, Ingo pulls a double-cross and traps you inside the ranch.



Once Ingo traps you, you'll have to jump with Epona over the gate or the fence to freedom. Use lots of carrots so Epona has enough speed for the jump.



LOST WOODS

Go to the Lost Woods, and then return to the Sacred Forest Meadow to find Saria. Mido will block the way to the Sacred Forest Meadow. Convince Mido that you're truly Saria's friend by playing Saria's Song, and he will let you pass.



SACRED FOREST MEADOW

THINGS TO DO:

- 1 Learn the Minuet of Forest

Be careful in this area and pay heed to Navi's advice about looking around corners for enemies. Here you will encounter Moblins that are especially vulnerable from the back. An easy way to take them out is to use your Hookshot when they have their backs turned.



When you reach the alley to the Meadow, avoid the rock slams from the Giant Moblin by running either to the right or left as the shock waves spread.

When you reach the Meadow, you'll meet up with Sheik. Sheik will tell you a little bit about the concept of time and teach you the Minuet of Forest. Playing the Minuet of Forest on your Ocarina will enable you to warp to the Lost Woods from now on from wherever you may be, (even in a dungeon). In dramatic fashion, the Sheik suddenly disappears.



Sacred Forest Meadow

Hookshot onto the high tree limb above the stone ledge on the far end of the Meadow. Ride the grapple up to the Forest Temple.

To Forest Temple

Sacred Forest Meadow



To Lost Woods

FOREST TEMPLE

THINGS TO DO:

- 1 Get the Fairy Bow
- 2 Defeat the Phantom Ganon

Before you officially enter the Forest Temple, destroy the two attacking Wolfos with your sword and climb the vines on the wall. Hookshot the Gold Skulltula on the wall after climbing up, and then climb up further to claim your prize. Walk on the limb and Hookshot to the Treasure Chest to pick up the Small Key. Jump back to the bottom ledge and enter the Forest Temple.



defeat the Blue Bubble, use your shield to knock it down, then finish it off with your sword or Hookshot.



After defeating the Blue Bubble, go through the next doorway and you will have to fight two Stalfos Knights. These guys are tough. You can't escape this fight, so dig in. Use your Hylian Shield to protect yourself against the Stalfos Knights' jump attack. Wait for them to drop their guard, then attack with your sword. Once they're defeated, the door opens and a chest appears. Pick up the Small Key and exit back through the first two rooms to the main entrance hall.



To Sacred Forest Meadow

Kill the Skulltula in your path and pass through. In the next room, you'll wake four spirits that clear the room in different directions.

Go straight ahead to the far staircase and climb up. Go through the door and into the next room to confront the Blue Bubble. To

After defeating the Blue Bubble, go through the next doorway and you will have to fight two Stalfos Knights. These guys are tough. You can't escape this fight, so dig in. Use your Hylian Shield to protect yourself against the Stalfos Knights' jump attack. Wait for

them to drop their guard, then attack with your sword. Once they're defeated, the door opens and a chest appears. Pick up the Small Key and exit back through the first two rooms to the main entrance hall.



Enter the hallway with the blue block, and use the Song of Time to destroy it. Enter the courtyard and destroy the Big Deku Baba. At the fountain, you'll see a Treasure Chest you can't reach at the bottom of a well. Remember that you must return for it later. Go to the wall with the vines near the entrance. Before attempting to climb up the vines, kill the two Skullwalltulas you can reach with your Hookshot. You will have to sneak past the highest Skullwalltula when it's facing away from you. Now Hookshot up the vines. Enter the doorway at the top and defeat the Blue Bubble.



Pick up the **Dungeon Map** after killing the Blue Bubble. Walk out onto the balcony and kill the Deku Babo, Hookshot to the left-hand balcony, and step on the switch. This will lower the water in a well below.



Go down to the bottom level and climb down the well. Follow the passage and pick up the **Small Key** from the chest at the end of the passage. Climb up the vines to emerge in the first courtyard and reenter the main entrance hall.



Use the Small Key to open the only locked door. Defeat the Skulltula and go into next room. Climb the ladders up to the upper ledge. Head through the opening and Navi will mention the arrow markings on the ground. Circle around and pull the green block into the room, and then push it in the direction the arrow's pointing. When it hits a wall, circle around and push it from the other side into the small gap. Use it to climb up and enter a new area.



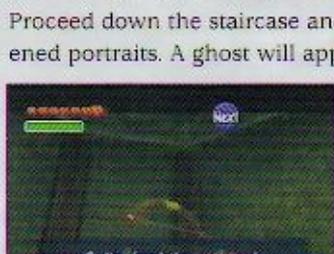
Once inside, pull the red block toward you as far as you can. Now return to the area where the green block was on the lower level to find a ladder. Climb it and circle around to push the red block from the



outer ledge. Climb back down, circle around, and use the green block to climb up to the red block. Push it along the direction where the arrow is pointing.



Climb the red block and then the ladder to the next level and locate the locked door with a silver eye on top of it. There's nothing you can do with the silver eye just now, so simply unlock the door and you'll emerge in a strange, curvy corridor.



Follow the hall and listen to Navi's advice about the Wallmaster. Avoid or destroy the Wallmaster quickly or it will return you to the entrance of the maze. Find the locked door and unlock it with a small key.

Proceed down the staircase and you'll notice a set of three blackened portraits. A ghost will appear in one of the pictures. At the bottom of the stairs, head through the door to fight three Stalfos Knights. Once they're defeated, the door will open again and a chest will appear. Open it to pick up the **Fairy Bow**.



TIP:

One of the gold eyes can be used for replenishing your quiver stock by shooting it with arrows.

NOTE:

Stalfos Knights may reanimate if they don't disappear when they're defeated. You must finish off the remaining partner quickly to unlock the door before the first downed knight returns.

Let Beth spin. When she stops, use your shield and sword jump to defeat her. You can also use the Fairy Bow to keep your distance and aim with accuracy when she appears. After she's defeated, get the **Compass** from the Treasure Chest. Beth's flame will light the torch and you can continue.

Make your way back to the Fairy Bow room and reenter the staircase area with the darkened portraits. Shoot the portraits with arrows, exactly like before, to make Joelle (the Red Poe Sister) appear. Defeat her to get a **Small Key**.

Return to the Silver Eye room. Shoot the eye with an arrow to straighten out the curvy corridor. Return to the curvy hall and into the next room to pick up the **Boss Key** from the now upright Treasure Chest. Drop down the square hole and defeat the two Blue Bubbles.

Climb up the steps and through the now unlocked doorway onto an outer ledge. After defeating the Big Deku Baba, go through the closest door. Defeat the Floormaster to get another **Small Key**. These enemies are a little tougher than their ceiling-crawling counterparts, because they split into three smaller hands when hit. Make sure you defeat the Floormaster before the three hands join into one hand again. Use it to proceed through the next door.



Head through the other door on the outer ledge and you'll be inside the room again with the two colored blocks. Climb up the ladders and make your way to the red block room. Hop up to the top level.



Follow the hall to the Silver Eye room and shoot it again to return the hallway to its former (topsy-turvy) state, then return to the Fairy Bow room.



Go to the Blue torch room and up the staircase. Use the **Small Key** on the locked door and you'll find yourself in another room with topsy-turvy walls and ladders. Climb down the first ladder and defeat a **Wallmaster**. Once it's defeated, climb up the opposite ladder and head through the door. You may find it easier to just avoid the **Wallmaster** altogether by immediately hopping across to the door.



Go down the hall past two **Green Bubbles** to an area with rotating platforms and a **Silver Eye** covered with ice. Create a flaming eye by shooting an arrow through the middle flame, or use **Din's Fire**. This will make the previous ladder room flip over.



Return to the ladder room past the **Green Bubble** hall and drop through the hole. Watch for the dropping ceiling and **Skulltulas** in the next room. Find safe spots to wait on as you make your way to the opposite door.

Shoot the portrait of **Amy Poe** in the next room and blocks will begin to drop from the ceiling. Avoid the falling blocks and create the portrait of **Amy** by pushing the blocks together to make **Amy** appear. You'll have a set amount of time to complete the portrait, so make sure that you only attempt to use four of the five blocks.



Once the block portrait is complete, **Amy** will materialize and begin her attack. Exit through the opposite door after defeating her, and head out onto the high ledge in the main entrance hall. Hop down to the main entrance hall with four torches and you'll notice that three of the four are now lit. It's time to face **Meg**, the last **Poe Sister**.



Multiple images of **Meg** will appear and surround you. Use your bow and arrow to hit the correct **Meg**. You'll have to do this several times until **Meg** is finally defeated. Once the fight is over, an elevator will rise from the ground in the center of the four torches.



In the five-doorway room, push either of the two jutting stone fixtures to make the openings rotate. One of the rooms that opens nets you a **Gold Skulltula**.



Rotate the room several times and step on all the gold switches you find. Then push the fixture a few more times to open the gate to the Boss room.

BOSS: PHANTOM GANON

When you walk up to the circular platform you'll be locked in, so prepare to battle Phantom Ganon.

Wait for the phantom to disappear into one of the six paintings. Watch the paintings carefully and images of Phantom Ganon on horseback will appear in two of them. One of the two images will turn around before it reaches the surface of the portrait while the other will emerge from the portrait.



The trick is to shoot your arrow at the emerging phantom just as it's about to break the surface of the painting (he will flash white and a purple warp will form). If you hit it, Phantom Ganon will turn around and retreat. Repeat this three times to get Phantom Ganondorf to emerge from the painting in physical form.



In his new form, you must repel his magic beam back at him with your sword. Once you hit him, he'll fall to the ground and you can then slash at him repeatedly with your sword, using your most powerful attacks. You must do this several times before you can defeat him.



Pick up the Heart Container and step into the center blue light to get transported back to the Chamber of Sages. Saria is there and gives Link the **Forest Medallion**. Link will be returned to the surface to meet the Deku Tree Sprout, who has sprouted near where the old Deku Tree once stood.

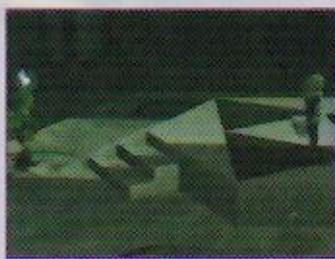


Link discovers that once he defeated Phantom Ganon and cleared the Forest Temple, he freed the Kokiri Forest from the encroaching evil that Ganondorf had unleashed. This liberation from the dark has enabled the Baby Deku Sprout to begin its life in the shade of the now dormant Great Deku Tree.

QUEST 2: THE FIRE MEDALLION

TEMPLE OF TIME

Visit the Temple of Time and speak to Sheik. Sheik will give you information on how to use the Master Sword to travel back and forth in time. You will also learn the **Prelude of Light** song, which will warp you back to the Temple of Time whenever you want.



This conversation with Sheik will give you an idea about how to alternate between Young Link and Adult Link. Each time you need to return to the past, revisit the Temple of Time and approach the stone called the Pedestal of Time. When the action icon turns to "Drop," you can then place the Master Sword into the stone. By doing this, Link will automatically be transported to the past and he will assume his child form.

Doing this will enable him to access different areas that Link cannot reach as an adult, such as crawlspaces and the Hyrule Market. As a child, though, Link can't use certain weapons and items such as the Hookshot or Fairy Bow. As an adult, Link loses the ability to use items such as Magic Beans or the Boomerang. Make sure you learn the nuances and differences in traveling through time so that you can fully understand what is available to Link as a child and as an adult.

GORON CITY

THINGS TO DO:

- 1 Buy the Goron Tunic
- 2 Enter the Fire Temple
- 3 Learn the Bolero of Fire

Go to Kakariko Village, then head up Death Mountain to Goron City. When you arrive, you'll find that everyone's gone!



There's a Gold Skulltula in a secret cave along the path with two rocks. Use a bomb to destroy a false wall along the path to access this secret cave.



Find the rolling Goron on the second level. To stop his rolling, you have to direct it into a bomb or use a bombchu on it.

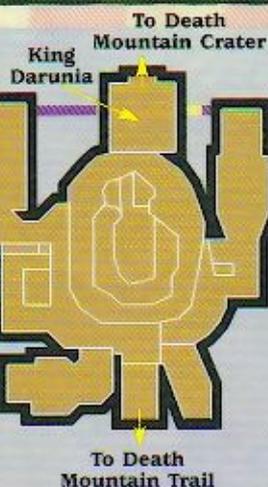
When the Goron is stopped, you'll learn his name is Link, Darunia's son, and that his entire village has been abducted and taken to the

Fire Temple. Asking for your help, Goron Link will give you the Goron Tunic, which will help protect you from the heat in the Fire Temple and around Death Mountain Crater. Talk to Goron Link again and he'll direct you to the Fire Temple.

Go to Darunia's Room and pull the large statue away from the wall. Enter the Death Mountain Crater and Hookshot across to the wooden pole on the broken bridge. Once you clear the gap, Sheik appears and teaches you the Bolero of Fire, which will warp you to Death Mountain Crater whenever you want.



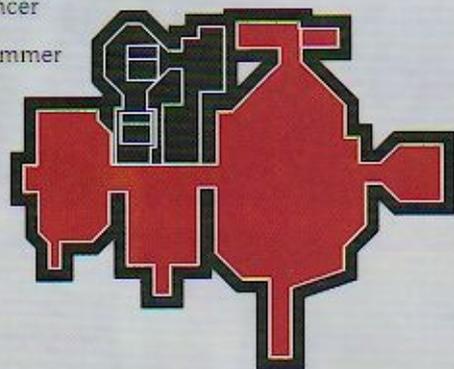
After learning the song, find an entrance to a deep well near a Triforce Warp. Climb the ladder down the well to the Fire Temple entrance.



FIRE TEMPLE

THINGS TO DO:

- 1 Free the Gorons
- 2 Defeat the Flare Dancer
- 3 Get the Megaton Hammer
- 4 Defeat Volvagia



Climb up the main staircase in the entrance hall and go through the left door. You'll spot Darunia on a far ledge, and he'll fill you in on what's happening with the city and the dragon, Volvagia. He tells you he will go ahead and try to seal up Volvagia, and he asks you to free the Gorons.

Jump across the square platforms to the left to reach a ledge with a switch on it. Use the switch to release the imprisoned Goron. Now freed, the Goron will give you a hint about the Fire Temple. Pick up the Small Key from the Treasure Chest. Exit to the main entrance hall and enter the locked door opposite the room you just left.

Go into the lava room and walk to the left along the skinny ledge entering the doorway at the end. Inside, flip the switch to release the imprisoned Goron and pick up another Small Key from the chest.

Enter the door beneath the blue block and free the Goron inside to get another Small Key.





Backtrack to the lava room and use the Song of Time on the blue block overhead to get it to move where you need it. Use the blue block as a ledge to reach the door above. A Like Like and flying floor pieces are inside. Use your shield to outlast the floor pieces and destroy the Like Like with Bombs or arrows. Don't let the Like Like grab you—it likes to eat shields and tunics. As long as you don't leave the room, you will get your items (if stolen) back after defeating the Like Like. Use your Hookshot or other weapons on the Gold Skulltula.



Upon entering, avoid the boulders, turn left and follow the outer wall around until you reach a door. Go inside and speak with the Goron after freeing it from its cell. Get the Small Key from the chest and exit the room.



Locate the next door on the opposite side of the room (across from the main entrance). Hit the switch to free another Goron. Grab the Small Key and head left until you find an exit door to a room with a silver eye switch.



Inside this room, use an arrow on the silver eye and exit the room through the now unbarred door. Grab the Dungeon Map from the Treasure Chest and exit.

TIP:

You can use your sword to check walls in the Fire Temple. When you hit the walls and they make a different type of sound, it may indicate that these walls can be blown open with a Bomb to reveal secret rooms or passages.

Retrace your steps to the lava room and locate the room to the right of the entrance. Use a Bomb on the slightly off-color wall to reveal a switch and an imprisoned Goron. After freeing the Goron, open the chest inside to get a Small Key. Return to the lava room and cross the bridge from the entrance to the opposite side.



Use the Small Key to unlock the door and slide carefully down the plank to solid ground. Climb the chain cage to the top (or Hookshot up) and find the big block slightly below. Jump down next to the block and push it onto the flame geyser below to create

an elevator. Ride it to a high room and use the Small Key to enter the next area.



Destroy the two Torch Slugs on the platforms, and then jump across to the platform with a crystal switch and brown block. Push the block off the platform and pull it along the floor groove. Then use it to reach the higher caged walls.



Use an arrow or Hookshot (or drop a Bomb) on the silver crystal on the ledge below, which will extinguish the flame blocking your path. The flame will only be extinguished for a short amount of time, so hurry and climb the chain link ladder to enter the next area.

Use a Small Key on the locked door. Once inside, follow the walkway to the chain link floor. Jump and grapple your way across toward the right, avoiding the wall of flame following you.



Upon exiting, you'll emerge in the rolling rock room on the upper level. Hop across and dispose of the Torch Slug, then use a Bomb on the gap in the floor. Climb down to another switch.



Step on the switch to free another Goron. Also, don't forget to pick up the Small Key.



SUB-BOSS: FLARE DANCER

To extinguish the Flare Dancer's flaming clothes, use a Bomb or lock on with Link's Hookshot and pull out the small bomb in its center. Chase the bomb around and hit it as many times as possible. It will eventually jump back into the center flame after it has sustained enough damage. It will then emerge as a blue Flare Dancer. Repeat this pattern of Hookshot and chasing the bomb around until it jumps back in the flame to emerge as a Green Flame. Repeat the pattern; however, this time it will explode when it's defeated, so make sure you get some distance between you and the bomb after you've delivered the finishing blow.



Climb on top of the center platform and it will rise, enabling you to exit to an upper room. Climb up the chain link fence and drop a Bomb on the crystal below to briefly extinguish the flame nearby. Quickly scale the chain link fence to the next level. Exit the room and you'll find yourself in a room with a skinny staircase. Step on the switch at the foot of the stairs and it will temporarily extinguish the flames surrounding a chest at the top. Run up the stairs and pick up the Megaton Hammer!

Use the hammer on the square block at the foot of the stairs. Drop into a new room and use the Hammer on the blocks on the wall. Enter the door.

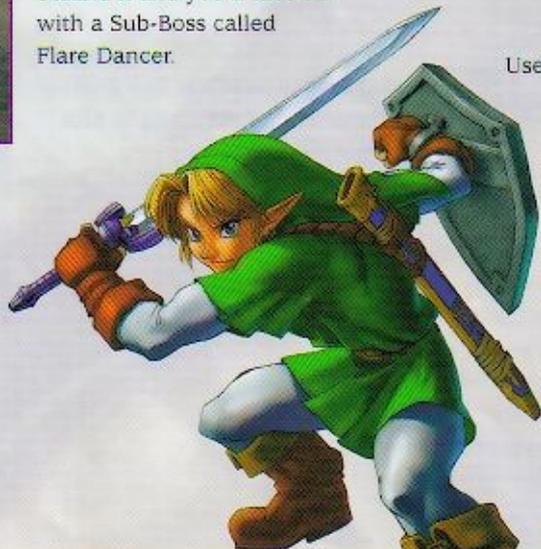
Head back to the rolling rock room and hop across to the ledge with the switch on it. Activate the switch and it will open a door on the far end of the room. Hop across the upper platforms and pick up the Small Key from the open cell.

Return to the flame wall room and use the Small Key on the locked door along the wall. You'll have to make a leap of faith to the ledge where this door is located. Travel down the small hallway and head through the door.

You'll enter a large room with a fake door and fire walls. If you touch the fake door, you will find that it is an enemy that will try to crush poor Link. Instead, exit through the door just to the right of where you entered.

Down the hallway, pick up the Compass from the Treasure Chest and backtrack to the large room. From the main entrance, make your way across the left-hand side of the room through the fire wall maze. Find the locked door and use a Small Key.

Inside there is a cell that cannot be unlocked. Exit through the opposite door and head through the turnstile flame shooters and fire walls. Activate the switch and it will lower the large wall of flame. Hurry past the area where the flame was, and use a Bomb on the fake door. Enter the door behind it and you'll face off with a Sub-Boss called Flare Dancer.





Inside the next room, take out the Fire Keeses and hit the small square block to lower a staircase. Locate the blue switch and return to the top of the stairs to pick up a box, which you need to use to weigh down the blue switch, which opens another door. Exit and, once in the next room, use the Hammer on the floor panel to drop into a new room.



Use the Hammer on the rusted switch to trigger another door, and then exit. Use the Ocarina to play the Song of Time to move the blue block onto the lower floor of the new room. Jump across the block to the opposite side and hammer the rusted switch. This will open a cell in the room. Free the Goron from inside and pick up the **Small Key** from the chest.



Go back through the upper door you came through and smash the raised block. Exit the main entrance and use the hammer on the blocks in front of the lower right door.



Enter and defeat all the enemies inside (Torch Slugs and Fire Keeses). This will unlock the opposite door. The next room has flying floor panels, a Like Like, and a Gold Skulltula.

Exit through the other door in the room and you'll face off with another Flare Dancer. Defeat it the same way you did the last one (use your Hammer to make the battle easier). A Treasure Chest will appear and a side door will unlock. Pick up the Bombs from the chest and head through the new door.



Follow the short passage until you discover yet another rusty switch. Use the Hammer on the switch to free a Goron, and pick up the **Boss Key** from the ornate Treasure Chest inside the newly-opened cell.



Return to the room where Darunia was, and use the Boss Key on the big locked door at the far end to face off with Volvagia, the guardian of the Fire Temple.

BOSS: VOLVAGIA

Equip Link with the Megaton Hammer and when Volvagia first pops up, hit it in the nose. With a successful hit, the dragon will now lay stunned, giving you an opportunity to hit it as many times as possible with the Hammer before it drops back down. Between these moments of opportunity, Volvagia will execute a few different attacks: a high flying rock drop (avoid the shadows on the ground), a fire breathing fly-by (try to shoot it with arrows and avoid its shots), and a low-flying strike. Keep at it when it pops out of the ground and you'll eventually defeat it.



TIP:

You can Hookshot from the entrance platform if you happen to fall into lava during the fight.

After receiving a **Heart Container**, Link will be returned to the Chamber of the Sages. Darunia will thank you and introduce himself as the Sage of Fire. He'll give you the **Fire Medallion** and lend you his newly acquired power as Sage of Fire.



From the Chamber, you will be returned to Death Mountain Crater. Find the cave blocked by the two big boulders along the wall, and use the Hammer to break the boulders. Now you can enter the Great Fairy of Wisdom's cavern. After being summoned with Zelda's Lullaby, the Great Fairy will graciously double your current Magic Meter.





Exit the cavern and use the Hammer to destroy the big boulder on the ledge nearby. Hop across the gap from the ledge and climb the ladder to Death Mountain Trail. At the top of the trail you'll meet a huge Goron! Although, you don't have any business with him now, remember his location for later.



QUEST 3: GET THE IRON BOOTS AND ZORA TUNIC

ZORA'S DOMAIN

Head to Zora's River and play Zelda's Lullaby to enter Zora's Domain behind the waterfall.

When you enter Zora's Domain, you'll see that it has completely frozen over. Head up the staircase and you will find King Zora frozen, as well. Take the path behind him to reach Zora's Fountain.

Head to the area where Jabu-Jabu was, and you'll discover that he's gone. Hop across the ice floes to reach a walkway leading to the Ice Cavern.



Collect the five crystals in the next room to unlock the upper door. Avoid the big spinning blade by ducking (pressing the R button to shield yourself will also make Link duck) or slowly jogging in the same direction as the blade. Once you can cross to the doorway, exit the room.



In the next room, work your way up the ledges and use an Empty Bottle to capture some of the Blue Fire. The Blue Fire can be used to melt any of the red ice. Get the **Dungeon Map** from the Treasure Chest and backtrack to the room with the big blade. Be sure to collect more Blue Fire before leaving.



ICE CAVERN

THINGS TO DO:

- 1 Get the Blue Fire
- 2 Get the Iron Boots
- 3 Learn the Serenade of Water
- 4 Get the Zora Tunic



Inside, use Link's sword to destroy the blue icicles, then make your way through the halls to a large room. Destroy the four Freezards to open the opposite door.



You must collect all five Crystals to open the locked door on the left-hand side of the room. To do this, push the ice block around the perimeter of the room to collect the first four crystals.



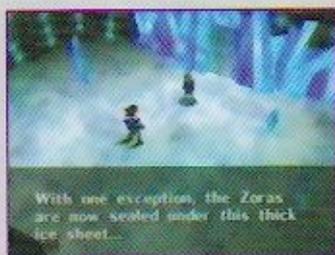


Push the block against the wall with a recess in it and use the Blue Fire to melt the red ice. Inside the ice is the fifth and final crystal. Picking it up unlocks the barred door. Make your way to the recess with the Blue Fire. Collect some of it in an Empty Bottle and make your way to the now open door to exit the room.



Sheik will appear to inform you that Princess Ruto has run off to the Water Temple. Sheik will ask for

your help in rescuing Ruto and destroying the curse placed on Zora's Domain. At this time Sheik will proceed to teach you the Serenade of Water, which will enable you to warp to Lake Hylia whenever you wish.



TIP:
Avoid the corners of the room while you're pushing the block, or it will fall through the open corners.

In the next hall, destroy the Freezards and melt the red ice to progress. Beyond the ice is a doorway. Through the doorway you'll face off with White Wolfo. This canine is no different than his brown-colored brethren, so employ the same strategy for defeating it. After the Wolfo is toast, you'll receive the Iron Boots from a



Treasure Chest! With the Iron Boots, you'll have better footing on ice, and because of their weight you can sink deeper underwater. The only problem is that you can only stay underwater for a certain amount of time depending on your life meter.

Resist the urge to warp to the lake with your newly acquired song. Instead, it's best to return to Zora's Domain. Make sure you pack some Blue Fire in an Empty Bottle and drop through the water hole behind the Iron Boot chest.

Equip the Iron Boots and head through the door at the end of the watery passage underground. You'll emerge in one of the first chambers of the Ice Cavern. Make your way back to Zora's Domain and thaw King Zora from his icy prison with a bottle of Blue Fire.

Once King Zora has been freed, he will reward you with the Zora Tunic, which enables you to breathe underwater for an indefinite amount of time. Warp to Lake Hylia with the Serenade of Water.

QUEST 4: THE WATER MEDALLION

LAKE HYLIA



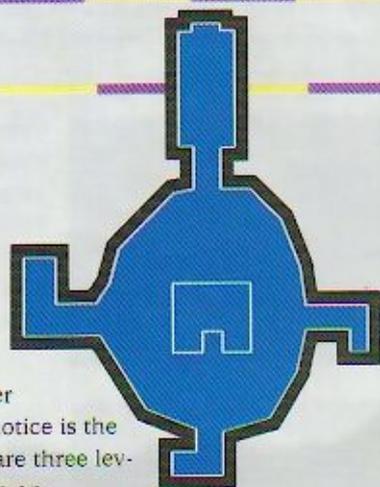
Sink to the bottom of Lake Hylia and find the entrance to the Water Temple. The gate is locked, so use the Hookshot on the Green Crystal above the entrance to open it.



WATER TEMPLE

- THINGS TO DO:**
- 1 Get the Longshot
 - 2 Defeat Dark Link
 - 3 Defeat Morpha

When you enter the main entrance chamber of the Water Temple, the first thing you'll notice is the temple's construction. There are three levels, each with a series of doors on the outer perimeter wall. There are additional doors on the central structure, which looks a bit like a tower. During this quest, you must access each of these levels at different times. This area can be confusing, so follow the directions carefully to avoid getting lost.



Equip the Iron Boots and drop to the far bottom. To the right, go into the passage flanked by unlit torches. Inside you will find Princess Ruto, as stubborn as ever.

She'll surprise you with her fiancée speech, then tell you that Sheik saved her and she wants to save her people and Zora's Domain. Asking for your help, she will tell you of the three places that can change the level of the water.

Equip your Kokiri Boots and you will float up through a hole far above that leads to a passage on the top level of the temple. Note that the areas where you see the Triforce symbol on the wall are the locations where you will change the water levels by playing *Zelda's Lullaby*.



Head through the gold door to the left and kill all the Spikes. Pick up the **Dungeon Map** from the Treasure Chest and exit to the Triforce symbol room.

Play *Zelda's Lullaby* in front of the Triforce symbol to lower the water to its lowest level. Drop

through the dry hole to land in a room with two unlit torches. Use an arrow to light the two torches and the door will open. Through the door, destroy all of the Shell Blades and get the Small Key from the Treasure Chest.



Return to the dry bottom floor of the entrance hall. Find the door with a red and gray block in front. Push the gray block all the way in, then equip Link's Iron Boots to sink to the bottom of the water hole, landing on top of the block.



Move down the underwater hall and float up by re-equipping the Kokiri Boots. Hit the crystal in the large gap in the next room and the water geyser will rise so you can use it to hop the gap. Proceed through the doorway to enter a room with a large pool.

First, you'll notice that there's a strong current running through the deep pool. Equip the Iron Boots and take the plunge. Let the current of the water carry you to the gray ledge on the side of the pool underwater. Shoot the crystal in the Stone Dragon's mouth, then Hookshot to the plate within the doorway. The crystal switch is timed, so you'll have to move quickly to get through the gate before it closes.



By hooking into this area, you can avoid the enemies on the ground and if you're lucky you can equip the Kokiri Boots and float up to the top. Grab the Small Key from the Treasure Chest, then hit the crystal to open the gate below.

Rush past the enemies you left behind earlier, and make your way back to the room with the big gap and water geyser.

Hookshot to the Silver Plate on the opposite side of the room, and backtrack to the main entrance chamber.



Find the locked door above a red block on the central tower and enter. You are now inside the central tower. Hookshot up to the high left silver plate to land on a ledge with a Triforce symbol. Play *Zelda's Lullaby* to raise the water.



Equip your Iron Boots and jump in the water to sink into the hole beneath the floating red block.



Sink and follow the hall to a room with a crystal in the corner. Hit the crystal from a distance to drop a set of Shell Blades and spikes through the left-hand ceiling grate. Destroy them all to open the right-hand grate.





Float up through the right grate and pick up the **Small Key** from the Treasure Chest inside. Head back to the central tower room.



Hop onto the blue ledge and exit through the doorway. You'll now be on the second level of the central tower. Note that the water level is now higher. Equip Link's Iron Boots and sink down to the hallway at the bottom with the two torches on either side.



Inside the room, equip Link's Kokiri Boots and float up to the middle floor to the cracked wall. Bomb it and inside you'll pick up another **Small Key**.

Jump across to the two-pot doorway and follow the hallway. Hookshot once over the spikes to reach a room with a crystal and three Hookshot plates on the ceiling. You must make it to the chest on the opposite side of the room in a limited time. Once you reach the chest, pick up the Compass. Drop through the hole in the middle of the floor (be careful of the spikes directly below). Follow the hallway back to the main chamber. Hookshot across to the center of the room, and locate the locked door on the opposite side of the chamber. Hookshot over to the door and enter.



Inside the next area is a water geyser and a crystal. Defeat the enemy above the geyser first, and then trigger the crystal while standing on the geyser to get a lift to the upper room. The best way to do this is to place a Bomb near the crystal, and then wait for it to explode while standing on the geyser. When you reach the upper room, go through the door and you'll find a Triforce symbol. Play *Zelda's Lullaby* to raise the water level.



Now drop into the water and swim left to the floating platform in front of a locked door. Climb onto the platform and open the door. You'll find a room full of Hookshot plates and alternating moving

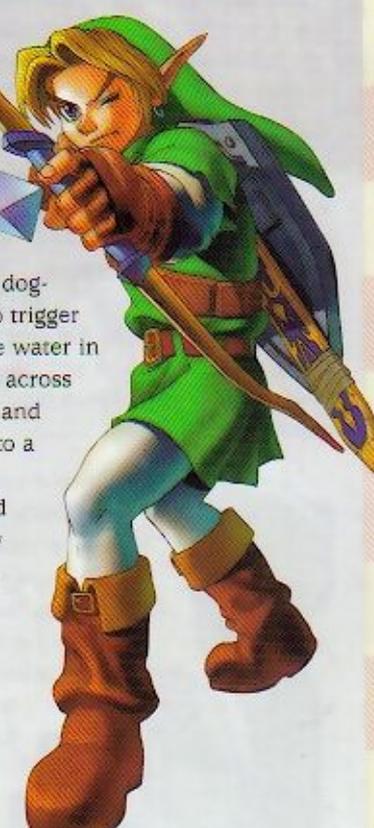
platforms. Jump onto the red block below the entrance. Drop again to the moving red block and wait for it to lower, then hop over to the stationary block. Hookshot up the ascending ledges to make your way up the waterfall.

TIP:

There is only one Gold Skulltula, and the Longshot is required to retrieve the Gold Skulltula token after defeating it.



You should be in a room with three dog-headed statues. Use the Hookshot to trigger the pink crystal, which will raise the water in the room. Hookshot to the platform across from the entrance. Lower the water and Hookshot to the grapple plate next to a dog head. Climb over the statue's head, then raise the water again and Hookshot to the doghead just below another opening in the wall. Lower the water once again and jump on top of the dog head to trigger the crystal to raise the water, allowing you to hop through the opening.



In this part of the room, there's a row of spikes, a Like Like, and a Hookshot plate on the ceiling. Destroy the Like Like on the other side of the spikes, and then Hookshot using the plate on the ceiling to get past the spikes. Head through the door to emerge in a room of illusion.



SUB-BOSS: DARK LINK

Go to the opposite door on the far side of what looks like a misty moor, crossing a tiny island with a lone tree along the way. When you reach the doorway, Navi tells you about the iron bars blocking your progress. Since there's no way to proceed, return to the entrance door and you'll run into Dark Link, a shadowy image of Link! To defeat him, you must use the Hammer or Din's Fire (he'll mimic your moves and has as many hearts in his meter as you do). The Hammer is your best bet. Avoid using your sword, because Dark Link will mimic your attacks with it (if you attack with your sword, so will he). This will result in either a parry or painful blow from Dark Link. Once you defeat him, the illusion will fade away.



Return to the main entrance chamber and enter the room where you originally found Ruto (the room with two torches on either side of its entrance). Float up the hole in the ceiling and lower the water once again.



Return to the main entrance chamber and enter the tower in the middle. Use the Longshot to reach the ledge with the Triforce symbol. Use Zelda's Lullaby to raise the water to mid-level. Exit through the gold door across from the Triforce symbol and you'll be on the upper level of the central tower again.



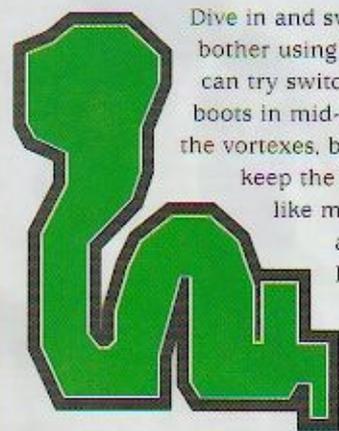
Head to the opposite door, which is now unlocked. Inside the next room, you can pick up the Longshot from the Treasure Chest. Play the Song of Time while standing next to the blue block behind the chest and drop down through a long hole that opens up.



Find the doorway with the Gold Eye beneath it along the perimeter of the room and shoot it with an arrow. Use the Longshot on the plate to get through the opened wooden gate. Find the red block inside and pull it out of the wall. When it stops, Hookshot to the high ceiling. Exit and you'll have to reenter the same gate via the eye switch. Inside, find the red block and push it against the wall. Follow the new hall to pick up the Small Key. Exit and drop to the middle central tower.



Hookshot to the door on the opposite side of the main chamber, and enter the room with the crystal switch and the water geyser. Trigger the switch with a Bomb or an arrow and ride the geyser to exit through the gold door in the next room. Play Zelda's Lullaby in front of the Triforce symbol to raise the water level.



Dive in and swim around the vortices. Don't bother using Link's Iron Boots—just swim. You can try switching between the two pairs of boots in mid-swim to avoid getting pulled into the vortices, but the easiest way is to simply keep the Kokiri Boots equipped and swim like mad. Pick up the Fairy hidden inside a jar on a ledge along the way.

Locate the small ledge with a Gold Eye across from it. Shot the eye and it will open the wooden gate nearby for just a short while. Quickly jump through the opening to pick up the Small Key from the chest. Head down the small hall and Longshot to the plate next to the far door. This new room is occupied by a large stone dragon head with a crystal in its mouth. Remember this statue from earlier?



Equip Link's Iron Boots and drop to the bottom of the main entrance chamber. Head through the door next to an indented floor (remember that this door used to have a shallow lake in front



of it when the water was lowered). At the end of this short hallway, reequip Link's Kokiri Boots and float to the surface. Climb on top of the ledge opposite the spikes; now Hookshot across those spikes. Unlock the door and enter.

Make your way across the pool of water. Exit through the door on the other side.

In this area, there's a huge drop to a small body of water below. Drop down to the lower ledge along the water's edge, defeating the



Stingers with your arrows or sword. Below you will see a switch that needs to be weighted. Find the cracked wall to the left of the switch and destroy it with a Bomb to reach the block inside.



You can't pull the block all the way out yet, so find the different colored wall on the opposite side of the room. Destroy it with a Bomb and head inside.

Follow the small passage around to find the block you found inside the other wall. Push the block to the end of the passage, then return to the other side and pull it some more. Push and pull until you can drop it onto the underwater switch.



Swim to the opposite opening and head through the newly opened door to enter a room with three geysers. Hit the timer switch and hop across the raised geysers to reach the opposite side and go through the door.

Make your way around the corner and sink down near the waterfall (where the boulders are dropping down) to a hall. Follow the hall and float up when you can.



Use a Small Key to open the locked door and pick up the Boss Key inside the Treasure Chest.



Backtrack to the pool room containing the boulders via the watery passageway and exit through the original entrance door. Hookshot across the spikes and drop into the water. Follow the underwater hallway and emerge in the main chamber room. Float to the surface. Find the far ledge along the perimeter and Hookshot on the dog statue to pull yourself over. Enter the door behind it.

BOSS: MORPHA

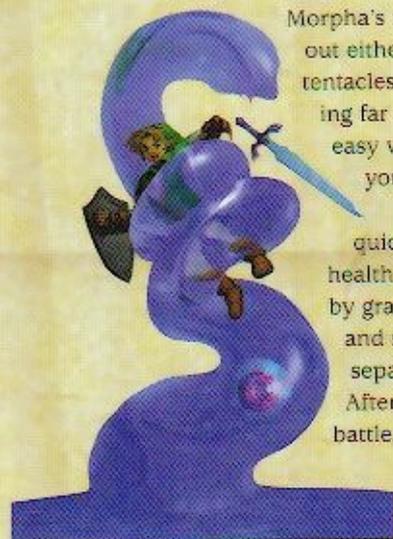
In this room, climb up the grade to the next doorway, which you can unlock with the Boss Key. Prepare to face Morpha!

First, jump onto one of the four center platforms. Morpha will appear when you do. Now get off the center platform. It's much easier to get knocked off out here, and your areas of escape are limited.

Morpha's only weak spot is its nucleus. Use Link's Longshot to grapple its nucleus. Once you connect, you'll automatically draw the nucleus towards yourself. Now's the time to pull out your sword and start swinging. After a few swipes to the nucleus, it will rejoin its amoeba-like body in the center area. Always wait until the nucleus comes up to the top before grappling it. Using the Longshot enables you to fight fiercely from a safe distance.



Morpha's main attack is to send out either one or two long tentacles. Avoid them by staying far away, which is fairly easy with the Longshot in your arsenal. If it does grab you, it can quickly deplete Link's health. Keep up your attack by grappling the nucleus and striking it once it's separated from the body. After long and arduous battle, Morpha will be defeated.



Having defeated Morpha, you receive a Heart Container and get warped to the Chamber of Sages. Princess Ruto meets you there and gives you with the **Water Medallion**. She says that she has assumed the duties as the Sage of Water and asks for your patience (she still has it in her head that you two will be married). Link then returns to the surface of Lake Hylia to meet Sheik.



During the day, read the plaque next to the tree on the bank of Lake Hylia. Use the Sun's Song to make it nighttime. As the sun rises, shoot an arrow at the sun ray that shines onto the island. This will give you the **Fire Arrows!** If you don't have the Sun's Song, you can wait for the early dawn's light to strike the area.



While at Lake Hylia, you may want to play the fishing game now that Link is older. There are different prizes to win and you can successfully fish for larger prey. Refer to the mini-games section of this book for details on game play.

LAKE HYLIA

THINGS TO DO:

- 1 Get the Fire Arrows

QUEST 5: THE SHADOW MEDALLION

KAKARIKO VILLAGE

THINGS TO DO:

- 1 Learn the Song of Storms



Return to Kakariko Village and you'll discover that it's been set on fire. Sheik will be standing next to the town well and a cinema scene will begin. Sheik will get knocked off his feet as an evil shadow escapes from the well. Impa has gone into the Temple to seal it again, but she needs your help. Sheik will plead with you to help Impa and you (being the Hero of Time) will comply with these wishes.



To help you with the coming quest, Sheik will teach you the **Nocturne of Shadow**, which, when played, will warp you to the previously inaccessible upper ledge of the Kakariko Graveyard.



If you enter the Shadow Temple at this point, you can use Din's Fire to light all the torches in the entrance room. This will open a door on the opposite wall. Inside, a cryptic plaque will warn that you need to possess the eyes of truth in order to proceed further.

You can get the Lens of Truth only from the Bottom of the Well, so exit the temple for now. If you remember correctly, you could enter the well as young Link, so it's time to do a little time traveling.

Make sure you stop by the Windmill before you leave the village and speak with the man inside. He will teach you the **Song of Storms** if you show him your Ocarina (if you haven't learned it from him already).



*How do you get to the man on the Blue Roof? Hookshot from rooftop to rooftop to talk to him. You'll receive a **Heart Piece** when you do.*

TEMPLE OF TIME



Return to the Temple of Time and use the Master Sword to return to childhood. Once you return to childhood, play the Nocturne of Shadow to warp to the Graveyard.



KAKARIKO VILLAGE

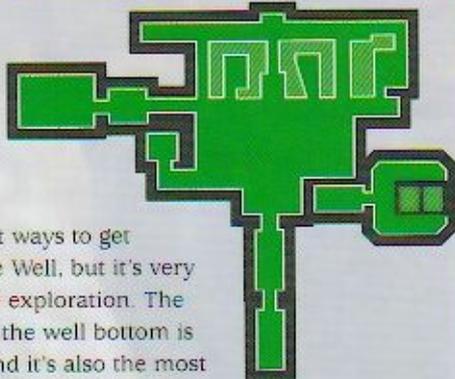
Enter Kakariko Village and head to the Windmill. Play the Song of Storms to the man inside. This will make the windmill turn faster and drain the well. Drop down the well to reach the bottom.



BOTTOM OF THE WELL

THINGS TO DO:

- 1 Drain the Water
- 2 Defeat the Dead Hand
- 3 Get the Lens of Truth



There are several different ways to get through the Bottom of the Well, but it's very easy to get lost during the exploration. The following walkthrough of the well bottom is one way to get through and it's also the most clear-cut way to survive.

Walk forward from the entrance through two illusionary walls and under the large wooden X. You'll fall to the bottom chamber. Exit into the main room of the bottom chamber with two torches. Walk into the hallway between them to pick up the **Dungeon Map**.



Collect the five crystals while climbing the two ladders to exit the room. Return to the entrance in the main chamber and head left. Push against the right wall after rounding the corner and walk through an illusionary wall to pick up the **Compass** from the Treasure Chest.



Return to the main chamber to lower the water. You can do this by playing *Zelda's Lullaby* in front of the Triforce symbol on the wall down the right-hand passage from the entrance. Return to the entrance room and drop down the hole in front of the entrance.

Crawl through the tunnel at the bottom. Kill the Big Skulltula, then climb up the vines. Head through the doorway and you'll face the Boss, Dead Hand.

BOSS: DEAD HAND

Dead Hand is actually made up of several parts. When you first face this Boss, two rows of hands will sprout along the sides of the room. You can try to avoid them, but the quickest way to draw out the main body of the Boss is to let one grab you for a brief moment. At this point, Dead Hand's body should appear. Once this happens, tap buttons like crazy to get away from his hand before Dead Hand's body reaches you. When you're free, aim for Dead Hand's head when it lowers. It will eventually run away. Let the hands grab you again, then tap buttons when the Boss reappears. Repeat the strategy until you defeat Dead Hand. Once you've won, a Treasure Chest will appear to reveal the **Lens of Truth**.



The Lens of Truth enables you to see holes in the ground that you could not otherwise see. You can also see through false walls to find hidden passageways. Exit the Bottom of the Well and warp back to the Temple of Time with the *Prelude of Light*. You'll need to reenter the Shadow Temple as an adult.

SHADOW TEMPLE

THINGS TO DO:

- 1 Get the Hover Boots
- 2 Defeat Bongo Bongo

Warp to the Shadow Temple and reenter. In the first room, use the Lens of Truth on the plaque to reveal an opening to pass through.



Read the sign and push the bird block until its beak faces the real skull on a post near the entrance to the room. Use the Lens of Truth to tell which one is real. You still can't make the jump across the big pit on the side of the room, so head through the false wall to the left of the entrance.





Go through the door at the end of the hall. Walk through the next plaque to a hallway. In the first opening you see off to the right, kill all of the enemies inside the room to get a **Dungeon Map**.



Exit the Map room, turn right, and head through another false wall to fight Dead Hand once more. Repeat your strategy for defeating him to receive the **Hover Boots**.



Return to the main entrance room with the big gap. Equip the Hover Boots and you can now walk across the gap to the ledge on the other side. Be careful, though—the Hover Boots don't let you stay airborne indefinitely. Always pick the quickest route across gaps to avoid falling.



Follow the hall to the next room and head through the false wall to the right. Destroy the Gibdos in this room and pick up the **Compass**.

Return to the room with the Beamos, and bomb the rock well to find a locked door behind it. Continue around the room and into the next false wall.



Defeat the Beamos nearby and pick up the **White Rupees** to unlock the gate behind it. Inside, follow the blue hall to the green room with falling spikes. Use the Lens of Truth to spot the moveable block in the wall. Pull it out and push it in front of you to stop both of the falling spikes.



In a room with white crystals and two big rotating blades, head through the small passage facing a color plaque. Have Navi check the plaque. There's information about a ferry, but there's nothing you can really do in the lower area yet, so return to the blade room.



You can now explore the jail cells to receive a **Gold Skulltula** and some arrows. Now that you're on the opposite side of the block, pull it to the end of the passage. Use it as a ledge to reach the upper platforms.



Collect the five white crystals around the room to unlock the gate with the skull above it. Head through the gate and pick up the **Small Key** from the **Treasure Chest**.



Backtrack to the Beamos room and use the Small Key on the locked door. Destroy the Big Skulltulas down the hall and find the passage with guillotine blades falling from the ceiling. Make your way down the hall and you'll emerge on a set of high walkways.



Run and jump straight ahead from platform to platform, making sure you have the Lens of Truth at the ready. When you reach the platform against the wall, destroy the Stalfos.

Equip the Hover Boots and run onto the moving platform. After landing, wait until the platform is really high, then run and jump with the Hover Boots down to the next ledge.



Jump across the tops of the spikes to reach the opposite side. Step on the switch, then hop across the falling spikes to reach the new Treasure Chest on the other side. Pick up the **Small Key** inside.



Return to the large room beyond the blue hallway. Move to where the guillotines are and use the Lens of Truth to find the platforms. Cross the two platforms past the guillotine, and make your way to the locked door and enter.



Destroy the ReDead guys, and then use the Lens of Truth to see where there are spikes on the floor. Open the chest inside to get a **Blue Rupee**. You must collect the White Rupees around the room, so use the Lens of Truth to reveal Hookshot plates on the walls. Use them to travel around and pick up the Rupees.



Grabbing the White Rupees will open the door on the lower level. Inside, kill the Fire Keese, and then climb up the large steps and use Bombs to throw into the center of the blue flaming skull. The bombs will destroy the skull, and then a **Key** will drop.



Kill all the enemies in the room to open the gate. Exit the room and use the Hookshot on the ceiling to reach the locked door on the ledge in the center of the room.



Once inside, follow the hall and equip Link's Iron Boots so the fans won't blow you back. When you reach a gap, use the wooden beam on the ceiling to Hookshot to the opposite side.



Go through the door and you'll be returned to the ferry room. Pull the block across from the entrance, then push it all the way down the path until it rests against the high ladder. Use the block as a ledge to reach the ladder and jump onto the ferry.



On the ferry is a Triforce symbol. Play Zelda's Lullaby to get the ferry moving. Destroy the Stalfos Knights that quickly hop onboard. When Navi tells you that the boat is sinking, jump off the ship and head for the unlocked door.



Continue through the open door and you'll find yourself fighting against the Wallmasters. Using the Lens of Truth, you can see invisible walls and openings that aren't visible to the naked eye. Follow the invisible walls around to the first door to the left.

Go through the door and it will lock behind you. Use the Lens of Truth and you will spot an invisible Wallmaster you need to defeat. Once defeated, it will leave behind a Treasure Chest with a **Small Key** inside.

While still wearing the Iron Boots, drop down to follow the walkway into the room at the end. Kill the ReDead inside, and pick up the clue from the portrait.

Equip your Hover Boots and exit the room. Let the first fan blow Link into the passage in the wall. Use the Lens of Truth to see the passageway.

Kill the Gibdos and a Treasure Chest with **Rupees** will appear. Use a Bomb on the small dirt heap near the entrance and equip the Lens of Truth. You'll be able to see a chest with a **Small Key**.



BOSS: BONGO BONGO



After exiting, continue along the wall to the next door on the left, and enter it. Climb the steps to give you a vantage point for lobbing Bombs into the skull heads. If you bomb the revolving skull heads in the center of the room, each exploded skull will leave you

magic potions. The Bombs you throw must go into the skull head or they won't explode. It only takes one Bomb to explode a skull. The hard part is getting the bomb to land in the skull. Bombing all three will net you plenty of Rupees. After you've blasted the skulls, you'll see a Skulltula on the wall behind them.



Leave this room and follow the wall around to the third door on your left. Enter and use Din's Fire to toast the spiked walls coming toward you. In one chest you'll get Rupees, while in the ever-recognizable gold and blue chest is the Boss Key.

Go to the last door on the left (where the boat sank). Look across the ledge and shoot the Bomb Flowers with your bow and arrow to cause the bird statue to fall. Walk across your newly-made bridge to the hall on the other side.



Enter the hall and unlock the chained door. Equip the Lens of Truth and Hover Boots to "hover" your way to the Boss door.



Once in, fall through the hole in the floor. Be sure you have your bow and arrow, the sword, the Lens of Truth, and your Kokiri Boots equipped.



You'll find yourself facing off with one of the more bizarre Bosses in the game. Made up of a single eye and two ghostly hands, Bongo Bongo will have you dancing to its own beat on a massive drum. Avoid getting too close to the center of the drum because its hands constantly pound there. If you're too close, the drum beats will cause you to bounce up, down, and possibly right off the drum altogether.

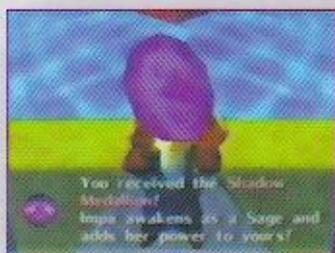


Make sure you're using the Lens of Truth and hit each hand once with an arrow. After each hand is hit, the eye will come down. Lock onto the eye and shoot it with an arrow.



When Bongo Bongo falls, run over and hit it with your sword. It's best to stay on the outer edges of the drum. It makes it easier to use your bow and arrow and you won't bounce as high when the hands hit the drum.

If you can hit that center eye three or four times with each attack, you'll only need to repeat this process four total times before defeating Bongo Bongo.



Once you've laid the ghostly drummer to rest, you will rematerialize in the Chamber of the Sages. Impa is there as the newly named Sage of Shadow. Link learns from Impa that Princess Zelda is safe and that Impa has succeeded thus far in protecting

her from Ganondorf's grasp. Impa will also tell Link that he must go to Zelda with his newly acquired power from the Shadow Temple. Link then receives the Shadow Medallion as well as a plea from Impa to look out for the Princess in her place.

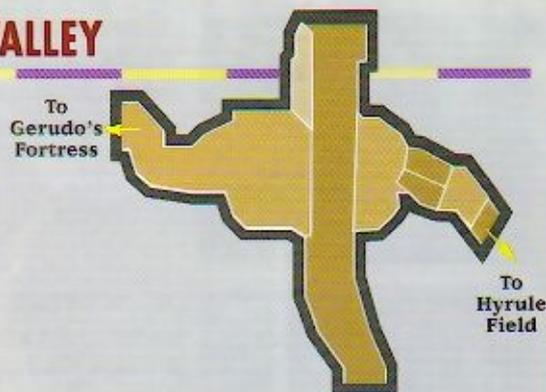
QUEST 6: THE SPIRIT MEDALLION

After the short conversation with Impa, Link will be transported outside of the Chamber of Sages and returned to the entrance of the Shadow Temple. Exit Kakariko Village and call for Epona to carry you to the far west of Hyrule Field. You will now be entering the Gerudo Valley.



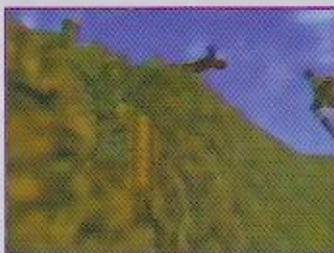


GERUDO VALLEY



The easiest way to get by the guards is to knock them unconscious with Link's bow and arrow from a safe distance. Make sure you take out as many of them as possible, because they're very quick to spot Link and jail him.

When you reach the bridge, you can either ride Epona and execute a dramatic and beautiful jump over the gap in the path... or you can do a plain ol' Longshot on the wooden overhang.



On the other side of the bridge, Link meets the carpenter boss, a master craftsman who tells you about the Gerudo Thieves. He complains that he would like to fix the broken bridge, but all his workers have gone to Gerudo's Fortress to become thieves. The carpenter boss asks that you find his workers and see what they're up to. Armed with a new quest, Link heads off for Gerudo's Fortress.



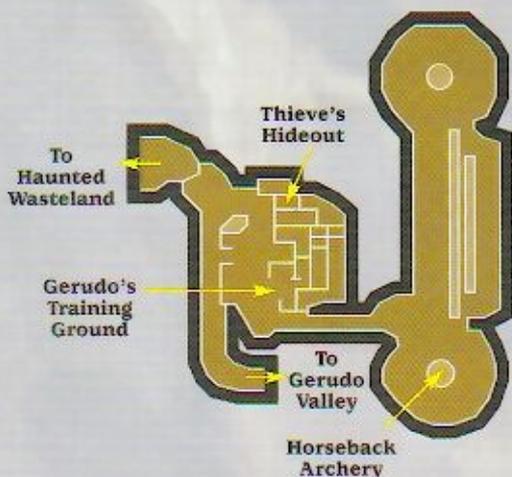
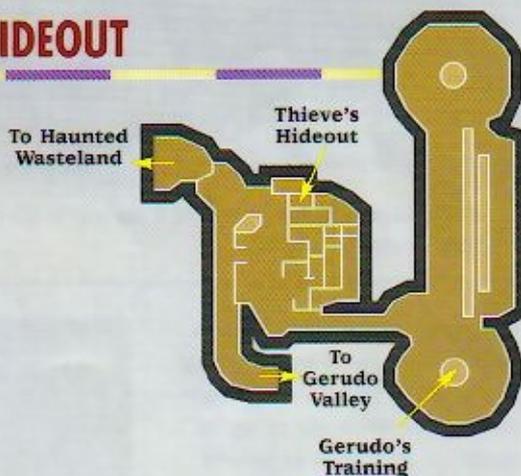
As you enter Gerudo's Fortress area, go past the staircase and follow the path as it turns to the right. Stay away from the gate and head straight to the open doorway.

GERUDO'S FORTRESS

THINGS TO DO:

- 1 Free the Workers
- 2 Get the Gerudo's Membership Card
- 3 Open the Passage to Desert Colossus

THIEVE'S HIDEOUT



Once inside the Thieve's Hideout, someone calls to Link. Go over to one of the carpenters in a cell, and he will tell you about his situation and that of his comrades. They've been taken captive by the all-female band of Gerudo Thieves and are being forced to rot in cells throughout the Fortress. The carpenter asks for your help and promises a reward if you're successful.



Once the conversation ends, Link is immediately attacked by one of the Gerudo Thieves. When she drops her guard, attack. If you don't defeat her, you'll get captured.

TIP:

If you get caught during these encounters, Link will find himself thrown into a cell of his own.

If this happens, look around the cell until you see the window above you with wood over it. Use Link's Longshot on the wood and escape the cell to adventure once more.



If the Gerudo Thief manages to hit you with her special spinning blade attack, you'll automatically lose the fight. When the guard executes her spinning blade attack, use your charged blade. If you have any Deku Nuts, throw them at the guard to blind her,

allowing you some extra time to attack. But the best weapon to use on the Gerudo Thieves is the Megaton Hammer. You can simply keep whacking away during a fight for a quicker victory.

Once defeated, the guard leaves a **Small Key** for you to unlock the cell and release the carpenter. Talk to Ichiro, the carpenter, and he will leave the cell. Before leaving, he tells you that three of his friends have also been captured and he would like your help in freeing them.



TIP:

Don't get caught in a corner by the guard, or you won't be able to defend yourself against the spinning blade attack.

Exit through the opposite door and you will come to a clearing protected by guards. Either carefully knock them out or try to sneak by once they've passed. Enter the first door on your left.



Follow the hall up and turn to the right to take out the guard patrolling the area. Continue down the path until you see a path to the right that will take you back outside one level up.



Follow the ledge around and take out the guard on the next ledge before climbing up. As soon as you reach the top, enter the door to your left.



Follow the path up to the next room, where you will find another carpenter. Again, a guard will attack and you must defeat her to receive a **Small Key** to release the carpenter, Jiro, from his drafty prison cell.

Exit through the opposite door and go straight. Drop off the ledge where the vines are and enter the door.

Follow the path down to a jail cell and enjoy another conversation with Sabooro, carpenter number three. Defeat the guard and release Sabooro with the key.



After releasing Sabooro, leave the prison cell area the same way you came in and retrace your steps to the vines. Climb up and enter the door on the left.



Below are two guards you can take out with Link's bow and arrow. As you reach the ledge, two guards will be inside the room and a third will be to the right.



Drop down to the floor, climb up the ramp to the next hall, and exit out the door at the top.





Once outside, look to the right and Hookshot across the gap to get to the chest.



Use the Longshot on the chest and grapple across to get the Heart Piece.



Return to the ledge and look over to see a Gold Skulltula on the wall. Once you get the Gold Skulltula token, drop to the second ledge below it and enter the door to your right.

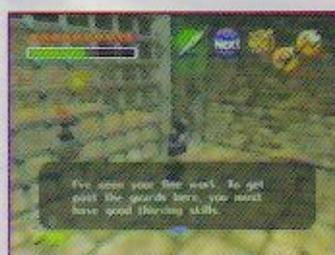


Follow the path down, but duck behind the block and wait for the guard to pass to your right, then jump out and take her down. Head to the right, and then take the first path to the left to the final jail cell.

An appreciative prisoner laments over his released comrades. Take out the final guard to get the final key and free the last prisoner. Shiro the carpenter, now free, tells you about the Haunted Wasteland. He also tells you he's returning to his tent and invites you there.



A guard now appears and tells you of her admiration of your fine skill. She makes you an honorary Gerudo. She also tells you of the exalted Nabooru, her leader, who has put her in charge of this fortress. Nabooru is second-in-command to Ganondorf. Her headquarters are located in the Spirit Temple at the end of the desert.



Now that you're an honorary Gerudo, you receive the Gerudo's Membership Card, which you can use to get into the Gerudo's Training Ground located on the bottom level.

MINI-GAME:

In Gerudo's Fortress, you can go to the archery range with Epona. This is a mini-game you can do now or later, but it can only be done during the day. Prizes are awarded on a point basis.

1,000 points—Heart Piece

1,500 points—Larger Quiver capacity for Arrows

There are two quivers you can get in this game. There's not a specific one here, which is why it's called a larger quiver capacity, which means you can hold more arrows.

On the other side of Gerudo's Fortress is a large gate. Climb the ladder next to the gate and talk to the guard. Although the guard understands you want to go, she won't open the gate until she tells of two trials you must pass: the River of Sand and the Phantom Guide.



RIVER OF SAND

Equip Link's Longshot and Lens of Truth. Only one path is true in the desert. At nighttime, it's hard to see the flags, so change night to day with the Sun's Song. When you reach the quicksand, Longshot onto any of the three boxes on the other side.



Follow the flags. Don't stand still in the sand or you'll sink. The Hover Boots will come in handy here. Go to each flag and look around until you see the next flag in the distance. If you do happen to wander off, the game will automatically return you to just before the River of Sand.



At the top of the hill you'll see a stone structure surrounded by flags.



Go to the structure and drop down inside to find a Gold Skulltula. If you light both of the torches, you'll get a chest with fifty Rupees. Climb back up outside and follow the ramp around the exterior to reach the top.



It doesn't appear there's anything Link can do here for now, so he leaves the Colossus. Sheik appears to tell Link he must return to Colossus as a child.

The Master Sword is a ship with which you can sail upstream and downstream through time's river...

However, since he can't get through the Gerudo's Fortress, Sheik will teach him the Requiem of Spirit song that will lead a child back to the desert.

As Link plays the newly acquired melody, an owl takes flight. Without warning, Sheik disappears in a cloud of sand. Warp back to the Temple of Time to return to the Colossus as a child, as Sheik has recommended.

THE PHANTOM GUIDE

Use Link's Lens of Truth to see the friendly Poe, who will lead you through the desert. Watch for the Poe's shadow to guide you. Try to avoid engaging in battle or you may lose the Poe. The Poe's direction will change quickly, so keep an eye on it.



SPIRIT TEMPLE

THINGS TO DO:

- 1 Get the Silver Gauntlets

Return to the Temple of Time and return to Link's child form. Use the Requiem of Spirit to transport quickly to the area in the desert directly beside the Spirit Temple. When you enter, head to the crawlspace along the left-hand wall. You will meet Nabooru, the female leader of the Gerudo Thieves.

After she teases Link about being so young, Nabooru asks him a few questions. Reply to her first question with "Nothing really" and she admires Link's spunk. She then asks Link to do her a favor. Agree to do so and you'll learn that Nabooru is mistakenly known as an ally of Ganondorf. She distrusts him and would like nothing more than to foil the evil leader's plans to plunder the Spirit Temple of its treasures.



She then asks that you crawl through the small tunnel and fetch her the Silver Gauntlets before Ganondorf gets his hands on them. Agree to perform the task and head through the small tunnel.



Once in the next room, head up the stairs and kill the Fire Keeses. There are two locked doors and a crawlspace in this area. Destroy the center statue with a Bomb to open both the doors. Go through the left door.

DESERT COLOSSUS

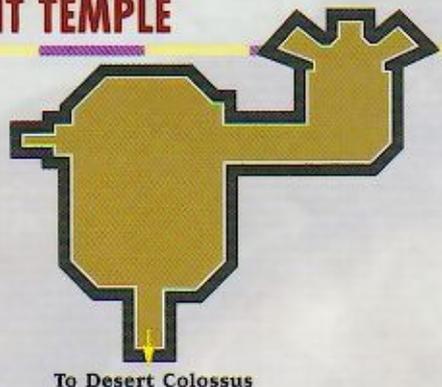


When you come to the Desert Colossus, there are two palm trees to the right with a crack in the wall between them. Place a Bomb at the crack, then go inside to meet the next Great Fairy, who will provide you with the magic spell, Nayru's Love.



Back outside, continue to the Colossus and enter the Spirit Temple.

THE SPIRIT TEMPLE





Fight the Stalfos Guard (don't forget—you're smaller now, so it will take three times the amount of hits to take him out). Once it's defeated, destroy the Green Bubble and use the Boomerang to hit the crystal on the opposite side of the grate bridge. Pick up the Rupees from the chest and continue through the door.



Use the Bombchu to go up the wall in front of the Sun symbol, destroying the cracked spot above. The sun will now shine down on the sun symbol, which unlocks the door.

In the next room, follow the path and defeat the Anubis by using Din's Fire or getting him to stand near the door by walking to the opposite side of the room. Remember, the Anubis will mimic your movement, so keep that in mind as you walk toward him. Shoot the crystal with Link's Slingshot and you'll destroy him.



In the next room, hop down to the bottom floor and use Din's Fire to light two torches in front of the large stone statue. This causes a Treasure Chest with the Dungeon Map inside to drop.



Enter the next room and take out the Wallmasters and Fire Keese. Collect all the crystals while climbing the chain link fence, avoiding the Gold Skulltula. This will drop a bridge to the other side. Take out the Fire Keese and walk across the bridge.



You can't open the chained door, so return to the ledge you came from, to a Blue Switch. Climb up to the ledge and push the nearby statue off the ledge and onto the switch. This unlocks the door at the top of the staircase.



Take out the Gold Skulltula and use Din's Fire or a flaming Deku Stick to light the two torches near the bridge. When you do, a chest will drop that contains a **Small Key**.

Enter the door and follow the hallway. Through the next door, find and move the silver blocks so that the sun symbol sits in the sunray, unlocking another door. Collect all the white crystals scattered around the room and defeat the Beamos with Bombs. Collecting all the crystals will light one of the torches.



Cross the bridge and exit to the first room. Crawl through the small tunnel, and use the Small Key on the door inside. Kill the Skullwalltulas on the wall and climb the wall to the top.

Grab a Deku Stick and light all of the unlit torches to drop a **Treasure Chest** with a **Small Key** in it.



You'll notice a sun symbol on the floor. You'll need to shine some light on it, but first take out the Lizalfos. Hit the crystal with Link's Slingshot and a chest will drop with a **Bombchu** inside.



Exit the room through a newly opened door and take the stairs to the locked door. Inside, you must fight an **Iron Knuckle** (if you're low on hearts, stand next to a pillar and let the enemy hit it—this will rain down hearts). You can use either Bombchus or Bombs to beat him, or use your sword to swipe after he attacks. After a certain amount of hits the Iron Knuckle will lose its armor and start charging toward you.



After you beat him, the locked door will open. Pass through it, talk to the owl, and open the chest to pick up the Silver Gauntlets



Go through the door on the right. Inside, there are five White Rupees and a bunch of boulders. Behind the blue block is a Gold Skulltula. Equip your Hover Boots to reach the center Rupee. Gathering all the Rupees causes the door on the far side of the room to open.



Much to your dismay, you'll hear a scream and find that Nabooru is being kidnapped by Ganondorf's minions, Koume and Kotake. As she disappears beneath the sand, she'll call to Link to help her but it's too late. You'll have to keep the Silver Gauntlets!



Run in and grab the Small Key in the Treasure Chest to avoid the Like Like that drops from the ceiling. Backtrack to the Beamos room.

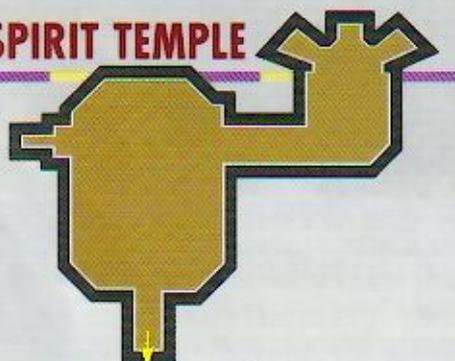


Warp back to the Temple of Time and transform back into an adult. Now as adult Link, warp back to the Spirit Temple.

BACK TO THE SPIRIT TEMPLE

THINGS TO DO:

- 1 Get the Mirror Shield
- 2 Defeat Twinrova



To Desert Colossus



Reenter the temple and push the big steel block at the right of the entrance.



Inside the new room are three doors and a crystal switch above the Beamos. Hit the crystal switch and both barred doors will be unbarred.



Head through the door on the left and defeat the Wolfos. Stand on the Triforce symbol and play Zelda's Lullaby. Hookshot to the newly dropped Treasure Chest to get the Compass.

Return to the entrance again and reenter the main entrance room.



Open the locked door and bomb the Like Like. Make your way to the climbable wall and Longshot to the top.

In the upper room, use the Lens of Truth to see the invisible enemies you need to destroy. Push the mirror to shine on each of the sun symbols. There is only one real sun symbol on the center wall. Shine the light on the symbol to open the door.



Back in the statue room, you'll find that you are now on the ledge opposite from where you entered as a child. Jump from the torch ledge to the statue's hand with the Triforce Symbol on it. Play Zelda's Lullaby to make two Treasure Chests drop. Hookshot to the chest on the opposite hand to get the Small Key. Use the Hookshot on the ceiling to return to the upper ledge.



Open the chest on the opposite ledge on the far wall from the locked door. There will be a Blue Rupee inside, but your main concern is to reach the switch on the same platform.





Grapple to the second landing on the left and climb the stairs.



Press the switch to open the center bottom door. This is a quick shortcut to the exit once you push all of the stone blocks, but first you must unlock the door in the statue room.

In this new area, climb the staircase, avoiding the Beamos, and go through the door into another room.

This room contains a long series of walkways with three Anubis and a Beamos. Destroy the Beamos first, then make your way to the switch. The switch triggers a fire next to you. Use your Hover Boots and lure the Anubis near the fire, then head to the three corners of the room. This will take you to the entrance door. This strategy will destroy all three Anubis in a row.

Now head through the door near the switch. Inside are four Armos, a floor switch, and a sun symbol. Your goal is to touch an Armos, making it come to life, and lure it onto the switch while you run for the door. Once you're in the next room, head up the staircase.



At the top of the stairs, open the two Treasure Chests to receive two **Recovery Hearts**. (You need to equip the Lens of Truth to see them.) Inside the next room, defeat the Iron Knuckle to unlock the next door.



Exit and head down the stone hallway. When you reemerge outside the Colossus, get the **Mirror Shield** from the chest. Reenter the Temple and make your way back to the room with the floor switch and four Armos.



Use the Mirror Shield in this room to reflect the light onto the sun symbol on the wall. This opens the door to a chest with a **Small Key** inside.



Backtrack to the room with three Anubis and unlock the door near the original entrance. In the new room you'll find Beamos on top of some short pillars. Destroy the Beamos and Skullwalltulas to make your way to the top of the climbable wall by using Longshot or manually climbing when the climbable areas align. (It's easier to Longshot.) Go through the door at the top.



At the top of the staircase, use *Zelda's Lullaby* on the Triforce symbol to unlock the door. In the new room, destroy the Torch Slugs and bomb the door directly to the left of the fire. Hit the switch behind the door to make another block appear. Hookshot up to the second block and hop on the switch to make the fire disappear around the chest, so you can get the **Boss Key**. Exit the room and walk up the staircase and into the next room.



Trigger the crystal behind the barred opening with a spin attack to open the door. Inside, destroy the Lizalfos and you'll find a mirror in the second room. Find the weak wall and destroy it with a bomb to create a path for the mirror reflections to pass through the bars. Exit to the room with the sun symbol.



BOSS: KOUME/KOTAKE/TWINROVA

When either sister is about to shoot, block with the Mirror Shield and direct each sister's magic blast at the opposing sister. Deflect Fire Rays on the ice sister, and the Ice Rays on the fire sister. If you don't lock on, you can manipulate your shield more easily. Once you cause enough damage to each sister, they form into one boss—Twinrova.

Now you must lock on and face Twinrova. She'll shoot out ice or fire beams. Use your shield to absorb the ray. You must absorb three of one type of attack. Once you absorb three of the same attack in a row, hold your shield steady and you'll automatically shoot a large beam at her. (If you absorb two fires, then she emits an ice beam—your shield will be reset). If you hit her, she'll get knocked down and you can jump over to the platform she falls to and hit her with your sword. Keep doing this until she's finally destroyed.

Pick up the Heart Container and step into the blue circle of light to warp to the Chamber of Sages. Nabooru will greet you as the Sage of Spirit and give you the Spirit Medallion.



Use Link's Mirror Shield to shine sunlight onto the sun symbol and stand on the lowering platform.



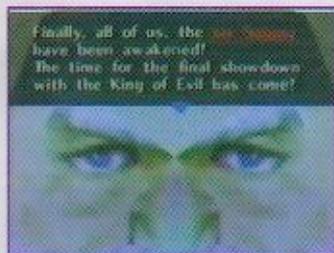
You will descend into an area with a statue. Aim the sunlight with your Mirror Shield at the statue's face to disintegrate it. Hookshot into the area behind the face to use your Boss Key to enter the new area.

Inside, you'll meet up with two witches who will sic their Iron Knuckle on you. Be warned: this enemy's axe is a little bigger and it attacks a little faster. Use Bombchus to defeat it. When you defeat it, you'll discover that the Iron Knuckle is really Nabooru. She'll regain her senses only temporarily before the witches reappear to brainwash her again.

Exit through the door and climb up the big block in the center. Now it's time to face off with Koume and Kotake.



QUEST 7: GANONDORF



Rauru will greet you at the Chamber of Sages and tell you to return to the Temple of Time. When you step off the warp in the Temple of Time, you will be greeted by the ever-mysterious Sheik.

When you talk with Sheik, you will learn how the Triforce governs the land and how it is accessible only to those completely pure of heart or evil at heart. Link also learns that three individuals hold a piece of the Triforce. Chosen by destiny, Link holds the Triforce of Courage while Sheik, the Seventh Sage, holds the Triforce of Wisdom. Sheik will also reveal her true identity: Zelda! She'll explain everything to Link, then provide him with the Light Arrows. She apologizes to Link for deceiving him, but Ganondorf has been pursuing her since childhood and she couldn't risk being captured by him. Suddenly, the Temple begins to shake violently.

Zelda is imprisoned in a monstrously large gem and taken by Ganondorf to his castle.



INSIDE GANON'S CASTLE

THINGS TO DO:

- 1 Release the Barriers
- 2 Get the Golden Gauntlets
- 3 Defeat Ganondorf



When Link approaches the gap that leads to Ganon's Castle, the sages will build a shiny rainbow bridge across for you.



In the first room, avoid the Beamos' beams and run through to the next room.

In the main chamber, you can enter the doors in any order. Your main objective is to enter each room and dismantle the corresponding colored Barrier deep within. Doing so will cause the same colored Beam protecting the core in the center of the main chamber room to disintegrate. When all of the colored beams are gone from the center doorway, Link can enter a new area of the castle.

Head to the purple door. Enter the room, then equip the Fire Arrows and the Hammer. Hookshot to the chest to pick up Rupees, then return to the entrance.

Use the Fire Arrows to light the far torch and quickly rush across the visible platforms to the far side. The torch is timed, so be careful and quick!

When you reach solid ground, you can always re-light the torch to continue across. You need to get to the switch below the doorway ledge on the opposite side of the room. Use your Hover Boots to get around (roll first, then run and jump). Use the Lens of Truth to see the hidden bridge leading to the switch. Flip it to make a chest appear.



Hookshot back up to the chest by targeting it, and you'll get the Golden Gauntlets. Use the Lens of Truth to spot the walkway at the edge of the platform and you'll be able to smash the rusted switch.



Return to the platform and make your way across the long, invisible walkway that is only revealed by using the Lens of Truth. Carefully make your way to the far purple door. Enter the next room.

Equip the Light Arrows and shoot them at the purple Shadow Barrier on the platform. Impa will appear and return you to the main chamber where the Shadow Beam will disappear.



This next step is optional, but it will make the end much easier. Exit the Castle and make your way across the Rainbow Bridge. Use the Golden Gauntlets to lift the large stone blocking a cave entrance to the cave of the Great Fairy of Courage. Summon her and she'll greatly increase your defensive power by diminishing damage by half! Return to the Castle.



Enter the Green door in the main chamber and equip Din's Fire and the Lens of Truth. Defeat the Wolfos inside the room and a chest will appear. Pick up the Rupees and use Din's Fire or a Flaming Arrow to light the four torches around the room. You also have to use a Fire Arrow on the torch that is on the platform above the door. The door will open and you can pass through it.



You'll need all five White Rupees to exit this room. Equip the Hover Boots to let the right fan guide you across to a Rupee, and then quickly equip the Iron Boots to drop onto the ledge. Get the Rupee on the right, then defeat the Beamos.



Return to the entrance door, then grab Rupee on the left side. Wait for the far fan to stop, then float down to the gold switch. Turn around and a Hookshot plate will appear on the ledge above. Hookshot to this ledge and get the Rupee.



Jump to the middle pillar and hover straight to the opposite door. Wait for the fan to stop to the right, and then retrieve the Rupee on the ledge. Now the door should open. Exit the room through the newly opened door.



Use Light Arrows on the Forest Barrier to free Saria. This returns Link to the main chamber, and the Forest Beam will cease.



Enter the Blue door at the bottom of the staircase. Inside the first area, equip Bottles, Arrows, and the Hammer. Use the sword on the icicles blocking the middle blue flame. Fill a few bottles with Blue Fire and defeat the two Freezards in the room, unlocking the next door.

TIP:

In the main chamber on the ground floor, use the Lens of Truth to spot a secret entrance in the wall. Enter to find a shop attended by Business Scrubs selling red and green potions, arrows, and bombs. Many fairies also float around freely.



Continue through the unlocked door and you'll have two minutes in the next room to push blocks around. Ignore the first one—push the second block into the hole.



Return to the first block, push it right into the ice rock, and then left.

Push the block to the back wall to the red ice. Use your Blue Fire to access a rusted switch behind the red ice. Slam it to open the door. Exit the room and you'll be able to shoot the Water Barrier.



You'll be warped to the main chamber, and the Blue beam will be gone.



Enter the Red door and equip the Hookshot, Arrows, and Hammer. In the new room is a platform in the center that you must hop repeatedly on to keep from sinking into the lava. Use it to fetch the one White Rupee on the right side of the sinking platform.



Jump along the left side of the platform to reach the fire platform and fetch the White Rupee. Next, jump back onto the middle platform and corner jump to the skinny walkway leading to the monolith.



Lift the monolith and you will automatically throw it across the room. Pick up the crystal and run across (use the lone, sinking block as your starting point) to the far side of the room where there are two Rupees.

To access the door, you must aim Link's Hookshot on the Hookshot plate, but you need to stand on the sinking center platform to reach it. You'll have a few seconds to make the shot before the ledge sinks. When you grapple over, head through the door.



Shoot the Fire Barrier with Light Arrows to release Darunia. You'll be brought back to the main chamber, and the Red beam will be gone.



Go to the large monolith on the ground floor. Throw the monolith using the Golden Gauntlets and enter the door behind it. Equip the Lens of Truth and the Hookshot. Destroy all the enemies in the first room to receive the Small Key. The chests lining the room will cause damage as well as reveal some items.



In the next room, use Fire Arrows to shoot through the cobwebs in the top of the ceiling. This allows sunlight to flood into the room. Use the Mirror Shield on the sun symbol directly to the right of the doorway you just came through. This enables you to proceed into the room with the last barrier—the Spirit Barrier.



Go through the locked door and play Zelda's Lullaby at the Triforce symbol on the floor. Grab the Small Key from the chest and go through the newly unlocked door.



Now that the barrier is gone, cross the bridge to the opening in the center statue. There is really only one way through this area, so just follow the main route.



You'll have only a minute to grab all five White Rupees while avoiding the boulders. Exit when the door unlocks.



Defeat the two Lizalfos to open the center door and make your way to the room with two Stalfos Knights. Destroy them both to access the Boss Key.

Destroy the Wallmaster and walk through the solid door on the wall to enter the Barrier Room. Shoot the Light Barrier with a Light Arrow and you'll transport to the main chamber.



Make your way to the room with two Iron Knuckles. Fight them one at a time by approaching only one. You don't want to fight both of them at once or you'll sustain some serious damage. The door opens after defeating the Iron Knuckles.



Enter the Orange door. Inside, destroy the Beamos and fetch the five White Rupees around the room. The door will now open, enabling Link to exit.



Kill the two Torch Slugs in the next room. Use a circular slash to hit the crystal on the other side of the grate, and a box of Bombchus will drop. Use the Bombchus to reach the crystal behind the first crystal, which opens the locked door.



In the boss room, head through the door to the immediate right and up the staircase. Make your way into the top room to face off with Ganondorf. Zelda will automatically restore your health. Ganondorf taunts Link by revealing his evil plans and expresses his devilish delight that all three of the Triforce members are gathered in the same room: you, Zelda, and Ganondorf.

BOSS: GANONDORF

Ganondorf's plan relies on the fact that he has disabled your use of Navi's targeting.

When Ganondorf fires an electrical charge deflect it with Link's sword. There may be several volleys during this exchange, but eventually one of the hits weakens Ganondorf. When he's in this state, shoot him with a Light Arrow to cause Ganondorf to collapse on the platform. Now you can race over

and use several of Link's most powerful sword techniques on him.

Ganondorf's only other attack consists of a huge blob of black light that he lets build up before launching. When he begins to form the black mass, use a Light Arrow to counter the attack. This sends Ganondorf plummeting to the platform below and leaves him open for some good whacks with Link's sword.

Keep up your strategy and make sure you maintain a good rhythm when volleying his electrical attacks. After applying in several good sword attacks when he's weakened, you should be able to emerge the winner of the fight.



BOSS: GANON, FINAL FORM

When the fight begins, Ganon blows Zelda off the battleground. In the process, Link's Master Sword gets knocked away from him, preventing him from using it during part of the fight. Then his attention shifts to Link. This time around, Navi's not about to take any funny business from Ganon, so you have the ability to target throughout the fight.

Make sure you have the Light Arrows equipped as well as either the Biggoran Sword, the Giant's Knife, or the Megaton Hammer. First, shoot a well-placed Light Arrow at Ganon's face. This stuns him (he'll shake his head to indicate that he's been stunned), allowing you a fairly decent amount of time to run up behind him and hack away at his tail. Be careful, though; he's quick to turn and attack if you linger too long behind him.

When shooting arrows at Ganon's head, make sure you make a direct hit. He'll block your shots with his swords, which make a clinking noise when hit. If you're trying to conserve arrows for the later part of the fight, you can hit Ganon in the head with Link's Longshot which will also stun him—but for a shorter amount of time.

After you've inflicted a substantial amount of damage on Ganon, his attacks will become fierce, his response time will get quicker, and he'll block your arrow attacks much more efficiently. Also, Link regains the use of his Master sword for this portion of the fight. This is the time to really pull out all the stops and use all your Light Arrows to buy more time at his tail. The attack pattern is exactly the same, so keep up your rhythm and never linger too long behind him. With enough patience and care, you'll take down Ganon's final form with no problem.



THE ESCAPE

Once Ganondorf is defeated, his body will begin to incinerate in a million rays of light that weaken the surrounding castle. This is bad news for Link and Zelda, and they could very well be crushed if you aren't quick to escape.



There's only one way to go when escaping the castle, so be as quick as possible without leaving Zelda in the dust. When you reach an iron-barred door, Zelda will automatically open the door.

At several points during your escape, you must fight a few foes. Be as quick as possible in defeating the enemies, because you have a limited amount of time to continue your escape.

When you finally exit the castle, you can watch Ganondorf's pride and joy sink straight into the fiery ground. But your victory and respite is short-lived, because Ganon emerges from the ashes for a last stab at Link.



FINALE



Once Link defeats Ganon, Zelda and the six other Sages send Ganon into the void of the Evil Realm. The land is free at last from the grasp of the Gerudian madman.



The celebration slowly fades as Zelda reveals Link's real destiny. Link is returned to Kokiri Forest as a child, with only the memories of his heroism—the epic adventures he has still yet to relive—and the fading image of a beautiful princess.



After departing the battlefield, Link and Zelda meet in the sunlit halls of the Temple of Time as they rejoice over their victory. Zelda explains to Link how important their roles are in the liberation and protection of Hyrule. She also expresses her gratitude for Link's courageous devotion to fulfilling his role as Hero of Time.



THE LEGEND OF ZELDA® THE WIND WAKER™

OFFICIAL STRATEGY GUIDE

by Doug Walsh

©2003 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGAMES Publishing

An Imprint of Pearson Education
201 West 103rd Street
Indianapolis, Indiana 46290

© 1998, 2003 Nintendo. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.

Please be advised that the ESRB rating icons, "E", "RP", "EC", "T", "M", and "AO" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied to any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (212) 759-0700 or 1-800-771-3772. Please note that ESRB ratings only apply to the content of the game itself and do NOT apply to the content of the books.

ISBN: 0-7440-0186-2

Library of Congress Catalog No.: 2003102464

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 03-1 shows that the first printing of the book occurred in 2003.

06 05 04 03 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

BradyGAMES Staff

PUBLISHER

David Waybright

EDITOR-IN-CHIEF

H. Leigh Davis

MARKETING MANAGER

Janet Eshenour

CREATIVE DIRECTOR

Robin Lasek

LICENSING MANAGER

Mike Degler

ASSISTANT MARKETING MANAGER

Susie Nieman

Credits

TITLE MANAGER

Tim Fitzpatrick

SCREENSHOT EDITOR

Michael Owen

BOOK DESIGNERS

Kurt Owens

Dan Caparo

POSTER DESIGNER

Tim Amrhein

PRODUCTION DESIGNER

Tracy Wehmeyer

MAPS BY

Idea + Design Works, LLC

www.ideaanddesignworks.com

Acknowledgments

BradyGAMES would sincerely like to thank everyone at Nintendo of America. Very special thanks to Cammy Budd, Amanda Bowes, Scott Callahan, and Paul Rush—it was a real pleasure working with you!

About the Author

Doug Walsh lives with his wife and two dogs in the Puget Sound area of Washington. *The Legend of Zelda®: The Wind Waker™* is his nineteenth strategy guide for BradyGAMES. Doug has recently authored guidebooks for other Nintendo titles including *Metroid® Prime*, *Star Fox Adventures®*, and *Eternal Darkness: Sanity's Requiem™*.

Author Acknowledgments

A project of this magnitude is not possible without the help and support of many people. I would like to thank: Leigh Davis, David Waybright, and Tim Fitzpatrick of BradyGAMES for trusting me with the Zelda name and for continuing to be such great people to work with; Cammy Budd, Amanda Bowes, Scott Callahan, and Paul Rush of Nintendo of America for their invaluable support; Wes Ehrlichman for helping me wade through the Japanese version of the game; Alex, Kris and Robbie from IDW for making the maps look so awesome; Brad Galloway from Gamecritics.com for helping with the series chronology; and my loving wife Kristin, who helped keep me healthy during crunch time and also completed all 16 of the sliding picture puzzles—I'd still be working on them had it not been for you!



THE RETURN OF A LEGEND

The ninth installment of The Legend of Zelda® series debuts on Nintendo GameCube™! There's no shortage of sword-swinging action, high seas sailing, and perplexing puzzles as Link embarks on an epic voyage. Part of BradyGAMES' Signature Series, this essential guide will thrust you into the heart of the adventure!

272 PAGES—YOU WON'T FIND A MORE THOROUGH GUIDE!

OVER 100 DETAILED MAPS depict every island and dungeon, pinpointing important items.

COMPREHENSIVE WALK-THROUGH leads you through the entire game, leaving no stone unturned, no puzzle unsolved.

KNUCKLE #3

KNUCKLE #4

KNUCKLE #1

INCREDIBLE BONUSES!

The Legend of Zelda®: Ocarina of Time® Complete Walk-through Inside!
Plus, Exclusive Double-Sided Poster!

EXPERT TACTICS help you defeat every enemy type and all the menacing bosses.

EVERYTHING REVEALED! All the Treasures, Hearts, Triforce Pieces, Fairies, Songs, Side Quests, and More! Plus, Easy-to-Use Lists and Complete Nintendo Gallery!

TINGLE TUNER COVERAGE—
USE YOUR GAME BOY® ADVANCE!

\$14.99 USA / \$21.99 CAN / £9.99 Net UK



www.nintendo.com

BRADYGAMES
TAKE YOUR GAME FURTHER
www.bradygames.com



7 52073 00186 5

ISBN 0-7440-0186-2



9 780744 001860

5 14 99

